TYRANIDS · DETACHMENT

ASSIMILATION SWARM

2 DP · PRIORITY ASSETS

ENHANCEMENTS

Instinctive Defense — **15 pts**

TYRANIDS model only. While the bearer is within 6" of one or more friendly HARVESTER units, when you target this unit with the Heroic Intervention stratagem, that use is -1 CP. In addition, while the bearer is within 6" of one or more friendly HARVESTER units, models in the bearer's unit have the Fights First ability.

Parasitic Biomorphology — **25 pts**

Tyranids model only. Add 1 to the Strength characteristic of melee weapons equipped by models in the bearer's unit. The first time the bearer's unit destroys an enemy unit in the Fight phase while the bearer is within 6" of one or more Harvester units, until the end of battle, add 1 to the Attacks characteristic of melee weapons equipped by models in the bearer's unit.

Regenerating Monstrosity — **20 pts**

Tyranids model only (excluding Monsters models) The bearer's unit can be regenerated up to twice per phase, instead of once.

Biophagic Flow (Aura) — **10 pts**

Tyranids model only. While a friendly Harvester model is within 12" of the bearer, when using the Feed the Swarm ability, that Harvester model can Regenerate one friendly Tyranids unit that is within 9" instead of one within 6".

DETACHMENT-REGEL

In your Command phase, each HARVESTER unit from your army can Regenerate one friendly TYRANIDS unit that is within 6" of it. A unit can only be regenerated once per phase. Each time a unit regenerates, do one of the following:

- One model in that unit regains up to D3+1 lost wounds.

- One destroyed INFANTRY model (excluding CHARACTERS) is returned to that unit with its full wounds remaining. If that unit is an ENDLESS MULTITUDE unit, up to 3 destroyed models are returned instead.

STRATAGEMS

1 CP — ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — COMMAND

TYRANNOFORMED

When: Command phase.
Target: One Harvester unit from your army that is within range of an objective marker you control.
Effect: That objective marker remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

2 CP — ASSIMILATION SWARM – EPIC DEED STRATAGEM · WAHAPEDIA — SHOOTING

ABLATIVE CARAPACE

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Harvester unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have the Feel No Pain 5+ ability. If your unit is within range of an objective marker you control, until the end of the phase models in your unit have the Feel No Pain 4+ ability instead.

1 CP

ASSIMILATION SWARM – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

RAPACIOUS HUNGER

When: Your Fight phase.
Target: One TYRANIDS unit from your army that just destroyed an enemy unit.
Effect: Your unit immediately Regenerates (See Feed the Swarm). When doing so, if your unit is a Harvester unit and you choose for one model to regain up to D3 lost wounds, that model regains up to 3 lost wounds instead.

1 CP

ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

SECURE BIOMASS

When: Fight phase.
Target: One TYRANIDS unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [LETHAL HITS] ability. If your unit is a Harvester unit, each time a model in that unit makes a melee attack, a successful unmodified Hit roll of 5+ scores a Critical Hit as well.

1 CP

ASSIMILATION SWARM – EPIC DEED STRATAGEM · WAHAPEDIA

ANY

BROODGUARD IMPULSE

When: Any phase.
Target: One Harvester unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Until the end of the battle, each time a friendly TYRANIDS model makes an attack that targets the enemy unit that just destroyed your HARVESTER unit, add 1 to the Wound roll.

1 CP

ASSIMILATION SWARM – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

ANY

RECLAIM BIOMASS

When: Any phase, when a TYRANIDS unit from your army is destroyed, before the last model in it is removed from play.
Target: One Harvester unit from your army that is within 6" of that destroyed unit.
Effect: Regenerate one friendly TYRANIDS unit within 6" of your HARVESTER unit (See Feed the Swarm).