

WARRIOR BIOFORM ONSLAUGHT

1 DP · TAKE AND HOLD

ENHANCEMENTS

Elevated Might

30 pts

WINGED TYRANID PRIME/TYRANID PRIME WITH LASH WHIP model only. This model's melee attacks:

- Can re-roll wound rolls.
- Have +1 AP.

Ocular Adaptation

20 pts

WINGED TYRANID PRIME/TYRANID PRIME WITH LASH WHIP model only. This unit's melee attacks have +1 to hit rolls.

DETACHMENT-REGEL

- Friendly TYRANID WARRIORS WITH RANGED BIO-WEAPONS/TYRANID WARRIORS WITH MELEE BIO-WEAPONS units have:

-- TYRANID WARRIORS.

-- BATTLELINE.

- TYRANID WARRIORS/TYRANID PRIME WITH LASH WHIP/WINGED TYRANID PRIME models from your army have 5+ InSv.

STRATAGEMS

1 CP

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STRATAGEM · WAHAPEDIA

MOVEMENT

SYNAPTIC MICRONODES

When: End of your Movement phase.

Target: One friendly TYRANID WARRIORS unit.

Effect: Select one objective your unit is controlling. That objective is secured.

1 CP

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SHOOTING

PARASITIC PAYLOAD

When: Your Shooting phase, when a friendly TYRANID WARRIORS unit is selected to shoot.

Target: That TYRANID WARRIORS unit.

Effect: Your unit's ranged attacks have [IGNORE COVER].

1 CP

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SHOOTING

ALIEN PHYSIOLOGY

When: Your opponent's Shooting phase or the Fight phase, when an enemy unit targets a friendly TYRANID WARRIORS unit.

Target: That TYRANID WARRIORS unit.

Effect: Attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.