

# SYNAPTIC NEXUS

## ENHANCEMENTS

### Psychostatic Disruption (Aura)

30 pts

Tyranids Synapse model only. Enemy units that arrive on the battlefield from Reserves cannot be set up with 12" of the bearer. In addition, once per battle, during the first or second battle round, when your opponent declares that a unit will arrive on the battlefield from Strategic Reserves, the bearer can use this enhancement. If it does, roll one D6: on a 4+, that enemy cannot arrive on the battlefield this turn.

### Synaptic Control

20 pts

Tyranids Synapse model only. Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of the attack.

### The Dirgeheart of Kharis (Aura)

15 pts

Tyranids Synapse model only. While an enemy unit is within 9" of the bearer, worsen that unit's Leadership characteristic by 1.

### Power of the Hive Mind

10 pts

Tyranids Psyker model only. Improve the Strength and Armour Penetration characteristic of psychic weapons equipped by the wearer of 1.

## DETACHMENT-REGEL

At the start of the battle round, you can select one of the Synaptic Imperatives shown below. Until the end of the battle round, that Synaptic Imperative is active for your army and while a Tyranids unit from your army is within Synapse Range of your army, it will benefit from it. Each Synaptic Imperative can only be selected once per battle.

- Synaptic Augmentation: While this unit is within Synapse Range of your army, models in this unit have a 5+ invulnerable save.
- Surging Vitality: While this unit is within Synapse Range of your army, add 1 to Advance and Charge rolls made for this unit.
- Goaded to Slaughter: While this unit is within Synapse Range of your army, each time a model in this unit makes a melee attack, add 1 to the Hit roll