

TYRANID ATTACK

ENHANCEMENTS

Reinforced Carapace

Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack (note that if given to a Tyranid Prime model, this only affects that model and not other models in its unit).

Synaptic Goad

In your Command phase, select one friendly Tyranid Warriors with Melee Bio-weapons or Tyranid Warriors with Ranged Bio-weapons unit within 6" of the bearer. Until the end of the turn, add 2" to the Move characteristic of models in that unit.

DETACHMENT-REGEL

The following units do not split into separate units in the Form Boarding Squads step:

- Hormagaunts
- Neurogaunts
- Termagants

STRATAGEMS

1 CP

TYRANID ATTACK – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

PHAGIC SPORES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

Target: One TYRANID WARRIORS WITH MELEE BIO-WEAPONS or TYRANID WARRIORS WITH RANGED BIO-WEAPONS 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, each time a model in your unit is destroyed as a result of an attack, do not remove it from play; after the attacking unit has finished making its attacks, roll one D6: on a 3-5, the closest enemy unit within 3" of and visible to your unit suffers 1 mortal wound; on a 6, the closest enemy unit within 3" of and visible to your unit suffers 2 mortal wounds. The destroyed model is then removed from play.

1 CP

TYRANID ATTACK – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

CHARGE

HIVE SIGHT

When: Your Charge phase.

Target: One TYRANIDS SYNAPSE unit from your army and one friendly TYRANIDS unit that has not declared a charge this phase.

Effect: Select one enemy unit that is visible to your SYNAPSE unit. Until the end of the phase, each time your other unit declares a charge, it can include that enemy unit as a target of that charge, even if it is not visible to it, and when doing so, add 1 to the Charge roll.

1 CP

TYRANID ATTACK – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

BIO-ACID SURGE

When: Fight phase.

Target: One TYRANIDS unit from your army that is within Synapse Range of your army and 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 [SUSTAINED HITS 1] ability.

1 CP

TYRANID ATTACK – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

ANY

EXPENDABLE BIOMASS