

BIOTIDE

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Synaptic Beacon

While a friendly Tyranids unit is within 9" of the bearer (ignoring Walls and closed Hatchways), that unit is within Synapse Range of the bearer and of your army.

Hypersurge Gland

Once per battle, at the end of your opponent's Charge phase, the bearer can use this Enhancement. If it does, it can declare a charge as if it were your Charge phase.

DETACHMENT RULE

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

- Hormagaunts
- Neurogaunts
- Termagants