

INVASION FLEET

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Alien Cunning

30 pts

Tyranids model only. After both players have deployed their armies, select up to three Tyranids units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Perfectly Adapted

15 pts

Tyranids model only. Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll, one Advance roll, one Charge roll or one saving throw made for the bearer

Synaptic Linchpin

20 pts

Tyranids model only. While a friendly Tyranids unit is within 9" of the bearer, that unit is within Synapse Range of your army.

Adaptive Biology

25 pts

Tyranids model only. The bearer has the Feel No Pain 5+ ability. At the start of any turn, if the bearer has fewer than its starting number of wounds remaining, until the end of the battle, it has the Feel No Pain 4+ ability instead.

DETACHMENT RULE

At the start of the first battle round, select one of the following Hyper-adaptations to be active for Tyranids units from your army until the end of the battle:

SWARMING INSTINCTS

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Infantry or Swarm unit, that attack has the [SUSTAINED HITS 1] ability.

HYPER-AGGRESSION

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Monster or Vehicle unit, that attack has the [LETHAL HITS] ability.

HIVE PREDATORS

Each time a Tyranids model with this Hyper-adaptation makes an attack that targets an enemy Character unit, if a Critical Hit is scored, that attack has the [PRECISION] ability.