

TYRANID ATTACK

0 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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

- Hormagaunts
- Neurogaunts
- Termagants