

ENHANCEMENTS (4)

Naturalised Camouflage

30 pts

Tyranids model only. At the start of the first battle round, select up to three friendly Endless Multitude units within 9" of the bearer. Until the end of the battle round, each time a ranged attack targets one of those units, models in that unit have the Benefit of Cover against that attack.

Relentless Hunger

20 pts

Tyranids model only. Add 2" to the Move characteristic of models in the bearer's unit.

Piercing Talons

25 pts

Tyranids model only. Each time a model in the Bearer's unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by 1.

Adrenalised Onslaught

15 pts

Tyranids model only. Each time the bearer's unit makes a Pile In or Consolidation, models in this unit can move an additional 3"

DETACHMENT RULE

In your opponent's Shooting phase, when an enemy unit has shot, if a model from a friendly ENDLESS MULTITUDE unit was destroyed as a result of those attacks, that friendly unit can make a surge move of up to D6".