

VANGUARD ONSLAUGHT

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Hunting Grounds

30 pts

Tyranids model only. While the bearer is on the battlefield, each time your opponent sets up a Reserves unit on the battlefield, roll one D6: on a 2+ that unit must make a Battle-shock test.

Neuronode

20 pts

TYRANIDS model only. After both players have deployed their armies, you can select up to three VANGUARD INVADER units from your army and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Stalker

10 pts

Vanguard Invader model only. At the start of the battle, select one enemy unit. Each time the bearer makes an attack that targets that enemy unit, add 1 to the Hit roll and Wound roll.

Chameleonic

15 pts

VANGUARD INVADER model only. This unit has Stealth.

DETACHMENT RULE

Deathleaper loses Hunter Organism rule and can be your Warlord.