

AMBUSH PREDATORS

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Encircling Horrors

20 pts

NEUROLICTOR/LICTOR/VON RYAN'S LEAPERS unit only. In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, this unit can make a normal move of up to D3+3".

Cryptophotac Camouflage

15 pts

VON RYAN'S LEAPERS unit only. This unit has -3" detection range.

DETACHMENT RULE

- Friendly DEATHLEAPER/LICTOR/NEUROLICTOR units have Deep Strike.
- Friendly LICTOR/NEUROLICTOR units' attacks that target a CHARACTER unit can re-roll hit rolls of 1.

STRATAGEMS (6/6)

1 CP AMBUSH PREDATORS STRATAGEM **SHOOTING**

The organisms that comprise the Tyranid vanguard possess

When: Start of your Shooting phase.

Target: One friendly DEATHLEAPER/LICTOR/NEUROLICTOR/VON

Effect: Select one visible enemy unit within 12" of your unit. That

1 CP AMBUSH PREDATORS STRATAGEM **FIGHT**

One should never attempt to lay a trap for perfectly adapted

When: Fight phase, when a friendly DEATHLEAPER/LICTOR/

Target: That DEATHLEAPER/LICTOR/NEUROLICTOR/VON RYAN'S

Effect: Your unit's attacks that target a hidden unit have +1 S

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FIGHT

What seemed a certain and identified Tyranid contact vanishes

When: End of your opponent's Fight phase.

Target: One friendly unengaged DEATHLEAPER/LICTOR/

Effect: Place your unit in strategic reserves.

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