

TYRANIDS

VANGUARD ONSLAUGHT

6 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.

STRATAGEMS (6/6)

2 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

MOVEMENT

HYPERSENSORY SCILLIA

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: Up to two Vanguard Invader units from your army that are within 9" of that enemy unit, or one other Tyranids Infantry unit from your army that is within 9" of that enemy unit.

Effect: Those selected units can each make a Normal move of up to 6".

Restriction: You cannot target units that are within Engagement Range of one or more enemy units.

1 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

MOVEMENT

SEEDED BROODS

When: Your Movement phase.

Target: One TYRANIDS unit from your army that is in Reserves, or up to two Vanguard Invader units from your army that are in Reserves.

Effect: Until the end of the phase, for the purposes of setting up those selected units on the battlefield, treat the current battle round number as being one higher than it actually is.

1 CP VANGUARD ONSLAUGHT – BATTLE TACTIC STRATAGEM

SHOOTING

SURPRISE ASSAULT

When: Your Shooting phase or the Fight phase, just after a Vanguard Invader unit from your army has selected its targets.

Target: That VANGUARD INVADER unit.

Effect: Select one enemy unit that was selected as the target of one or more of your unit's attacks. That enemy unit must take a Battle-shock test. Until the end of the phase, each time a model in your unit makes an attack that targets that enemy unit, add 1 to the Hit roll. If the Battle-shock test was failed, add 1 to the Wound roll as well.

1 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

SHOOTING

UNSEEN LURKERS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Vanguard Invader unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18" or, if your unit has the Lone Operative ability, if the attacking model is within 6". Your opponent can select new targets for the attacking unit's attacks.

1 CP VANGUARD ONSLAUGHT – BATTLE TACTIC STRATAGEM

FIGHT

ASSASSIN BEASTS

When: Fight phase.

Target: One Vanguard Invader Infantry unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, melee weapons equipped by models in your unit have the [PRECISION] ability.

1 CP VANGUARD ONSLAUGHT – STRATEGIC PLOY STRATAGEM

FIGHT

INVISIBLE HUNTER

When: End of your opponent's Fight phase.

Target: Up to two Vanguard Invader units from your army, or one Tyranids Infantry unit from your army.

Effect: Remove the targeted units from the battlefield and place them into Strategic Reserves.

Restriction: The targeted units must be more than 3" away from all enemy units.