

WARRIOR BIOFORM ONSLAUGHT

18 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Elevated Might

30 pts

WINGED TYRANID PRIME/TYRANID PRIME WITH LASH WHIP model only.
This model's melee attacks:

- Can re-roll wound rolls.
- Have +1 AP.

Ocular Adaptation

20 pts

WINGED TYRANID PRIME/TYRANID PRIME WITH LASH WHIP model only.
This unit's melee attacks have +1 to hit rolls.

DETACHMENT RULE

- Friendly TYRANID WARRIORS WITH RANGED BIO-WEAPONS/TYRANID WARRIORS WITH MELEE BIO-WEAPONS units have:
 - TYRANID WARRIORS.
 - BATTLELINE.
- TYRANID WARRIORS/TYRANID PRIME WITH LASH WHIP/WINGED TYRANID PRIME models from your army have 5+ InSv.

STRATAGEMS (18/18)

1 CP SUBTERRANEAN ASSAULT – WARGEAR STRATAGEM**COMMAND**

On occasions where subterranean assaults are

When: Command phase.

Target: One Mawloc or Trygon unit from your army.

Effect: Until the start of your next Command phase,

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1 CP SUBTERRANEAN ASSAULT – STRATEGIC PLOY STRATAGEM

MOVEMENT

Emerging from the depths, Tyranid bioforms level

When: End of your Movement phase.

Target: One Tyranids unit from your army that was

Effect: Until the end of your next Fight phase,

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MOVEMENT

Scrambling through the tunnels come endless

When: Your Movement phase.

Target: One Tyranids unit from your army, wholly

Effect: One model in your unit regains up to D3+1

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MOVEMENT

Shed like spores from chitinous exoskeletons, these micronodes

When: End of your Movement phase.

Target: One friendly TYRANID WARRIORS unit.

Effect: Select one objective your unit is controlling. That objective

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MOVEMENT

Taking advantage of freshly burrowed tunnels,

When: End of your Movement phase.

Target: One Tyranids unit from your army that

Effect: Remove your unit from the battlefield and

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SHOOTING

When: Your Shooting phase, when a friendly TYRANID WARRIORS unit

Target: That TYRANID WARRIORS unit.

Effect: Your unit's ranged attacks have [IGNORE COVER].

1 CP WARRIOR BIOFORM ONSLAUGHT STRATAGEM

SHOOTING

The projectiles fired by this weapon are infected with parasites

When: Your Shooting phase, when a friendly TYRANID WARRIORS unit

Target: That TYRANID WARRIORS unit.

Effect: Your unit's ranged attacks have [IGNORE COVER].

1 CP WARRIOR BIOFORM ONSLAUGHT STRATAGEM SHOOTING

The sheer resilience of these warrior organisms appears nigh-

When: Your opponent's Shooting phase or the Fight phase, when an

Target: That TYRANID WARRIORS unit.

Effect: Attacks that target your unit with a S greater than your unit's

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CHARGE

A hive fleet's vanguard organisms favour mobility

When: Your Charge phase.

Target: One Tyranids Monster unit from your army

Effect: Until the end of the phase, friendly Tyranids

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FIGHT

The network of tunnels beneath the battlefield

When: End of your opponent's Fight phase.

Target: One Tyranids unit or up to two Burrower

Effect: Remove your unit from the battlefield and

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