

# ASSIMILATION SWARM

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## ENHANCEMENTS

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### Instinctive Defense

15 pts

TYRANIDS model only. While the bearer is within 6" of one or more friendly HARVESTER units, when you target this unit with the Heroic Intervention stratagem, that use is -1 CP. In addition, while the bearer is within 6" of one or more friendly HARVESTER units, models in the bearer's unit have the Fights First ability.

### Parasitic Biomorphology

25 pts

Tyrannids model only. Add 1 to the Strength characteristic of melee weapons equipped by models in the bearer's unit. The first time the bearer's unit destroys an enemy unit in the Fight phase while the bearer is within 6" of one or more Harvester units, until the end of battle, add 1 to the Attacks characteristic of melee weapons equipped by models in the bearer's unit.

### Regenerating Monstrosity

20 pts

Tyrannids model only (excluding Monsters models) The bearer's unit can be regenerated up to twice per phase, instead of once.

### Biophagic Flow (Aura)

10 pts

Tyrannids model only. While a friendly Harvester model is within 12" of the bearer, when using the Feed the Swarm ability, that Harvester model can Regenerate one friendly Tyrannids unit that is within 9" instead of one within 6".

## DETACHMENT-REGEL

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In your Command phase, each HARVESTER unit from your army can Regenerate one friendly TYRANIDS unit that is within 6" of it. A unit can only be regenerated once per phase. Each time a unit regenerates, do one of the following:

- One model in that unit regains up to D3+1 lost wounds.
- One destroyed INFANTRY model (excluding CHARACTERS) is returned to that unit with its full wounds remaining. If that unit is an ENDLESS MULTITUDE unit, up to 3 destroyed models are returned instead.