

<p align="center">ACID BLOOD</p> <p>Play: On a Tyranid infantry formation in the Assault Segment.</p> <p>Effect: An automatic hit is scored on any model that kills any tyranid stand in the formation during close combat. Any model hit takes any saving throws.</p>	<p align="center">HIVE MIND</p> <p>Play: On a Synapse creature when ordering an Assault.</p> <p>Effect: The Synapse creature counts as a supreme Commander and may conduct a joint assault according to the standard rules for joint assault.</p>	<p align="center">BIO-ASSASSIN</p> <p>Play: On an enemy Commander or Supreme Commander at any time.</p> <p>Effect: Play on an enemy formation commander or psyker. The unit takes a hit (with any saves); place a blast marker on the formation as well.</p> <p>Range: 100cm from a Synapse creature.</p>	<p align="center">BIOTOXINS</p> <p>Play: On a Tyranid infantry formation in the Assault Phase.</p> <p>Effect: All models gain SA, +1A, Disrupt. For the duration of the assault.</p>
<p align="center">BLOODLUST</p> <p>Play: On a Tyranid formation or Titan in the Assault Phase.</p> <p>Effect: The models in the formation gain AW, +1A. Bio-titans gain AW, +(D3)A. For the duration of the turn.</p> <p>Range: 60cm from a Synapse creature.</p>	<p align="center">CHAMELEON</p> <p>Play: On a Tyranid infantry formation during the turn.</p> <p>Effect: The formation gains -1 to hit for the rest of the turn versus all shooting.</p>	<p align="center">ENERGY IMMUNITY</p> <p>Play: On a Tyranid formation or Titan anytime.</p> <p>Effect: The formation or titan gain an Invulnerable Save for the rest of the turn</p>	<p align="center">HIVE MIND</p> <p>Play: On a Synapse creature when ordering an Assault.</p> <p>Effect: The Synapse creature counts as a supreme Commander and may conduct a joint assault according to the standard rules for joint assault.</p>
<p align="center">FLEET OF CLAW</p> <p>Play: On a Tyranid infantry Formation in the Movement Phase.</p> <p>Effect: The brood gains +5 cm to it's base movement this turn.</p>	<p align="center">HALLUCINOGENS</p> <p>Play: On an enemy unit any time.</p> <p>Effect: Choose any (D3) enemy infantry unit(s) from a formation within 15cm that has not moved yet. You take them over for this turn and choose where they will move and what they will attack, within the restrictions of their normal rules. The unit(s) moves with the Tyranids.</p>	<p align="center">HIVE MIND</p> <p>Play: On a Synapse creature when ordering an Assault.</p> <p>Effect: The Synapse creature counts as a supreme Commander and may conduct a joint assault according to the standard rules for joint assault.</p>	<p align="center">OVERRUN ASSAULT</p> <p>Play: On a Formation at the end of a successful Assault.</p> <p>Effect: The Formation may take a regular consolidation move instead of the normal 5cm.</p> <p>Range: 60 cm from a Synapse creature.</p>
<p align="center">PATHOGENIC SLIME</p> <p>Play: On a Tyranid Formation or Titan in the Assault Phase.</p> <p>Effect: All models gain SA, +1A, Disrupt. For the duration of the assault. Titans gain + (D3)A.</p>	<p align="center">PSYCHIC BARRAGE</p> <p>Play: Play anytime.</p> <p>Effect: The infantry units in the formation gain (+1A, SA, MW) this turn, combining their psychic power to create a vortex of energy. These attacks ignore cover.</p> <p>Range: Line of sight.</p>	<p align="center">REGENERATION</p> <p>Play: On one Tyranid model anytime.</p> <p>Effect: One Tyranid model that can regenerate will automatically remove all of its wound markers. Bio-titans regenerate 1D6 wounds.</p>	<p align="center">RENDING CLAWS</p> <p>Play: On a Tyranid Formation in the Assault Phase.</p> <p>Effect: The infantry models in the formation gain (+1A, First Strike).</p>

Hive Mind Cards