GENESTEALER CULTS · DETACHMENT

FINAL DAY

2 DP · PURGE THE FOE

ENHANCEMENTS

Synaptic Auger — **15 pts**

Tyranids model only. Each time the bearer would regain one or more lost wounds from the Psionic Parasitism Detachment rule, it regains up to twice that number of lost wounds instead.

Vanguard Tyrant — **25 pts**

Winged Hive Tyrant model only. Improve the Strength and Armour Penetration characteristics of melee weapons equipped by the bearer by 1.

Inhuman Integration — **20 pts**

Genestealer Cults model only. Weapons equipped by models in the bearer's unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 6" of one or more friendly Tyranidsunits.

Enraptured Damnation — **10 pts**

Genestealer Cults model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT-REGEL

You can include TYRANIDS VANGUARD INVADER units (excluding AIRCRAFT, BROODLORD and GENESTEALERS units) in your army. The combined points cost of such units depends on your battle size:

- Incursion: Up to 500 pts
- Strike Force: Up to 1000 pts
- Onslaught: Up to 1500 pts

No TYRANIDS models from your army can be your WARLORD.

STRATAGEMS

1 CP — FINAL DAY – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

AVENGE THE STAR CHILDREN

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.
Target: One Tyranids Character unit from your army that was destroyed by that enemy unit this phase. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Until the end of the battle, each time a Genestealer Cults model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll and add 1 to the Wound roll.

1 CP — FINAL DAY – STRATEGIC PLOY STRATAGEM · WAHAPEDIA — SHOOTING

DARTING ATTACKS

When: Your Shooting phase or your Charge phase.
Target: One Tyranids unit from your army.
Effect: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP

FINAL DAY – BATTLE TACTIC STRATAGEM · WAHAPEDIA

CHARGE

DIVINE IMPERATIVE

When: Your Charge phase, when a friendly Genestealer Cults unit within 12" of a friendly engaged Tyranids unit declares a charge.

Target: That GENESTEALER CULTS unit.

Effect: Your unit has +1 to charge rolls. You can use this part of this stratagem. If you do: Your unit can re-roll charge rolls. Your unit must end that charge move engaged with an enemy unit engaged with that friendly TYRANIDS unit.

1 CP

FINAL DAY – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

HYPERFEROCITY

When: Fight phase.

Target: One Genestealer Cults unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Wound roll of 1. If one or more friendly Tyranids units are within 6" of that enemy unit, you can re-roll the Wound roll instead.

1 CP

FINAL DAY – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

FIGHT

RESISTANCE TUNNELS

When: End of your opponent's Fight phase.

Target: One Genestealer Cults or Tyranids unit from your army that is not within Engagement Range of one or more enemy units.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP

FINAL DAY – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

ANY

PSI SURGE

When: Start of any phase.

Target: One Tyranids unit from your army.

Effect: Until the start of your next Command phase, increase the range of your unit's Catalyst ability by 3".

Restriction: Each time you use this Stratagem, until the end of your next Command phase, you cannot use this Stratagem again.