

ENHANCEMENTS

Monstrous Nemesis

25 pts

Tyranids Monster only. Each time the bearer makes a melee attack that targets a Monster or Vehicle unit, add 1 to the Wound roll.

Null Nodules

10 pts

Tyranids Monster only. Once per battle, when a Psychic Attack is allocated to the bearer, it can use this ability. If it does, until the end of the phase, the bearer has the Feel No Pain 5+ ability against Psychic Attacks.

Ominous Presence

15 pts

Tyranids Monster only. Add 3 to the bearer's Objective Control characteristic.

Enraged Reserves

20 pts

Tyranids Monster only. If the bearer is destroyed by a melee attack, if it has not fought this phase, roll one D6: on a 3+, do not remove it from play. It can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

DETACHMENT-REGEL

Each time a TYRANIDS MONSTER model from your army makes an attack, add 1 to the Hit roll if that model's unit is below its Starting Strength, and add 1 to the Wound roll as well if that model's unit is Below Half-strength. In addition, while a TYRANIDS MONSTER unit from your army (excluding Battle-shocked units) is at its Starting Strength, add 2 to the Objective Control characteristic of models in that unit.

STRATAGEMS

1 CP

CRUSHER STAMPEDE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

UNTRAMMELLED FEROCITY

When: Your Movement phase.

Target: One Tyranids Monster unit from your army that has not been selected to move this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Normal, Advance or Fall Back move, it can move through models (excluding TITANIC models) and sections of terrain features that are 4" or less in height. When doing so: It can move within Engagement Range of enemy models, but cannot end that move within Engagement Range of them. It can also move through sections of terrain features that are more than 4" in height, but if it does, after its unit has moved, roll one D6: on a 1, your unit is Battle-shocked.

1 CP

CRUSHER STAMPEDE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

CORROSIVE VISCERA

When: Your opponent's Shooting phase or the Fight phase, just after a Tyranids Monster model from your army with the Deadly Demise ability that cannot FLY is destroyed.

Target: That TYRANIDS MONSTER model. You can use this Stratagem on that model even though it was just destroyed.

Effect: Do not roll one D6 to determine whether mortal wounds are inflicted by your model's Deadly Demise ability. Instead, mortal wounds are automatically inflicted.

1 CP

CRUSHER STAMPEDE – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

SWARM-GUIDED SALVOES

When: Your Shooting phase.

Target: One Tyranids Monster unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [IGNORES COVER] ability, and until the end of the phase each time a model in your unit makes an attack, you can ignore any or all modifiers to that model's Ballistic Skill characteristic and any or all modifiers to the Hit roll.

1 CP

CRUSHER STAMPEDE – EPIC DEED
STRATAGEM · WAHAPEDIA

CHARGE

MASSIVE IMPACT

When: Your Charge phase, just after a Tyranids Monster model from your army ends a Charge move.

Target: That TYRANIDS MONSTER model.

Effect: Select one enemy unit within Engagement Range of your model and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

1 CP

CRUSHER STAMPEDE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

RAMPAGING MONSTROSITIES

When: Fight phase.

Target: One Tyranids Monster 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, you can re-roll the Hit roll.

1 CP

CRUSHER STAMPEDE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

SAVAGE ROAR

When: Fight phase, just after an enemy unit has selected its targets.

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

Effect: That enemy unit must take a Battle-shock test and, until the end of the phase, each time a model in that enemy unit makes an attack that targets your unit, subtract 1 from the Hit roll. If that Battle-shock test was failed, subtract 1 from the Wound roll as well.