

CRUSHER STAMPEDE

0 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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.