

BIOANCTIC BROODSURGE

6 Stratagems · 4 Enhancements



2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Predatory Instincts

20 pts

ABOMINANT, BIOPHAGUS or PATRIARCH model only.

- Models in the bearer's unit have the Infiltrators ability.
- You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:
 - That use is -1 CP.
 - That use does not prevent any uses of that stratagem on other units this phase.

Mutagenic Regeneration

10 pts

Abominant, Biophagus or Patriarch model only. In each Command phase, one model in the bearer's unit regains 1 lost wound.

Biomorph Adaption

25 pts

Abominant or Patriarch model only. Improve the Armour Penetration and Damage characteristics of melee weapons equipped by the bearer by 1.

Alien Majesty

15 pts

Abominant, Biophagus or Patriarch model only. While an enemy unit is in within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1).

DETACHMENT RULE

Add 1 to Charge rolls made for Aberrants, Biophagus and Purestrain Genestealers units from your army. In addition, each time such a unit is selected to fight, if it made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by the models in that unit.

STRATAGEMS (6/6)

1 CP

BIOSANCTIC BROODSURGE – STRATEGIC PLOY
STRATAGEM

SHOOTING

BIO-HORROR REVELATION

When: Start of your opponent's Shooting phase.

Target: One Aberrants, Biophagus or Purestrain Genestealers unit from your army.

Effect: Until the end of the phase, each time an enemy unit within 9" of your unit is selected to shoot, it must take a Leadership test, subtracting 1 from the result. If that test is failed, 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.

1 CP

BIOSANCTIC BROODSURGE – BATTLE TACTIC
STRATAGEM

CHARGE

STIMULATED BIO-SURGE

When: Your Charge phase.

Target: One ABERRANTS, BIOPHAGUS or PURESTRAIN GENESTEALERS unit from your army that has not declared a charge this phase.

Effect: Your unit has +2 to charge rolls.

1 CP

BIOSANCTIC BROODSURGE – BATTLE TACTIC
STRATAGEM

FIGHT

GENE-TWISTED MUSCLE

When: Fight phase.

Target: One Aberrants, Biophagus or Purestrain Genestealers 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 a MONSTER or VEHICLE, add 1 to the Wound roll.

1 CP

BIOSANCTIC BROODSURGE – BATTLE TACTIC
STRATAGEM

FIGHT

HYPER-METABOLIC VIGOUR

When: Fight phase.

Target: One Aberrants, Biophagus or Purestrain Genestealers 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 a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends it as close as possible to the closest enemy unit.

1 CP

BIOSANCTIC BROODSURGE – EPIC DEED STRATAGEM

FIGHT

SAINTLY PAROXYSM

When: Fight phase, just after an enemy unit destroys a Genestealer Cults Character model from your army.

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

Effect: Roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds. If that Character model is an Abominant or Patriarch, that enemy unit suffers 2D3 mortal wounds instead.

1 CP

BIOSANCTIC BROODSURGE – STRATEGIC PLOY
STRATAGEM

ANY

EVASIVE VANGUARD

When: Any phase, just after an enemy unit ends a move within 8" of one or more of your Cult Ambush markers, before removing those markers from the battlefield.

Target: Select one of those Cult Ambush markers.

Effect: You can set up that Cult Ambush marker anywhere on the battlefield that is more than 8" horizontally away from all enemy units.