

HOST OF ASCENSION

6 Stratagems · 4 Enhancements



3 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Our Time is Nigh

20 pts

Genestealer Cults model only. Once per battle, when the bearer's unit declares a charge, the bearer can use the Enhancement. If it does, until the end of the phase, add 2 to Charge rolls made for the bearer's unit.

Prowling Agitant

15 pts

GENESTEALER CULTS model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".

A Chink in Their Armour

20 pts

Genestealer Cults model only. Each time the bearer is set up on the battlefield as Reinforcements, until the end of your next Fight phase, ranged weapons equipped in the bearer's unit have the [LETHAL HITS] ability.

Assassination Edict

15 pts

Genestealer Cults model only. Each time a model in the bearer's unit makes an attack that targets a Character unit, add 1 to the Hit roll.

DETACHMENT RULE

Each time a GENESTEALER CULTS unit from your army is set up on the battlefield as Reinforcements, until the end of your next Fight phase, weapons equipped by models in that unit have the [SUSTAINED HITS 1] and [IGNORES COVER] abilities

STRATAGEMS (6/6)

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

MOVEMENT

LYING IN WAIT

When: Your opponent's Movement phase.

Target: One Genestealer Cults Battleline unit from your army in Cult Ambush.

Effect: Until the end of the phase, when setting your unit up using a Cult Ambush marker, set your unit up anywhere on the battlefield wholly within 6" of that Cult Ambush marker and not within Engagement Range of one or more enemy units.

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

MOVEMENT

TUNNEL CRAWLERS

When: Your Movement phase.

Target: One GENESTEALER CULTS unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Restriction: A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

2 CP HOST OF ASCENSION – BATTLE TACTIC STRATAGEM

SHOOTING

COORDINATED TRAP

When: The start of your Shooting phase or the start of the Fight phase.

Target: Two GENESTEALER CULTS units from your army that have not been selected to shoot or fight this phase.

Effect: Select one enemy unit (if this Stratagem is used in the Fight phase, that enemy unit must be within Engagement Range of both of your units). Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target for that attack), and when resolving that attack, add 1 to the Wound roll.

2 CP HOST OF ASCENSION – BATTLE TACTIC STRATAGEM

SHOOTING

PRIMED AND READIED

When: Your Shooting phase or the Fight phase.

Target: One GENESTEALER CULTS units from your army that has not been selected to shoot or fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

CHARGE

A DEADLY SNARE

When: Your opponent's Charge phase, just after an enemy unit declares a charge.

Target: One Genestealer Cults Infantry unit from your army that was selected as a target of that charge.

Effect: Roll one D6: on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+, that enemy unit suffers 3 mortal wounds.

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

FIGHT

RETURN TO THE SHADOWS

When: End of your opponent's Fight phase.

Target: One Genestealer Cults Infantry 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.