

OUTLANDER CLAW

6 Stratagems · 4 Enhancements



2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Serpentine Tactics

10 pts

Genestealer Cults Mounted model only. The bearer's unit is eligible to shoot in a turn in which it Fell Back.

Starfall Shells

10 pts

Genestealer Cults Mounted model only. In your Shooting phase, after the bearer has shot, select one enemy unit by one or more of those attacks made with a cult sniper rifle. Until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

Cartographic Data-leech

10 pts

Genestealer Cults model only. While the bearer is embarked within a Transport, each time that Transport is selected to shoot, until end of the phase, improve the Ballistic Skill characteristic of ranged weapons equipped by that Transport as a result of the Firing Deck ability by 1.

Assault Commando

15 pts

Genestealer Cults model only. Each time a model in the bearer's unit makes a ranged attack, if it disembarked from a Transport this turn, you can re-roll the Hit roll.

DETACHMENT RULE

While a GENESTEALER CULTS MOUNTED/VEHICLE model from your army is not Battle-shocked, add 1 to its Objective Control characteristic. In addition, at the end of your Command phase, if one or more ATALAN JACKALS units from your army are within range of an objective you control, that objective remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.

STRATAGEMS (6/6)

1 CP OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM MOVEMENT

RAPID FEINT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

Target: One Achilles Ridgerunners or Atalan Jackals unit from your army that is within 8" of that enemy unit.

Effect: Your unit can make a Normal move of up to 6".

1 CP OUTLANDER CLAW – BATTLE TACTIC STRATAGEM SHOOTING

CLOSE-RANGE SHOOT-OUT

When: Your Shooting phase.

Target: One Genestealer Cults Mounted or Genestealer Cults Vehicle 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 [LETHAL HITS] ability while targeting an enemy unit within 18".

1 CP OUTLANDER CLAW – BATTLE TACTIC STRATAGEM SHOOTING

DEFT MANOEUVRING

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Achilles Ridgerunners or Atalan Jackals unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP OUTLANDER CLAW – BATTLE TACTIC STRATAGEM SHOOTING

DEVOTED CREW

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

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

Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Damage characteristic of that attack.

1 CP OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM FIGHT

ENCIRCLING THE PREY

When: End of your opponent's Fight phase.

Target: One Genestealer Cults Mounted or Genestealer Cults Vehicle unit from your army that is not within Engagement Range of one or more enemy units and is wholly within 9" of one or more battlefield edges.

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

1 CP OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM ANY

ALONG SHADOWED TRAILS

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

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.