

INFESTATION SWARM

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Psi-spoor Sensitivity

Each time the bearer declares a charge, it can target enemy units that are not visible to it.

Stalking Menace

Once per battle, at the end of your opponent's Fight phase, if the bearer is not within Engagement Range of one or more enemy units, it can use this Enhancement. If it does, remove the bearer from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase as if it had the Deep Strike ability. If this is not possible, the bearer is destroyed. When the bearer is set back up on the battlefield, until the end of the turn, it cannot declare a charge.

DETACHMENT RULE

- Genestealers and Purestrain Genestealers units can perform the Secure Site Tactical Manoeuvre as if they had the Battleline keyword.
- The Purestrain Genestealers unit loses the Swift and Deadly ability.
- All models lose the Deep Strike ability.

STRATAGEMS (4/4)

1 CP

INFESTATION SWARM – STRATEGIC PLOY
STRATAGEM

MOVEMENT

HUNTING GROUNDS

When: Your Movement phase, just after a GREAT DEVOURER unit from your army opens a Hatchway.

Target: That GREAT DEVOURER unit.

Effect: Your unit can make a Normal move of up to 3", provided at least one of its models ends that move on the opposite side of that Hatchway from when your unit opened it.

1 CP

INFESTATION SWARM – BATTLE TACTIC STRATAGEM

FIGHT

HYPERADRENAL REFLEXES

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

Target: One GREAT DEVOURER 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 INFESTATION SWARM – STRATEGIC PLOY STRATAGEM FIGHT

OUTFLANK

When: End of your opponent's Fight phase.

Target: One GENESTEALERS or PURESTRAIN GENESTEALERS unit from your army that is wholly within an Entry Zone.

Effect: Remove your unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase. When doing so, if it was within one of your Entry Zones when it was removed, it must be set up wholly within another one of your Entry Zones. If it was within one of your opponent's Entry Zones when it was removed, it must be set up wholly within another one of your opponent's Entry Zones instead. If this is not possible, your unit is destroyed.

1 CP INFESTATION SWARM – STRATEGIC PLOY STRATAGEM FIGHT

PERVASIVE DREAD

When: Fight phase, just after the enemy WARLORD is destroyed (and is not returned to the battlefield) by a GREAT DEVOURER unit from your army.

Target: That GREAT DEVOURER unit.

Effect: In your opponent's next Command phase, each enemy unit on the battlefield must take a Battle-shock test, subtracting 1 from the result. This Stratagem cannot cause a unit to take two Battle-shock tests in the same phase.