

HOST OF ASCENSION

0 Stratagems · 4 Enhancements

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