

# BROOD BROTHER<sup>®</sup> STRATEGY PLOY

## PERVASIVE

The Genestealer Cult is omnipresent and all-pervading, infiltrating and attacking from dozens of locations at once.

During each friendly **BROOD BROTHER** operative's activation, you can ignore the first vertical distance of 2" they move during one climb up.

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## UPRISING

Appearing at first to be allied troops, the Brood Brothers close in on their foes before revealing their treachery.

The first time each friendly **BROOD BROTHERS** operative performs either the **Shoot** or **Fight** action during each of its activations, if its order was changed from Conceal to Engage at the start of that activation, the enemy operative selected as the valid target or to fight against gains one of your Crossfire tokens as soon as it's selected (instead of after resolving your attack dice).

This ploy has no effect if that friendly operative was activated within control range of an enemy operative. Note this ploy cannot come into effect more than once per activation (you cannot use it during both the **Shoot** and **Fight** action in the same activation).

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## EMBEDDED

Brood Brothers are intimately familiar with the battlefields upon which they fight, taking up positions that offer greatest protection from incoming fire.

Whenever an enemy operative is shooting a friendly **BROOD BROTHER<sup>®</sup>** operative, if you can retain any cover saves as a result of Heavy terrain, you can retain one additional cover save.

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## CULT DEVOTION

Such is their devotion to the Cult's cause that Brood Brothers will gladly trade their lives to land a telling blow upon their oppressors.

Whenever a friendly **BROOD BROTHER<sup>¶</sup>** operative (excluding **PATRIARCH**) is incapacitated while fighting or retaliating, if you have any unresolved successes, you can roll one D6: if the result is a success as if it were the Roll Attack Dice step of that sequence (i.e. using the same weapon, but with no re-rolls), you can strike the enemy operative in that sequence with one of your unresolved normal successes, or any of your successes instead if the D6 result is a critical success. In either case, that friendly operative is removed from the killzone afterwards.