

# BROOD BROTHER<sup>¶</sup> FIREFIGHT PLOY

## RUTHLESS COORDINATION

The Broodmind allows for incredibly precise communication and coordinated fire between the members of a Brood Brothers kill team.

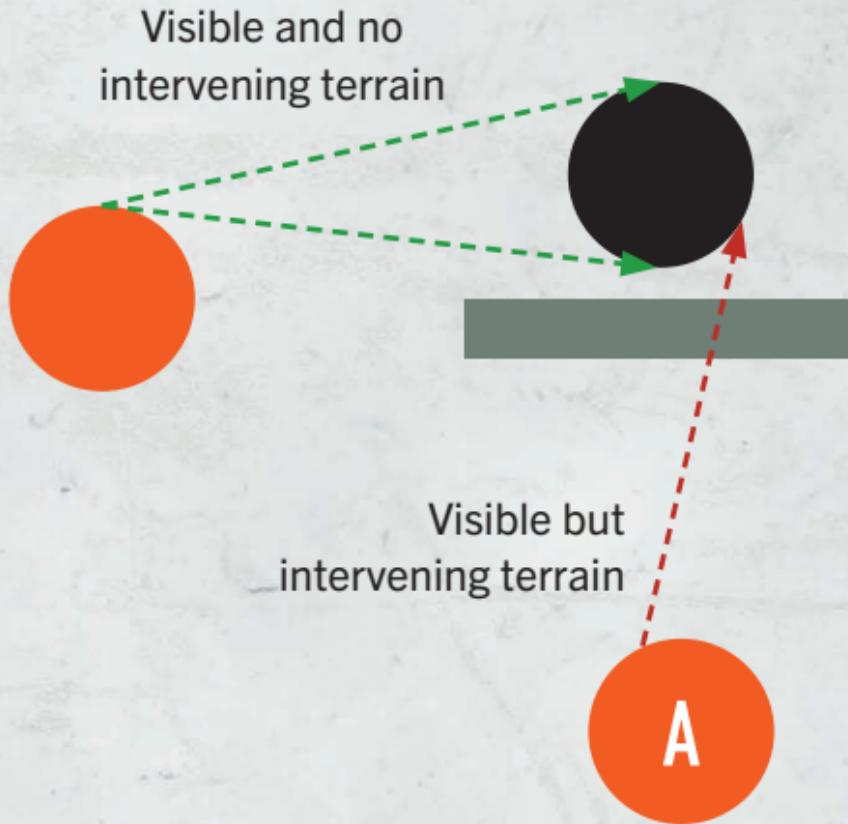
Use this firefight ploy when selecting a valid target for a friendly **BROOD BROTHER<sup>¶</sup>** operative. Until the end of the action, determine visibility as normal, but you can instead determine intervening (for cover and obscured) from another friendly **BROOD BROTHER<sup>¶</sup>** operative that both that friendly operative and the potential valid target are visible to, but that isn't itself within control range of enemy operatives.

Note the friendly operative doesn't gain the additional benefits of Vantage terrain if the other friendly operative is on it (e.g. to target an enemy operative that has a Conceal order that's in cover provided only by Light terrain).

CONTINUES ON OTHER SIDE



## Selecting a valid target for operative A



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## UNQUESTIONING LOYALTY

The Cult's rigid hierarchy is reinforced by military training. Lower ranking Brood Brothers will stand in the way of bullets or blades to protect their leaders.

Use this firefight ploy when a friendly **BROOD BROTHER<sup>¶</sup> LEADER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **BROOD BROTHER<sup>¶</sup> BROODGUARD** operative (excluding **LEADER**) visible to and within 3" of that **LEADER** operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

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## IDOLISATION

The Cult's leaders use the psionic power of the Broodmind to provide powerful inspiration to their followers.

Use this firefight ploy when a friendly **BROOD BROTHER<sup>•</sup>** operative (excluding **LEADER**) within 6" of a friendly **BROOD BROTHER<sup>•</sup> LEADER** or **BROOD BROTHER<sup>•</sup> ICONWARD** operative is shooting, fighting or retaliating, in the Roll Attack Dice step. You can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.

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## INSIDIOUS

Brood Brothers rely upon ambush and surprise to defeat their enemies, retreating and repositioning as required.

Use this firefight ploy after an activation.

Before the next activation, one friendly **BROOD BROTHER<sup>¶</sup>** operative can perform a free **Dash** action, as long as it's not a valid target for enemy operatives when it starts and ends that action. You cannot use this ploy during the first turning point.