

BROOD BROTHERS

STRATEGY PLOYS

CULT DEVOTION

Whenever a friendly **BROOD BROTHER** operative (excluding **PATRIARCH**) is incapacitated when fighting or retaliating, if you have any unresolved attack dice, 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.

EMBEDDED

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

PERVASIVE

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

UPRISING

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

FIREFIGHT PLOYS

IDOLISATION

Use this firefight play when a friendly **BROOD BROTHER** operative (excluding **LEADER**) within 6" of a friendly **BROOD BROTHER LEADER** or friendly **BROOD BROTHER 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.

INSIDIOUS

Use this firefight play after an activation. Before the next activation, you can perform a free **Dash** action with one **BROOD BROTHER** operative, as long as it's not a valid target for an enemy operative when it starts and ends that action. You cannot use this play during the first turning point.

RUTHLESS COORDINATION

Use this firefight play when selecting a valid target for a **BROOD BROTHER** operative. Until the end of the action, determine invisibility as normal, but you can instead determine intervening (for cover and obscured) from another **BROOD BROTHER** 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 operative is on it (e.g. to target an enemy operative that has a Conceal order that's in cover provided by only Light terrain).

UNQUESTIONING LOYALTY

Use this firefight play when a friendly **BROOD BROTHER 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 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 normally wouldn't 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 **Shoot** action, that other operative is only in cover or obscured if the original target was.

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

FACTION RULES

CROSSFIRE

Whenever a friendly **BROOD BROTHER** operative is shooting against or fighting against an enemy operative, after resolving all of your attack dice, if that enemy operative isn't incapacitated it gains one of your Crossfire tokens.

Whenever a friendly **BROOD BROTHER** operative is shooting against, fighting against or retaliating against an enemy operative that has any of your Crossfire tokens, you can remove any of those tokens. For each that you do, you can re-roll one of your attack dice.

FACTION EQUIPMENT

COVERT DISGUISES

After revealing this equipment option, roll one D3. As a **STRATEGIC GAMBIT** in the first turning point, a number of friendly **BROODGUARD** operatives equal to the result that are wholly within your drop zone can immediately perform a free **Reposition** action, but must end that move wholly within 3" of your drop zone.

CULT KNIVES (Friendly **BROODGUARD** have the following melee weapon)

	A	HT	D	WR
X Cult knife	3	4+	3/4	-

CULT TALISMAN

Once per turning point, when an operative is shooting a friendly **BROOD BROTHER** operative (excluding **PATRIARCH**), in the roll defence dice step, you can retain one of your normal successes as a critical success instead.

LOOKOUT

STRATEGIC GAMBIT. Select one enemy operative visible to a friendly **BROOD BROTHER** operative to gain one of your Crossfire tokens.

OPERATIVES

PRIMUS	APL 3	MV 6"	SV 4+	W 9
	A	HT	D	WR
⊕ Scoped needle pistol				
- Short range	4	3+	2/4	Rng 8", Lethal 5+, Silent
- Long range	4	3+	2/4	Silent
X Bonesword and toxin injector claw	5	3+	4/5	Lethal 5+, Rending

Fist of the Patriarch: This operative can perform either two **Shoot** or two **Fight** actions during its activation.

Mastermind: Once per turning point, after rolling off to determine initiative, if this operative is in the killzone, you can do one of the following (you cannot select each option more than once per battle):

- Add 1 to your dice result
- If you didn't have initiative in the previous turning point, re-roll your dice.

CONSPIRE 1AP

- You gain 1CP.
- This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

PSYCHIC FAMILIAR	APL 2	MV 6"	SV 5+	W 3
	A	HT	D	WR
X Claws	3	4+	2/3	Rending

Small: Cannot use any other weapons or perform unique actions. Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2". This operative can perform the **Fall Back** action for 1 less AP.

Group Activation: The same as **BROOD BROTHER TROOPER Group Activation** rule, but replace the **TROOPER** keyword with **PSYCHIC FAMILIAR**.

Elusive: Can perform mission actions while within control range of an enemy operative. Can move through enemy operatives and their control range, and during the **Charge** action can leave their control range.

COMMANDER	APL 2	MV 6"	SV 5+	W 8
	A	HT	D	WR
⊕ Bolt pistol	4	3+	3/4	Rng 8"
⊕ Drum-fed autogun	4	3+	2/3	Ceaseless
⊕ Laspistol	4	3+	2/3	Rng 8"
X Bayonet	3	3+	2/3	-
X Chainsword and claw	4	3+	4/5	Balanced, Rending
X Power weapon and claw	4	3+	4/6	Balanced, Lethal 5+

Coordinate: **STRATEGIC GAMBIT** if this operative is in the killzone. Select one enemy operative to gain one of your Crossfire tokens.

BROOD BROTHERS

AGITATOR	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
X Shock maul	4	4+	4/4	Shock

Devoted: Once per turning point, when this operative is fighting or retaliating, in the Resolve Attack Dice step, you can ignore the damage inflicted on it from one normal success.

Psiren Caster: Whenever a friendly **BROOD BROTHER** operative is shooting against, fighting against or retaliating against an enemy operative within 6" of this operative, you can re-roll one of your attack dice.

GUNNER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Flamer	4	2+	3/3	Rng 8", Saturate, Torrent 2"
⊕ Grenade Launcher				
- Frag	4	4+	2/4	Blast 2"
- Krak	4	4+	4/5	Piercing 1
⊕ Meltagun	4	4+	6/3	Rng 6", Devastating 4, Piercing 2
⊕ Plasma gun				
- Standard	4	4+	4/6	Piercing 1
- Supercharge	4	4+	5/6	Hot, Lethal 5+, Piercing 1
X Bayonet	3	4+	2/3	-

ICONWARD	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
X Large knife	4	4+	3/5	-

Cult Icon: When determining control of a marker within 4" of this operative, treat the total APL stat of friendly **BROOD BROTHER** operatives that control it as 1 higher if at least one friendly **BROOD BROTHER** operative contests that marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.

Broodmind Devotion: Once per turning point when a ready friendly **BROOD BROTHER** operative is incapacitated while visible to and within 6" of this operative, you can use this rule. If you do, before that operative is removed from the killzone, it can perform a 1AP action for free (excluding **Fight** and **Explosives**), and you can change its order to do so. It's then incapacitated as normal. You cannot use this rule and the Medic! rule (see **MEDIC** datacard) on the same operative at the same time.

KNIFE FIGHTER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
X Poisoned fighting knives	4	3+	3/4	Ceaseless, Lethal 5+

Assassin: Can perform the **Charge** action while it has a Conceal order.

Counterattack: When fighting or retaliating, whenever your opponent resolves a normal success, inflict 1 damage on the enemy operative in that sequence.

MEDIC	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
X Bayonet	3	4+	2/3	-
X Gene-needler	1	4+	5/7	Lethal 5+, Limited 1

Medic!: The first time during each turning point that another friendly **BROOD BROTHER** operative (excluding **PATRIARCH**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can then immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

MEDIKIT	1AP
● Select one BROOD BROTHER operative (excluding PATRIARCH) within this operative's control range to regain 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.	
● This operative cannot perform this action while within control range of an enemy operative.	

SAPPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Demolition charge	4	3+	4/6	Rng 3", Blast 2", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
X Bayonet	3	4+	2/3	-

Final Defiance: If this operative is incapacitated, it can perform a free **Explosives** unique action before it's removed from the killzone.

Grenadier: This operative can use frag and krak grenades. Doing so doesn't count towards any limited uses you have. Whenever it's doing so, improve the Hit stat of that weapon by 1.

EXPLOSIVES	1AP
● The first time this operative performs this action during the battle, place your Explosives marker within its control range. The second time this operative performs this action during the battle, inflict 2D6 damage on each operative within 2" of that marker (roll separately for each) unless Heavy terrain is wholly intervening between them.	
● This operative cannot perform this action more than twice per battle, while within control range of an enemy operative, or during the same activation in which it performed the Charge , Dash or Fall Back action (or vice versa).	

SNIPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Sniper rifle				
- Concealed	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
- Mobile	4	3+	3/4	-
- Stationary	4	2+	3/3	Devastating 3, Heavy
X Fists	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

VETERAN	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Combat shotgun				
- Close range	4	3+	4/4	Rng 6"
- Long range	4	5+	2/2	-
X Bayonet and claw	3	4+	2/3	Balanced

Resilient: Normal Dmg of 3 or more inflicts 1 less damage on this operative.

Bodyguard: You can use the Unquestioning Loyalty firefight play for OCP if this is the specified friendly **BROODGUARD** operative.

VOX-OPERATOR	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	4+	2/3	-
X Bayonet	3	4+	2/3	-

SIGNAL	1AP
● SUPPORT; Select one other friendly BROOD BROTHER BROODGUARD operative visible to and within 6" of this operative. Until the end of that operative's next activation add 1 to its APL stat.	
● This operative cannot perform this action while within control range of an enemy operative.	
JAM	1/2AP
● Select one ready enemy operative that's a valid target for this operative, or visible to this operative instead if you spend 1 additional AP. Roll one D6. Until the end of the turning point, that enemy operative cannot be activated or perform actions until it's the last enemy operative to be activated, or your opponent has activated a number of enemy operatives after this action equal to the D6 (whichever comes first).	
● This operative cannot perform this action while within control range of an enemy operative.	

TROOPER	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Lasgun	4	3+	2/3	-
X Bayonet	3	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **BROOD BROTHER TROOPER** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal.

BROOD BROTHERS

OPERATIVES

ARCHETYPE: INFILTRATION / SECURITY

1 **BROOD BROTHER COMMANDER** operative equipped with one of the following options:

- Bolt pistol, chainsword and claw
- Drum-fed autogun, bayonet
- Laspistol, power weapon and claw

9 **BROOD BROTHER** operatives selected from the following list:

- **AGITATOR**
- **GUNNER** equipped with a Flamer and Bayonet
- **GUNNER** equipped with a Grenade Launcher and Bayonet
- **GUNNER** equipped with a Meltagun and Bayonet
- **GUNNER** equipped with a Plasma Gun and Bayonet
- **ICONWARD**
- **KNIFE FIGHTER**
- **MEDIC**
- **SAPPER**
- **SNIPER**
- **TROOPER**
- **VETERAN**
- **VOX OPERATOR**

3 **BROOD BROTHER** operatives selected from the following list:**

- 2 **PSYCHIC FAMILIAR** operatives (still counts as one selection)
- **MAGUS** (counts as two selections)*
- **PATRIARCH** (counts as three selections)*
- **PRIMUS** (counts as two selections)*
- **TROOPER**

Other than **TROOPER** operatives, your kill team can only include each option above once. It cannot include more than three **GUNNER** and **SNIPER** operatives combined.

*Your kill team can only include up to one **BROODCOVEN** operative. If one of these operatives is selected for deployment, your **COMMANDER** operative loses the **LEADER** keyword for the battle.

Up to three times, instead of selecting one of these operatives, you can select one **BROOD BROTHER ploy to cost you 0CP for the battle. Note that 'count as' selections still apply; for example, if you select a Patriarch operative, you could not do this.