



### FRENZIED HAMMERING

#### Genestealer Cults Tactic

Use this Tactic when an **ABERRANT** from your kill team armed with a power hammer attacks in the Fight phase. Increase that model's Attacks characteristic by D3 until the end of the phase, but subtract 1 from hit rolls for that model's attacks until the end of the phase.



2 COMMAND POINTS

### STRENGTH OF FAITH

#### Genestealer Cults Tactic

Use this Tactic when a model from your kill team suffers a mortal wound in the Psychic phase. Roll a D6 for that mortal wound, and each other mortal wound suffered by that model until the end of the phase. On a roll of 5+ that wound is ignored and has no effect.



1 COMMAND POINT



### DENSITY ANALYSIS LENSES

#### Genestealer Cults Tactic

Use this Tactic when you choose a model in your kill team to shoot in the Shooting phase. Add 1 to hit rolls for that model against targets which are obscured.



2 COMMAND POINTS

### INHUMAN REFLEXES

#### Genestealer Cults Tactic

Use this Tactic when a model from your kill team fails a Falling test. It doesn't suffer falling damage, and won't fall on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.



1 COMMAND POINT



### INDUSTRIAL BRUTALITY

#### Genestealer Cults Tactic

Use this Tactic after making attacks with a model armed with a heavy rock drill, heavy rock saw or heavy rock cutter in the Fight phase. Roll a D6. On a 4+ that model may immediately fight again.



1 COMMAND POINT

### UNNATURAL SENSES

#### Genestealer Cults Tactic

Use this Tactic when a model from your kill team is declared as a target of a charge. That model may fire Overwatch at the charging model, even if the charging model is not visible to it. The charging model is treated as obscured.



1 COMMAND POINT



## MESMERISING GAZE

### Genestealer Cults Tactic

Use this Tactic at the beginning of the Fight phase. Pick an enemy model within 1" of a model from your kill team and roll a dice. On a 4+ subtract 1 from that model's Attacks characteristic (to a minimum of 1) until the end of the phase.



1 COMMAND POINT

## ACIDIC SPIT

### Genestealer Cults Tactic

Use this Tactic at the beginning of the Shooting phase. Pick an enemy model within 1" of a model from your kill team and roll a dice. On a 5+ that enemy model suffers 1 mortal wound.



1 COMMAND POINT

## RAISE THE ICON

### Genestealer Cults Tactic

Use this Tactic at the start of the Fight phase. Pick a model from your kill team equipped with a cult icon. Increase the range of that model's Cult Icon ability to 12" until the end of the phase.



1 COMMAND POINT

## SEISMIC BLAST

### Genestealer Cults Tactic

Use this Tactic when you choose a model in your kill team to shoot with the short-wave profile of a seismic cannon. If an attack for the weapon hits, roll a dice for each other model within 2" of the target model. On a 5+ that model is shaken.



2 COMMAND POINTS

## I LIKE TO KEEP THIS HANDY...

### Genestealer Cults Tactic

Use this Tactic at the start of the Shooting phase. Pick a model from your kill team armed with a shotgun. Change the shotgun's Type to Pistol 2 until the end of the phase.



1 COMMAND POINT

## TOXIN GLAND

### Genestealer Cults Tactic

Use this Tactic when you pick a **HYBRID METAMORPH** from your kill team to fight in the Fight phase. Add 1 to wound rolls for that model's rending claw or metamorph talon until the end of the phase.



1 COMMAND POINT