CODEX

GENESTEALER CULTS

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FRAKTIONSREGELN

CULT AMBUSH

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding

CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.

- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent’s next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

GENESTEALER CULTS

DETACHMENT OVERVIEW

9 Detachments

Biosanctic Broodsurge
6 Stratagems · 4 Enhancements

Brood Brother Auxilia
6 Stratagems · 4 Enhancements

Final Day
6 Stratagems · 4 Enhancements

Heroes of the Uprising
3 Stratagems · 2 Enhancements

Host of Ascension
6 Stratagems · 4 Enhancements

Outlander Claw
6 Stratagems · 4 Enhancements

Purestrain Broodswarm
3 Stratagems · 2 Enhancements

Xenocreed Congregation
6 Stratagems · 4 Enhancements

Xenocult Masses
3 Stratagems · 2 Enhancements

GENESTEALER CULTS

BIOSANCTIC BROODSURGE

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Predatory Instincts — 20 pts

ABOMINANT, BIOPHAGUS or PATRIARCH model only.

- Models in the bearer's unit have the Infiltrators ability.

- You can target this unit with the Heroic Intervention stratagem, regardless of any other uses of that stratagem this phase. If you do:

-- That use is -1 CP.

-- That use does not prevent any uses of that stratagem on other units this phase.

Biomorph Adaption — 25 pts

Abominant or Patriarch model only. Improve the Armour Penetration and Damage characteristics of melee weapons equipped by the bearer by 1.

Mutagenic Regeneration — 10 pts

Abominant, Biophagus or Patriarch model only. In each Command phase, one model in the bearer's unit regains 1 lost wound.

Alien Majesty — 15 pts

Abominant, Biophagus or Patriarch model only. While an enemy unit is in within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1).

DETACHMENT RULE

Add 1 to Charge rolls made for Aberrants, Biophagus and Purestrain Genestealers units from your army. In addition, each time such a unit is selected to fight, if it made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by the models in that unit.

STRATAGEMS (6/6)

1 CP BIOSANCTIC BROODSURGE – STRATEGIC PLOY STRATAGEM — SHOOTING

BIO-HORROR REVELATION

When: Start of your opponent's Shooting phase.
Target: One Aberrants, Biophagus or Purestrain Genestealers unit from your army.
Effect: Until the end of the phase, each time an enemy unit within 9" of your unit is selected to shoot, it must take a Leadership test, subtracting 1 from the result. If that test is failed, until the end of the phase, each time a model in that enemy unit makes an attack that targets your unit, subtract 1 from the Hit roll.

1 CP BIOSANCTIC BROODSURGE – BATTLE TACTIC STRATAGEM — CHARGE

STIMULATED BIO-SURGE

When: Your Charge phase.
Target: One ABERRANTS, BIOPHAGUS or PURESTRAIN GENESTEALERS unit from your army that has not declared a charge this phase.
Effect: Your unit has +2 to charge rolls.

1 CP BIOSANCTIC BROODSURGE – BATTLE TACTIC STRATAGEM — FIGHT

GENE-TWISTED MUSCLE

When: Fight phase.
Target: One Aberrants, Biophagus or Purestrain Genestealers unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets a MONSTER or VEHICLE, add 1 to the Wound roll.

1 CP BIOSANCTIC BROODSURGE – BATTLE TACTIC STRATAGEM — FIGHT

HYPER-METABOLIC VIGOUR

When: Fight phase.
Target: One Aberrants, Biophagus or Purestrain Genestealers unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends it as close as possible to the closest enemy unit.

1 CP BIOSANCTIC BROODSURGE – EPIC DEED STRATAGEM — FIGHT

SAINTLY PAROXYSM

When: Fight phase, just after an enemy unit destroys a Genestealer Cults Character model from your army.
Target: That destroyed CHARACTER model. You can use this Stratagem on that model even though it was just destroyed.
Effect: Roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds. If that Character model is an Abominant or Patriarch, that enemy unit suffers 2D3 mortal wounds instead.

1 CP BIOSANCTIC BROODSURGE – STRATEGIC PLOY STRATAGEM — ANY

EVASIVE VANGUARD

When: Any phase, just after an enemy unit ends a move within 8" of one or more of your Cult Ambush markers, before removing those markers from the battlefield.
Target: Select one of those Cult Ambush markers.
Effect: You can set up that Cult Ambush marker anywhere on the battlefield that is more than 8" horizontally away from all enemy units.

GENESTEALER CULTS

BROOD BROTHER AUXILIA

6 Stratagems · 4 Enhancements

2 DP · TAKE AND HOLD

ENHANCEMENTS (4)

Martial Espionage — 25 pts

Genestealer Cults Infantry model only. Once Per turn, when a friendly Astra Militarum Infantry or Astra Militarum Mountedunit within 9" of the bearer is selected to shoot, the bearer can use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in that unit by 1.

Adaptive Reprisal — 15 pts

GENESTEALER CULTS INFANTRY model only. When you target this unit with the Heroic Intervention stratagem, that use is -1 CP.

The Hero Returned — 20 pts

Genestealer Cults Infantry model only. Improve the Leadership and Objective Control characteristic of models in the bearer's unit by 1

Fire-point Commander — 10 pts

Genestealer Cults Infantry model only. Each time you target the bearer's unit with the Fire Overwatch Stratagem, while resolving that stratagem, hits are successfully scored on a 5+.

DETACHMENT RULE

You can include Astra Militarum units in your army, even though they do not have the Genestealer Cult Faction keyword. The combined points cost of such units you can include in your army is:

- Incursion: Up to 500 pts

- Strike Force: Up to 1000 pts

- Onslaught: Up to 1500 pts

A GENESTEALER CULTS model must be your WARLORD, and ASTRA MILITARUM models from your army lose the Voice of Command ability if they have it. You cannot include units with any of the following keywords in your army using this rule: AIRCRAFT; COMMISSAR; EPIC HERO; MILITARUM TEMPESTUS; OGRYN; RATLING; TECH-PRIEST ENGINSEER; MINISTORUM PRIEST.

STRATAGEMS (6/6)

1 CP BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM — MOVEMENT

A DARK NETWORK

When: Reinforcements step of your opponent's Movement phase, just after an enemy unit is set up on the battlefield from Reserves.
Target: One Astra Militarum or GENESTEALER CULTS unit from your army (excluding Monsters and Vehicles) within 12" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".

2 CP BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM — SHOOTING

ACCEPTABLE LOSSES

When: Your Shooting phase.
Target: One Astra Militarum unit from your army.
Effect: Select one enemy unit within Engagement Range of one or more GENESTEALER CULTS units from your army. Until the end of the phase, your unit can make ranged attacks that target that enemy unit. If it does, after it has resolved those attacks, roll one D6 for each of those GENESTEALER CULTS units: on a 5+, the unit being rolled for suffers D3+1 mortal wounds.

1 CP BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM — SHOOTING

REGIMENTAL REINFORCEMENTS

When: Your opponent's Shooting phase or the Fight phase, just after an Astra Militarum Infantry Regiment unit from your army (excluding Artillery and Character units) is destroyed.
Target: That INFANTRY unit. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Roll one D6: on a 3+, place one Cult Ambush marker anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed) and add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
Restriction: You can only use this Stratagem once per battle.

1 CP BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM — SHOOTING

SUPPRESS AND OVERWHELM

When: Your Shooting phase, just after an Astra Militarum unit from your army has shot.
Target: That ASTRA MILITARUM unit.
Effect: Select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit cannot be targeted with the Fire Overwatch Stratagem and each time a GENESTEALER CULTS unit from your army selects that enemy unit as a target of a charge, you can re-roll the Charge roll.

1 CP BROOD BROTHER AUXILIA – BATTLE TACTIC STRATAGEM — SHOOTING

SYMBIOTIC DESTRUCTION

When: Your Shooting phase.
Target: One Astra Militarum and one GENESTEALER CULTS unit from your army that have not been selected to shoot this phase.
Effect: Select one enemy unit that is visible to both of those selected units and within range of at least one ranged weapon from each of those units. Until the end of the phase, models in those units can only make attacks that target that enemy unit (and only if it is an eligible target). When doing so, each time such a model makes an attack, re-roll a Wound roll of 1.

1 CP BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM — ANY

IN THE SHADOW OF IRON

When: Any phase, just after an enemy unit ends a move within 8" of one or more of your Cult Ambush markers.
Target: One Astra Militarum Vehicle unit from your army.
Effect: Select one of those Cult Ambush markers. You can set up that Cult Ambush marker anywhere on the battlefield that is more than 8" horizontally away from all enemy units and wholly within 6" of your unit.

GENESTEALER CULTS

FINAL DAY

6 Stratagems · 4 Enhancements

2 DP · PURGE THE FOE

ENHANCEMENTS (4)

Synaptic Auger — 15 pts

Tyranids model only. Each time the bearer would regain one or more lost wounds from the Psionic Parasitism Detachment rule, it regains up to twice that number of lost wounds instead.

Vanguard Tyrant — 25 pts

Winged Hive Tyrant model only. Improve the Strength and Armour Penetration characteristics of melee weapons equipped by the bearer by 1.

Inhuman Integration — 20 pts

Genestealer Cults model only. Weapons equipped by models in the bearer's unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 6" of one or more friendly Tyranidsunits.

Enraptured Damnation — 10 pts

Genestealer Cults model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

DETACHMENT RULE

You can include TYRANIDS VANGUARD INVADER units (excluding AIRCRAFT, BROODLORD and GENESTEALERS units) in your army. The combined points cost of such units depends on your battle size:

- Incursion: Up to 500 pts
- Strike Force: Up to 1000 pts
- Onslaught: Up to 1500 pts

No TYRANIDS models from your army can be your WARLORD.

STRATAGEMS (6/6)

1 CP FINAL DAY – BATTLE TACTIC STRATAGEM SHOOTING

AVENGE THE STAR CHILDREN

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.
Target: One Tyranids Character unit from your army that was destroyed by that enemy unit this phase. You can use this Stratagem on that unit even though it was just destroyed.
Effect: Until the end of the battle, each time a Genestealer Cults model from your army makes an attack that targets that enemy unit, add 1 to the Hit roll and add 1 to the Wound roll.

1 CP FINAL DAY – STRATEGIC PLOY STRATAGEM SHOOTING

DARTING ATTACKS

When: Your Shooting phase or your Charge phase.
Target: One Tyranids unit from your army.
Effect: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1 CP FINAL DAY – BATTLE TACTIC STRATAGEM CHARGE

DIVINE IMPERATIVE

When: Your Charge phase, when a friendly Genestealer Cults unit within 12" of a friendly engaged Tyranids unit declares a charge.
Target: That GENESTEALER CULTS unit.
Effect: Your unit has +1 to charge rolls. You can use this part of this stratagem. If you do: Your unit can re-roll charge rolls. Your unit must end that charge move engaged with an enemy unit engaged with that friendly TYRANIDS unit.

1 CP FINAL DAY – BATTLE TACTIC STRATAGEM FIGHT

HYPERFEROCITY

When: Fight phase.
Target: One Genestealer Cults unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Wound roll of 1. If one or more friendly Tyranids units are within 6" of that enemy unit, you can re-roll the Wound roll instead.

1 CP FINAL DAY – STRATEGIC PLOY STRATAGEM FIGHT

RESISTANCE TUNNELS

When: End of your opponent's Fight phase.
Target: One Genestealer Cults or Tyranids unit from your army that is not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP FINAL DAY – STRATEGIC PLOY STRATAGEM ANY

PSI SURGE

When: Start of any phase.
Target: One Tyranids unit from your army.
Effect: Until the start of your next Command phase, increase the range of your unit's Catalyst ability by 3".
Restriction: Each time you use this Stratagem, until the end of your next Command phase, you cannot use this Stratagem again.

GENESTEALER CULTS

HEROES OF THE UPRISING

3 Stratagems · 2 Enhancements

1 DP · DISRUPTION

ENHANCEMENTS (2)

Contraband Munitions — 20 pts

KELERMORPH/REDUCTUS SABOTEUR model only. This unit's ranged attacks have +2 S.

Gene-tailored Toxins — 35 pts

LOCUS/SANCTUS model only. This model's attacks have +1 D.

DETACHMENT RULE

Friendly KELERMORPH/LOCUS/REDUCTUS SABOTEUR/SANCTUS models have KILLER.

- Friendly KILLER models' attacks can:

-- Re-roll hit rolls of 1.

-- Re-roll wound rolls of 1.

STRATAGEMS (3/3)

1 CP HEROES OF THE UPRISING STRATAGEM SHOOTING

LIVING UP TO LEGEND

When: Your Shooting phase or the Fight phase, when a friendly KILLER unit has attacked, if those attacks destroyed an enemy unit or an enemy CHARACTER model.
Target: That KILLER unit.
Effect: Each visible friendly battle-shocked GENESTEALER CULTS unit within 12" of your unit is no longer battle-shocked.

1 CP HEROES OF THE UPRISING STRATAGEM SHOOTING

SURGING BROODWORSHIP

When: Your Shooting phase or the Fight phase, when a friendly KILLER unit is selected to attack.
Target: That KILLER unit.
Effect: Attacks made by KILLER models in your unit have [DEVASTATING WOUNDS].

1 CP HEROES OF THE UPRISING STRATAGEM FIGHT

LOYAL TO THE END

When: Fight phase, when an enemy unit targets a friendly KILLER unit.

Target: That KILLER unit.

Effect: When a KILLER model in your unit is destroyed, if your unit has not been selected to fight this phase, roll one D6: On a 1, that enemy unit suffers 1 mortal wound. On a 2+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.

GENESTEALER CULTS

HOST OF ASCENSION

6 Stratagems · 4 Enhancements

3 DP · TAKE AND HOLD

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.

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.

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”.

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

STRATAGEMS (6/6)

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM — MOVEMENT

LYING IN WAIT

When: Your opponent's Movement phase.
Target: One Genestealer Cults Battleline unit from your army in Cult Ambush.
Effect: Until the end of the phase, when setting your unit up using a Cult Ambush marker, set your unit up anywhere on the battlefield wholly within 6" of that Cult Ambush marker and not within Engagement Range of one or more enemy units.

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM — MOVEMENT

TUNNEL CRAWLERS

When: Your Movement phase.
Target: One GENESTEALER CULTS unit from your army that is arriving using the Deep Strike ability this phase.
Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.
Restriction: A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

2 CP HOST OF ASCENSION – BATTLE TACTIC STRATAGEM — SHOOTING

COORDINATED TRAP

When: The start of your Shooting phase or the start of the Fight phase.
Target: Two GENESTEALER CULTS units from your army that have not been selected to shoot or fight this phase.
Effect: Select one enemy unit (if this Stratagem is used in the Fight phase, that enemy unit must be within Engagement Range of both of your units). Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target for that attack), and when resolving that attack, add 1 to the Wound roll.

2 CP HOST OF ASCENSION – BATTLE TACTIC STRATAGEM — SHOOTING

PRIMED AND READIED

When: Your Shooting phase or the Fight phase.
Target: One GENESTEALER CULTS units from your army that has not been selected to shoot or fight this phase.
Effect: Until the end of the phase, each time a model in your unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM — CHARGE

A DEADLY SNARE

When: Your opponent's Charge phase, just after an enemy unit declares a charge.
Target: One Genestealer Cults Infantry unit from your army that was selected as a target of that charge.
Effect: Roll one D6: on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+, that enemy unit suffers 3 mortal wounds.

1 CP HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM — FIGHT

RETURN TO THE SHADOWS

When: End of your opponent's Fight phase.
Target: One Genestealer Cults Infantry unit from your army that is not within Engagement Range of one or more enemy units.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

GENESTEALER CULTS

OUTLANDER CLAW

6 Stratagems · 4 Enhancements

2 DP · RECONNAISSANCE

ENHANCEMENTS (4)

Serpentine Tactics — 10 pts

Genestealer Cults Mounted model only. The bearer's unit is eligible to shoot in a turn in which it Fell Back.

Cartographic Data-leech — 10 pts

Genestealer Cults model only. While the bearer is embarked within a Transport, each time that Transport is selected to shoot, until end of the phase, improve the Ballistic Skill characteristic of ranged weapons equipped by that Transport as a result of the Firing Deck ability by 1.

Starfall Shells — 10 pts

Genestealer Cults Mounted model only. In your Shooting phase, after the bearer has shot, select one enemy unit by one or more of those attacks made with a cult sniper rifle. Until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

Assault Commando — 15 pts

Genestealer Cults model only. Each time a model in the bearer's unit makes a ranged attack, if it disembarked from a Transport this turn, you can re-roll the Hit roll.

DETACHMENT RULE

While a GENESTEALER CULTS MOUNTED/VEHICLE model from your army is not Battle-shocked, add 1 to its Objective Control characteristic. In addition, at the end of your Command phase, if one or more ATALAN JACKALS units from your army are within range of an objective you control, that objective remains under your control until your opponent’s Level of Control over that objective marker is greater than yours at the end of a phase.

STRATAGEMS (6/6)

1 CP OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM MOVEMENT

RAPID FEINT

When: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.
Target: One Achilles Ridgerunners or Atalan Jackals unit from your army that is within 8" of that enemy unit.
Effect: Your unit can make a Normal move of up to 6".

1 CP OUTLANDER CLAW – BATTLE TACTIC STRATAGEM SHOOTING

CLOSE-RANGE SHOOT-OUT

When: Your Shooting phase.
Target: One Genestealer Cults Mounted or Genestealer Cults Vehicle unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [LETHAL HITS] ability while targeting an enemy unit within 18".

1 CP OUTLANDER CLAW – BATTLE TACTIC STRATAGEM SHOOTING

DEFT MANOEUVRING

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.
Target: One Achilles Ridgerunners or Atalan Jackals unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, models in your unit have a 4+ invulnerable save.

1 CP OUTLANDER CLAW – BATTLE TACTIC STRATAGEM SHOOTING

DEVOTED CREW

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.
Target: One Goliath Rockgrinder or Goliath Truck unit from your army that was selected as the target of one or more of the attacking unit's attacks.
Effect: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Damage characteristic of that attack.

1 CP OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM FIGHT

ENCIRCLING THE PREY

When: End of your opponent's Fight phase.
Target: One Genestealer Cults Mounted or Genestealer Cults Vehicle unit from your army that is not within Engagement Range of one or more enemy units and is wholly within 9" of one or more battlefield edges.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.

1 CP OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM ANY

ALONG SHADOWED TRAILS

When: Any phase, just after an enemy unit ends a move within 8" of one or more of your Cult Ambush markers.
Target: Select one of those Cult Ambush markers.
Effect: You can set up that Cult Ambush marker anywhere on the battlefield that is more than 8" horizontally away from all enemy units.

GENESTEALER CULTS

PURESTRAIN BROODSWARM

3 Stratagems · 2 Enhancements

1 DP · PRIORITY ASSETS

ENHANCEMENTS (2)

Talons of the Sire — 15 pts

PATRIARCH model only. This unit's attacks can re-roll wound rolls of 1.

Mark of the Star Children — 30 pts

PURESTRAIN GENESTEALERS unit only. This unit has:

- +1 T.

- 4+ Sv.

- This unit's melee attacks have +1 S.

DETACHMENT RULE

At the end of your opponent's Fight phase, friendly unengaged PURESTRAIN GENESTEALER units can be placed in strategic reserves.

This detachment has the PURESTRAIN tag and cannot be taken with another PURESTRAIN detachment.

STRATAGEMS (3/3)

1 CP · PURESTRAIN BROODSWARM STRATAGEM · MOVEMENT

CRAWLING HORROR

When: Start of your opponent's Movement phase.
Target: One friendly PURESTRAIN GENESTEALERS unit.
Effect: Your unit has -6" detection range until the end of the turn.

1 CP · PURESTRAIN BROODSWARM STRATAGEM · MOVEMENT

INHUMAN REACTIONS

When: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly unengaged PURESTRAIN GENESTEALERS unit.
Target: That PURESTRAIN GENESTEALERS unit.
Effect: Your unit can make a normal move of up to D3+3".

1 CP PURESTRAIN BROODSWARM STRATAGEM MOVEMENT

LURK AND STRIKE

When: Your Movement phase, when a friendly PURESTRAIN GENESTEALERS unit is selected to make a fall-back move.

Target: That PURESTRAIN GENESTEALERS unit.

Effect: That move does not prevent your unit from being eligible to declare a charge.

GENESTEALER CULTS

XENOCREED CONGREGATION

6 Stratagems · 4 Enhancements

2 DP · PRIORITY ASSETS

ENHANCEMENTS (4)

Deeds That Speak to the Masses — 25 pts

MAGUS, PRIMUS or ACOLYTE ICONWARD model only. You start the battle with 2 additional Resurgence points.

Gene-sire's Reliquant — 5 pts

Magus, Primus or Acolyte Iconward model only. You can re-roll Battle-shock tests taken for the bearer's unit.

Incendiary Inspiration — 15 pts

Magus, Primus or Acolyte Iconward model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced.

Denunciator of Tyrants — 25 pts

Magus, Primus or Acolyte Iconward 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 and add 1 to the Wound roll.

DETACHMENT RULE

For each ACOLYTE HYBRIDS, HYBRID METAMORPHS, and NEOPHYTE HYBRID unit from your army, while one or more CHARACTER models are leading that unit, you can re-roll Advance and Charge rolls made for it. If that CHARACTER model is a MAGUS, PRIMUS, or ACOLYTE ICONWARD, that model has the Feel No Pain 3+ ability while leading that unit.

STRATAGEMS (6/6)

2 CP XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM — MOVEMENT

THE DOWNTRODDEN RISE

When: End of your opponent's Movement phase.
Target: One ACOLYTE HYBRIDS, HYBRID METAMORPHS or NEOPHYTE HYBRIDS unit from your army in Cult Ambush.
Effect: Until the end of the phase, you can set up your unit on the battlefield without using a Cult Ambush marker. When doing so, set up your unit anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

1 CP XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM — SHOOTING

THE PATH OF ANGUISH

When: Your opponent's Shooting phase, just after an enemy unit has shot.
Target: One Acolyte Hybrids or Neophyte Hybrids unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.
Effect: Your unit can make a move of up to D6", but it unit must end that move as close as possible to the closest enemy unit (excluding AIRCRAFT), When doing so, models in your unit can be moved within Engagement Range of that enemy unit.

1 CP XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM — SHOOTING

TRANSCENDENT CELERITY

When: Your Shooting phase.
Target: One Acolyte Hybrids, Hybrid Metamorphs or Neophyte Hybrids unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, ranged weapons equipped by models in your unit have the [ASSAULT] ability.

1 CP XENOCREED CONGREGATION – EPIC DEED STRATAGEM — SHOOTING

VENGEANCE FOR THE MARTYR!

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys a Genestealer Cults Character model from your army.
Target: One other GENESTEALER CULTS CHARACTER model from your army.
Effect: Until the end of the battle, each time a friendly Acolyte Hybrids, Hybrid Metamorphs or Neophyte Hybrids model makes an attack that targets that enemy unit, re-roll a Hit roll of 1. If the destroyed model was a Magus, Primus or Acolyte Iconward, you can re-roll the Hit roll instead.

1 CP XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM — CHARGE

TIRELESS FERVOUR

When: Your Charge phase.
Target: One ACOLYTE HYBRIDS, HYBRID METAMORPHS or NEOPHYTE HYBRIDS unit from your army that has not declared a charge this phase.
Effect: If your unit made an advance/fall-back move this turn, that advance/fall-back move does not prevent your unit from being eligible to declare a charge. When your unit declares a charge, you can use this part of this stratagem. If you do: Your unit can re-roll charge rolls. Your unit must end that charge move engaged with an enemy unit engaged with a friendly CHARACTER unit.

1 CP XENOCREED CONGREGATION – BATTLE TACTIC STRATAGEM — FIGHT

FRENZIED DEVOTION

When: Fight phase.
Target: One Acolyte Hybrids, Hybrid Metamorphs or Neophyte Hybrids unit from your army that has not been selected to fight this phase.
Effect: Until the end of the phase, improve the Attacks and Weapon Skill characteristics of melee weapons equipped by models (excluding Characters) in your unit by 1 and those weapons have the [HAZARDOUS] ability.

GENESTEALER CULTS

XENOCULT MASSES

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Inspired to Greatness — 15 pts

MAGUS/PRIMUS model only. This unit's attacks can re-roll damage rolls.

Devious Disguises — 15 pts

NEOPHYTE HYBRIDS unit only. This unit has -3" detection range.

DETACHMENT RULE

In your Command phase, if a friendly NEOPHYTE HYBRIDS unit is within a terrain area, that unit heals 3 wounds.

This detachment has the HOSTS tag and cannot be taken with another HOSTS detachment.

STRATAGEMS (3/3)

1 CP · XENOCULT MASSES STRATAGEM · SHOOTING

EYES OF THE CULT

When: Start of your Shooting phase.
Target: One friendly NEOPHYTE HYBRIDS unit within a terrain area.
Effect: Enemy units within that terrain area have +6" detection range

1 CP · XENOCULT MASSES STRATAGEM · SHOOTING

FANATICAL HAIL

When: Your Shooting phase, when a friendly NEOPHYTE HYBRIDS unit is selected to shoot.
Target: That NEOPHYTE HYBRIDS unit.
Effect: Select one enemy unit. Your unit's ranged attacks that target that enemy unit can re-roll hit rolls.

1 CP · XENOCULT MASSES STRATAGEM · SHOOTING

SLUNK FROM THE UNDERBELLY

When: Your opponent's Shooting phase, when an enemy unit targets a friendly NEOPHYTE HYBRIDS unit with every model within a terrain area.
Target: That NEOPHYTE HYBRIDS unit.
Effect: Ranged attacks that target your unit have -1 AP until that unit has attacked

GENESTEALER CULTS

ABERRANTS

140–280 PTS

M	T	SV	W	LD	OC
6"	6	5+	3	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Aberrant weapons	Melee	3	3+	7	-2	2

AUFSTELLUNG

1x Aberrant Hypermorph (32mm)
4-9x Aberrant (32mm)

Equipped with: Aberrant weapons

ABILITIES

Feel No Pain 5+
This unit has a 5+ Feel No Pain

Hulking Bodyguards
While a CHARACTER is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

CORE RULES

◈ Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

◈ Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

GENESTEALER CULTS

ABOMINANT

85 PTS

M	T	SV	W	LD	OC
6"	6	5+	5	7+	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sledgehammer	Melee	4	3+	12	-2	D6+1

AUFSTELLUNG

1x Abominant (40mm)

Equipped with: Power sledgehammer

ABILITIES

CORE - Leader

Feel No Pain 5+
This model has a 5+ Feel No Pain

Regenerating Gene-mass
The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

The Chosen One
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+ do not remove the destroyed model from play, it can fight after the attacking model's unit has finished making it's attacks and is then removed from play.

Leader
This model can be attached to the following unit:
- ABERRANTS

CORE RULES

Feel No Pain
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

ACHILLES RIDGERUNNERS

95–160 PTS

M	T	SV	W	LD	OC
12"	7	3+	8	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Achilles missile launcher	36"	3	4+	9	-2	3
Heavy mining laser BLAST	36"	D3	4+	12	-3	D6+1
Heavy mortar BLAST INDIRECT FIRE	48"	D6+3	4+	6	0	1
Twin heavy stubber TWIN-LINKED RAPID FIRE 3	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

AUFSTELLUNG

1-2x Achilles Ridgerunner (120x92mm Oval Base)

Equipped with: Achilles missile launcher, Heavy mining laser, Heavy mortar, Twin heavy stubber, Armoured hull

Wargear Options:

- Each Achilles Ridgerunner can replace its Flare launcher with Spotter or Survey augur.
- Each Achilles Ridgerunner can replace its Heavy mining laser with Achilles missile launcher or Heavy mortar.

ABILITIES

Crossfire
in your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Genestealer Cults unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

Flare Launcher
The bearer's unit has the SMOKE keyword and you can target it with the Smokescreen Stratagem for 0CP.

Spotter
The bearer's ranged weapons have a Ballistic Skill characteristic of 3+.

Survey Augur
Each time the bearer's unit has shot, select one enemy unit that was hit by one or more attacks made by the bearer this phase. Until the end of the phase, each time a friendly GENESTEALER CULTS model makes an attack against that unit, that attack has the [IGNORES COVER] ability.

WEAPON RULES

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TWIN-LINKED

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

CORE RULES

◈ Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◈ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

ACOLYTE HYBRIDS WITH AUTOPISTOLS

65–120 PTS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Heavy mining tool ANTI-VEHICLE 4+	Melee	2	3+	5	-2	3
Leader's Bio-weapons	Melee	5	3+	5	-2	1

AUFSTELLUNG

4-9x Acolyte Hybrid w/ Auto Pistol oder Acolyte Hybrid w/ Cult Icon oder Acolyte Hybrid w/ Heavy Mining Tool (32mm)
1x Acolyte Leader (32mm)

Equipped with: Autopistol, Cult claws and knife, Heavy mining tool, Leader's Bio-weapons

Wargear Options:

- This model's Autopistol can be replaced with 1x Cult icon.
- Each Acolyte Leader can replace its Cult claws and knife with Leader's Bio-weapons.

ABILITIES

Claimed for the Cult

At the start of your Command phase, roll one D6 for each objective marker that you control that has one or more units from your army with this ability within range of it. If one or more of the results is a 4+, you gain 1CP.

Cult Icon

In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---
5 models = 4 Resurgence Points
10 models = 8 Resurgence Points
---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---
5 models = 2 Resurgence Points
10 models = 4 Resurgence Points
---Atalan Jackals---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points
---Neophyte Hybrids---
10 models = 3 Resurgence Points
20 models = 6 Resurgence Points
---Purestrain Genestealers---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

GENESTEALER CULTS

ACOLYTE HYBRIDS WITH HAND FLAMERS

75–140 PTS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition charge ASSAULT BLAST HAZARDOUS ONE SHOT	8"	D6	5+	9	-2	2
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Leader's bio-weapons	Melee	5	3+	5	-2	1

AUFSTELLUNG

4-9x Acolyte Hybrid w/ Hand Flamer oder Acolyte Hybrid w/ Cult Icon oder Acolyte Hybrid w/ Demolition Charge, and Cult Claws and Knife (32mm)
1x Acolyte Leader (32mm)

Equipped with: Demolition charge, Hand flamer, Cult claws and knife, Leader's bio-weapons

Wargear Options:

- This model's Hand flamer can be replaced with 1x Cult icon.
- Each Acolyte Leader can replace its Cult claws and knife with Leader's bio-weapons.

ABILITIES

Cult Icon
In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

Industrialised Destruction
Each time a model in this unit makes an attack, re-roll a Wound Roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the wound roll.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

GENESTEALER CULTS

ACOLYTE ICONWARD

50 PTS

M	T	SV	W	LD	OC
6"	4	5+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Acolyte Iconward (32mm)

Equipped with: Autopistol, Cult claws

ABILITIES

CORE - Leader

Nexus of Devotion
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the HYBRID METAMORPHS keyword, models in that unit have the Feel No Pain 4+ ability instead.

Summon the Cult
Once per battle, when you have to remove a Cult Ambush marker because your opponent has moved too close to it, if one or more models from your army with this ability are on the battlefield, you can use this ability. If you do, instead of removing that marker, you can place it anywhere on the battlefield that is within 12" of a model from your army with this ability and more than 8" horizontally away from all enemy units (if this is not possible, this ability is not considered to have been used and that marker is removed as normal).

Leader
This model can be attached to the following units:
- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

GENESTEALER CULTS

ATALAN JACKALS

85–150 PTS

M	T	SV	W	LD	OC
12"	4	5+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atalan incinerator IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Atalan small arms PISTOL	12"	2	4+	4	0	1
Heavy stubber ASSAULT RAPID FIRE 3	36"	3	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

AUFSTELLUNG

4-8x Atalan Jackal w/ Grenade launcher oder Atalan Jackal oder Atalan Jackal w/ Atalan power weapon oder Atalan Jackal w/ Grenade launcher & power weapon
1-2x Atalan Wolfquad
Basegrößen: 60x35.5mm Oval Base, Wolfquad 60mm

Equipped with: Atalan incinerator, Atalan small arms, Heavy stubber, Mining laser, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, Atalan power weapon, Close combat weapon

Wargear Options:

- This model's Atalan small arms can be replaced with 1x Grenade launcher.
- This model's Close combat weapon and Atalan small arms can be replaced with 1x Grenade launcher.
- Each Atalan Wolfquad can replace its Heavy stubber with Mining laser or Atalan incinerator.

ABILITIES

Demolition Run
Once per battle round, in your Movement phase, when this unit ends a Normal, Advance, or Fall Back move, you can select one enemy unit within 6" of and visible to this unit and roll one D6 for each ATALAN JACKALS model in this unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds.)

Outrider Gangs
Each time you use the Cult Ambush ability to set this unit back up on the battlefield, in addition to the normal rules, all of its models must be set up wholly within 9" of a battlefield edge and at least one of its models must be touching one of your Cult Ambush markers (that marker is then removed from the battlefield). If this cannot be done, this unit cannot be set back up.

WEAPON RULES

ASSAULT

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

◈ Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---
5 models = 4 Resurgence Points
10 models = 8 Resurgence Points
---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---
5 models = 2 Resurgence Points
10 models = 4 Resurgence Points
---Atalan Jackals---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points
---Neophyte Hybrids---
10 models = 3 Resurgence Points
20 models = 6 Resurgence Points
---Purestrain Genestealers---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

◈ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◈ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

GENESTEALER CULTS

BENEFICTUS

75 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Benefictus (32mm)

Equipped with: ➤ Psionic cascade - focused witchfire, ➤ Psionic cascade - witchfire, Close combat weapon

ABILITIES

CORE - Leader

Bio-horror Disruption (Psychic)
While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

Psionic Shield (Psychic)
Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 4+ invulnerable save.

Leader
This model can be attached to the following units:
- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

BIOPHAGUS

50 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3

AUFSTELLUNG

1x Biophagus (25mm)

Equipped with: Autopistol, Chemical vials, Injector goad

ABILITIES

CORE - Leader

Alchemicus Familiar
Once per battle, when the bearer's unit is selected to fight, the bearer can use its alchemicus familiar. If it does, until the end of the phase, each time a model in the bearer's unit makes an attack that targets an INFANTRY unit, add 1 to the Wound roll

Biological Warfare
Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, improve the Attacks and Damage characteristics of its injector goad by 3.

Twisted Science
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Leader
This model can be attached to the following units:
- ABERRANTS
- ACOLYTE HYBRIDS WITH AUTOPISTOLS
- ACOLYTE HYBRIDS WITH HANDFLAMERS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

ANTI

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

LETHAL HITS

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PISTOL

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

CLAMAVUS

50 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Clamavus (32mm)

Equipped with: Autopistol, Close combat weapon

ABILITIES

CORE - Leader

Scrambler Array
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Voice of New Truths
In your Command phase, one model from your army with this ability can use it, if it does, select one enemy unit with 18" of it, that enemy unit must take a Battle-shock test.

Leader
This model can be attached to the following units:
- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

CULT GUERRILLA [CRUCIBLE]

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	2+	4	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3
Demolition charges ASSAULT BLAST ONE SHOT	6"	D6	3+	9	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy stubber RAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostub DEVASTATING WOUNDS PISTOL	12"	2	2+	6	-2	1
Mining laser HEAVY	24"	1	4+	10	-3	D6+1
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistol ANTI-INFANTRY 2+ IGNORES COVER PISTOL	18"	1	2+	1	0	D3
Seismic cannon HEAVY RAPID FIRE 2	24"	2	4+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-dagger ANTI-INFANTRY 3+ PRECISION	Melee	6	2+	3	-2	2
Close combat weapon	Melee	4	3+	3	0	1
Cult bonesword	Melee	5	2+	5	-2	1
Cult claws and talons	Melee	4	2+	4	-2	1
Force stave PSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining tool ANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector claw ANTI-INFANTRY 2+ EXTRA ATTACKS	Melee	2	2+	2	0	D3
➤ Metamorph mutations - strike	Melee	3	2+	5	-1	2
➤ Metamorph mutations - sweep	Melee	5	2+	4	-1	1

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Grenades, Cult Guerrilla

AUFSTELLUNG

1x Cult Guerrilla [Crucible]

Equipped with: Anointed pistol, Autopistol, Chemical vials, Cult sniper rifle, Demolition charges, Flamer, Hand flamer, Heavy stubber, Hybrid firearm, Liberator autostub, Mining laser, Remote explosives, Scoped needle pistol, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Psionic cascade - focused witchfire, ➤ Psionic cascade - witchfire, Bio-dagger, Close combat weapon, Cult bonesword, Cult claws and talons, Force stave, Heavy mining tool, Injector goad, Power weapon, Toxin injector claw, ➤ Metamorph mutations - strike, ➤ Metamorph mutations - sweep

Wargear Options:

- This model can be equipped with one of: Demolition charges, Grenade launcher, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Chemical vials, Cult sniper rifle, Flamer, Psionic cascade, Webber, Remote explosives.
- This model can be equipped with up to 3 of: Anointed pistol, Autopistol, Liberator autostub, Scoped needle pistol, Hand flamer.
- This model can be equipped with 1x Cult bonesword.
- This model can be equipped with 1x Cult claws and talons.
- This model can be equipped with 1x Force stave.
- This model can be equipped with 1x Injector goad.
- This model can be equipped with 1x Toxin injector claw.

ABILITIES

CORE - Leader

Battlefield Analysis
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Blessed Venom
Melee weapons equipped by models in this unit have the [**ANTI**-INFANTRY 3+] ability

Dirtcycle
Change this model's Move characteristic to 12", its Toughness characteristic to 4, remove the Infantry keyword, and add the Mounted keyword. Remove the Deep Strike and Infiltrators abilities (if applicable), it gains the Scouts 9" and Stealth abilities, and replace the list of units this model can be attached to: Atalan Jackals.

Elusive
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Insidious Evasion
At the end of your opponent's Fight phase, if this unit is not within Engagement Range of any enemy units, once per battle, you may remove this unit from the battlefield and place it into Strategic Reserves.

Psychic Spoor
At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets it prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

Shadow Killer
If this model is no part of an Attached unit and if this model is equipped with no ranged weapons (excluding pistols), enemy units cannot use the Fire Overwatch Stratagem to shoot at this model.

Shepherd of the Blessed
Replace the list of units this model can be attached to: Aberrants.

Spiritual Leader
Once per battle, at the start of any phase, you can select one friendly Genestealer Cults unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Twisted Science
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Voice of New Truths
In your Command phase, one model from your army with this ability can use it. If it does, select one enemy unit within 18" of it; that enemy unit must take a Battle-shock test.

Leader
This model can be attached to the following units:
- Acolyte Hybrids with Hand Flamers
- Acolyte Hybrids with Autopistols
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Crucible
A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [**INDIRECT FIRE**] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [**INDIRECT FIRE**] weapons unless the attacking model is within X" of this unit.

Scouts 9"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

GENESTEALER CULTS

CULT INSURRECTIONIST [CRUCIBLE]

80 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	2+	4	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3
Demolition charges ASSAULT BLAST ONE SHOT	6"	D6	3+	9	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy stubber RAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostub DEVASTATING WOUNDS PISTOL	12"	2	2+	6	-2	1
Mining laser HEAVY	24"	1	4+	10	-3	D6+1
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistol ANTI-INFANTRY 2+ IGNORES COVER PISTOL	18"	1	2+	1	0	D3
Seismic cannon HEAVY RAPID FIRE 2	24"	2	4+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-dagger ANTI-INFANTRY 3+ PRECISION	Melee	6	2+	3	-2	2
Close combat weapon	Melee	4	3+	3	0	1
Cult bonesword	Melee	5	2+	5	-2	1
Cult claws and talons	Melee	4	2+	4	-2	1
Force stave PSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining tool ANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector claw ANTI-INFANTRY 2+ EXTRA ATTACKS	Melee	2	2+	2	0	D3
➤ Metamorph mutations - strike	Melee	3	2+	5	-1	2
➤ Metamorph mutations - sweep	Melee	5	2+	4	-1	1

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Cult Insurrectionist

FACTION: Genestealer Cults 80 PTS

AUFSTELLUNG

1x Cult Insurrectionist [Crucible]

Equipped with: Anointed pistol, Autopistol, Chemical vials, Cult sniper rifle, Demolition charges, Flamer, Hand flamer, Heavy stubber, Hybrid firearm, Liberator autostub, Mining laser, Remote explosives, Scoped needle pistol, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Psionic cascade - focused witchfire, ➤ Psionic cascade - witchfire, Bio-dagger, Close combat weapon, Cult bonesword, Cult claws and talons, Force stave, Heavy mining tool, Injector goad, Power weapon, Toxin injector claw, ➤ Metamorph mutations - strike, ➤ Metamorph mutations - sweep

Wargear Options:

- This model can be equipped with one of: Demolition charges, Grenade launcher, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Chemical vials, Cult sniper rifle, Flamer, Psionic cascade, Webber, Remote explosives.
- This model can be equipped with up to 3 of: Anointed pistol, Autopistol, Liberator autostub, Scoped needle pistol, Hand flamer.
- This model can be equipped with 1x Cult bonesword.
- This model can be equipped with 1x Cult claws and talons.
- This model can be equipped with 1x Force stave.
- This model can be equipped with 1x Injector goad.
- This model can be equipped with 1x Toxin injector claw.

ABILITIES

CORE - Leader

Blessed Venom
Melee weapons equipped by models in this unit have the [**ANTI**-INFANTRY 3+] ability

Cult Demagogue
While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Dirtcycle
Change this model's Move characteristic to 12", its Toughness characteristic to 4, remove the Infantry keyword, and add the Mounted keyword. Remove the Deep Strike and Infiltrators abilities (if applicable), it gains the Scouts 9" and Stealth abilities, and replace the list of units this model can be attached to: Atalan Jackals.

Elusive
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Insidious Evasion
At the end of your opponent's Fight phase, if this unit is not within Engagement Range of any enemy units, once per battle, you may remove this unit from the battlefield and place it into Strategic Reserves.

Psychic Spoor
At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets it prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

Shadow Killer
If this model is no part of an Attached unit and if this model is equipped with no ranged weapons (excluding pistols), enemy units cannot use the Fire Overwatch Stratagem to shoot at this model.

Shepherd of the Blessed
Replace the list of units this model can be attached to: Aberrants.

Spiritual Leader
Once per battle, at the start of any phase, you can select one friendly Genestealer Cults unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Twisted Science
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

Voice of New Truths
In your Command phase, one model from your army with this ability can use it. If it does, select one enemy unit within 18" of it; that enemy unit must take a Battle-shock test.

Leader
This model can be attached to the following units:
- Acolyte Hybrids with Hand Flamers
- Acolyte Hybrids with Autopistols
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

GENESTEALER CULTS

GOLIATH ROCKGRINDER

110 PTS

M	T	SV	W	LD	OC
12"	10	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Clearance incinerator IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Demolition charge cache ASSAULT BLAST HAZARDOUS	8"	D6	5+	9	-2	2
Heavy mining laser BLAST	36"	D3	4+	12	-3	D6+1
Heavy seismic cannon RAPID FIRE 2	24"	4	4+	8	-2	D3
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilldozer blade	Melee	8	3+	10	-2	2

AUFSTELLUNG

1x Goliath Rockgrinder (Hull)

Equipped with: Clearance incinerator, Demolition charge cache, Heavy mining laser, Heavy seismic cannon, Heavy stubber, Drilldozer blade

Wargear Options:

- This model can replace its Heavy mining laser with Clearance incinerator or Heavy seismic cannon.

ABILITIES

Damaged: 1-3 Wounds Remaining
While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Grinding Line-breaker
Each time an enemy unit (excluding MONSTER and VEHICLES) that is within Engagement Range of this model Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

Goliath Rockgrinder (Transport)
Capacity: This model has a transport capacity of 6 GENESTEALER CULTS INFANTRY models.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 6
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

GENESTEALER CULTS

GOLIATH TRUCK

75 PTS

M	T	SV	W	LD	OC
12"	9	3+	10	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition charge cache [ASSAULT] [BLAST] [HAZARDOUS]	8"	D6	5+	9	-2	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Goliath wheels	Melee	3	4+	6	0	1

AUFSTELLUNG

1x Goliath Truck (Hull)

Equipped with: Demolition charge cache, Heavy stubber, Twin autocannon, Goliath wheels

ABILITIES

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Goliath Truck (Transport)
Capacity: This model has a transport capacity of 12 GENESTEALER CULTS INFANTRY models.

WEAPON RULES

ASSAULT
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

HAZARDOUS
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

RAPID FIRE
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Firing Deck 6

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

GENESTEALER CULTS

HYBRID METAMORPHS

75–140 PTS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hand flamer [IGNORES COVER] [PISTOL] [TORRENT]	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Leader's Bio-weapons	Melee	5	3+	5	-1	2
➤ Metamorph mutations - strike	Melee	3	3+	5	-1	2
➤ Metamorph mutations - sweep	Melee	5	3+	4	-1	1

AUFSTELLUNG

4-9x Hybrid Metamorph w/ Autopistol oder Hybrid Metamorph w/ Cult Icon oder Hybrid Metamorph w/ Hand Flamer (32mm)
1x Metamorph Leader (32mm)

Equipped with: Autopistol, Hand flamer, Leader's Bio-weapons, ➤ Metamorph mutations - strike, ➤ Metamorph mutations - sweep

Wargear Options:

- This model's Autopistol can be replaced with 1x Cult icon or 1x Hand flamer.
- Each Metamorph Leader can replace its Autopistol with Hand flamer.

ABILITIES

Brood Surge
In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".

Cult Icon
In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

WEAPON RULES

IGNORES COVER
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

TORRENT
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

◈ Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---
5 models = 4 Resurgence Points
10 models = 8 Resurgence Points
---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---
5 models = 2 Resurgence Points
10 models = 4 Resurgence Points
---Atalan Jackals---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points
---Neophyte Hybrids---
10 models = 3 Resurgence Points
20 models = 6 Resurgence Points
---Purestrain Genestealers---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

GENESTEALER CULTS

JACKAL ALPHUS

55 PTS

M	T	SV	W	LD	OC
12"	4	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Cult sniper rifle HEAVY PRECISION	36"	1	3+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

AUFSTELLUNG

1x Jackal Alphus (60x35.5mm Oval Base)

Equipped with: Autopistol, Cult sniper rifle, Close combat weapon

ABILITIES

CORE - Leader

Master Outrider
In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

Priority Target
In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more of those attacks made with a cult sniper rifle. Until the end of the phase, each time a friendly Genestealer Cults model makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

Leader
This model can be attached to the following units:
- ATALAN JACKALS

WEAPON RULES

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

GENESTEALER CULTS

KELERMORPH

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Liberator autostubs DEVASTATING WOUNDS PISTOL	12"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

AUFSTELLUNG

1x Kelermorph (32mm)

Equipped with: Liberator autostubs, Close combat weapon

ABILITIES

Heroic Fusillade
Once per turn, after one model from your army with this ability has shot, you can select one INFANTRY unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Hypersensory Abilities
Once per turn, in your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, if this model is not within Engagement Range of one or more enemy units, it can shoot at that unit as if it were your Shooting phase and then make a Normal move of up to D6" (it cannot embark within a Transport as part of this move).

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

GENESTEALER CULTS

LOCUS

35 PTS

M	T	SV	W	LD	OC
6"	4	5+	3	7+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Locus blades	Melee	5	2+	5	-2	2

AUFSTELLUNG

1x Locus (32mm)

Equipped with: Locus blades

ABILITIES

CORE - Leader

Bodyguard
While this model is leading a unit, other Character models attached to that unit have the Feel No Pain 4+ ability

Sudden Assault
While this model is leading a unit, models in that unit have the Fights First ability.

Leader
This model can be attached to the following units:
- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

You can attach this model to an Acolyte Hybrids or Neophyte Hybrids unit, even if a Primus, Magus, or Acolyte Iconward model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

CORE RULES

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.
See the Resolve Fights First Combats step in the Fight phase (12.04).

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

MAGUS

50 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force stave PSYCHIC	Melee	3	3+	5	-1	D3

AUFSTELLUNG

1x Magus (32mm)

Equipped with: Autopistol, Force stave

ABILITIES

CORE - Leader

Mind Control (Psychic)
At the start of your opponent's Shooting phase, one PSYKER model from your army with this ability can use it. If used, select one enemy unit within 18" of and visible to that PSYKER model and roll one D6: on a 1, that PSYKER model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll and subtract 1 from the Wound Roll.

Psychic Familiar
Once per battle, at the start of any of your opponent's Shooting phases, this model can use its **psychic** familiar. If it does, until the end of the phase, add 6" to the range of its Mind Control ability.

Spiritual Leader
Once per battle, at the start of any phase, you can select one friendly GENESTELERS CULTS unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Leader
This model can be attached to the following units:
- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PSYCHIC
Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

NEOPHYTE HYBRIDS

70–135 PTS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	4+	4	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	4+	3	0	1
Mining laser HEAVY	24"	1	5+	10	-3	D6+1
Seismic cannon HEAVY RAPID FIRE 2	24"	2	5+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	1	4+	4	-2	1

AUFSTELLUNG

9-19x Neophyte Hybrid w/ Hybrid Firearm oder Neophyte Hybrid w/ Hybrid Firearm & Cult Icon oder Neophyte Hybrid w/ Heavy Weapon oder Neophyte Hybrid w/ Special Weapon
1x Neophyte Leader
Basegrößen: 25mm, Heavy stubber, Mining laser, Seismic cannon 32mm

Equipped with: Anointed pistol, Autopistol, Flamer, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, Chainsword, Close combat weapon, Power weapon

Wargear Options:

- Each Neophyte Hybrid w/ Heavy Weapon can replace its Mining laser with Seismic cannon or Heavy stubber.
- Each Neophyte Hybrid w/ Special Weapon can replace its Webber with Flamer or Grenade launcher.
- Each Neophyte Leader can replace its Autopistol, hybrid firearm and close combat weapon with Autopistol, anointed pistol and power weapon or Autopistol, anointed pistol and chainsword.

ABILITIES

A Plan Generations in the Making
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Cult Icon
In your Command phase, you can return up to 3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to D3+3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

WEAPON RULES

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

DEVASTATING WOUNDS
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

HEAVY
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

◈ Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

GENESTEALER CULTS

NEXOS

50 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Nexos (40mm)

Equipped with: Autopistol, Close combat weapon

ABILITIES

CORE - Leader

Battlefield Analysis
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Cult Infiltration
At the start of each player's Command phase, if this model is on the battlefield, you can select one of your Cult Ambush markers that is on the battlefield and has not been moved this turn and move it up to 6".

Leader
This model can be attached to the following units:
- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON RULES

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

PATRIARCH

80 PTS

M	T	SV	W	LD	OC
8"	5	4+	6	6+	1

4+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Patriarch's claws [DEVASTATING WOUNDS] [TWIN-LINKED]	Melee	5	2+	6	-2	2

AUFSTELLUNG

1x Patriarch (50mm)

Equipped with: Patriarch's claws

ABILITIES

CORE - Leader

Cosmic Horror (Psychic)
At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test.

Might From Beyond
While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

Psychic Familiar
Once per battle, at the start of the Fight phase, this model can use its psychic familiar. If it does, until the end of the phase, add 6" to the range of its Cosmic Horror ability.

Supreme Commander
- You cannot include more than one Patriarch model in your army.
- If this model is in your army, it must be your Warlord.

Leader
This model can be attached to the following units:
- PURESTRAIN GENESTEALERS

WEAPON RULES

DEVASTATING WOUNDS
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

GENESTEALER CULTS

PRIMUS

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scoped needle pistol **ANTI-INFANTRY 2+** **IGNORES COVER** **PISTOL**	18"	1	2+	1	0	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult bonesword	Melee	5	2+	5	-2	1
Toxin injector claw **ANTI-INFANTRY 2+** **EXTRA ATTACKS**	Melee	2	2+	2	0	D3

AUFSTELLUNG

1x Primus (32mm)

Equipped with: Scoped needle pistol, Cult bonesword, Toxin injector claw

ABILITIES

CORE - Leader

Cult Demagogue
While this model is leading a unit, each time a model in that unit makes an attack, you can add 1 to the Hit roll.

Decoys and Misdirection
If your army includes one or more models with this ability, after both players have deployed their armies, select up to three GENESTEALER CULTS units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Leader
This model can be attached to the following units:
- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

ANTI
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

EXTRA ATTACKS
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

PURESTRAIN GENESTEALERS

75–140 PTS

M	T	SV	W	LD	OC
8"	4	5+	2	7+	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and talons	Melee	4	2+	4	-2	1

AUFSTELLUNG

5-10x Purestrain Genestealer (32mm)

Equipped with: Cult claws and talons

ABILITIES

Swift and Deadly

This unit is eligible to declare a charge in a turn in which it Advanced.

CORE RULES

◈ Cult Ambush

If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---
5 models = 4 Resurgence Points
10 models = 8 Resurgence Points
---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---
5 models = 2 Resurgence Points
10 models = 4 Resurgence Points
---Atalan Jackals---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points
---Neophyte Hybrids---
10 models = 3 Resurgence Points
20 models = 6 Resurgence Points
---Purestrain Genestealers---
5 models = 2 Resurgence Points
10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

◈ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

GENESTEALER CULTS

REDUCTUS SABOTEUR

70 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Demolition charges ASSAULT BLAST ONE SHOT	8"	D6	3+	9	-2	2
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Reductus Saboteur (32mm)

Equipped with: Autopistol, Demolition charges, Remote explosives, Close combat weapon

ABILITIES

Planted Explosives
Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, this model can use its Reductus mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3+3 mortal wounds. Only one model from your army with this ability can use it in the same battle round.

Primed and Ready
In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for 0CP, provided that model has not already been the target of that Stratagem this phase.

WEAPON RULES

ASSAULT
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

BLAST
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

INDIRECT FIRE
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [**INDIRECT FIRE**] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [**INDIRECT FIRE**] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

GENESTEALER CULTS

SANCTUS

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cult sniper rifle [ANTI-PSYKER 2+] [HEAVY] [PRECISION]	36"	1	3+	7	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Sanctus bio-dagger [ANTI-INFANTRY 3+] [PRECISION]	Melee	6	2+	3	-2	2

AUFSTELLUNG

1x Sanctus (32mm)

Equipped with: Cult sniper rifle, Close combat weapon, Sanctus bio-dagger

Wargear Options:

- This model can replace its Sanctus bio-dagger with Cult sniper rifle and close combat weapon.

ABILITIES

Cloaked Assassin
If this model is equipped with a Sanctus Bio-dagger, enemy units cannot use the Fire Overwatch Stratagem to shoot at this model. Enemy units cannot target this unit with snap shooting attacks.

Creeping Shadow
If this model is equipped with a Cult Sniper Rifle, 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 6".

Psychic Spoor
At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets its prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

HEAVY
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

PRECISION
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

TECTONIC FRAGDRILL [LEGENDS]

125 PTS

M	T	SV	W	LD	OC
-	11	3+	14	7+	0

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fragdrill	Melee	6	6+	12	-2	D6

AUFSTELLUNG

1x Tectonic Fragdrill [Legends]

Equipped with: Fragdrill

ABILITIES

Fortification

While an enemy unit is only within Engagement Range of one or more FORTIFICATION from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Manufactorum Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Tectonic Fragdrill

Friendly Genestealer Cult Infantry models can be set up or end any type of move on top of the floor sections of this Fortification.

Underground Egress

Each time one of your Cult Ambush markers is removed as the result of an enemy unit ending any kind of move within 8" of it, you can instead move that marker so that it is wholly within 8" of this Fortification and more than 8" horizontally away from all enemy units (if this is not possible, that marker is removed as normal).

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

GENESTEALER CULTS

VOICE OF THE PATRIARCH [CRUCIBLE]

70 PTS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	2+	4	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3
Demolition charges ASSAULT BLAST ONE SHOT	6"	D6	3+	9	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy stubber RAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostub DEVASTATING WOUNDS PISTOL	12"	2	2+	6	-2	1
Mining laser HEAVY	24"	1	4+	10	-3	D6+1
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistol ANTI-INFANTRY 2+ IGNORES COVER PISTOL	18"	1	2+	1	0	D3
Seismic cannon HEAVY RAPID FIRE 2	24"	2	4+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-dagger ANTI-INFANTRY 3+ PRECISION	Melee	6	2+	3	-2	2
Close combat weapon	Melee	4	3+	3	0	1
Cult bonesword	Melee	5	2+	5	-2	1
Cult claws and talons	Melee	4	2+	4	-2	1
Force stave PSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining tool ANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector claw ANTI-INFANTRY 2+ EXTRA ATTACKS	Melee	2	2+	2	0	D3
➤ Metamorph mutations - strike	Melee	3	2+	5	-1	2
➤ Metamorph mutations - sweep	Melee	5	2+	4	-1	1

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Psyker, Voice of the Patriarch

FACTION: Genestealer Cults 70 PTS

AUFSTELLUNG

1x Voice of the Patriarch [Crucible]

Equipped with: Anointed pistol, Autopistol, Chemical vials, Cult sniper rifle, Demolition charges, Flamer, Hand flamer, Heavy stubber, Hybrid firearm, Liberator autostub, Mining laser, Remote explosives, Scoped needle pistol, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Psionic cascade - focused witchfire, ➤ Psionic cascade - witchfire, Bio-dagger, Close combat weapon, Cult bonesword, Cult claws and talons, Force stave, Heavy mining tool, Injector goad, Power weapon, Toxin injector claw, ➤ Metamorph mutations - strike, ➤ Metamorph mutations - sweep

Wargear Options:

- This model can be equipped with one of: Demolition charges, Grenade launcher, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Chemical vials, Cult sniper rifle, Flamer, Psionic cascade, Webber, Remote explosives.
- This model can be equipped with up to 3 of: Anointed pistol, Autopistol, Liberator autostub, Scoped needle pistol, Hand flamer.
- This model can be equipped with 1x Cult bonesword.
- This model can be equipped with 1x Cult claws and talons.
- This model can be equipped with 1x Force stave.
- This model can be equipped with 1x Injector goad.
- This model can be equipped with 1x Toxin injector claw.

ABILITIES

CORE - Leader

Biohorror Disruption (Psychic)
Ranged weapons equipped by models in this unit have the [**LETHAL HITS**] ability.

Blessed Venom
Melee weapons equipped by models in this unit have the [**ANTI**-INFANTRY 3+] ability

Dirtcycle
Change this model's Move characteristic to 12", its Toughness characteristic to 4, remove the Infantry keyword, and add the Mounted keyword. Remove the Deep Strike and Infiltrators abilities (if applicable), it gains the Scouts 9" and Stealth abilities, and replace the list of units this model can be attached to: Atalan Jackals.

Elusive
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Insidious Evasion
At the end of your opponent's Fight phase, if this unit is not within Engagement Range of any enemy units, once per battle, you may remove this unit from the battlefield and place it into Strategic Reserves.

Psychic Spoor
At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets it prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

Shadow Killer
If this model is no part of an Attached unit and if this model is equipped with no ranged weapons (excluding pistols), enemy units cannot use the Fire Overwatch Stratagem to shoot at this model.

Shepherd of the Blessed
Replace the list of units this model can be attached to: Aberrants.

Spiritual Leader
Once per battle, at the start of any phase, you can select one friendly Genestealer Cults unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Twisted Science
While this model is leading a unit, melee weapons equipped by models in that unit have the [**LETHAL HITS**] ability.

Voice of New Truths
In your Command phase, one model from your army with this ability can use it. If it does, select one enemy unit within 18" of it; that enemy unit must take a Battle-shock test.

Leader
This model can be attached to the following units:
- Acolyte Hybrids with Hand Flamers
- Acolyte Hybrids with Autopistols
- Hybrid Metamorphs
- Neophyte Hybrids

WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

EXTRA ATTACKS

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

HEAVY

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

IGNORES COVER

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

INDIRECT FIRE

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

LETHAL HITS

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

PUNKTELISTE

EINHEIT	PUNKTE
Aberrants	140 pts (bis 5 Modelle) · 280 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Abominant	85 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Achilles Ridgerunners	95 pts (bis 1 Modell) · 160 pts (ab 2 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Acolyte Hybrids with Autopistols	65 pts (bis 5 Modelle) · 120 pts (ab 6 Modellen)
Acolyte Hybrids with Hand Flamers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Acolyte Iconward	50 pts
Atalan Jackals	85 pts (bis 5 Modelle) · 160 pts (6–9 Modelle) · 150 pts (ab 10 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Benefictus	75 pts
Biophagus	50 pts
Clamavus	50 pts
Cult Guerrilla [Crucible]	60 pts · +5 pts (Sonderbedingung)
Cult Insurrectionist [Crucible]	80 pts · +5 pts (Sonderbedingung)

EINHEIT	PUNKTE
Goliath Rockgrinder	110 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Goliath Truck	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Hybrid Metamorphs	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Jackal Alphus	55 pts
Kelermorph	60 pts
Locus	35 pts
Magus	50 pts
Neophyte Hybrids	70 pts (bis 10 Modelle) · 135 pts (ab 11 Modellen)
Nexos	50 pts
Patriarch	80 pts
Primus	60 pts
Purestrain Genestealers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Reductus Saboteur	70 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Sanctus	60 pts
Tectonic Fragdrill [Legends]	125 pts
Voice of the Patriarch [Crucible]	70 pts · +5 pts (Sonderbedingung)

ENHANCEMENTS — BIOSANCTIC BROODSURGE

ENHANCEMENT	PUNKTE
Predatory Instincts	20 pts
Biomorph Adaption	25 pts
Mutagenic Regeneration	10 pts
Alien Majesty	15 pts

ENHANCEMENTS — BROOD BROTHER AUXILIA

ENHANCEMENT	PUNKTE
Martial Espionage	25 pts
Adaptive Reprisal	15 pts
The Hero Returned	20 pts
Fire-point Commander	10 pts

ENHANCEMENTS — FINAL DAY

ENHANCEMENT	PUNKTE
Synaptic Auger	15 pts
Vanguard Tyrant	25 pts

ENHANCEMENT	PUNKTE
Inhuman Integration	20 pts
Enraptured Damnation	10 pts

ENHANCEMENTS — HEROES OF THE UPRISING

ENHANCEMENT	PUNKTE
Contraband Munitions	20 pts
Gene-tailored Toxins	35 pts

ENHANCEMENTS — HOST OF ASCENSION

ENHANCEMENT	PUNKTE
Our Time is Nigh	20 pts
A Chink in Their Armour	20 pts
Prowling Agitant	15 pts
Assassination Edict	15 pts

ENHANCEMENTS — OUTLANDER CLAW

ENHANCEMENT	PUNKTE
Serpentine Tactics	10 pts
Cartographic Data-leech	10 pts
Starfall Shells	10 pts
Assault Commando	15 pts

ENHANCEMENTS — PURESTRAIN BROODSWARM

ENHANCEMENT	PUNKTE
Talons of the Sire	15 pts
Mark of the Star Children	30 pts

ENHANCEMENTS — XENOCREED CONGREGATION

ENHANCEMENT	PUNKTE
Deeds That Speak to the Masses	25 pts
Gene-sire's Reliquant	5 pts
Incendiary Inspiration	15 pts
Denunciator of Tyrants	25 pts

ENHANCEMENTS — XENOCULT MASSES

ENHANCEMENT	PUNKTE
Inspired to Greatness	15 pts
Devious Disguises	15 pts