PATRIARCH - GENESTEALER CULTS

80 PTS

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

INVULNERABLE SAVE 4+

AUFSTELLUNG

1x Patriarch (50mm)

Equipped with: Patriarch's claws

KEYWORDS: Patriarch, Infantry, Character, Psyker, Great Devourer, Leader

FACTION KEYWORDS: Genestealer Cults

MELEE WEAPONS

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

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 ABILITIES

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.