

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Primus (32mm)
Equipped with: Scoped needle pistol, Cult bonesword, Toxin injector claw

KEYWORDS: Primus, Infantry, Character, Great Devourer, Leader
FACTION KEYWORDS: Genestealer Cults

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scoped needle pistol <small>ANTI-INFANTRY 2+, IGNORES COVER, PISTOL</small>	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 <small>ANTI-INFANTRY 2+, EXTRA ATTACKS</small>	Melee	2	2+	2	0	D3

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 ABILITIES

- 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.

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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.