

GENESTEALER CULTS

ABERRANTS

Cult Ambush

Feel No Pain

M

6"

T

6

SV

5+

W

3

LD

7+

OC

1

140–280 PTS

Base 32mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

—

4

ANGRIFF

—

5

NAHKAMPF

Aberrant weapons

R	A	WS	S	AP	D
Melee	3	3+	7	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

VERTEIDIGUNG

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.

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W6 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
5+	6+	–	–	–

Feel No Pain gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

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.

Feel No Pain This ability always takes the form Feel No Pain X+.

AUFSTELLUNG

1x Aberrant Hypermorph
4-9x Aberrant

Ausrüstung: Aberrant weapons

KEYWORDS Aberrants, Infantry, Great Devourer · FRAKTION Genestealer Cults