GENESTEALER CULTS

KELERMORPH

Lone Operative

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

60 PTS
Base 32mm

1 KOMMANDO

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.

2 BEWEGUNG

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).

3 BESCHUSS

Liberator autostubs

DEVASTATING WOUNDS · PISTOL

R	A	BS	S	AP	D
12"	6	2+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

4 ANGRIFF

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5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W3 · RW 5+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	5++	5++	5++	5++

REGELN & KEYWORDS KURZ

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 u…

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…

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

AUFSTELLUNG

1x Kelermorph

Ausrüstung: Liberator autostubs, Close combat weapon

KEYWORDS Kelermorph, Infantry, Character, Great Devourer · **FRAKTION** Genestealer Cults