

NEOPHYTE HYBRIDS

Cult Ambush

M

6"

T

3

SV

5+

W

1

LD

7+

OC

2

70–135 PTS

Base 25mm, Heavy stubber, Mining laser, Seismic cannon: 32mm



1 KOMMANDO

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.

2 BEWEGUNG

3 BESCHUSS

Anointed pistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Mining laser HEAVY

R	A	BS	S	AP	D
24"	1	5+	10	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Autopistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Seismic cannon HEAVY RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	5+	6	-1	D3

VERWUNDET

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

Flamer IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Webber DEVASTATING WOUNDS TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	2	0	1

VERWUNDET

2+	4+	5+	6+
T1	T2	T3	T4+

Heavy stubber RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Hybrid firearm RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

► Grenade launcher - frag BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

► Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

4 ANGRIFF

5 NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Power weapon

R	A	WS	S	AP	D
Melee	1	4+	4	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 5+ · 1 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+	6+	–	–	–

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.

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 (roun...

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...

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 unen...

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 mod...

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

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

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

Ausrüstung: 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

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.