GENESTEALER CULTS

REDUCTUS SABOTEUR

Deep Strike | Infiltrators | Lone Operative | Stealth

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

70 PTS
Base 32mm

1 KOMMANDO

—

2 BEWEGUNG

Planted Explosives

Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, this model can use its Reductus mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3+3 mortal wounds. Only one model from your army with this ability can use it in the same battle round.

3 BESCHUSS

Autopistol PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Demolition charges ASSAULT BLAST ONE SHOT

R	A	BS	S	AP	D
8"	D6	3+	9	-2	2

VERWUNDET

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

Remote explosives BLAST INDIRECT FIRE

R	A	BS	S	AP	D
24"	D6+3	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Primed and Ready

In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for 0CP, provided that model has not already been the target of that Stratagem this phase.

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

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

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" horizo…

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 deploym…

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…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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…

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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

AUFSTELLUNG

1x Reductus Saboteur

Ausrüstung: Autopistol, Demolition charges, Remote explosives, Close combat weapon

KEYWORDS Reductus Saboteur, Infantry, Character, Grenades, Great Devourer · **FRAKTION** Genestealer Cults