

GENESTEALER CULTS

ABERRANTS

Cult Ambush

Feel No Pain

M6" T6 SV5+ W3 LD7+ OC1

140–280 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

Aberrant weapons

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

VERWUNDET

2+T1–3	3+T4–6	4+T7	5+T8–13	6+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+S12+	3+S7–11	4+S6	5+S4–5	6+S1–3
--------	---------	------	--------	--------

RETTUNGSWURF JE DS

DS 05+	DS –16+	DS –2–	DS –3–	DS –4–
--------	---------	--------	--------	--------

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