GENESTEALER CULTS

CULT INSURRECTIONIST [CRUCIBLE]

Leader | Crucible | Scouts 9" | Stealth

M	T	SV	W	LD	OC	RW
6"	3	5+	4	6+	1	5+

80 PTS
Base —

3 BESCHUSS

Anointed pistol — PISTOL

R	A	BS	S	AP	D
12"	1	2+	4	0	1

Autopistol — PISTOL

R	A	BS	S	AP	D
12"	1	2+	3	0	1

Chemical vials — ANTI-INFANTRY 2+

R	A	BS	S	AP	D
6"	1	3+	1	-1	2

Cult sniper rifle — ANTI-PSYKER 2+ | HEAVY | PRECISION

R	A	BS	S	AP	D
36"	1	3+	7	-2	3

Demolition charges — ASSAULT | BLAST | ONE SHOT

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

Flamer — IGNORES COVER | TORRENT

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

Hand flamer — IGNORES COVER | PISTOL | TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

Heavy stubber — RAPID FIRE 3

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

Hybrid firearm — RAPID FIRE 1

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

Liberator autostub — DEVASTATING WOUNDS | PISTOL

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

Mining laser — HEAVY

R	A	BS	S	AP	D
24"	1	4+	10	-3	D6+1

Remote explosives — BLAST | INDIRECT FIRE

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

Scoped needle pistol — ANTI-INFANTRY 2+ | IGNORES COVER | PISTOL

R	A	BS	S	AP	D
18"	1	2+	1	0	D3

Seismic cannon — HEAVY | RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	6	-1	D3

Webber — DEVASTATING WOUNDS | TORRENT

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

➤ Grenade launcher - frag — BLAST

R	A	BS	S	AP	D
24"	D3	3+	4	0	1

➤ Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	3+	9	-2	D3

➤ Psionic cascade - focused witchfire — HAZARDOUS | IGNORES COVER | PSYCHIC

R	A	BS	S	AP	D
18"	2	3+	12	-3	D6+1

➤ Psionic cascade - witchfire — IGNORES COVER | PSYCHIC

R	A	BS	S	AP	D
18"	1	3+	12	-3	D6+1

Shadow Killer
If this model is no part of an Attached unit and if this model is equipped with no ranged weapons (excluding pistols), enemy units cannot use the Fire Overwatch Stratagem to shoot at this model.

5 NAHKAMPF

Bio-dagger — ANTI-INFANTRY 3+ | PRECISION

R	A	WS	S	AP	D
Melee	6	2+	3	-2	2

Close combat weapon

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

Cult bonesword

R	A	WS	S	AP	D
Melee	5	2+	5	-2	1

Cult claws and talons

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

Force stave — PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	5	-1	D3

Heavy mining tool — ANTI-VEHICLE 4+

R	A	WS	S	AP	D
Melee	3	3+	5	-2	3

Injector goad — ANTI-INFANTRY 2+

R	A	WS	S	AP	D
Melee	1	3+	2	0	D3

Power weapon

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

Toxin injector claw — ANTI-INFANTRY 2+ | EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	2+	2	0	D3

➤ Metamorph mutations - strike

R	A	WS	S	AP	D
Melee	3	2+	5	-1	2

➤ Metamorph mutations - sweep

R	A	WS	S	AP	D
Melee	5	2+	4	-1	1

Insidious Evasion
At the end of your opponent's Fight phase, if this unit is not within Engagement Range of any enemy units, once per battle, you may remove this unit from the battlefield and place it into Strategic Reserves.

GEGEN DIESE EINHEIT

W3 · RW 5+ · 5++ · 4 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++

KEYWORDS Character, Infantry, Crucible, Great Devourer, Cult Insurrectionist · **FRAKTION** Genestealer Cults

1 KOMMANDO

Spiritual Leader
Once per battle, at the start of any phase, you can select one friendly Genestealer Cults unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Voice of New Truths
In your Command phase, one model from your army with this ability can use it. If it does, select one enemy unit within 18" of it; that enemy unit must take a Battle-shock test.

2 BEWEGUNG

Dirtcycle
Change this model's Move characteristic to 12", its Toughness characteristic to 4, remove the Infantry keyword, and add the Mounted keyword. Remove the Deep Strike and Infiltrators abilities (if applicable), it gains the Scouts 9" and Stealth abilities, and replace the list of units this model can be attached to: Atalan Jackals.

Elusive
Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

4 ANGRIFF

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◆ VERTEIDIGUNG

Psychic Spoor
At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets it prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

∞ IMMER / EINMALIG

Blessed Venom
Melee weapons equipped by models in this unit have the [ANTI-INFANTRY 3+] ability

Cult Demagogue
While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Shepherd of the Blessed
Replace the list of units this model can be attached to: Aberrants.

Twisted Science
While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

Scouts 9" This ability always takes the form Scouts X".

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).

ANTI This ability always takes the form [ANTI-X Y+].

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…

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…

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

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…

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.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…

PSYCHIC Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit rol…

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

1x Cult Insurrectionist [Crucible]

Ausrüstung: Anointed pistol, Autopistol, Chemical vials, Cult sniper rifle, Demolition charges, Flamer, Hand flamer, Heavy stubber, Hybrid firearm, Liberator autostub, Mining laser, Remote explosives, Scoped needle pistol, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, ➤ Psionic cascade - focused witchfire, ➤ Psionic cascade - witchfire, Bio-dagger, Close combat weapon, Cult bonesword, Cult claws and talons, Force stave, Heavy mining tool, Injector goad, Power weapon, Toxin injector claw, ➤ Metamorph mutations - strike, ➤ Metamorph mutations - sweep

- This model can be equipped with one of: Demolition charges, Grenade launcher, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Chemical vials, Cult sniper rifle, Flamer, Psionic cascade, Webber, Remote explosives.
- This model can be equipped with up to 3 of: Anointed pistol, Autopistol, Liberator autostub, Scoped needle pistol, Hand flamer.
- This model can be equipped with 1x Cult bonesword.
- This model can be equipped with 1x Cult claws and talons.
- This model can be equipped with 1x Force stave.
- This model can be equipped with 1x Injector goad.
- This model can be equipped with 1x Toxin injector claw.

Anführer
This model can be attached to the following units:
- Acolyte Hybrids with Hand Flamers
- Acolyte Hybrids with Autopistols
- Hybrid Metamorphs
- Neophyte Hybrids