

1KOMMANDO

Spiritual Leader

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

2BEWEGUNG

3BESCHUSS

Autopistol

PISTOL

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

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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Mind Control (Psychic)

At the start of your opponent's Shooting phase, one PSYKER model from your army with this ability can use it. If used, select one enemy unit within 18" of and visible to that PSYKER model and roll one D6: on a 1, that PSYKER model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll and subtract 1 from the Wound Roll.

Psychic Familiar

Once per battle, at the start of any of your opponent's Shooting phases, this model can use its **psychic** familiar. If it does, until the end of the phase, add 6" to the range of its Mind Control ability.

4ANGRIFF

5NAHKAMPF

Force stave

PSYCHIC

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

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W3 · RW 5+ · 5++ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 5+	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++
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REGELN & KEYWORDS KURZ

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.

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

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 roll...

AUFSTELLUNG

1x Magus

Ausrüstung: Autopistol, Force stave

Anführer

This model can be attached to the following units:

- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

KEYWORDS Magus, Infantry, Character, Psyker, Great Devourer, Leader · FRAKTION Genestealer Cults