GENESTEALER CULTS

SANCTUS

Infiltrators | Lone Operative | Stealth

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

60 PTS
Base 32mm

1 KOMMANDO

—

2 BEWEGUNG

Creeping Shadow

If this model is equipped with a Cult Sniper Rifle, In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

3 BESCHUSS

Cult sniper rifle — ANTI-PSYKER 2+

HEAVY | PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Cloaked Assassin

If this model is equipped with a Sanctus Bio-dagger, enemy units cannot use the Fire Overwatch Stratagem to shoot at this model. Enemy units cannot target this unit with snap shooting attacks.

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+

Sanctus bio-dagger — ANTI-INFANTRY 3+

PRECISION

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ 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 its prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

∞ 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

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).

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

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…

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…

AUFSTELLUNG

1x Sanctus

Ausrüstung: Cult sniper rifle, Close combat weapon, Sanctus bio-dagger

- This model can replace its Sanctus bio-dagger with Cult sniper rifle and close combat weapon.

KEYWORDS Sanctus, Infantry, Character, Great Devourer · **FRAKTION** Genestealer Cults