PURESTRAIN GENESTEALERS

75–140 PTS

M	T	SV	W	LD	OC
8"	4	5+	2	7+	1

5+

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and talons	Melee	4	2+	4	-2	1

AUFSTELLUNG

5-10x Purestrain Genestealer (32mm)

Equipped with: Cult claws and talons

ABILITIES

Swift and Deadly
This unit is eligible to declare a charge in a turn in which it Advanced.

KEYWORDS: Purestrain Genestealers, Infantry, Great Devourer

FACTION: Genestealer Cults

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.

- Incursion: 6 Resurgence points

- Strike Force: 10 Resurgence points

- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding

CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), in Cult Ambush, at its Starting

Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot.

- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an ingress move in the first battle round using this rule.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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 deployment zone and all enemy units.