PRIMUS

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

5+

AUFSTELLUNG

1x Primus (32mm)

Equipped with: Scoped needle pistol, Cult bonesword, Toxin injector claw

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Scoped needle pistol ANTI-INFANTRY 2+, IGNORES COVER, PISTOL	18"	1	2+	1	0	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult bonesword	Melee	5	2+	5	-2	1
Toxin injector claw ANTI-INFANTRY 2+, EXTRA ATTACKS	Melee	2	2+	2	0	D3

ABILITIES

CORE - Leader

RULES - Leader

Cult Demagogue
While this model is leading a unit, each time a model in that unit makes an attack, you can add 1 to the Hit roll.

Decoys and Misdirection
If your army includes one or more models with this ability, after both players have deployed their armies, select up to three GENESTEALER CULTS units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Leader
This model can be attached to the following units:

- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

KEYWORDS: Primus, Infantry, Character, Great Devourer, Leader

FACTION: Genestealer Cults **60 PTS**

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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 model or unit the benefit of cover (e.g. Stealth).

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.