

CULT INSURRECTIONIST

[CRUCIBLE]

80 PTS

M6"

T3

SV5+

W4

LD6+

OC1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistolPISTOL	12"	1	2+	4	0	1
AutopistolPISTOL	12"	1	2+	3	0	1
Chemical vialsANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifleANTI-PSYKER 2+HEAVYPRECISION	36"	1	3+	7	-2	3
Demolition chargesASSAULTBLAST	6"	D6	3+	9	-2	2
ONE SHOT						
FlamerIGNORES COVERTORRENT	12"	D6	N/A	4	0	1
Hand flamerIGNORES COVERPISTOLTORRENT	12"	D6	N/A	3	0	1
Heavy stubberRAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearmRAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostubDEVASTATING WOUNDSPISTOL	12"	2	2+	6	-2	1
Mining laserHEAVY	24"	1	4+	10	-3	D6+1
Remote explosivesBLASTINDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistolANTI-INFANTRY 2+IGNORES COVERPISTOL	18"	1	2+	1	0	D3
Seismic cannonHEAVYRAPID FIRE 2	24"	2	4+	6	-1	D3

WebberDEVASTATING WOUNDSTORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - fragBLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfireHAZARDOUS	18"	2	3+	12	-3	D6+1
IGNORES COVERPSYCHIC						
➤ Psionic cascade - witchfireIGNORES COVERPSYCHIC	18"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-daggerANTI-INFANTRY 3+PRECISION	Melee	6	2+	3	-2	2
Close combat weapon	Melee	4	3+	3	0	1
Cult bonesword	Melee	5	2+	5	-2	1
Cult claws and talons	Melee	4	2+	4	-2	1
Force stavePSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining toolANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goadANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector clawANTI-INFANTRY 2+EXTRA ATTACKS	Melee	2	2+	2	0	D3
➤ Metamorph mutations - strike	Melee	3	2+	5	-1	2
➤ Metamorph mutations - sweep	Melee	5	2+	4	-1	1



AUFSTELLUNG

1x Cult Insurrectionist [Crucible]

Equipped with: 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

Wargear Options:

- 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.

ABILITIES

CORE - Leader

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.

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".

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.

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.

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.

Shepherd of the Blessed

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

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.

Twisted Science

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

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.

Leader

This model can be attached to the following units:

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



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+.

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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).

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.

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.

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** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.

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. Attacks made with **[PSYCHIC]** weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

RAPID FIRE

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.



CORE RULES

◆ Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

◆ 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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

◆ Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

◆ 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).

