

C O D E X

GENESTEALER CULTS

classic2

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FRAKTIONSREGELN

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 automatically 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.

ABERRANTS

140–280 PTS

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

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Aberrant weapons	Melee	3	3+	7	-2	2

ABILITIES

Feel No Pain 5+
This unit has a 5+ Feel No Pain

Hulking Bodyguards
While a CHARACTER is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.



AUFSTELLUNG

1x Aberrant Hypermorph (32mm)
4-9x Aberrant (32mm)
Equipped with: Aberrant weapons



KEYWORDS: Aberrants, Infantry,
Great Devourer
FACTION KEYWORDS:
Genestealer Cults

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

FACTION RULES

Cult Ambush

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- 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 automatically 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.

CORE RULES

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.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

KEYWORDS: Aberrants, Infantry,
Great Devourer
FACTION KEYWORDS:
Genestealer Cults

ABOMINANT

85 PTS

M	T	Sv	W	LD	OC
6"	6	5+	5	7+	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power sledgehammer	Melee	4	3+	12	-2	D6+1

ABILITIES

CORE - Leader

Feel No Pain 5+
This model has a 5+ Feel No Pain

Regenerating Gene-mass
The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

The Chosen One
While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+ do not remove the destroyed model from play, it can fight after the attacking model's unit has finished making it's attacks and is then removed from play.

Leader
This model can be attached to the following unit:
- ABERRANTS

CORE RULES

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.

Feel No Pain
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.



AUFSTELLUNG

1x Abominant (40mm)
Equipped with: Power sledgehammer



KEYWORDS: Abominant, Infantry, Character, Great Devourer, Leader
FACTION KEYWORDS: Genestealer Cults

ACHILLES RIDGERUNNERS

95–160 PTS

M	T	Sv	W	LD	OC
12"	7	3+	8	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Achilles missile launcher	36"	3	4+	9	-2	3
Heavy mining laser BLAST	36"	D3	4+	12	-3	D6+1
Heavy mortar BLAST INDIRECT FIRE	48"	D6+3	4+	6	0	1
Twin heavy stubber TWIN-LINKED RAPID FIRE 3	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

ABILITIES

- Crossfire**
in your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly Genestealer Cults unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.
- Flare Launcher**
The bearer's unit has the SMOKE keyword and you can target it with the Smokescreen Stratagem for OCP.
- Spotter**
The bearer's ranged weapons have a Ballistic Skill characteristic of 3+.
- Survey Augur**
Each time the bearer's unit has shot, select one enemy unit that was hit by one or more attacks made by the bearer this phase. Until the end of the phase, each time a friendly GENESTEALER CULTS model makes an attack against that unit, that attack has the **[IGNORES COVER]** ability.

WEAPON ABILITIES

- 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).*
- 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).
- 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).*
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 1-2x Achilles Ridgerunner
(120x92mm Oval Base)
- Equipped with:** Achilles missile launcher, Heavy mining laser, Heavy mortar, Twin heavy stubber, Armoured hull
- Wargear Options:**
- Each Achilles Ridgerunner can replace its Flare launcher with Spotter or Survey augur.
 - Each Achilles Ridgerunner can replace its Heavy mining laser with Achilles missile launcher or Heavy mortar.



KEYWORDS: Achilles Ridgerunners, Vehicle, Great Devourer
FACTION KEYWORDS: Genestealer Cults

ACHILLES RIDGERUNNERS

95–160 PTS

M	T	Sv	W	LD	OC
12"	7	3+	8	7+	3

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

KEYWORDS: Achilles Ridgerunners, Vehicle, Great Devourer
FACTION KEYWORDS: Genestealer Cults

ACOLYTE HYBRIDS WITH AUTOPISTOLS

70–130 PTS

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Heavy mining tool ANTI-VEHICLE 4+	Melee	2	3+	5	-2	3
Leader's Bio-weapons	Melee	5	3+	5	-2	1

ABILITIES

- Claimed for the Cult**
At the start of your Command phase, roll one D6 for each objective marker that you control that has one or more units from your army with this ability within range of it. If one or more of the results is a 4+, you gain 1CP.
- Cult Icon**
In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

WEAPON ABILITIES

- 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+.
- 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.



- AUFSTELLUNG
- 4-9x Acolyte Hybrid w/ Auto Pistol
oder Acolyte Hybrid w/ Cult Icon
oder Acolyte Hybrid w/ Heavy Mining Tool (32mm)
1x Acolyte Leader (32mm)
- Equipped with: Autopistol, Cult claws and knife, Heavy mining tool, Leader's Bio-weapons
- Wargear Options:
 - This model's Autopistol can be replaced with 1x Cult icon.
 - Each Acolyte Leader can replace its Cult claws and knife with Leader's Bio-weapons.



KEYWORDS: Acolyte Hybrids, Infantry, Grenades, Great Devourer, Battleline, Acolyte Hybrids with Autopistols

FACTION KEYWORDS: Genestealer Cults

ACOLYTE HYBRIDS WITH AUTOPISTOLS

70–130 PTS

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	2

FACTION RULES

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 automatically 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.

CORE RULES

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.

KEYWORDS: Acolyte Hybrids, Infantry, Grenades, Great Devourer, Battleline, Acolyte Hybrids with Autopistols

FACTION KEYWORDS: Genestealer Cults

ACOLYTE HYBRIDS WITH
HAND FLAMERS

75–140 PTS

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition charge ASSAULT BLAST HAZARDOUS ONE SHOT	8"	D6	5+	9	-2	2
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Leader's bio-weapons	Melee	5	3+	5	-2	1

ABILITIES

- Cult Icon
- In your Command phase, you can return up to D3 destroyed models to the bearer’s unit. If the bearer’s unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.
- Industrialised Destruction
- Each time a model in this unit makes an attack, re-roll a Wound Roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the wound roll.

WEAPON ABILITIES

- 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).
- 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.
- 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.



- AUFSTELLUNG
- 4-9x Acolyte Hybrid w/ Hand Flamer oder Acolyte Hybrid w/ Cult Icon oder Acolyte Hybrid w/ Demolition Charge, and Cult Claws and Knife (32mm)
- 1x Acolyte Leader (32mm)
- Equipped with: Demolition charge, Hand flamer, Cult claws and knife, Leader's bio-weapons
- Wargear Options:
- This model's Hand flamer can be replaced with 1x Cult icon.

■ Each Acolyte Leader can replace its Cult claws and knife with Leader's bio-weapons.



- KEYWORDS: Acolyte Hybrids, Infantry, Grenades, Great Devourer, Battleline, Acolyte Hybrids with Hand Flamers
- FACTION KEYWORDS: Genestealer Cults

Torrent

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

FACTION RULES

Cult Ambush

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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

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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.

CORE RULES

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.

KEYWORDS: Acolyte Hybrids,
Infantry, Grenades, Great Devourer,
Battleline, Acolyte Hybrids with Hand
Flamers
FACTION KEYWORDS:
Genestealer Cults

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws	Melee	4	3+	4	-1	1

ABILITIES

CORE - Leader

- Nexus of Devotion**
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the HYBRID METAMORPHS keyword, models in that unit have the Feel No Pain 4+ ability instead.
- Summon the Cult**
Once per battle, when you have to remove a Cult Ambush marker because your opponent has moved too close to it, if one or more models from your army with this ability are on the battlefield, you can use this ability. If you do, instead of removing that marker, you can place it anywhere on the battlefield that is within 12" of a model from your army with this ability and more than 8" horizontally away from all enemy units (if this is not possible, this ability is not considered to have been used and that marker is removed as normal).

- Leader**
This model can be attached to the following units:
- Acolyte Hybrids

- Hybrid Metamorphs

- Neophyte Hybrids

WEAPON ABILITIES

- 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.



AUFSTELLUNG

1x Acolyte Iconward (32mm)
Equipped with: Autopistol, Cult claws



KEYWORDS: Acolyte Iconward, Infantry, Character, Grenades, Great Devourer, Leader
FACTION KEYWORDS: Genestealer Cults

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

CORE RULES

- 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.
- 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 6"**

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.

M	T	Sv	W	LD	OC
12"	4	5+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Atalan incinerator IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Atalan small arms PISTOL	12"	2	4+	4	0	1
Heavy stubber ASSAULT RAPID FIRE 3	36"	3	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1
► Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
► Grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

- Demolition Run**
Once per battle round, in your Movement phase, when this unit ends a Normal, Advance, or Fall Back move, you can select one enemy unit within 6" of and visible to this unit and roll one D6 for each ATALAN JACKALS model in this unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds.)
- Outrider Gangs**
Each time you use the Cult Ambush ability to set this unit back up on the battlefield, in addition to the normal rules, all of its models must be set up wholly within 9" of a battlefield edge and at least one of its models must be touching one of your Cult Ambush markers (that marker is then removed from the battlefield). If this cannot be done, this unit cannot be set back up.

WEAPON ABILITIES

- 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).
- 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.



- AUFSTELLUNG**
- 4-8x Atalan Jackal w/ Grenade launcher oder Atalan Jackal w/ Atalan power weapon oder Atalan Jackal w/ Grenade launcher & power weapon
- 1-2x Atalan Wolfquad
- Basegrößen:** 60x35.5mm Oval Base, Wolfquad 60mm
- Equipped with:** Atalan incinerator, Atalan small arms, Heavy stubber, Mining laser, ► Grenade launcher - frag, ► Grenade launcher - krak, Atalan power weapon, Close combat weapon
- Wargear Options:**
This model's Atalan small arms can be replaced with 1x Grenade launcher - frag or 1x Close combat weapon.



KEYWORDS: Atalan Jackals, Mounted, Grenades, Great Devourer

FACTION KEYWORDS: Genestealer Cults

M	T	Sv	W	LD	OC
12"	4	5+	2	7+	1

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.

FACTION RULES

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 automatically 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.

KEYWORDS: Atalan Jackals,
Mounted, Grenades, Great Devourer

FACTION KEYWORDS:
Genestealer Cults



M	T	Sv	W	LD	OC
12"	4	5+	2	7+	1

CORE RULES

- 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).

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
► Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

CORE - Leader

- Bio-horror Disruption (Psychic)**
While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.
- Psionic Shield (Psychic)**
Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 4+ invulnerable save.
- Leader**
This model can be attached to the following units:
 - Acolyte Hybrids
 - Hybrid Metamorphs
 - Neophyte Hybrids

WEAPON ABILITIES

- 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.
- 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).
- 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).

CORE RULES

- 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.
- 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.



AUFSTELLUNG

1x Benefictus (32mm)

Equipped with: ► Psionic cascade - focused witchfire, ► Psionic cascade - witchfire, Close combat weapon



KEYWORDS: Character, Infantry, Psyker, Great Devourer, Benefictus, Leader

FACTION KEYWORDS: Genestealer Cults

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3

ABILITIES

CORE - Leader

Alchemicus Familiar
Once per battle, when the bearer's unit is selected to fight, the bearer can use its alchemicus familiar. If it does, until the end of the phase, each time a model in the bearer's unit makes an attack that targets an INFANTRY unit, add 1 to the Wound roll

Biological Warfare
Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, improve the Attacks and Damage characteristics of its injector goad by 3.

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

- Leader**
This model can be attached to the following units:
- ABERRANTS
 - ACOLYTE HYBRIDS WITH AUTOPISTOLS
 - ACOLYTE HYBRIDS WITH HANDFLAMERS
 - HYBRID METAMORPHS
 - NEOPHYTE HYBRIDS

You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

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+.

Lethal Hits
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.



AUFSTELLUNG

1x Biophagus (25mm)

Equipped with: Autopistol, Chemical vials, Injector goad



KEYWORDS: Biophagus, Infantry, Character, Great Devourer, Support

FACTION KEYWORDS: Genestealer Cults

BIOPHAGUS

50 PTS

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

CORE RULES

- 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.
- Support**

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.

KEYWORDS: Biophagus, Infantry, Character, Great Devourer, Support
FACTION KEYWORDS: Genestealer Cults

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

CORE - Leader

- Scrambler Array**
Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.
- 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 with 18" of it, that enemy unit must take a Battle-shock test.
- Leader**
This model can be attached to the following units:
- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS
You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

- 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.

CORE RULES

- 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.
- Support**
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.



AUFSTELLUNG

1x Clamavus (32mm)
Equipped with: Autopistol, Close combat weapon



KEYWORDS: Clamavus, Infantry, Character, Great Devourer, Support
FACTION KEYWORDS: Genestealer Cults

CULT GUERRILLA

[CRUCIBLE]

60 PTS

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	2+	4	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3
Demolition charges ASSAULT BLAST ONE SHOT	6"	D6	3+	9	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy stubber RAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostub DEVASTATING WOUNDS PISTOL	12"	2	2+	6	-2	1
Mining laser HEAVY	24"	1	4+	10	-3	D6+1
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistol ANTI-INFANTRY 2+ IGNORES COVER PISTOL	18"	1	2+	1	0	D3
Seismic cannon HEAVY RAPID FIRE 2	24"	2	4+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

AUFSTELLUNG

1x Cult Guerrilla [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, ➤ Metamorphosis - strike, ➤ Metamorphosis - sweep

As:

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Grenades, Cult Guerrilla

FACTION KEYWORDS: Genestealer Cults

CULT GUERRILLA

[CRUCIBLE]

60 PTS

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

INVULNERABLE
SAVE

5+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-dagger ANTI-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 stave PSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining tool ANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector claw ANTI-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

ABILITIES

CORE - Leader

- Battlefield Analysis**
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Blessed Venom**
Melee weapons equipped by models in this unit have the [ANTI-INFANTRY 3+] ability
- 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.

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Grenades,
Cult Guerrilla

FACTION KEYWORDS:
Genestealer Cults

CULT GUERRILLA

[CRUCIBLE]

60 PTS

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

INVULNERABLE
SAVE

5+

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 ABILITIES

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).

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Grenades,
Cult Guerrilla

FACTION KEYWORDS:
Genestealer Cults

CULT GUERRILLA

[CRUCIBLE]

60 PTS

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

INVULNERABLE
SAVE

5+

- 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.
- 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.
- 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.
- 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 unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- 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.

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Grenades,
Cult Guerrilla

FACTION KEYWORDS:
Genestealer Cults

CULT GUERRILLA

[CRUCIBLE]

60 PTS

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

INVULNERABLE
SAVE



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).

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Grenades, Cult Guerrilla
FACTION KEYWORDS: Genestealer Cults

CULT INSURRECTIONIST

[CRUCIBLE]

80 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	2+	4	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3
Demolition charges ASSAULT BLAST ONE SHOT	6"	D6	3+	9	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy stubber RAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostub DEVASTATING WOUNDS PISTOL	12"	2	2+	6	-2	1
Mining laser HEAVY	24"	1	4+	10	-3	D6+1
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistol ANTI-INFANTRY 2+ IGNORES COVER PISTOL	18"	1	2+	1	0	D3
Seismic cannon HEAVY RAPID FIRE 2	24"	2	4+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+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, ➤ Metamorphosis - strike, ➤ Metamorphosis - sweep

as:

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Cult Insurrectionist
FACTION KEYWORDS: Genestealer Cults

CULT INSURRECTIONIST

[CRUCIBLE]

80 PTS

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

INVULNERABLE
SAVE

5+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-dagger ANTI-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 stave PSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining tool ANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector claw ANTI-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

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.

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Cult
Insurrectionist
FACTION KEYWORDS:
Genestealer Cults

CULT INSURRECTIONIST

[CRUCIBLE]

80 PTS

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

INVULNERABLE
SAVE

5+

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 ABILITIES

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).

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Cult
Insurrectionist

FACTION KEYWORDS:
Genestealer Cults

CULT INSURRECTIONIST

[CRUCIBLE]

80 PTS

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

INVULNERABLE
SAVE

5+

- 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.
- 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.
- 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).

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Cult
Insurrectionist

FACTION KEYWORDS:
Genestealer Cults

GOLIATH ROCKGRINDER120 PTS

M	T	Sv	W	LD	OC
12"	10	3+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Clearance incinerator IGNORES COVER TORRENT	12"	2D6	N/A	6	-1	1
Demolition charge cache ASSAULT BLAST HAZARDOUS	8"	D6	5+	9	-2	2
Heavy mining laser BLAST	36"	D3	4+	12	-3	D6+1
Heavy seismic cannon RAPID FIRE 2	24"	4	4+	8	-2	D3
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Drilldozer blade	Melee	8	3+	10	-2	2

ABILITIES

- Damaged: 1-3 Wounds Remaining**

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Grinding Line-breaker**

Each time an enemy unit (excluding MONSTER and VEHICLES) that is within Engagement Range of this model Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

WEAPON ABILITIES

- 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).
- 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.
- 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).
- 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.



- AUFSTELLUNG
- 1x Goliath Rockgrinder (Hull)
- Equipped with:** Clearance incinerator, Demolition charge cache, Heavy mining laser, Heavy seismic cannon, Heavy stubber, Drilldozer blade
- Wargear Options:**
 - This model can replace its Heavy mining laser with Clearance incinerator or Heavy seismic cannon.



- KEYWORDS:** Goliath Rockgrinder, Vehicle, Great Devourer, Transport, Frame
- FACTION KEYWORDS:** Genestealer Cults

M	T	Sv	W	LD	OC
12"	10	3+	10	7+	3

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 6
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

Transport
This model has a transport capacity of 6 GENESTEALER CULTS INFANTRY models.

KEYWORDS: Goliath Rockgrinder,
Vehicle, Great Devourer, Transport,
Frame

FACTION KEYWORDS:
Genestealer Cults

GOLIATH TRUCK75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	10	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition charge cache ASSAULT BLAST HAZARDOUS	8"	D6	5+	9	-2	2
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Twin autocannon TWIN-LINKED	48"	2	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Goliath wheels	Melee	3	4+	6	0	1

ABILITIES

Fire Support
In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

WEAPON ABILITIES

- 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).
- 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.
- 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).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

1x Goliath Truck (Hull)

Equipped with: Demolition charge cache, Heavy stubber, Twin autocannon, Goliath wheels



KEYWORDS: Goliath Truck, Vehicle, Dedicated Transport, Transport, Great Devourer, Frame
FACTION KEYWORDS: Genestealer Cults

M	T	Sv	W	LD	OC
12"	9	3+	10	7+	2

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 6

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

Transport

This model has a transport capacity of 12 GENESTEALER CULTS INFANTRY models.

KEYWORDS: Goliath Truck, Vehicle,
Dedicated Transport, Transport,
Great Devourer, Frame

FACTION KEYWORDS:
Genestealer Cults

HYBRID METAMORPHS75–140 PTS

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Leader's Bio-weapons	Melee	5	3+	5	-1	2
► Metamorph mutations - strike	Melee	3	3+	5	-1	2
► Metamorph mutations - sweep	Melee	5	3+	4	-1	1

ABILITIES

- Brood Surge
- In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".
- Cult Icon
- In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

WEAPON ABILITIES

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



- AUFSTELLUNG
- 4-9x Hybrid Metamorph w/ Autopistol oder Hybrid Metamorph w/ Cult Icon oder Hybrid Metamorph w/ Hand Flamer (32mm)
- 1x Metamorph Leader (32mm)
- Equipped with: Autopistol, Hand flamer, Leader's Bio-weapons, ► Metamorph mutations - strike, ► Metamorph mutations - sweep
- Wargear Options:
- This model's Autopistol can be replaced with 1x Cult icon or 1x Hand flamer.

■ Each Metamorph Leader can replace its Autopistol with Hand flamer.



KEYWORDS: Hybrid Metamorphs, Infantry, Grenades, Great Devourer

FACTION KEYWORDS: Genestealer Cults

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	1

FACTION RULES

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 automatically 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.

HYBRID METAMORPHS75–140 PTS

M	T	Sv	W	LD	OC
6"	4	5+	1	7+	1

CORE RULES

- 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.
- Scouts 6"**

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.

KEYWORDS: Hybrid Metamorphs,
Infantry, Grenades, Great Devourer
FACTION KEYWORDS:
Genestealer Cults

M	T	Sv	W	LD	OC
12"	4	5+	4	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Cult sniper rifle HEAVY PRECISION	36"	1	3+	5	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

CORE - Leader

- Master Outrider**
In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.
- Priority Target**
In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more of those attacks made with a cult sniper rifle. Until the end of the phase, each time a friendly Genestealer Cults model makes an attack that targets that enemy unit, re-roll a Hit roll of 1.
- Leader**
This model can be attached to the following units:
- ATALAN JACKALS

WEAPON ABILITIES

- 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.
- 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.



AUFSTELLUNG

1x Jackal Alphus (60x35.5mm Oval Base)
Equipped with: Autopistol, Cult sniper rifle, Close combat weapon



KEYWORDS: Jackal Alphus, Character, Grenades, Great Devourer, Mounted, Leader
FACTION KEYWORDS: Genestealer Cults

M	T	Sv	W	LD	OC
12"	4	5+	4	7+	1

CORE RULES

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).

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Liberator autostubs DEVASTATING WOUNDS PISTOL	12"	6	2+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

- Heroic Fusillade**
Once per turn, after one model from your army with this ability has shot, you can select one INFANTRY unit hit by one or more of those attacks. That unit must take a Battle-shock test.
- Hypersensory Abilities**
Once per turn, in your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, if this model is not within Engagement Range of one or more enemy units, it can shoot at that unit as if it were your Shooting phase and then make a Normal move of up to D6" (it cannot embark within a Transport as part of this move).

WEAPON ABILITIES

- 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.
- 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.

CORE RULES

- 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.
- 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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.



AUFSTELLUNG

1x Kelermorph (32mm)

Equipped with: Liberator autostubs, Close combat weapon



KEYWORDS: Kelermorph, Infantry, Character, Great Devourer

FACTION KEYWORDS: Genestealer Cults

LOCUS

35 PTS

M	T	Sv	W	LD	OC
6"	4	5+	3	7+	1

INVULNERABLE
SAVE



MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Locus blades	Melee	5	2+	5	-2	2

ABILITIES

CORE - Leader

Bodyguard

While this model is leading a unit, other Character models attached to that unit have the Feel No Pain 4+ ability

Sudden Assault

While this model is leading a unit, models in that unit have the Fights First ability.

Leader

This model can be attached to the following units:

- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

You can attach this model to an Acolyte Hybrids or Neophyte Hybrids unit, even if a Primus, Magus, or Acolyte Iconward model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

CORE RULES

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.

Fights First

While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

Support

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.



AUFSTELLUNG

1x Locus (32mm)

Equipped with: Locus blades



KEYWORDS: Locus, Infantry, Character, Great Devourer, Support
FACTION KEYWORDS: Genestealer Cults

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Force stave PSYCHIC	Melee	3	3+	5	-1	D3

ABILITIES

CORE - Leader

- 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.
- 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.
- Leader**
This model can be attached to the following units:
 - Acolyte Hybrids
 - Hybrid Metamorphs
 - Neophyte Hybrids

WEAPON ABILITIES

- 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.
- 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).



AUFSTELLUNG

1x Magus (32mm)

Equipped with: Autopistol, Force stave



KEYWORDS: Magus, Infantry, Character, Psyker, Great Devourer, Leader

FACTION KEYWORDS: Genestealer Cults

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

INVULNERABLE
SAVE



CORE RULES

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.

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.

KEYWORDS: Magus, Infantry,
Character, Psyker, Great Devourer,
Leader
FACTION KEYWORDS:
Genestealer Cults

NEOPHYTE HYBRIDS70–135 PTS

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	4+	4	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	4+	3	0	1
Mining laser HEAVY	24"	1	5+	10	-3	D6+1
Seismic cannon HEAVY RAPID FIRE 2	24"	2	5+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	1	4+	4	-2	1

ABILITIES

- A Plan Generations in the Making**
At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
- Cult Icon**
In your Command phase, you can return up to 3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to D3+3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

WEAPON ABILITIES

- 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).



- AUFSTELLUNG**
- 9-19x Neophyte Hybrid w/ Hybrid Firearm oder Neophyte Hybrid w/ Hybrid Firearm & Cult Icon oder Neophyte Hybrid w/ Heavy Weapon oder Neophyte Hybrid w/ Special Weapon
- 1x Neophyte Leader
- Basegrößen:** 25mm, Heavy stubber, Mining laser, Seismic cannon 32mm
- Equipped with:** Anointed pistol, Autopistol, Flamer, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, Chainsword, Close combat weapon, Power weapon
- Options:**



- KEYWORDS:** Neophyte Hybrids, Infantry, Grenades, Great Devourer, Battleline
- FACTION KEYWORDS:** Genestealer Cults

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

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.

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).

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.

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.

M	T	Sv	W	LD	OC
6"	3	5+	1	7+	2

FACTION RULES

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 automatically 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.

CORE RULES

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.

KEYWORDS: Neophyte Hybrids,
Infantry, Grenades, Great Devourer,
Battleline

FACTION KEYWORDS:
Genestealer Cults

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

CORE - Leader

Battlefield Analysis
Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Cult Infiltration
At the start of each player's Command phase, if this model is on the battlefield, you can select one of your Cult Ambush markers that is on the battlefield and has not been moved this turn and move it up to 6".

Leader
This model can be attached to the following units:
- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

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.

CORE RULES

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.

Support
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.



AUFSTELLUNG

1x Nexos (40mm)

Equipped with: Autopistol, Close combat weapon



KEYWORDS: Nexos, Infantry, Character, Great Devourer, Support

FACTION KEYWORDS: Genestealer Cults

M	T	Sv	W	LD	OC
8"	5	4+	6	6+	1

INVULNERABLE
SAVE

4+

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Patriarch's claws DEVASTATING WOUNDS TWIN-LINKED	Melee	5	2+	6	-2	2

ABILITIES

CORE - Leader

Cosmic Horror (Psychic)

At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test.

Might From Beyond

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

Psychic Familiar

Once per battle, at the start of the Fight phase, this model can use its psychic familiar. If it does, until the end of the phase, add 6" to the range of its Cosmic Horror ability.

Supreme Commander

- You cannot include more than one Patriarch model in your army.
- If this model is in your army, it must be your Warlord.

Leader

This model can be attached to the following units:
- PURESTRAIN GENESTEALERS

WEAPON ABILITIES

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.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

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.

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.

AUFSTELLUNG

1x Patriarch (50mm)

Equipped with: Patriarch's claws

KEYWORDS: Patriarch, Infantry, Character, Psyker, Great Devourer, Leader

FACTION KEYWORDS: Genestealer Cults

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

INVULNERABLE
SAVE



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

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

WEAPON ABILITIES

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.

AUFSTELLUNG

1x Primus (32mm)

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

KEYWORDS: Primus, Infantry, Character, Great Devourer, Leader
FACTION KEYWORDS: Genestealer Cults

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

INVULNERABLE
SAVE



CORE RULES

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.

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.

KEYWORDS: Primus, Infantry,
Character, Great Devourer, Leader
FACTION KEYWORDS:
Genestealer Cults

PURESTRAIN GENESTEALERS

75–140 PTS

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

INVULNERABLE
SAVE



⌘ MELEE WEAPONS

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

ABILITIES

Swift and Deadly

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



AUFSTELLUNG

5-10x Purestrain Genestealer
(32mm)

Equipped with: Cult claws and
talons



KEYWORDS: Purestrain
Genestealers, Infantry, Great
Devourer
FACTION KEYWORDS:
Genestealer Cults

PURESTRAIN
GENESTEALERS

75–140 PTS

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

INVULNERABLE
SAVE

5+

FACTION RULES

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 automatically 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.

KEYWORDS: Purestrain
Genestealers, Infantry, Great
Devourer
FACTION KEYWORDS:
Genestealer Cults

PURESTRAIN GENESTEALERS

75–140 PTS

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

INVULNERABLE
SAVE



CORE RULES

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.

KEYWORDS: Purestrain
Genestealers, Infantry, Great
Devourer
FACTION KEYWORDS:
Genestealer Cults

REDUCTUS SABOTEUR70 PTS

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Demolition charges ASSAULT BLAST ONE SHOT	8"	D6	3+	9	-2	2
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

- Planted Explosives**
Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, this model can use its Reductus mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3+3 mortal wounds. Only one model from your army with this ability can use it in the same battle round.
- Primed and Ready**
In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for OCP, provided that model has not already been the target of that Stratagem this phase.

WEAPON ABILITIES

- 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).
- 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.

CORE RULES

- 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.



AUFSTELLUNG

1x Reductus Saboteur (32mm)

Equipped with: Autopistol, Demolition charges, Remote explosives, Close combat weapon



KEYWORDS: Reductus Saboteur, Infantry, Character, Grenades, Great Devourer

FACTION KEYWORDS: Genestealer Cults

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

INVULNERABLE
SAVE



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.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by **[INDIRECT FIRE]** weapons unless the attacking model is within X" of this unit.

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).

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

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Sanctus bio-dagger ANTI-INFANTRY 3+ PRECISION	Melee	6	2+	3	-2	2

ABILITIES

- 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.
- 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".
- 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.

WEAPON ABILITIES

- 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+.
- 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.
- 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.

CORE RULES

- 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.



- AUFSTELLUNG
- 1x Sanctus (32mm)
- Equipped with:** Cult sniper rifle, Close combat weapon, Sanctus bio-dagger
- Wargear Options:**
 - This model can replace its Sanctus bio-dagger with Cult sniper rifle and close combat weapon.



KEYWORDS: Sanctus, Infantry, Character, Great Devourer

FACTION KEYWORDS: Genestealer Cults

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

INVULNERABLE
SAVE



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.

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 unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

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).

TECTONIC FRAGDRILL

[LEGENDS]

125 PTS

M	T	Sv	W	LD	OC
-	11	3+	14	7+	0

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fragdrill	Melee	6	6+	12	-2	D6

ABILITIES

- Fortification**

While an enemy unit is only within Engagement Range of one or more FORTIFICATION from your army:

 - That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
 - Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.
- Manufactorum Cover**

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.
- Tectonic Fragdrill**

Friendly Genestealer Cult Infantry models can be set up or end any type of move on top of the floor sections of this Fortification.
- Underground Egress**

Each time one of your Cult Ambush markers is removed as the result of an enemy unit ending any kind of move within 8" of it, you can instead move that marker so that it is wholly within 8" of this Fortification and more than 8" horizontally away from all enemy units (if this is not possible, that marker is removed as normal).

CORE RULES

- Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

1x Tectonic Fragdrill [Legends]
Equipped with: Fragdrill



KEYWORDS: Fortification, Vehicle,
Tectonic Fragdrill, Frame
FACTION KEYWORDS:
Genestealer Cults

VOICE OF THE PATRIARCH

[CRUCIBLE]

70 PTS

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

INVULNERABLE
SAVE



RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	2+	4	0	1
Autopistol PISTOL	12"	1	2+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2
Cult sniper rifle ANTI-PSYKER 2+ HEAVY PRECISION	36"	1	3+	7	-2	3
Demolition charges ASSAULT BLAST ONE SHOT	6"	D6	3+	9	-2	2
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	3	0	1
Heavy stubber RAPID FIRE 3	36"	3	3+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	3+	3	0	1
Liberator autostub DEVASTATING WOUNDS PISTOL	12"	2	2+	6	-2	1
Mining laser HEAVY	24"	1	4+	10	-3	D6+1
Remote explosives BLAST INDIRECT FIRE	24"	D6+3	3+	5	0	1
Scoped needle pistol ANTI-INFANTRY 2+ IGNORES COVER PISTOL	18"	1	2+	1	0	D3
Seismic cannon HEAVY RAPID FIRE 2	24"	2	4+	6	-1	D3
Webber DEVASTATING WOUNDS TORRENT	12"	D6	N/A	2	0	1
➤ Grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Psionic cascade - focused witchfire HAZARDOUS IGNORES COVER PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER PSYCHIC	18"	1	3+	12	-3	D6+1

AUFSTELLUNG

1x Voice of the Patriarch
[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, ➤ Tormentor claw, ➤ Metamorphosis, ➤ Strike, ➤ Metamorphosis, ➤ Deep

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Psyker, Voice of the Patriarch
FACTION KEYWORDS: Genestealer Cults

VOICE OF THE PATRIARCH

[CRUCIBLE]

70 PTS

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

INVULNERABLE
SAVE

5+

✕ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bio-dagger ANTI-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 stave PSYCHIC	Melee	3	3+	5	-1	D3
Heavy mining tool ANTI-VEHICLE 4+	Melee	3	3+	5	-2	3
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3
Power weapon	Melee	4	2+	4	-2	1
Toxin injector claw ANTI-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

ABILITIES

CORE - Leader

- Biohorror Disruption (Psychic)**
Ranged weapons equipped by models in this unit have the [LETHAL HITS] ability.
- Blessed Venom**
Melee weapons equipped by models in this unit have the [ANTI-INFANTRY 3+] ability
- 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.

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Psyker,
Voice of the Patriarch
FACTION KEYWORDS:
Genestealer Cults

VOICE OF THE PATRIARCH
[CRUCIBLE]

70 PTS

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

INVULNERABLE
SAVE

5+

- 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 ABILITIES

- 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).

KEYWORDS: Character, Infantry,
Crucible, Great Devourer, Psyker,
Voice of the Patriarch
FACTION KEYWORDS:
Genestealer Cults

VOICE OF THE PATRIARCH [CRUCIBLE]

70 PTS

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

INVULNERABLE
SAVE



Lethal Hits

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*

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.

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.

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).

KEYWORDS: Character, Infantry, Crucible, Great Devourer, Psyker, Voice of the Patriarch
FACTION KEYWORDS: Genestealer Cults

PUNKTELISTE

EINHEIT	PUNKTE
Aberrants	140 pts (bis 5 Modelle) · 280 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Abominant	85 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Achilles Ridgerunners	95 pts (bis 1 Modell) · 160 pts (ab 2 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Acolyte Hybrids with Autopistols	70 pts (bis 5 Modelle) · 130 pts (ab 6 Modellen)
Acolyte Hybrids with Hand Flamers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen)
Acolyte Iconward	50 pts
Atalan Jackals	85 pts (bis 5 Modelle) · 160 pts (6–9 Modelle) · 150 pts (ab 10 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Benefictus	75 pts
Biophagus	50 pts
Clamavus	50 pts
Cult Guerrilla [Crucible]	60 pts · +5 pts (Sonderbedingung)
Cult Insurrectionist [Crucible]	80 pts · +5 pts (Sonderbedingung)
Goliath Rockgrinder	120 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Goliath Truck	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Hybrid Metamorphs	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Jackal Alphas	55 pts
Kelermorph	60 pts
Locus	35 pts
Magus	50 pts
Neophyte Hybrids	70 pts (bis 10 Modelle) · 135 pts (ab 11 Modellen)
Nexos	60 pts
Patriarch	80 pts
Primus	70 pts
Purestrain Genestealers	75 pts (bis 5 Modelle) · 140 pts (ab 6 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Reductus Saboteur	70 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Sanctus	65 pts
Tectonic Fragdrill [Legends]	125 pts
Voice of the Patriarch [Crucible]	70 pts · +5 pts (Sonderbedingung)