COMMAND ROSTER

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
Elite / Swarm	Neophyte Leader	Blasting Charge, Autopistol, Power Maul,		Leader, Cult Ambush,		7
Elite / Swarm	Acolyte Fighter	Blasting Charge, Autopistol, Heavy Rock Cutter,		Combat, Cult Ambush,		12
Elite	Acolyte Fighter	Blasting Charge, Autopistol, Heavy Rock Cutter,		Cult Ambush,		12
Swarm	Neophyte Gunner	Autopistol, Blasting Charge, Heavy Stubber,		Cult Ambush,		6
Elite	Neophyte Gunner	Autopistol, Blasting Charge, Mining Laser,		Cult Ambush,		9
Swarm	Acolyte Leader	Blasting Charge, Rending Claw, Cultist Knife, Hand Flamer,		Cult Ambush,		10
Elite / Swarm	Acolyte Hybrid	Blasting Charge, Cultist Knife, Rending Claw, Hand Flamer,		Cult Ambush,		9
Swarm	Hybrid Metamorph	Blasting Charge, Rending Claw, Metamorph Whip, Hand Flamer,		Cult Ambush,		11
Swarm	Hybrid Metamorph	Blasting Charge, Rending Claw, Metamorph Whip, Hand Flamer,		Cult Ambush,		11
Elite / Swarm	Neophyte Gunner	Autopistol, Blasting Charge, Flamer,		Demolitions, Cult Ambush,		9
Elite / Swarm	Neophyte Gunner	Autopistol, Blasting Charge, Flamer,		Cult Ambush,		9
Elite	Neophyte Gunner	Autopistol, Blasting Charge, Mining Laser,		Cult Ambush,		9
Swarm	Neophyte Gunner	Autopistol, Blasting Charge, Seismic Cannon (Long-wave), Seismic Cannon (Short-wave),		Cult Ambush,		8

Elite	Aberrant	Rending Claw, Power Hammer,	Bestial Vigour, Cult Ambush,	19
Elite	Aberrant	Rending Claw, Power Hammer,	Bestial Vigour, Cult Ambush,	19
Elite / Swarm	Genestealer	Rending Claws, Acid Maw, Scything Talons,	Veteran, Lightning Reflexes, Swift and Deadly,	11
Swarm	Metamorph Leader	Blasting Charge, Rending Claw, Metamorph Whip, Hand Flamer,	Cult Ambush,	12
Swarm	Neophyte Hybrid	Autopistol, Blasting Charge, Shotgun,	Cult Ambush,	5
Swarm	Neophyte Hybrid	Autopistol, Blasting Charge, Shotgun,	Cult Ambush,	5

Elite / Swarm									7	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Leader	6"	4 +	4+	3	3	1	2	8	5+	1		
WEAPON	RANGE	T۱	PE	S	AP		D	Al	BILITIES			
Blasting Grenade On De												
Autopistol	12" Pistol 1 3 0 1 -											
Power Maul	Melee	M	elee	+2	-1		1		-			
ABILITIES:												
Cult Ambush	After d			out before + this mod						nodel.		
SPECIALISM:	LEADE	R										
Resourceful		0		nodel is on mmand P					U			
Experience: □□[□□ F	lesh Wou	nds: □□	□ Co	nvalesc	ence: 🗆 🗎	New Re	cruit: 🗆		
Elite / Swarm									12	Points		

Elite / Swarm									12	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Acolyte Fighter	6"	3+	4+	4	3	1	2	7	5+	4		
WEAPON	RANG	E T \	/PE	S	AP		D	Al	BILITIES			
Blasting Charge	6"		enade D6	3	0		1		-			
Autopistol	12"	Pis	tol 1	3	0		1		-			
Heavy Rock Cutter	Melec	e M	elee	x2	-4		2	model s from this roll hig model number of instantl action. V with this must sub	Roll a D6 each tin model suffers dam from this weapon; i roll higher than t model's remainin number of Wounds instantly taken ou action. When attac with this weapon, must subtract 1 fron hit roll.			
ABILITIES:												
Cult Ambush	After							roll a D6 f ove up to 6		nodel.		
SPECIALISM:	COMI	BAT										

Add 1 to this model's Attacks characteristic.

Expert Fighter

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Acolyte Fighter	6"	3+	4+	4	3	1	2	7	5+	4
WEAPON	RANGE	. TY	/PE	S	AP		D	Al	BILITIES	3
Blasting Charge	6"		nade D6	3	0		1		-	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Heavy Rock Cutter	Melee	М	elee	x2	-4		2	model s from this roll hig mode number of instantl action. V with this must sub	gher than I's remain of Woun y taken of When att	amage a; if you the ning ds, it i out of cacking n, you
ABILITIES:										
Cult Ambush	After							roll a D6 f ove up to 6		nodel.
Experience: □□□	<mark>-</mark>		□ F	lesh Wou	nds: □□	□ Con	nvalesc	ence: 🗆 🗋	New Rec	cruit: [

Swarm									6	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANG	E TY	PE	S	AP		D	AE	BILITIES	3
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"	Grenade D6		3	0		1		-	
Heavy Stubber	36"	Hea	ivy 3	4	0		1		-	
ABILITIES:										
Cult Ambush	After deployment but before the first battle round, roll a D6 for On a 5+ this model can immediately move up to 6".									nodel.

Elite NAME	M	WS	BS	S	Ţ	W	A	LD	SV	Point MAX		
Neophyte Gunner	6"	4 +	4+	3	3	1	1	7	7 5+			
NEAPON RANGE TYPE S AP D ABILITIES												
Autopistol												
Blasting Charge	6"		nade 06	3	0		1		-			
Mining Laser	24"	He	avy 1	9	-3	Γ	06		-			
ABILITIES:												
Cult Ambush	After							roll a D6 f ove up to 6		nodel.		
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Cor	ıvalesc	ence: 🗆]	New Re	cruit: □		
Swarm									10	Point		

Swarm									10	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
Acolyte Leader	6"	3+	4+	4	3	1	3	8	5+	1			
WEAPON	RANG	E TY	/PE	S	AP		D	Al	BILITIES	3			
Blasting Charge	6"		nade 06	3	0		1		-				
Rending Claw	Melee	: M	elee	User	-1		1	wound ro	Each time you make a wound roll of 6+ for thi weapon, that hit is resolved with an AP of -4				
Cultist Knife	Melee	e M	elee	User	0		1	fights,	me the l it can m nal attac s weapo	ake 1 k with			
Hand Flamer	6"		stol O3	3	0		1	This weapon automatically hits its target.					
ABILITIES:													
Cult Ambush	bush After deployment but before the first battle round, roll a D6 for this model on a 5+ this model can immediately move up to 6".									model.			

Elite / Swarm									9	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
Acolyte Hybrid	6"	3+	4+	4	3	1	2	7	5+	-			
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3			
Blasting Charge	6"		nade 06	3	0		1		÷				
Cultist Knife	Melee	M	elee	User	0		1	fights, additio	ime the b it can m nal attacl	ake 1 k with			
Rending Claw	Melee	M	elee	User	-1		1	wound r	on, that l	for this			
Hand Flamer	6"		stol O3	3	0		This weapon 1 automatically hits in target.						
ABILITIES:													
Cult Ambush	After							, roll a D6 nove up to		nodel.			

Experience:

Convalescence:

New Recruit:

Swarm										11	Points	
NAME	M	WS	BS	S	T	V	V	A	LD	SV	MAX	
Hybrid Metamorph	6"	3+	4+	4	3	1	L	3	7	5+	-	
WEAPON	RANGE	TY	PE.	S	AP		D		ABILITIES			
Blasting Charge	6"		nade 06	3	0		1		-			
Rending Claw	Melee	M	elee	User	-1		1		Each time you make a wound roll of 6+ for th weapon, that hit is resolved with an AP of			
Metamorph Whip	Melee	M	elee	User	0		1		resolved with an AP of -4 If the bearer is taken our of action in the Fight phase before it has made its attacks in that phase, imay immediately fight before being removed from the battlefield.			
Hand Flamer	6"		stol O3	3	0		1		This weapon automatically hits its target.			

ABILITIES:

Cult Ambush

After deployment but before the first battle round, roll a D6 for this model.

On a 5+ this model can immediately move up to 6".

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Hybrid Metamorph	6"	3+	4+	4	3	1	3	7	5+	-	
WEAPON	RANGI	E TY	/PE	S	AP		D	Al	BILITIES	3	
Blasting Charge	6"		enade D6	3	0		1		-		
Rending Claw	Melee	. M	elee	User	-1		1	wound ro	on, that l	for this	
Metamorph Whip	Melee	: M	elee	User	0		1	weapon, that hit is resolved with an AP of If the bearer is taken or of action in the Fight phase before it has mad its attacks in that phase, may immediately fight before being removed from the battlefield.			
Hand Flamer	6"		stol	3	0		1	autom	is weapo atically h target.		
ABILITIES:											
Cult Ambush	After							roll a D6 to		nodel.	
Experience: □□[□□ F	lesh Wou	nds: □□	□ Co	nvales	cence: 🗆 🗎	New Re	cruit: □	
Elite / Swarm									9	Point	

Elite / Swarm 9 Points												
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Neophyte Gunner	6"	4 +	4+	3	3	1	1	7	5+	4		
WEAPON	RANGE TYPE S AP D ABILITIES											
Autopistol 12" Pistol 1 3 0 1 -												
Blasting Charge	6"	010	nade 06	3	0		1		-			
Flamer	8"		ault 96	4	0		1	autom	is weapo atically h target.			
ABILITIES:												
Cult Ambush	After o							roll a D6 to		nodel.		
SPECIALISM:	SPECIALISM: DEMOLITIONS											
Breacher	You ca	ın add	1 to tl	nis model's	wound	rolls ag	ainst t	argets that	are obse	cured.		
Experience: □□			□ I	lesh Wou	nds: □□	□ Co	nvales	cence: 🗆 🗎	New Re	cruit: □		

Elite / Swarm	l								9	Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE	TYI	PE	S	AP		D	A		
Autopistol	12"	Pisto	ol 1	3	0		1		-	
Blasting Charge	6"	Gren D		3	0		1			
Flamer	8"	Assa D		4	0		1	Th autom		
ABILITIES:										
Cult Ambush	After							roll a D6		nodel.
Experience:			□ Fl	lesh Wou	ınds: □□	□ Co:	nvaleso	ence: 🗆		
Elite				_	_					Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pisto	ol 1	3	0		1		-	
Blasting Charge	6"	Gren D		3	0		1		-	
Mining Laser	24"	Heav	vy 1	9	-3	I	06		-	
ABILITIES:										
Cult Ambush Experience: □□		0	n a 5+	this moo	del can in	nmedia	tely mo	roll a D6 ove up to ence: □	6".	
Swarm									8	Poin
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE	TYI	PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pisto	ol 1	3	0		1		-	
Blasting Charge	6"	Gren De		3	0		1		-	
Seismic Cannon (Long-wave)	24"	Heav	vy 4	3	0		1	All wound rolls have an AP of		
Seismic Cannon (Short-wave)	12"	Heav	vy 2	6	-1		2		und rolls an AP o	
ABILITIES:										
Cult Ambush	After							roll a D6		nodel.

Elite									19	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Aberrant	6"	3+	6+	5	4	2	2	7	5+	-	
WEAPON	RANGE	TY	PE	S	AP		D	ABILITIES			
Rending Claw	Melee	M	elee	User	-1		1	Each tir wound ro weapo resolved v	for this hit is		
Power Hammer	Melee	М	elee	x2	-3		3	When attacking wir weapon, you m subtract 1 from th rolls.		nust	
ABILITIES:											
Bestial Vigour	When inflicting damage on this model, reduce the damage of the attack by 1 to a minimum of 1.										
Cult Ambush	After	After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".									
Experience: □□			□□ F	lesh Wou	nds: □□	□ Co	nvales	cence: □]	New Re	cruit: □	

Elite										19	Points	
NAME	M	WS	BS	S	T	W	A	ı	LD	SV	MAX	
Aberrant	6"	3+	6+	5	4	2	2	,	7	5+	-	
WEAPON	RANG	E T\	/PE	S	AP		D		AE	BILITIES	3	
Rending Claw	Melee	e M	elee	User	-1		1	Each time you make a wound roll of 6+ for th weapon, that hit is resolved with an AP of				
Power Hammer	Melee	e M	elee	x2	-3		3		When attacking with weapon, you must subtract 1 from the l rolls.			
ABILITIES:												
Bestial Vigour	When	When inflicting damage on this model, reduce the damage of the attack by 1 to a minimum of 1.										
Cult Ambush	After			out before + this mod							nodel.	
Experience: □□[□□ F	lesh Wou	nds: □□	□ Co	nvales	scenc	e: 🗆 1	New Re	cruit: 🗆	

NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Genestealer	8"	3+	4+	4	4	1	3	9	5+	-	
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3	
Rending Claws	Melee	Мє	elee	User	-1		1	wound r	on, that	for thi	
Acid Maw	Melee	Мє	elee	User	-3		1	-			
Scything Talons	Melee	Me	elee	User	0		1	You can 1 for thi bearer ha pair of so can ma attack tin	n. If the han on alons, i itional n each		
ABILITIES:											
Lightning Reflexes			Ϊ	This mode	l has a 5-	+ invul	nerabl	e save.			
Swift and Deadly			You c	an re-roll	failed ch	arge rol	lls for	this mode	1.		
SPECIALISM:	VETER	AN									
Grizzled	This m	odel ig	nores	penalties	to its Lea	dership	char	acteristic a	nd Nerv	e tests.	

Swarm									12	Point	
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Metamorph Leader	6"	3+	4+	4	3	1	4	8 5+		1	
WEAPON	RANGE	TY	PE	S	AP		D	A	S		
Blasting Charge	6"		nade 06	3	0		1		-		
Rending Claw	Melee	M	elee	User	-1		1	Each time you make wound roll of 6+ for weapon, that hit is resolved with an AP o			
Metamorph Whip	Melee	M	elee	User	0		1	If the be of action phase be its attack may im before from t	Fight as made phase, i y fight noved		
Hand Flamer	6"		stol 03	3	0		1	This weap automatically		*	
ABILITIES:											
Cult Ambush	After							roll a D6 ove up to		nodel.	
Experience:			□□ F	lesh Wou	nds: □□	□ Coı	nvales	cence: □	New Re	cruit: [
Swarm									5	Point	
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	-	
WEAPON	RANGE	TY	PE.	S	AP		D	A	BILITIES	S	
Autopistol	12"	Pis	tol 1	3	0		1		-		
Blasting Charge	6"		nade 06	3	0		1				
Shotgun	12"		sault 2	3	0		1		get is wit , add 1 to on's Stree	o the	

After deployment but before the first battle round, roll a D6 for this model.

On a 5+ this model can immediately move up to 6".

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

ABILITIES:

Cult Ambush

Swarm									5	Point	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	-	
WEAPON	RANGE	T	/PE	S	AP		D	ABILITIES			
Autopistol	12"	Pis	tol 1	3	0		1	-			
Blasting Charge	6"		nade D6	3	0		1	-			
Shotgun	12"		sault 2	3	0		1	If the target is within h range, add 1 to the weapon's Strength.			
ABILITIES:											
Cult Ambush After deployment but before the first battle round, roll a D6 for this model. On a 5+ this model can immediately move up to 6".											
Experience: □□[□□ Fl	esh Wou	nds: □□	□ Cor	nvaleso	cence: □ 1	New Re	cruit: 🗆	