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 Charge	6"		nade 06	3	0		1		-	
Autopistol	12"	Pis	tol 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	gher than I's remain of Woun y taken of When att s weapon	amage a; if you a the ning ads, it is out of acking n, you		
ABILITIES:												
Cult Ambush	After								roll a D6 for this model. ve up to 6".			
SPECIALISM:	COMI	BAT										

Add 1 to this model's Attacks characteristic.

Expert Fighter

Elite									12	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Acolyte Fighter	6"	3+	4+	4	3	1	2	7	5+	4
WEAPON	RANGI	E T	/PE	S	AP)	A	BILITIES	6
Blasting Charge	6"		nade 06	3	0		1		-	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Heavy Rock Cutter	Melee	: M	elee	x2	-4	2	2	Roll a model from thi roll h model number instant action. with the must sul	amage n; if you n the ning nds, it i out of tacking n, you	
ABILITIES:										
Cult Ambush	After							roll a D6 ove up to		nodel.
Experience: □□I			□□ F	lesh Wou	nds: □□I	□ Cor	vales	cence: 🗆	New Re	cruit: 🏻
Swarm									6	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Gunner	6"	4 +	4+	3	3	1	1	7	5+	4

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	RANGE	TY	PE	S	AP		D	AE	BILITIES	
Autopistol	12"	Pist	ol 1	3	0		1		-	
Blasting Charge	6"	Grei D	nade 16	3	0		1		-	
Heavy Stubber	36"	Hea	vy 3	4	0		1		-	
ABILITIES:										
Cult Ambush	After o	. ,						oll a D6 f		nodel.

Elite									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	TY	'PE	S	AP		D	AE	BILITIES	3
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Mining Laser	24"	Hea	ıvy 1	9	-3	Ι)6		-	
ABILITIES:										

Experience:

Convalescence:

New Recruit:

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".

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	RANGE	T۱	/PE	S	AP		D	Al	BILITIES			
Blasting Charge	6"		enade D6	3	0		1		-			
Rending Claw	Melee	М	elee	User	-1		1	wound ro	on, that l	for this		
Cultist Knife	Melee	М	elee	User	0		1	fights,	weapon, that hit is resolved with an AP of Each time the beare fights, it can make 1 additional attack wit this weapon.			
Hand Flamer	6"		stol D3	3	0		1	automa	is weapo atically h target.			
ABILITIES:												
Cult Ambush	After							, roll a D6 f love up to 0		nodel.		
Experience: □□[□□ F	lesh Wou	nds: □□[□ Coı	ıvales	cence: 🗆 🗎	New Re	cruit: 🗆		

Elite / Swarm									9	Points		
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX		
Acolyte Hybrid	6"	3+	4+	4	3	1	2	7	5+	,		
WEAPON	RANG	E TY	PE	S	AP		D	A	BILITIES	S		
Blasting Charge	6"		nade 06	3	0		1		-			
Cultist Knife	Melee	e Mo	elee	User	0		1	fights, additio	Each time the bea fights, it can mak additional attack v this weapon.			
Rending Claw	Melee	e Mo	elee	User	-1		1	wound r weap	additional attack withis weapon. Each time you mak wound roll of 6+ for weapon, that hit is resolved with an AP of the second with a second with			
Hand Flamer	6"		stol D3	3	0		1		is weapo atically l target.			
ABILITIES:												
Cult Ambush	After							roll a D6 ove up to		model.		
Experience: □□[□□ F	Flesh Wou	nds: □□[Co	nvales	cence: □	New Re	cruit: □		

Swarm										Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Hybrid Metamorph	6"	3+	4+	4	3	1	3	7	5+	-
WEAPON	RANGE	T\	/PE	S	AP		D	A	BILITIE	S
Blasting Charge	6"		enade D6	3	0		1		-	
Rending Claw	Melee	М	elee	User	-1		1	wound r	on, that	for thi
Metamorph Whip	Melee	М	elee	User	0		1	wound roll of 6+ f weapon, that hi resolved with an Al If the bearer is take of action in the I phase before it has its attacks in that p may immediately before being rem from the battleft		e Fight as made phase, ly fight moved
Hand Flamer	6"		stol O3	3	0		1		is weapo atically l target.	
ABILITIES:										
Cult Ambush	After							roll a D6		nodel.
Experience:			□□ F	lesh Wou	nds: □□	□ Co	nvales	ence: □	New Re	cruit: [
Swarm									11	Poin
NAME	М	ws	BS	S	T	W	A	LD	SV	MAX

Swarm									11	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Hybrid Metamorph	6"	3+	4+	4	3	1	3	7	5+	-		
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	on, that	for this		
Metamorph Whip	Melee	: M	elee	User	0		1	of action phase best its attacks may implement before before before the control of the control o	weapon, that hit is resolved with an AP of If the bearer is taken o of action in the Figh phase before it has ma- its attacks in that phase may immediately figh- before being removed from the battlefield.			
Hand Flamer	6"		stol O3	3	0		1	automa	is weapo atically h target.			
ABILITIES:												

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".

Cult Ambush

Neophyte Gunner	M	WS	BS	S	T	NA/	Α	I D	CV	MAN
Gunner						W	A	LD	SV	MAX
	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE	TY	PE	S	AP	[)	Al	BILITIES	
Autopistol	12"	Pist	ol 1	3	0	1	Ĺ		-	
Blasting Charge	6"		nade 06	3	0	1	L		-	
Flamer	8"		ault 06	4	0	1	l	automa	is weapo atically h target.	
ABILITIES:										
Cult Ambush	After							roll a D6 f ove up to 0		nodel.
SPECIALISM:	DEMO	LITIOI	NS							
Breacher	You ca	an add	1 to th	is model'	s wound	rolls aga	inst ta	irgets that	are obsc	ured.
Experience: □□□			□ Fl	esh Wou	nds: □□[□ Con	valesc	ence: 🗆 🗋	New Re	cruit: [
Elite / Swarm									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	TY	PE	S	AP	[)	Al	BILITIES	
Autopistol	12"	Pist	ol 1	3	0	1	L		-	
Blasting Charge	6"		nade 06	3	0	1	L		-	
Flamer	8"		ault 06	4	0	1	l		is weapo atically h target.	
ABILITIES:										
Cult Ambush Experience: □□□		. ()n a 5+	this mod	lel can im	mediat	ely mo	roll a D6 fove up to conce:	6".	
			J. 11	CSII W OU	nus. 🗆 🗆	Con	vaicsc	clicc.		
Elite		wo	DO	•	-	w		- 10		Point
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	TY	PE	S	AP	- [)	Al	BILITIES	
Autopistol	12"		ol 1	3	0	1	Ĺ		-	
Blasting Charge	6"		nade 06	3	0	1	l	-		
Mining Laser	24"	Hea	vy 1	9	-3	D	06		-	
ABILITIES:										
	After	deploy	ment b	ut before	the first	battle ro	ound,	roll a D6 f	or this n	nodel.

Swarm									8	Point	
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"	Pis	tol 1	3	0		1		-		
Blasting Charge	6"		nade 06	3	0		1				
Seismic Cannon (Long-wave)	24"	Hea	avy 4	3	0		1	All wound rolls of 6 have an AP of -4.			
Seismic Cannon (Short-wave)	12"	Hea	avy 2	6	-1		2	All wound rolls of 6 have an AP of -4.			
ABILITIES:											
Cult Ambush	After							, roll a D6 for this mode			
Experience:			□□ F	lesh Wou	nds: □□	□ Cc	nvales	scence: 🗆	New Re	cruit: [
Elite									19	Poin	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Aberrant	6"	3+	6+	5	4	2	2	7	5+	-	
WEAPON	RANGE	T	/PE	S	AP		D		ABILITIE	S	
Rending Claw	Melee	М	elee	User	-1		1	Each time wound roll o weapon, resolved with		for the	
								When a	ıttacking v	with th	

weapon, you must

subtract 1 from the hit

rolls.

Power

Hammer

ABILITIES:

Bestial Vigour

Cult Ambush

Melee

Melee

x2

When inflicting damage on this model, reduce the damage of the attack by 1 to $\,$

a minimum of 1. $\label{eq:condition}$ 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".

Elite								19	Poin	
NAME	M	WS E	S S	T	W	A	LD	SV	MAX	
Aberrant	6"	3+ 6	+ 5	4	2	2	7	5+	-	
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES	3	
Rending Claw	Melee	Melee	User	-1		1	Each time you ma wound roll of 6+ fo weapon, that hit resolved with an AP			
Power Hammer	Melee	Melee	x2	-3		3	When attacking with weapon, you must subtract 1 from the rolls.			
ABILITIES:										
Bestial Vigour	When in	flicting da	amage on th	is model, a minimi			ımage of tl	ne attack	by 1 to	
Cult Ambush	After d		nt but before 5+ this mo						nodel.	
Experience: □□[Flesh Wou	ınds: □□[□ Co	nvales	cence:	New Re	cruit: [
Elite / Swarm								11	Poin	
-								11	1 0111	
NAME		WS E	s s	Ţ	W	A	LD	SV	MAX	
	M		s S + 4	T 4	W 1	A 3	LD 9			
Genestealer	M				1		9	SV	MA)	
NAME Genestealer WEAPON Rending Claws	M 8"	3+ 4	x+ 4 S	4	1	3	9 Each tir	5+ BILITIES me you roll of 6+ on, that	MA) make a for the	
Genestealer WEAPON Rending	M 8" RANGE	3+ 4 TYPE	+ 4 S User	4 AP	1	3 D	9 Each tir wound re	5+ BILITIES me you roll of 6+ on, that	MA) make a for the	
Genestealer WEAPON Rending Claws	M 8" RANGE Melee	3+ 4 TYPE Melee	User User	4 AP	1	3 D	Each tin wound reward versolved vers	5+ BILITIES me you report of 6+ on, that is with an A re-roll his s weapons s more t	make a for this hit is trolls of a trolls	
Genestealer WEAPON Rending Claws Acid Maw	M 8" RANGE Melee Melee	3+ 4 TYPE Melee	User User	-1 -3	1	3 D	Each tin wound reward versolved vers	sy 5+ BILITIES me you r oll of 6+ on, that t with an A re-roll hi s weapon s more t cything t de 1 add. with ther	make a for this hit is trolls of a trolls	
Genestealer WEAPON Rending Claws Acid Maw Scything Talons	M 8" RANGE Melee Melee	3+ 4 TYPE Melee	User User	-1 -3	1	3 DD 1 1 1 1	Each tin wound reward versolved vers	sy 5+ BILITIES me you r oll of 6+ on, that t with an A re-roll hi s weapon s more t cything t de 1 add. with ther	make a for this hit is trolls of a trolls	
Genestealer WEAPON Rending Claws Acid Maw Scything Talons ABILITIES: Lightning	M 8" RANGE Melee Melee	3+ 4 TYPE Melee Melee	User User User	-1 -3 0	1	3 D 1 1	Each tin wound reward versolved vers	sy 5+ BILITIES me you r oll of 6+ on, that t with an A re-roll hi s weapon s more t cything t de 1 add with ther ae it fight	make a for the hit is trolls of the han or alalons, it itional in each	
Genestealer WEAPON Rending Claws Acid Maw Scything Talons ABILITIES: Lightning Reflexes Swift and	M 8" RANGE Melee Melee	3+ 4 TYPE Melee Melee	User User This mode	-1 -3 0	1	3 D 1 1	Each tin wound reward versolved vers	sy 5+ BILITIES me you r oll of 6+ on, that t with an A re-roll hi s weapon s more t cything t de 1 add with ther ae it fight	make a for the hit is trolls of a trolls o	

Experience:

Convalescence:

New Recruit:

Swarm									12	Point	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Metamorph Leader	6"	3+	4+	4	3	1	4	8	5+	1	
WEAPON	RANG	E T \	/PE	S	AP		D	A	3		
Blasting Charge	6"		nade D6	3	0		1		-		
Rending Claw	Melee	e M	elee	User	-1		1	Each time you mak wound roll of 6+ for weapon, that hit i resolved with an AP o			
Metamorph Whip	Melee	e M	elee	User	0		1	If the bearer is taken of action in the Figl phase before it has mits attacks in that phas may immediately fig before being remove from the battlefield			
Hand Flamer	6"		stol	3	0		1	This weapon automatically hits its target.			
ABILITIES:											
Cult Ambush	After							d, roll a D6 for this mode move up to 6".			
Experience: □□[cence:		cruit: □	
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	RANG	E T \	/PE	S	AP		D	A	BILITIES	3	
Autopistol	12"	Pis	tol 1	3	0		1		-		
Blasting Charge	6"		nade D6	3	0		1		-		
Shotgun	12"	Ass	sault	3	0		1	If the target is within I range, add 1 to 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

weapon's Strength.

Swarm									5	Points
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	S AP D ABII				BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1	-		
Blasting Charge	6"		nade 06	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:			□□ Flo	esh Wou	nds: □□	□ Cor	nvales	cence: 🗆 🛚	New Re	cruit: 🗆