

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 |

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|---------------|---------------------|---|--|---|--|----|
| 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 | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Power Maul | Melee | Melee | +2 | -1 | 1 | - | | | | |

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". |
|-------------|--|

SPECIALISM: LEADER

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|-------------|--|
| Resourceful | As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round. |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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 | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Heavy Rock Cutter | Melee | Melee | x2 | -4 | 2 | Roll a D6 each time a model suffers damage from this weapon; if you roll higher than the model's remaining number of Wounds, it is instantly taken out of action. When attacking with this weapon, you must subtract 1 from the hit roll. | | | | |

ABILITIES:

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|-------------|--|
| 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". |
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SPECIALISM: COMBAT

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|----------------|---|
| Expert Fighter | Add 1 to this model's Attacks characteristic. |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Elite12 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 | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Heavy Rock Cutter | Melee | Melee | x2 | -4 | 2 | Roll a D6 each time a model suffers damage from this weapon; if you roll higher than the model's remaining number of Wounds, it is instantly taken out of action. When attacking with this weapon, you must subtract 1 from the hit roll. | | | | |

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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐Flesh Wounds: ☐☐☐Convalescence: ☐New Recruit: ☐

Swarm6 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" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Heavy Stubber | 36" | Heavy 3 | 4 | 0 | 1 | - | | | | |

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: ☐☐☐☐☐☐☐☐☐☐Flesh Wounds: ☐☐☐Convalescence: ☐New Recruit: ☐

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 | TYPE | S | AP | D | ABILITIES | | | | |
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Mining Laser | 24" | Heavy 1 | 9 | -3 | D6 | - | | | | |

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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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 | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Cultist Knife | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | |
| Hand Flamer | 6" | Pistol D3 | 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". |
|-------------|--|

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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 | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Cultist Knife | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Hand Flamer | 6" | Pistol D3 | 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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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 | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Metamorph Whip | Melee | Melee | User | 0 | 1 | If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield. | | | | |
| Hand Flamer | 6" | Pistol D3 | 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". |
|-------------|--|

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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 | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Metamorph Whip | Melee | Melee | User | 0 | 1 | If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield. | | | | |
| Hand Flamer | 6" | Pistol D3 | 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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Flamer | 8" | Assault D6 | 4 | 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". |
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SPECIALISM: DEMOLITIONS

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|----------|--|
| Breacher | You can add 1 to this model's wound rolls against targets that are obscured. |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Flamer | 8" | Assault D6 | 4 | 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". |
|-------------|--|

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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 | TYPE | S | AP | D | ABILITIES | | | | |
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Mining Laser | 24" | Heavy 1 | 9 | -3 | D6 | - | | | | |

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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Swarm

8 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" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Seismic Cannon (Long-wave) | 24" | Heavy 4 | 3 | 0 | 1 | All wound rolls of 6+ have an AP of -4. | | | | |
| Seismic Cannon (Short-wave) | 12" | Heavy 2 | 6 | -1 | 2 | All wound rolls of 6+ have an AP of -4. | | | | |

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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Elite19 Points

| NAME | M | WS | BS | S | T | W | A | LD | SV | MAX |
|--------------|-------|-------|------|----|---|---|---|----|----|-----|
| Aberrant | 6" | 3+ | 6+ | 5 | 4 | 2 | 2 | 7 | 5+ | - |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Power Hammer | Melee | Melee | x2 | -3 | 3 | When attacking with this weapon, you must subtract 1 from the hit rolls. | | | | |

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 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: ☐

Elite19 Points

| NAME | M | WS | BS | S | T | W | A | LD | SV | MAX |
|--------------|-------|-------|------|----|---|---|---|----|----|-----|
| Aberrant | 6" | 3+ | 6+ | 5 | 4 | 2 | 2 | 7 | 5+ | - |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Power Hammer | Melee | Melee | x2 | -3 | 3 | When attacking with this weapon, you must subtract 1 from the hit rolls. | | | | |

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 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: ☐

Elite / Swarm

11 Points

| NAME | M | WS | BS | S | T | W | A | LD | SV | MAX |
|-----------------|-------|-------|------|----|---|---|---|----|----|-----|
| Genestealer | 8" | 3+ | 4+ | 4 | 4 | 1 | 3 | 9 | 5+ | - |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Rending Claws | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Acid Maw | Melee | Melee | User | -3 | 1 | - | | | | |
| Scything Talons | Melee | Melee | User | 0 | 1 | You can re-roll hit rolls of 1 for this weapon. If the bearer has more than one pair of scything talons, it can made 1 additional attack with them each time it fights. | | | | |

ABILITIES:

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|--------------------|---|
| Lightning Reflexes | This model has a 5+ invulnerable save. |
| Swift and Deadly | You can re-roll failed charge rolls for this model. |

SPECIALISM: VETERAN

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|----------|--|
| Grizzled | This model ignores penalties to its Leadership characteristic and Nerve tests. |
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Experience: ☐☐☒☐☐☐☒☐☐☐☒ Flesh Wounds: ☐☐☒ Convalescence: ☐ New Recruit: ☐

Swarm

12 Points

| NAME | M | WS | BS | S | T | W | A | LD | SV | MAX |
|------------------|-------|------------|------|----|---|---|---|----|----|-----|
| Metamorph Leader | 6" | 3+ | 4+ | 4 | 3 | 1 | 4 | 8 | 5+ | 1 |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Rending Claw | Melee | Melee | User | -1 | 1 | Each time you make a wound roll of 6+ for this weapon, that hit is resolved with an AP of -4. | | | | |
| Metamorph Whip | Melee | Melee | User | 0 | 1 | If the bearer is taken out of action in the Fight phase before it has made its attacks in that phase, it may immediately fight before being removed from the battlefield. | | | | |
| Hand Flamer | 6" | Pistol D3 | 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". |
|-------------|--|

Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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 | TYPE | S | AP | D | ABILITIES | | | | |
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - | | | | |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - | | | | |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half 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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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 | TYPE | S | AP | D | ABILITIES |
|-----------------|-------|------------|---|----|---|---|
| Autopistol | 12" | Pistol 1 | 3 | 0 | 1 | - |
| Blasting Charge | 6" | Grenade D6 | 3 | 0 | 1 | - |
| Shotgun | 12" | Assault 2 | 3 | 0 | 1 | If the target is within half 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". |
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐