COMMAND ROSTER

PLAYER NAME FACTION Genestealer Cults

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	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+	1
WEAPON	RANGE	TY	PE .	S	AP		D	A	BILITIES	i
Blasting Charge	6"		enade D6	3	0		1		-	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Power Maul	Melee	M	elee	+2	-1		1		-	
Abilities:										
Cult Ambush	After de	ploym						l a D6 for up to 6".	this mod	lel. On
Specialism:	Leader									
Resourceful	As long							en, you ga battle rou		ditional
		C	Comman	d Point a	it the beg	inning	of the		nd.	
Experience: 🗆 🗆 🖸		C	Comman	d Point a	it the beg	inning	of the	battle rour	nd. New Re	
Experience: 🗆 🗆 🗉		C	Comman	d Point a	it the beg	inning	of the	battle rour	nd. New Re	cruit: [
Experience: Elite / Swarm NAME Acolyte			Comman □□□ F	id Point a lesh Wou	nt the beg unds: □ l	inning □ □ C	of the lonvale	battle rour	nd. New Re	cruit: [Point
Experience: Elite / Swarm NAME Acolyte Fighter	M	WS 3+	Comman	nd Point a lesh Wou	nt the beg unds: □ l	inning	of the lonvale	battle rour scence: LD 7	nd. New Re 12 SV	Point MAX
Experience: Elite / Swarm NAME Acolyte Fighter WEAPON	M 6"	WS 3+ TY	BS 4+	d Point a lesh Wou \$ 4	t the beg	inning	of the onvale	battle rour scence: LD 7	nd. New Re 12 SV 5+	Point MAX
Experience: Elite / Swarm NAME Acolyte Fighter WEAPON Blasting Charge	M 6" RANGE	WS 3+ TY Gree I	BS 4+	d Point a lesh Wou	the beg	inning	of the onvale	battle rour scence: LD 7	nd. New Re 12 SV 5+	Point MAX
Resourceful Experience: Elite / Swarm NAME Acolyte Fighter WEAPON Blasting Charge Autopistol Heavy Rock	M 6" RANGE	WS 3+ TY Green	BS 4+ PE enade D6	s s s s	the beg ands: T 3 AP	inning	A 2 D	LD 7 Roll a model s from this roll hi	nd. New Re 12 SV 5+ BILITIES D6 each touffers d s weapor gher tha l's remai	Point MAX 4 time a amage a; if you n the ning

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".

Add 1 to this model's Attacks characteristic.

Experience: \square \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

Abilities:

Cult Ambush

Specialism:

Expert Fighter

Combat

action. When attacking with this weapon, you must subtract 1 from the hit roll.

NAME	М	WS BS	S	Т	W	A	LD	SV	Poin MA)
Acolyte	6"			3	1	2			4
Fighter	6	3+ 4+	- 4	3	1	2	7	5+	4
WEAPON	RANGE	TYPE	S	AP)	A	BILITIES	
Blasting Charge	6"	Grenade D6	3	0	:	l		-	
Autopistol	12"	Pistol 1	3	0		l		-	
Heavy Rock Cutter	Melee	Melee	x2	-4	2	2	model s from thi roll hi mode number instant action. ' with th must sul	gher than I's remain of Woun Iy taken o When att is weapon	amage i; if you in the ning ids, it i out of acking in, you
Abilities:									
Cult Ambush	After de	ployment bu						this mod	el. On
Experience: 🗆 🗆 🗖	 <mark> </mark>	۱+ <i>د</i> <mark>□□□□□</mark>	this model Flesh Wou		•		•	New Re	cruit: [
Swarm									Poin
NAME	M	WS BS	S	T	W	A	LD	SV	MA)
Neophyte	6"	4+ 4+	- 3	3	1	1	7	5+	4
Gunner	6	4+ 4+	. 3	3	1	1	/	3 ±	4
WEAPON	RANGE	ТҮРЕ	S	AP	_		A	BILITIES	
Autopistol	12"	Pistol 1 Grenade	3	0	-			-	
Blasting Charge	6"	D6	3	0		1		-	
Heavy Stubber	36"	Heavy 3	4	0		l		-	
Heavy Stubber Abilities:								-	
•		ployment bu	ıt before th	e first ba	ttle roun	ıd, rol		this mod	el. On
Abilities:		ployment bu		e first ba	ttle roun	ıd, rol		this mod	el. On
Abilities:	After de	ployment bu 5+1	at before th	e first ba can imm	ttle roun	ıd, rol move	up to 6".		
Abilities: Cult Ambush	After de	ployment bu 5+1	at before th	e first ba can imm	ttle roun	ıd, rol move	up to 6".	New Re	
Abilities: Cult Ambush Experience:	After de	ployment bu 5+1	it before th this model Flesh Wou	e first ba can imm	ttle roun	ıd, rol move	up to 6".	New Re	cruit: l
Abilities: Cult Ambush Experience: Elite	After de	ployment bu	nt before th this model Flesh Wou	e first ba can imm unds: □	ttle roun ediately	id, rol move onvale	up to 6". scence: □	New Re	cruit: l
Abilities: Cult Ambush Experience:	After de	ployment bu 5+1	nt before th this model Flesh Wot	e first ba can imm unds: T	ttle roun ediately Co W	nd, rol move onvale	up to 6". scence: □ LD 7	New Re	cruit: [Poin MA)
Abilities: Cult Ambush Experience: Elite NAME Neophyte Gunner	After de	ws BS	tt before th this model Flesh Wot	e first ba can imm unds: T	ttle roundediately	nd, rol move onvale	up to 6". scence: □ LD 7	New Re 9 SV 5+	cruit: [Poin MA)
Abilities: Cult Ambush Experience:	After de	ws BS 4+ 4+ TYPE	at before the this model Flesh Wot S - 3	e first ba can imm ands: T 3	ttle roun ediately Co W 1	nd, rol move onvale	up to 6". scence: □ LD 7	New Re 9 SV 5+ BILITIES	cruit: [Poin MA)
Abilities: Cult Ambush Experience:	After de	WS BS 4+ 4+ TYPE Pistol 1 Grenade	st before the this model Flesh Wot S S S 3	e first ba can imm unds: T 3 AP 0	ttle roun ediately Co W 1	A 1	up to 6". scence: □ LD 7	New Re 9 SV 5+ BILITIES	cruit: [Poin MA)
Abilities: Cult Ambush Experience:	After de	WS BS 4+ 4+ TYPE Pistol 1 Grenade D6	st before the this model Flesh Wot S S 3 3	e first ba can imm ands: T 3 AP 0	ttle roundediately	A 1	up to 6". scence: □ LD 7	New Re 9 SV 5+ BILITIES	cruit: [Poin MA)

Swarm								10	Points
NAME	M	WS B	s s	T	W	A	LD	SV	MAX
Acolyte Leader	6"	3+ 4	+ 4	3	1	3	8	5+	1
WEAPON	RANGE	TYPE	S	AP)	A	BILITIES	
Blasting Charge	6"	Grenade D6	3	0	1	l		-	
Rending Claw	Melee	Melee	User	-1	:	1	wound r	on, that h	for this nit is
Cultist Knife	Melee	Melee	User	0	:	1	fights,	ime the b , it can m al attack w weapon.	ake 1
Hand Flamer	6"	Pistol D3	3	0	1	l	This weap	oon autoi s its targe	
Abilities:									
Cult Ambush	After de	•	out before th - this model					this mod	el. On a
Experience: 🗆 🗆 🗆			Flesh Woo		•		•	New Re	cruit: 🗆

Elite / Swarm								9	Points
NAME	M	WS E	s s	T	W	A	LD	SV	MAX
Acolyte Hybrid	6"	3+ 4	+ 4	3	1	2	7	5+	-
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES	
Blasting Charge	6"	Grenado D6	3	0		1		-	
Cultist Knife	Melee	Melee	User	0		1	fights,	me the b it can m l attack w veapon.	ake 1
Rending Claw	Melee	Melee	User	-1		1	wound r	on, that l	for this nit is
Hand Flamer	6"	Pistol D:	3 3	0		1	This weap	on autor	•
Abilities:									
Cult Ambush	After de		out before th + this model					this mod	el. On a
Experience:			☐ Flesh Wot	ınds: □ [$\Box\Box$ C	onvale	escence: \square	New Re	cruit: 🗆

Swarm NAME	М	WS	BS	S	T	W		.	LD	11 SV	Point MAX
Hybrid Metamorph	6"	3+	4+	4	3	1	3	3	7	5+	-
WEAPON	RANGE	TYPE		S	AP		D		A	BILITIES	
Blasting Charge	6"	Grenac D6	de	3	0		1			-	
Rending Claw	Melee	Mele	e	User	-1		1		vound ro weapo	me you n oll of 6+ on, that l with an A	for thi
Metamorph Whip	Melee	Mele	e	User	0		1	at i	before tacks in t mmedia	rer is take the Figh it has ma that phas tely figh noved fr attlefield	t phase ade its e, it man t befor com the
Hand Flamer	6"	Pistol I	D3	3	0		1	T		oon autoi s its targe	
Abilities:											
Cult Ambush	After de	eployment			e first ba can imm					this mod	el. On
Experience: 🗆 🗆 🗖			□ Fle	sh Wou	ınds: 🗆 l		Conva	lesc	ence: 🗆	New Re	cruit: [

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)	A	BILITIES	
Blasting Charge	6"	Grenade D6	3	0		1		-	
Rending Claw	Melee	Melee	User	-1		1	wound r	on, that l	for this nit is
Metamorph Whip	Melee	Melee	User	0		1	attacks in t immedia being rer	the Figh it has ma that phas tely figh	at phase ade its e, it may t before com the
Hand Flamer	6"	Pistol D3	3	0	:	L	This weap	oon autor	,
Abilities:									
Cult Ambush	After de	oloyment bu 5+	it before the					this mod	lel. On a
Experience:			Flesh Wou	nds: □ □	ПС	nvale	scence:	New Re	cruit: 🗆

Elite / Swarm				_	_		_			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		D	A	BILITIES	
Autopistol	12"	Pist	col 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Flamer	8"	Ass D		4	0		1	This weap hit	oon autor s its targe	
Abilities:										
Cult Ambush	After de	eploymo						ll a D6 for e up to 6".	this mod	el. On
Specialism:	Demoli	tions								
Breacher	You							argets that		
xperience: 🗆 🗆 🗆]□□ F	lesh Wou	ınds: 🗆		onval	escence: \square	New Re	cruit: [
Elite / Swarm									9	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	TY	PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pist	col 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Flamer	8"	Ass D		4	0		1	This weap	oon autor s its targe	
Abilities:										
	A from d	eploymo	ent but l	refore th	e first ba	ttle rout	. 1	ll a D6 for	this mod	al On
Cult Ambush	Arteru	op roj m						/!!		ei. Oii
	Arter di		5+ thi	is model	can imm	ediately	mov	e up to 6".		
			5+ thi	is model	can imm	ediately	mov	e up to 6". escence: □	New Re	
£xperience: □□□			5+ thi	is model	can imm	ediately	mov	•		
Experience: □□□	M		5+ thi	is model	can imm	ediately	mov	•		cruit: [
Cult Ambush Experience: Clite NAME Neophyte Gunner			5+ thi	is model lesh Wou	can imm ınds: □	ediately	mov	escence:	9	cruit: [Poin t
Experience: Elite NAME Neophyte Gunner	M	WS 4+	5+ thi □□□ Fl ■ BS 4+	esh Wou	can imm ınds: □ T	w 1	move onvale	LD 7	9 SV	Cruit: [Point MAX
Experience: Clite NAME Neophyte Gunner	M 6"	WS 4+	5+ thi □□□ Fl ■ BS 4+	s s	ran imm ands: □ T 3	w 1	move onval	LD 7	9 \$V 5+	Cruit: [Point MAX
Experience: Elite NAME Neophyte	M 6" RANGE	WS 4+ TYI Pist	5+ thi	s model	t 3	W 1	move on vale	LD 7	9 \$V 5+	Cruit: [Point MAX
Experience: Clite NAME Neophyte Gunner WEAPON Autopistol	M 6" RANGE 12"	WS 4+ TYI Pist	5+ thi BS 4+ PE xol 1 nade 06	s s s s s s s s s s s s s s s s s s s	t 3 AP 0	W 1	A 1 D	LD 7	9 \$V 5+	Cruit: [Point MAX
Experience: Clite NAME Neophyte Gunner WEAPON Autopistol Blasting Charge	M 6" RANGE 12" 6"	WS 4+ TY Pist Green	5+ thi BS 4+ PE xol 1 nade 06	s model lesh Would sesh would ses with the session of the s	T 3 AP 0	W 1	A 1 1 1	LD 7	9 \$V 5+	Cruit: [Point MAX

Swarm										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		D	A	BILITIES	
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Seismic Cannon (Long-wave)	24"	Hea	ıvy 4	3	0		1	All woun	d rolls of AP of -4	
Seismic Cannon (Short-wave)	12"	Hea	ivy 2	6	-1		2	All woun	d rolls of AP of -4	
Abilities:										
Cult Ambush	After de	eploym		before the				ll a D6 for e up to 6".	this mod	el. On
Experience: 🗆 🗆 🗖] 🗆 🗆 I	Flesh Wou	ınds: 🗆		Conval	escence: 🗆	New Red	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	TY	PE	S	AP		D	A	BILITIES	
Rending Claw	Melee	М	elee	User	-1		1	wound r	me you n oll of 6+1 on, that h with an A	for thi it is
Power Hammer	Melee	М	elee	x2	-3		3	weap	tacking w on, you n t 1 from t rolls.	nust
Abilities:										
Bestial Vigour	When i	inflictii	ng dam	age on this	s model, minimu			mage of th	e attack b	y 1 to
Cult Ambush	After de	eploym		before the				ll a D6 for e up to 6".	this mod	el. On
Experience: 🗆 🗆 🗖] 🗆 🗆 I	Flesh Wou	ınds: 🗆		Conval	escence: \square	New Red	ruit:
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	TY	PE	S	AP		D	A	BILITIES	
Rending Claw	Melee	М	elee	User	-1		1	wound r	me you m oll of 6+1 on, that h with an A	for thi it is
Power Hammer	Melee	М	elee	x2	-3		3	weap	tacking w on, you n t 1 from t rolls.	nust
lower Hammer										
Abilities: Bestial Vigour	When i	inflictin	ng dam	age on this	s model, minimu			mage of th	e attack b	y 1 to :

Elite / Swarm		wo	D0	•	-	·		10		Point
NAME Genestealer	M 8"	WS 3+	BS 4 +	\$ 4	4	W 1	A 3	LD 9	SV 5+	MAX
				S	4 AP	1	D 3			
WEAPON Rending Claws	Melee		PE elee	User	-1	Ī	1	Each tir wound r	on, that h	nake a for this nit is
Acid Maw	Melee	M	elee	User	-3		1		-	
Scything Talons	Melee	М	elee	User	0		1	bearer ha pair of so can mad attack with	s weapon is more th cything ta de 1 addi	. If the nan one alons, i tional
Abilities:										
Lightning Reflexes			Ί	This mode	el has a 5+	-invul	nerabl	e save.		
Swift and Deadly			You ca	an re-roll f	failed cha	rge rol	ls for t	his model.		
Specialism:	Veterar	1								
Grizzled Experience: □□□			•	_				acteristic an escence: 🏻		
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	RANGE	TY	PE	S	AP		D	A	BILITIES	
Blasting Charge	6"		nade 06	3	0		1		-	
Rending Claw	Melee	М	elee	User	-1		1	wound r	on, that h	for this it is
Metamorph	Melee	M	elee	User	0		1	If the bear action in before attacks in	the Figh it has ma	t phase de its

immediately fight before being removed from the battlefield. This weapon automatically

hits its target.

Whip

Hand Flamer

Cult Ambush

Abilities:

6"

Pistol D3

3

Experience: \square \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

0

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".

1

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+	-
VEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Shotgun	12"	Assa	ault 2	3	0		1	_	get is wit , add 1 to on's Strer	o the
\bilities:										
Cult Ambush		•	5+ th	is model	can imm	ediately	move	ll a D6 for eup to 6".		
Cult Ambush Experience: □□□		•	5+ th	is model	can imm	ediately	move	up to 6".		
Cult Ambush Experience: □□□		•	5+ th	is model	can imm	ediately	move	up to 6".	New Re	
Cult Ambush xperience: □□□ warm		•	5+ th	is model	can imm	ediately	move	up to 6".	New Re	cruit: [Poin t
Cult Ambush experience:			5+ th.]□□ F.	is model Iesh Wou	can imm ınds: □	ediately □ □ C	move onvale	eup to 6".	New Re	cruit: [Poin t
Cult Ambush xperience: warm NAME Neophyte Hybrid	M	WS	5+ th.	is model lesh Wou	can imm unds: T	ediately C W 1	move onvale	e up to 6". escence: □ LD 7	New Re	Point
Cult Ambush experience: warm NAME Neophyte Hybrid NEAPON	M 6"	WS 4+	5+ th.	is model lesh Wou	t 3	ediately C W 1	move onvale A	e up to 6". escence: □ LD 7	New Re 5 8V 5+	Point
Cult Ambush	M 6" RANGE	WS 4+ TY Pist Green	5+ th	s 3	t an imm	ediately C W 1	move onvale	e up to 6". escence: □ LD 7	New Re 5 8V 5+	Point

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: \Box \Box \Box \Box \Box \Box \Box \Box Flesh Wounds: \Box \Box \Box Convalescence: \Box New Recruit: \Box

Abilities:

Cult Ambush

weapon's Strength.