

COMMAND ROSTER

PLAYER NAME		FACTION	Genestealer Cults
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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	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".
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Specialism: Leader

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:

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

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

Elite

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:

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

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	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".
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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".
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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
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".
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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".
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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

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".
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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: ☐

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	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

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	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:

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

Specialism: Veteran

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
Experience: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

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: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>	

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: ☐