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	Points
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	
Blasting Charge	6"		nade 06	3	0		1		-	
Autopistol	12"	Pist	col 1	3	0		1		-	
Power Maul	Melee	M	elee	+2	-1		1		-	
Abilities:										
Cult Ambush	After de	ploym		before th					this mod	el. On a
Specialism:	Leader									
Resourceful	As long			is on the l nd Point a						ditional
Experience:] 🗆 🗆 I	Flesh Wou	ınds: 🗆 l	⊐□с	onvales	cence: 🗆	New Re	cruit: 🗆

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	TY	PE	S	AP		D	A	BILITIES	
Blasting Charge	6"		nade 06	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 hi model number instant action. V with thi	gher than I's remain of Woun Iy taken o When atta is weapon	amage ; if you in the ning ds, it is out of acking n, you
Abilities:										
Cult Ambush	After de	ploym		before the				l a D6 for 1 up to 6".	this mod	el. On a
Specialism:	Combat	:								
Expert Fighter			Ad	d 1 to this	model's	Attacks	charac	cteristic.		
Experience:] 🗆 🗆 I	Flesh Wou	nds: □ [⊐□с	onvale	scence: \square	New Re	cruit: 🗆

NAME	M	WS	BS	S	Т	W	A	ın	SV	Poin MA)
Acolyte		M.2	D9	3	'	W	A	LD	21	MA
Fighter	6"	3+	4+	4	3	1	2	7	5+	4
WEAPON	RANGE	ТҮР	E	S	AP		D	A	BILITIES	
Blasting Charge	6"	Gren De		3	0		1		-	
Autopistol	12"	Pisto	ol 1	3	0		1		-	
Heavy Rock Cutter	Melee	Mel	lee	x2	-4		2	Roll a D6 each tir model suffers dar from this weapon; roll higher than model's remaini number of Wound instantly taken or action. When attac with this weapon, must subtract 1 fro hit roll.		amage i; if you in the ning ids, it out of acking in, you
Abilities:										
Cult Ambush Experience: □□□ Warm			5+ th	is model	can imm	ediately	move	ll a D6 for up to 6". escence: □	New Re	
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	ТҮР	E	S	AP		D	A	BILITIES	
Autopistol	12"	Pisto		3	0		1		~	
Blasting Charge	6"	Gren De		3	0		1		-	
					0					
Heavy Stubber	36"	Heav	y 3	4	U		1		-	
•	36"	Heav	y 3	4	U		1		-	
Abilities: Cult Ambush	After de	eploymer	nt but l 5+ thi	before th	e first ba can imm	ttle rour ediately	nd, rol	ll a D6 for c up to 6".	this mod	
Abilities: Cult Ambush Experience:	After de	eploymer	nt but l 5+ thi	before th	e first ba can imm	ttle rour ediately	nd, rol	e up to 6".	this mod New Re	cruit:
Abilities: Cult Ambush Experience:	After de	eploymer	nt but l 5+ thi	before th	e first ba can imm	ttle rour ediately	nd, rol	e up to 6".	this mod New Re	
Abilities: Cult Ambush Experience:	After do	eploymer	nt but l 5+ th: □□ F	before the is model	e first ba can imm ands: □	ttle rour ediately	nd, ro	e up to 6".	this mod New Re	cruit: Poin
Heavy Stubber Abilities: Cult Ambush Experience:	After de	WS 4+	5+ thi 5+ thi F BS 4+	before the is model lesh Wou	e first ba can imm unds: □	ttle roun ediately C W 1	nd, rollowed	excence: LD	New Re	cruit: Poin MA) 4
Abilities: Cult Ambush Experience:	After de	ws 4+ TYP Pisto	but but l 5+ th S+ th F BS 4+ E	before the is model lesh Would state with the same with th	e first bacan imm	ttle roun ediately C W 1	nd, rol move onvale A	excence: LD	New Res	cruit: Poin MA) 4
Abilities: Cult Ambush Experience:	After de	WS 4+ TYP	S+ the S+	before the is model lesh Would state at the world s	e first bacan imm	ttle roun ediately	nd, rollow move	excence: LD	New Res	cruit: Poin MA
Abilities: Cult Ambush Experience: Clite NAME Neophyte Gunner WEAPON Autopistol Blasting Charge Mining Laser	After do	WS 4+ TYP Pisto Gren	BS 4+ E ld 1 adde	before the is model lesh Would state the work of the state of the stat	e first baccan imm	ttle roun ediately	and, roomand, roomand	excence: LD	New Res	cruit: Poin MA) 4
Abilities: Cult Ambush Experience: Cite NAME Neophyte Gunner	M 6" RANGE 12" 6" 24"	WS 4+ TYP Pisto Gren Do Heav	BS 4+ E 6 9 9 1	before the is model S S S 3 9	e first bacan imm Inds: I AP 0 -3	ttle rouncediately C W 1	A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	excence: LD	New Res	Poin MAX

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

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	A	BILITIES	
Blasting Charge	6"	Grenade D6	3	0		1		•	
Rending Claw	Melee	Melee	User	-1		1	wound r	on, that h	for this nit is
Cultist Knife	Melee	Melee	User	0		1	fights,	me the b , it can m l attack w veapon.	ake 1
Hand Flamer	6"	Pistol D3	3	0		1	This weap	oon autor s its targe	
Abilities:									
Cult Ambush	After de	oloyment bu 5+1	it before the					this mod	el. On a
Experience:			Flesh Wou	nds: □ [⊐□с	onvale	escence:	New Re	cruit: 🗆

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	TYP	E	S	AP		D		ABILITIES		
Blasting Charge	6"	Gren De		3	0		1	-			
Cultist Knife	Melee	Me	lee	User	0		1	fights addition	time the b s, it can m al attack w weapon.	ake 1	
Rending Claw	Melee	Me	lee	User	-1		1	wound weap	ime you n roll of 6+ oon, that l with an A	for this nit is	
Hand Flamer	6"	Pistol	D3	3	0		1		pon autor ts its targe		
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:			□□ F	lesh Wou	nds: □ [Conval	escence: \square	l New Re	cruit: 🗆	

NAME NAME	M	WS	BS S	T	W	A	LD	SV	Points MAX
Hybrid Metamorph	6"	3+	4+ 4	3	1	3	7	5+	-
WEAPON	RANGE	TYPE	S	AP		D	ı	ABILITIES	
Blasting Charge	6"	Grenac D6	de 3	0		1		-	
Rending Claw	Melee	Mele	e User	-1		1	wound	ime you r roll of 6+ oon, that l with an A	for this nit is
Metamorph Whip	Melee	Mele	e User	0		1	before attacks in immedi- being re	the Figh	at phase ade its se, it may t before com the
Hand Flamer	6"	Pistol I	03 3	0		1	This wea	pon autor ts its targe	
Abilities:									
Cult Ambush	After de		t but before th 5+ this mode					this mod	lel. On a
Experience: 🗆 🗆 🗖			l□ Flesh Wo	unds: 🗆		Conval	escence:	New Re	cruit: 🗆
Swarm								11	Point
NAME	М	WS	BS S	T	W	A	LD	SV	MAX

Swarm								11	Points
NAME	M	WS B	s s	T	W	A	LD	SV	MAX
Hybrid Metamorph	6"	3+ 4-	+ 4	3	1	3	7	5+	-
WEAPON	RANGE	TYPE	S	AP		D	A	BILITIES	
Blasting Charge	6"	Grenade D6	3	0		1		-	
Rending Claw	Melee	Melee	User	-1		1	wound r	on, that h	for this nit is
Metamorph Whip	Melee	Melee	User	0		1	before attacks in immedia being re	the Figh it has ma that phas	t phase de its e, it may t before com the
Hand Flamer	6"	Pistol D3	3	0		1	This weap	oon autor s its targe	
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 Wou	ınds: 🗆 🏻		onvale	escence: 🗆	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		D	A	BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Flamer	8"		ault 06	4	0		1	This weap	pon autor s its targe	
Abilities:										
Cult Ambush	After d	eploym						ll a D6 for e up to 6".	this mod	el. On
Specialism:	Demoli	itions								
Breacher	You	can add	l 1 to thi	s model'	s wound	rolls aş	gainst t	argets that	are obscu	ıred.
Experience: 🗆 🗆 🗆]□□ F	lesh Wo	unds: □		Conval	escence: 🗆	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	TV	PE	S	AP		D		BILITIES	
Autopistol	12"		tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Flamer	8"		ault 06	4	0		1	This weap	pon autor s its targe	
Abilities:										
Cult Ambush	After d	eploym						ll a D6 for e up to 6".	this mod	el. On
Experience: 🗆 🗆 🗖]□□ F	lesh Wo	unds: □		Conval	escence: \square	New Re	cruit:
Elite									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		D	A	BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Mining Laser	24"	Hea	ivy 1	9	-3		D6		-	
Abilities:										
Cult Ambush	After d	eploym						ll a D6 for e up to 6".	this mod	el. On
) i ui		Carr IIIIII	icuiaci	, 11101	F		

Swarm									8	Point
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	Į.	ABILITIES	
Autopistol	12"	Pist	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Seismic Cannon (Long-wave)	24"	Hea	ivy 4	3	0		1	All wour	nd rolls of n AP of -4	
Seismic Cannon (Short-wave)	12"	Hea	vy 2	6	-1		2	All wour	nd rolls of n AP of -4	
Abilities:										
	After de	ploym						oll a D6 for e up to 6".	this mod	el. On a
Cult Ambush			5+ th	is model	can imm	ediatel	y mov			
Cult Ambush Experience: □□□			5+ th	is model	can imm	ediatel	y mov	e up to 6".	New Re	cruit: □
Cult Ambush Experience: □□□ Elite			5+ th	is model	can imm	ediatel	y mov	e up to 6".	New Re	cruit: □
Abilities: Cult Ambush Experience:			5+ th	is model Îlesh Wou	can imm ınds: □	ediatel	y mov Conval	e up to 6". escence: □	New Re	cruit: □ Point :
Cult Ambush Experience: □□□ Elite NAME	M	WS 3+	5+ th	is model Ilesh Wou	can imm unds: T	ediatel	y mov Conval	e up to 6". escence: LD 7	New Re	cruit: Point MAX -
Cult Ambush Experience: Elite NAME Aberrant	M 6"	WS 3+	5+ th	is model Tesh Wou \$ 5	can imm unds: T 4	ediatel	y mov Conval	e up to 6". escence: LD 7 Each ti wound i	New Re 19 SV 5+	Point MAX - nake a for this

Aberrant	6"	3+	6+	5	4	2		2	7	5+	-	
WEAPON	RANGE	TYF	PE	S	AP		D		A	BILITIES		
Rending Claw	Melee	Me	elee	User	-1		1		wound re	on, that l	for this	
Power Hammer	Melee	Me	elee	x2	-3		3			acking won, you r t 1 from rolls.	nust	
Abilities:												
Bestial Vigour	When in	nflictin	g dama	C	model, minimu			e dai	mage of th	e attack b	y 1 to a	
Cult Ambush	After dep	oloyme							oll a D6 for this model. On a e up to 6".			
Experience: $\Box\Box$			□□ Fl	esh Wou	nds: □ [Con	vale	scence: \square	New Re	cruit: 🗆	

-										
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	A	BILITIES	
Rending Claw	Melee	М	elee	User	-1		1	wound r	on, that l	for this
Power Hammer	Melee	М	elee	x2	-3		3	•	tacking w on, you r et 1 from rolls.	nust
Abilities:										
Bestial Vigour	When	inflictir	ng dam:		model, minimu			ımage of th	ie attack ł	by 1 to a
CultAmbush	After de	eploym		before the				ll a D6 for e up to 6".	this mod	lel. On a
Experience:]□□ F	lesh Wou	nds: □		onval	escence: 🗆	New Re	ecruit: 🗆

Elite / Swarm									11	Point
NAME	M	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	
Rending Claws	Melee	М	elee	User	-1		1	wound r	on, that l	for this nit is
Acid Maw	Melee	M	elee	User	-3		1		-	
Scything Talons	Melee	M	elee	User	0		1	bearer ha pair of so can ma attack wit	s weapor as more the cything to de 1 addi	n. If the han one alons, it itional
Abilities:										
Lightning Reflexes				Γhis model	has a 5+	invul	nerable	e save.		
Swift and Deadly			You c	an re-roll f	ailed cha	rge rol	ls for t	his model.		
Specialism:	Veterar	1								
Grizzled	This	nodel	ignores	penalties t	to its Lead	dershij	p chara	cteristic an	d Nerve	tests.
Experience: 🗆 🗆 🗖] 🗆 🗆]	Flesh Wou	nds: □ [$\Box\Box$	Convale	escence: 🗆	New Re	cruit: 🗆

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	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	If the bearer is taken ou action in the Fight ph- before it has made it attacks in that phase, it immediately fight bef- being removed from to battlefield.		at phase ade its se, it may t before com the	
Hand Flamer	6"	Pistol D3	3	0		1	This weap	oon autor		
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".									
Experience:			Flesh Wou	ınds: 🗆 🗆	ПС	onvale	escence: 🗆	New Re	cruit: 🗆	

Swarm									-	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	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 e, add 1 to on's Strei	o the
,				is model	can imm	ediately	move	ll a D6 for eup to 6".		
1				is model	can imm	ediately	move		New Re	ecruit: [
Swarm	M	WS		is model	can imm	ediately	move	up to 6".	New Re	cruit: [
Swarm NAME Neophyte	M 6"]□□ F	is model lesh Wou	can imm ınds: □	ediately □ □ C	move onvale	eup to 6".	New Re	
Swarm NAME Neophyte Hybrid		WS	BS 4+	is model lesh Wou	can imm unds: T	ediately □ □ C W 1	move onvale	up to 6". scence: □ LD 7	New Re	Point MAX
Swarm NAME Neophyte Hybrid WEAPON	6"	WS 4+	BS 4+	is model lesh Wou	t 3	ediately C W 1	move onvale A	up to 6". scence: □ LD 7	New Re 5	Point MAX
Experience: Swarm NAME Neophyte Hybrid WEAPON Autopistol Blasting Charge	6" RANGE	WS 4+ TY Pist Gre	BS 4+	s s	t an imm ands:	ediately C W 1	move onvale	up to 6". scence: □ LD 7	New Res	Point MAX

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

Abilities:

Cult Ambush