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

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX				
Neophyte Leader	6"	4+	4+	3	3	1	2	8						
WEAPON	RANGE	T۱	/PE	S	AP		D	A	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 dep	oloymo		before the					this mod	el. On a				
Specialism:	Leader													
Resourceful	As long			is on the b nd Point a				, ,		litional				
Experience: 🗆 🗆 🗖			□□ I	lesh Wou	ınds: 🗆 🛚	□ Co	nvalesc	ence: 🗆	New Re	cruit: 🗆				

Elite / Swarm									12	Points
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Acolyte Fighter	6"	3+	4+	4	3	1	2	7	5+	4
WEAPON	RANGE	T	YPE	S	AP		D	A	BILITIES	
Blasting Charge	6"		enade D6	3	0		1		-	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Heavy Rock Cutter	Melee	M	(elee	x2	-4		2	model suf this wea higher t remain Wound taken out attack	pon; if y han the r ing num ls, it is ins of action ting with on, you r	age from ou roll model's ber of stantly n. When this must
Abilities:										
Cult Ambush	After de	eploym		before the				ll a D6 for e up to 6".	this mod	lel. On a
Specialism:	Comba	t								
Expert Fighter			Ado	d 1 to this	model's	Attacks	chara	acteristic.		
Experience:] <u> </u>	Flesh Wou	nds: □ [□□С	onvale	escence: 🗆	New Re	cruit: 🗆

lite NAME	М	we	pe	-0	т.	W		I D		Poin
	M	WS	BS	S	T	W	A	LD	SV	MAX
Acolyte Fighter	6"	3+	4+	4	3	1	2	7	5+	4
VEAPON	RANGE	TYI	PE	S	AP		D	Į.	BILITIES	
Blasting Charge	6"	Gren		3	0		1		-	
Autopistol	12"	Pisto	ol 1	3	0		1		-	
Heavy Rock Cutter	Melee	Me	ilee	x2	-4		2	model su this we higher to remain Wound taken ou attac	apon; if y han the r ning num ds, it is ins t of action king with oon, you r	age frou rol nodel' ber of stantly n. Wh this
Abilities:										
Cult Ambush	After de	ploymer						ll a D6 for	this mod	el. Or
xperience: 🗆 🗆 🗖								e up to 6". scence: □	New Re	cruit:
1										
warm IAME	М	WS	BS	S	T	W	Α.	LD	SV SV	Poir MA
Neophyte	IVI	M.2	D9	3		VV	A	LU	21	MA
						-		_		,
- ·	6"	4+	4+	3	3	1	1	7	5+	4
Gunner	6" RANGE			S	3 AP	1	1 D		5+ ABILITIES	4
Gunner NEAPON			PE			1				4
Gunner WEAPON Autopistol	RANGE	TYF	PE ol 1	S	AP	1	D			4
Gunner VEAPON Autopistol Blasting Charge	RANGE	Pisto Gren	PE ol 1 nade 6	S	AP 0		D			4
Gunner VEAPON Autopistol Blasting Charge Heavy Stubber	RANGE 12" 6"	Pisto Gren Do	PE ol 1 nade 6	S 3	AP 0 0		D 1 1			4
Gunner VEAPON Autopistol Blasting Charge Heavy Stubber Abilities:	RANGE 12" 6" 36"	Pisto Gren Do Heav	PE ol 1 made 6	\$ 3 3 4	0 0 0		D 1 1 1 1 1		ABILITIES - - -	
Gunner VEAPON Autopistol Blasting Charge Heavy Stubber Abilities:	RANGE 12" 6" 36"	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3	\$ 3 4 before the	AP 0 0 0 0	ttle rou	D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1	ABILITIES - - -	
Gunner VEAPON Autopistol Blasting Charge Heavy Stubber Abilities:	RANGE 12" 6" 36"	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3	\$ 3 4 before the	AP 0 0 0 0	ttle rou	D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ll a D6 for	ABILITIES - - -	
Gunner VEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush	12" 6" 36"	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3 nt but	\$ 3 3 4 before the is model of	AP 0 0 0 0 ce first bar	ttle rou ediatel	D 1 1 1 md, roly move	ll a D6 for 2 up to 6".	ABILITIES - - this mod	el. Or
Gunner VEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush xperience:	12" 6" 36"	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3 nt but	\$ 3 3 4 before the is model of	AP 0 0 0 0 ce first bar	ttle rou ediatel	D 1 1 1 md, roly move	ll a D6 for 2 up to 6".	this mod	el. Or
Gunner WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush Experience:	12" 6" 36"	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3 nt but	\$ 3 3 4 before the is model of	AP 0 0 0 0 ce first bar	ttle rou ediatel	D 1 1 1 md, roly move	ll a D6 for 2 up to 6".	this mod	
WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush Experience:	12" 6" 36" After de	Pisto Gren Do Heav	PE ol 1 nade 6 wy 3 nt but 1 5+ th	\$ 3 3 4 4 before the is model of the work when the state of the state	AP 0 0 0 e first bar can imm	ttle rou ediatel	D 1 1 1 ond, roo	ll a D6 for up to 6". scence:	this mod	el. Or cruit: Poin
Gunner WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush Experience:	RANGE 12" 6" 36" After de	Pisto Gren Do Heav	PE ol 1 nade 6 ovy 3 nt but 1 5+ th	\$ 3 3 4 4 before the is model of the second	AP 0 0 0 0 te first batecan imm	ttle rou ediatel:	D 1 1 1 1 onvale	ll a D6 for up to 6".	this mod	el. Or
Gunner WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush xperience:	RANGE 12" 6" 36" After de	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3 nt but 5+ th	\$ 3 3 4 4 before the is model of the sh Would shall be sh Would shall be sh	AP 0 0 0 0 te first barcan imm	ttle rou ediatel:	D 1 1 1 1 onv move A 1	ll a D6 for up to 6".	this mod	el. Or cruit: Poin
Gunner WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush Experience:	RANGE 12" 6" 36" After de	Pisto Gren Do Heav	PE ol 1 nade 6 vy 3 nt but 5+ th F BS 4+	s 3 4 before the is model of the second seco	AP 0 0 0 0 terfirst bancan imm	ttle rou ediatel:	D 1 1 1 1 1 1 D D	ll a D6 for up to 6".	this mod	el. Or cruit: Poin
Gunner WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush Experience:	RANGE 12" 6" 36" After de M 6" RANGE 12"	Pisto Gren Do Heav Poploymer WS 4+ Typ Pisto Gren Gren Gren Gren Typ Typ Typ Typ Typ Typ Typ Ty	PE ol 1 nade 6 vy 3 nt but 5+ th F BS 4+ PE ol 1 nade 6	s 3 3 4 before the is model of the second se	AP 0 0 0 0 te first bar can imm ands:	ttle rou ediately W 1	D 1 1 1 1 1 D 1 1 1 1 1 1 1	ll a D6 for up to 6".	this mod	el. Or cruit: Poin
Gunner WEAPON Autopistol Blasting Charge Heavy Stubber Abilities: Cult Ambush Experience: Clite Neophyte Gunner WEAPON Autopistol Blasting Charge	RANGE 12" 6" 36" After de M 6" RANGE 12" 6"	Pisto Gren Do WS 4+ TYP Pisto Gren Do O	PE ol 1 nade 6 vy 3 nt but 5+ th F BS 4+ PE ol 1 nade 6	s 3 4 before the is model of section of the section	AP 0 0 0 0 0 te first bar can imm ands:	ttle rou ediately W 1	D 1 1 1 1 1 D 1 1	ll a D6 for up to 6".	this mod	el. Or cruit: Poin

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 re weapon, t		for this resolved
Cultist Knife	Melee	Melee	User	0		1	fights,	me the b it can m l attack v veapon.	ake 1
Hand Flamer	6"	Pistol D3	3	0		1	This weap	on autoi s its targe	
Abilities:									
Cult Ambush	After dep	oloyment bu 5+1	t before the					this mod	el. On a
Experience:			Flesh Wou	nds: 🗆 🛭		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	TYPE	S	AP		D	A	BILITIES			
Blasting Charge	6"	Grenade D6	3	0		1		-			
Cultist Knife	Melee	Melee	User	0		1	fights,	ime the b it can m l attack v veapon.	ake 1		
Rending Claw	Melee	Melee	User	-1		1	wound r weapon, t		for this resolved		
Hand Flamer	6"	Pistol D3	3	0		1	This weap	on autor	,		
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	nds: □ [□□С	onvale	escence: 🗆	New Re	cruit: 🗆		

NAME	M	WS	BS	S	T	W		١	LD	SV	MAX
Hybrid Metamorph	6"	3+	4+	4	3	1	3	3	7	5+	-
WEAPON	RANGE	T	/PE	S	AP		D		A	BILITIES	
Blasting Charge	6"		nade 06	3	0		1			-	
Rending Claw	Melee	М	elee	User	-1		1		wound re reapon, t		for this resolved
Metamorph Whip	Melee	М	elee	User	0		1		attacks i may imi before l		at phase ade its hase, it y fight noved
Hand Flamer	6"	Pist	ol D3	3	0		1	ľ	his weap hits	on auto	
Abilities:											
Cult Ambush	After de	ploym		t before the						this mod	el. On a
Experience: 🗆 🗆 🗖				Flesh Wou	ınds: □ [Conva	lesc	ence: 🗆	New Re	cruit: 🗆
Swarm										11	Points
NAME	M	WS	BS	S	T	W	ı	١	LD	SV	MAX
Hybrid Metamorph	6"	3+	4+	4	3	1	3	3	7	5+	-
WFAPON	RANGE	T	/PF	S	ΔР		n		Δ	RILITIES	

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	A	BILITIES		
Blasting Charge	6"	Grenade D6	3	0		1		-		
Rending Claw	Melee	Melee	User	-1		1	wound r weapon, t	me you n oll of 6+ hat hit is an AP of	for this resolved	
Metamorph Whip	Melee	Melee	User	0		1	before attacks may im before	rer is take the Figh it has ma in that ph mediately being ren he battle	t phase de its nase, it y fight noved	
Hand Flamer	6"	Pistol D3	3	0		1	This weap	oon autoi 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: 🗆 🗆	ПС	onvale	scence:	New Re	cruit: 🗆	

Elite / Swarm										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	. T\	/PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Flamer	8"		sault D6	4	0		1	This wea	on 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 ado	d 1 to th	is model	's wound	rolls a	gainst 1	targets that	are obsc	ured.
Experience: 🗆 🗆 🗖			□□ F	lesh Woi	unds: □		Conval	escence: \square	New Re	cruit:
Elite / Swarm									9	Poin
NAME	М	WS	BS	S	Ţ	W	A	LD	SV	MAX
Neophyte Gunner	6"	4+	4+	3	3	1	1	7	5+	4
WEAPON	RANGE		/PE	S	AP		D		BILITIES	
Autopistol	12"		tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
Flamer	8"		sault D6	4	0		1	This weap	on autor	
Abilities:										
Cult Ambush	After d	eploym						ll a D6 for e up to 6".	this mod	el. On
Experience: 🗆 🗆 🖸]□□ F	lesh Woi	unds: □		Conval	escence: 🗆	New Re	cruit:
Elite									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		/PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		nade 06	3	0		1		-	
	24"	He	avy 1	9	-3		D6		-	
Mining Laser										
•										
Mining Laser Abilities: Cult Ambush	After de	eploym						ll a D6 for e up to 6".	this mod	el. On

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	T۱	/PE	S	AP		D	A	BILITIES	
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 woun an	d rolls of AP of -4	
Seismic Cannon (Short-wave)	12"	He	avy 2	6	-1		2	All woun	d rolls of AP of -4	
Abilities:										
Cult Ambush Experience: □□□					can imme ınds: □ □			up to 6". scence: \square	New Re	cruit: [
71.										.
Sirce	M	we	D.C.	e	-	W	Α.	ın		Point
NAME	M 6"	WS	BS	S 5	T 4	W 2.	A 2.	LD 7	SV	Point MAX
NAME Aberrant	6"	3+	6+	5	4	2	2	7	SV 5+	MAX -
NAME Aberrant WEAPON		3+				2		7 Each ti wound r weapon, t	SV 5+ BILITIES me you r	make a for this resolve
NAME Aberrant WEAPON Rending Claw	6" RANGE	3+ M	6+ /PE	5	4 AP	2	2	Each ti wound r weapon, t with When att	SV 5+ BILITIES me you r oll of 6+ hat hit is an AP or	make a for this resolved f -4.
NAME Aberrant WEAPON Rending Claw Power Hammer	6" RANGE Melee	3+ M	6+ (PE	5 S User	4 AP	2	2	Each ti wound r weapon, t with When att	5+ BILITIES me you r oll of 6+ hat hit is an AP or tacking v on, you r t 1 from	make a for this resolve f -4.
NAME Aberrant WEAPON Rending Claw Power Hammer Abilities:	6" RANGE Melee	3+ M	6+ /PE elee	5 S User	-1 -3	2	2	Each ti wound r weapon, t with When att	SV 5+ BILITIES me you r oll of 6+ hat hit is an AP or tacking v on, you r t 1 from rolls.	make a for this resolve f -4. with this must the hit
NAME Aberrant WEAPON Rending Claw Power Hammer Abilities: Bestial Vigour Cult Ambush	6" RANGE Melee When in	3+ M M ploymo	6+ (PE elee elee g damagement but 5+ th	S User x2 ge on this before the	-1 -3 model, reminimume e first bat can immediate can imme	2 educe the mof 1. the rour diately	2 1 1 1 1 1 1 1 1 1 1 1 1 1	Fach ti wound r weapon, t with When at weap subtrac	SV 5+ BILITIES me you roll of 6+ hat hit is an AP or tacking voon, you ret 1 from rolls.	make a for this resolve f -4. with this must the hit
NAME Aberrant WEAPON Rending Claw Power Hammer Abilities: Bestial Vigour Cult Ambush Experience:	6" RANGE Melee When in	3+ M M ploymo	6+ (PE elee elee g damagement but 5+ th	S User x2 ge on this before the	-1 -3 model, reminimume e first bat can immediate can imme	2 educe the mof 1. the rour diately	2 1 1 1 1 1 1 1 1 1 1 1 1 1	Fach ti wound r weapon, t with When att weap subtrac	SV 5+ BILITIES me you roll of 6+ hat hit is an AP or tacking voon, you rt 1 from rolls. e attack be this mod	make a for this resolve f -4. with this must the hit
Elite NAME Aberrant WEAPON Rending Claw Power Hammer Abilities: Bestial Vigour Cult Ambush Experience:	6" RANGE Melee When in	3+ M M ploymo	6+ (PE elee elee g damagement but 5+ th	S User x2 ge on this before the	-1 -3 model, reminimume e first bat can immediate can imme	2 educe the mof 1. the rour diately	2 1 1 1 1 1 1 1 1 1 1 1 1 1	Fach ti wound r weapon, t with When at weap subtrac	SV 5+ BILITIES me you roll of 6+ hat hit is an AP or tacking voon, you rt 1 from rolls. e attack be this mod	make a for this resolved f -4. with this must the hit

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	T	/PE	S	AP		D		A	BILITIES	
Rending Claw	Melee	М	elee	User	-1		1		wound re weapon, t		for this resolved
Power Hammer	Melee	М	elee	x2	-3		3			acking won, you real from the rolls.	nust
Abilities:											
Bestial Vigour	When i	nflictin	g dama	ige on this	model, r minimu			dan	nage of the	attack b	y 1 to a
Cult Ambush	After de	ploym		before the						this mod	el. On a
Experience:				Flesh Wou	ınds: 🗆 🛭		Con	vale	scence: 🗆	New Re	cruit: 🗆

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	T۱	/PE	S	AP		D	ı	ABILITIES	
Rending Claws	Melee	М	elee	User	-1		1	wound weapon,	ime you r roll of 6+ that hit is n an AP of	for this resolved
Acid Maw	Melee	M	elee	User	-3		1		-	
Scything Talons	Melee	М	elee	User	0		1	1 for the bearer he pair of second	re-roll his is weapor as more the cything to add 1 addith them e it fights.	n. If the han one alons, it
Abilities:										
Lightning Reflexes			,	This mode	l has a 5+	invul	Inerabl	le save.		
Swift and Deadly			You	can re-roll	failed cha	rge ro	lls for	this mode	1.	
Specialism:	Veteran	1								
Grizzled Experience: □□□	This r		~	penalties t Flesh Wou			•			
Swarm									12	Points

Swarm								12	Points
NAME	M	WS B	s s	T	W	A	LD	SV	MAX
Metamorph Leader	6"	3+ 4	+ 4	3	1	4	8	5+	1
WEAPON	RANGE	TYPE	S	AP	ı)	A	BILITIES	
Blasting Charge	6"	Grenade D6	3	0		1		-	
Rending Claw	Melee	Melee	User	-1		1	wound r weapon, t	me you n oll of 6+ hat hit is an AP of	for this resolved
Metamorph Whip	Melee	Melee	User	0		1	before attacks may im before	rer is take the Figh it has ma in that pl mediately being ren he battle	t phase de its nase, it v fight noved
Hand Flamer	6"	Pistol D3	3	0		1	This weap	oon autoi s its targe	
Abilities:									
Cult Ambush	After de		ut before th this model					this mod	el. On a

Experience:

Swarm		wo	DO.	_	-	***				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	Τ١	/PE	S	AP		D	A	BILITIES	
Autopistol	12"	Pis	tol 1	3	0		1		-	
Blasting Charge	6"		enade D6	3	0		1		-	
Shotgun	12"	Assa	ault 2	3	0		1		get is wit , add 1 to on's Strer	the .
Abilities: Cult Ambush	After de	ploym			e first bat				this mod	el. On
Cult Ambush Experience: □□□	After de		5+ th	is model	e first bat can imm ınds: □ [ediately	move u	1p to 6".	New Re	cruit: [
7127111100-	After de		5+ th	is model	can imm	ediately	move u	1p to 6".	New Re	cruit: [Poin t
Cult Ambush Experience: □□□ Swarm			5+ th □□□ F	is model lesh Wou	can imm ınds: □ [ediately	move u	ap to 6". cence: □	New Re	
Cult Ambush Experience: Swarm NAME Neophyte	M	WS 4+	5+ th	is model lesh Wou	can imm unds: T	ediately George W 1	move u	up to 6". cence: □ LD 7	New Re	Point
Cult Ambush Experience: Swarm NAME Neophyte Hybrid	M 6"	WS 4+	5+ th	is model lesh Wou	t 3	ediately G	move uponvaleso A 1	up to 6". cence: □ LD 7	New Re 5 \$V 5+	Point
Cult Ambush Experience: Swarm NAME Neophyte Hybrid WEAPON	M 6" RANGE	WS 4+ TY Pis Green	5+ th	s 3	ran imm unds: T 3	ediately Co	move uponvaleso	up to 6". cence: □ LD 7	New Re 5 \$V 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:

Abilities:

Cult Ambush