

▲ 1000 Pts - Genestealer Cults - Chancy Rickey 1st Overall Pocket Puget Sound GT

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Cult Insurrection Detachment (84 ⁺, 999 pts)												
Magus	1		4	4	3/5	3	2	4	2/3	9	3+	85
(C:GC, pg. 71); Infantry (Character); Autopistol; Force Stave; The Crouchling; Increase Mastery Level; Adamantium Will; Cult Ambush; Independent Character; Infiltrate; Psyker (Mastery Level 2); Return to the Shadows; Spiritual Leader; Unquestioning Loyalty; Biomancy; Broodmind; Telepathy												
<i>The Crouchling</i>	1											[20]
Patriarch	1		7	4	6	5	3	7	4	10	4+	125
(C:GC, pg. 70); Infantry (Character); Patriarch's Claws; Genestealer Familiar (x2); Increase Mastery Level; Bulky; Cult Ambush; Fear; Fearless; Fleet; Independent Character; Infiltrate; Living Idol; Move Through Cover; Psyker (Mastery Level 2); Return to the Shadows; Unquestioning Loyalty; Warlord; Biomancy; Broodmind; Telepathy												
Subterranean Uprising	1	Auxiliary										171
(C:GC, pg. 86); Acolyte Hybrids; Infiltrate; Meticulous Planner: If a unit in this Formation has been joined by a Primus, you can roll three dice instead of one when rolling on the Cult Ambush table for this unit, and select any one of the results (see C:GC, pg. 86).; Time to Rise Up: All of the units in a Subterranean Uprising must Infiltrate during deployment, and set up using the Cult Ambush special rule. When rolling on the Cult Ambush table for a unit in this Formation, roll two dice instead of one and choose either of the results (see C:GC, pg. 86).												
Hybrid Metamorphs	5		4	3	4	3	1	4	2/3	8	5+	[51]
(C:GC, pg. 77); Infantry ; Blasting Charges; Autopistol (x5); Metamorph Talon (x2); Rending Claws (x5); Metamorph Whip (x3); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5		4	3	4	3	1	4	2/3	8	5+	[40]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5		4	3	4	3	1	4	2/3	8	5+	[40]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5		4	3	4	3	1	4	2/3	8	5+	[40]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Brood Cycle	1	Core, ☠										618
(C:GC, pg. 89); Familial Pride; Hold the Banner High												
Acolyte Iconward	1	☠	4	4	4	3	2	4	3/4	9	5+	[65]
(C:GC, pg. 72); Infantry (Character); Blasting Charges; Sacred Cult Banner; Autopistol; Rending Claws; Cult Ambush; Feel No Pain (6+); Independent Character; Nexus of Devotion; Return to the Shadows; Unquestioning Loyalty												
Acolyte Hybrids	5	☠	4	3	4	3	1	4	2/3	8	5+	[40]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5	☠	4	3	4	3	1	4	2/3	8	5+	[40]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5	☠	4	3	4	3	1	4	2/3	8	5+	[40]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Neophyte Hybrids	10	☠	3	3	3	3	1	4	1	8	5+	[50]
(C:GC, pg. 75); Infantry ; Blasting Charges; Autogun (x10); Autopistol (x10); Cult Ambush; Return to the Shadows												
Neophyte Hybrids	10	☠	3	3	3	3	1	4	1	8	5+	[50]
(C:GC, pg. 75); Infantry ; Blasting Charges; Autogun (x10); Autopistol (x10); Cult Ambush; Return to the Shadows												
Hybrid Metamorphs	5	☠	4	3	4	3	1	4	2/3	8	5+	[53]
(C:GC, pg. 77); Infantry ; Blasting Charges; Autopistol (x5); Metamorph Talon (x1); Rending Claws (x5); Metamorph Claw (x4); Cult Ambush; Return to the Shadows												
Purestrain Genestealers	20	☠	6	0	4	4	1	6	3	10	5+/5(i)	[280]
(C:GC, pg. 78); Infantry ; Rending Claws; Brood Instinct; Cult Ambush; Fleet; Hyper-reflexes; Infiltrate; Move Through Cover; Return to the Shadows; Stealth												
Cult Insurrection Detachment	1	Grp: Detachment										0
(C:GC, pg. 66 - 67); An Uprising Generations in the Making; Cult Father; Numbers Beyond Counting												
Total Cost:											999	

Option Footnotes	
Warlord Traits	
Warlord	See WH40k, pg. 124.
Relics	
The Crouchling	In close combat, a model accompanied by the Crouchling makes two additional Strength 4 AP - attacks with the Rending special rule. In addition, the bearer can generate one additional psychic power at the start of the game. The Crouchling is represented by a separate miniature that always remains as close as possible to its master. The model itself is purely decorative, and is ignored for game purposes - just move it to one side if it gets in the way. Remove the Crouchling once its master has been slain (see C:GC, pg. 101).
Psychic Powers	
Biomancy	0 - Smite, 1 - Iron Arm, 2 - Enfeeble, 3 - Life Leech, 4 - Warp Speed, 5 - Endurance, 6 - Haemorrhage (see Warhammer 40,000: The Rules, pg. 192).
Broodmind	0 - Mass Hypnosis, 1 - Psychic Stimulus, 2 - Psionic Blast, 3 - Might from Beyond, 4 - Mental Onslaught, 5 - Mind Control, 6 - Telepathic Summons (see C:GC, pg. 102).
Telepathy	0 - Psychic Shriek, 1 - Dominate, 2 - Mental Fortitude, 3 - Terrify, 4 - Shrouding, 5 - Invisibility, 6 - Hallucination (see Warhammer 40,000: The Rules, pg. 198).
Special Rules	
Adamantium Will	Adamantium Will (see WH40k, pg. 157).
An Uprising Generations in the Making	All non-vehicle units in this Detachment have the Infiltrate special rule (units that already have the Infiltrate special rule instead have the Shrouded special rule during the first game turn). In addition, you can add 1 to all your Reserve Rolls, whilst your opponent must subtract 1 from all their Reserve Rolls (see C:GC, pg. 66).
Brood Instinct	Only a Patriarch can join this unit. Whilst a Patriarch is joined to this unit, the Purestrain Genestealers gain the Furious Charge special rule (see C:GC, pg. 78).
Bulky	Bulky (see WH40k, pg. 159).

Cult Ambush	Units with this special rule that Infiltrate, or that arrive from Reserve or Ongoing Reserve, can choose to roll on the Cult Ambush table, instead of deploying or arriving from reserve normally. Unless otherwise specified, ambushing units move onto the table as described for other Reserve and cannot move any further during the Movement phase of the turn they deploy or arrive on the battlefield. Units cannot use the Cult Ambush special rule whilst they are embarked inside a vehicle (see C:GC, pg. 96).
Cult Father	If you choose a Patriarch from this Detachment as your Warlord, you can re-roll the result when rolling on the Warlord Traits table in C:GC (see C:GC, pg. 66).
Familial Pride	Any non-vehicle unit in this Formation that is within 6" of at least one other unit from the same Formation adds to both its Leadership and its Weapon skill (see C:GC, pg. 89).
Fear	Fear (see WH40k, pg. 163).
Fearless	Fearless (see WH40k, pg. 163).
Feel No Pain (6+)	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Hold the Banner High	All units in this Formation have the Furious Charge special rule while they are within 24" of their Acolyte Iconwad. In addition, the range of the Acolyte Iconward's Nexus of Devotion special rule will effect units from this Formation that are within 24" of hi, instead of just 12" (see C:GC, pg. 89).
Hyper-reflexes	Purestrain Genestealers have 5+ invulnerable save (see C:GC, pg. 78).
Independent Character	Independent Character (see WH40k, pg. 166).
Infiltrate	Infiltrate (see WH40k, pg. 167).
Living Idol	Friendly units with the Genestealers Cult Faction that are within 12" of this model have the Fearless special rule (see C:GC, pg. 70).
Move Through Cover	Move Through Cover (see WH40k, pg. 168).
Nexus of Devotion	Friendly units with the Genestealer Cult Faction that are within 12" of any Acolyte Iconwards have the Feel No Pain (6+) special rule. Models that already have the Feel No Pain (excluding any Acolyte Iconwards) special rule instead add 1 to their Feel No Pain rolls (see C:GC, pg. 73).
Numbers Beyond Counting	Each time a unit from this Detachment arrives from Ongoing Reserves, it is reinforced - you can return D6 models to the unit that were slain previously during the battle (see C:GC, pg. 66).
Psyker (Mastery Level 2)	Psyker (see WH40k, pg. 170).
Return to the Shadows	Instead of moving in your Movement phase, any unit with this special rule that is not within 6" of any enemy models, can be removed from the battlefield and placed onto Ongoing Reserve. a unit cannot Return to the shadows in the same turn it arrives from Reserves or Ongoing Reserves, and cannot do so whilst embarked in a vehicle (see C:GC, pg. 96).
Spiritual Leader	Friendly units with the Genestealer Cult Faction that are within 12" of this model have the Adamantium Will special rule (see C:GC, pg. 71).
Stealth	Stealth (see WH40k, pg. 172).
Unquestioning Loyalty	A model with this special rule automatically passes Look Out, Sir attempts, and can even make Look Out, Sir attempts when fighting in a challenge. (see C:GC, pg. 96).
Upgrades	
Increase Mastery Level	
Unit Type	
Infantry	See WH40K rulebook, pgs. 44-49.
Infantry (Character)	See WH40K rulebook, pgs. 44-49.
Wargear	
Autogun	24" Range; S 3; AP -; Rapid Fire.
Autopistol	12" Range; S 3; AP -; Pistol.
Blasting Charges	Range 8"; S 3; AP -; Assault 1, Blast.
Close Combat Weapon	S User; AP -; Melee.
Force Stave	S +2; AP 4; Melee, Concussive, Force.
Genestealer Familiar	A model with a Genestealer Familiar makes two additional S4 AP- attacks with the Rending special rule in close combat. A Genestealer Familiar is represented by a separate miniature that will always remain as close as possible to its master. The model itself is decorative, and is always ignored for game purposes - just move it to one side if it gets in the way. Remove the Genestealer Familiar once its master has been slain. (See WD #110).
Metamorph Claw	S User; AP 5; Melee, Crush (see C:GC, pg. 99).
Metamorph Talon	S User; AP 5; Melee, Scythe (see C:GC, pg. 99).
Metamorph Whip	S User; AP 5; Melee, Lash (see C:GC, pg. 99).
Patriarch's Claws	S User; AP 3; Melee, Rending, Shred.
Rending Claws	S User; AP 5; Melee, Rending.
Sacred Cult Banner	Friendly units that have the Genestealer Cults Faction and are within 12" of a model equipped with a sacred cult banner have the Furious Charge special rule (see C:GC, pg. 100).