










# ▲ 1850 Pts - Genestealer Cults - Jessup Coffin 2nd Overall Mugu Championships 2016

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
<b>: Cult Insurrection Detachment (69 , 855 pts)</b>												
Lords of the Cult	1	Comm: 										115
(C:GC, pg. 66); Patriarch												
Patriarch	1		7	4	6	5	3	7	4	10	4+	[115]
(C:GC, pg. 70); <b>Infantry</b> (Character); Patriarch's Claws; 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; <b>Warlord</b> ; <b>Biomancy</b> ; <b>Broodmind</b> ; <b>Telepathy</b>												
Subterranean Uprising	1	Auxilia: 										330
(C:GC, pg. 86); Hybrid Metamorphs; Aberrants; 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+	[45]
(C:GC, pg. 77); <b>Infantry</b> ; Blasting Charges; Autopistol (x5); Metamorph Talon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Hybrid Metamorphs	5		4	3	4	3	1	4	2/3	8	5+	[45]
(C:GC, pg. 77); <b>Infantry</b> ; Blasting Charges; Autopistol (x5); Metamorph Talon (x5); Rending Claws (x5); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5		4	3	4	3	1	4	2/3	8	5+	[60]
(C:GC, pg. 74); <b>Infantry</b> ; Blasting Charges; Autopistol (x1); Close Combat Weapon (x5); Rending Claws (x5); Hand Flamer (x4); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	5		4	3	4	3	1	4	2/3	8	5+	[60]
(C:GC, pg. 74); <b>Infantry</b> ; Blasting Charges; Autopistol (x1); Close Combat Weapon (x5); Rending Claws (x5); Hand Flamer (x4); Cult Ambush; Return to the Shadows												
Aberrants	4		4	1	5/8	4	2	2/1	2	8	5+	[120]
(C:GC, pg. 79); <b>Infantry</b> ; Rending Claws; Power hammer (x4); Cult Ambush; Feel No Pain; Return to the Shadows; Stubborn												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Brood Cycle	1	Core, 										410
(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); <b>Infantry</b> (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); <b>Infantry</b> ; 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); <b>Infantry</b> ; 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); <b>Infantry</b> ; 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); <b>Infantry</b> ; 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); <b>Infantry</b> ; 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+	[55]
(C:GC, pg. 77); <b>Infantry</b> ; Blasting Charges; Autopistol (x5); Rending Claws (x5); Metamorph Claw (x5); Cult Ambush; Return to the Shadows												
Purestrain Genestealers	5		6	0	4	4	1	6	3	10	5+/5(i)	[70]
(C:GC, pg. 78); <b>Infantry</b> ; Rending Claws; Brood Instinct; Cult Ambush; Fleet; Hyper-reflexes; Infiltrate; Move Through Cover; Return to the Shadows; Stealth												
<b>Cult Insurrection Detachment</b>	1	Grp: Detachment										0
(C:GC, pg. 66 - 67); An Uprising Generations in the Making; Cult Father; Numbers Beyond Counting												
<b>: Combined Arms Detachment (22 𠂇, 355 pts)</b>												
Magus	1		4	4	3/5	3	2	4	2/3	9	3+	95
(C:GC, pg. 71); <b>Infantry</b> (Character); Autopistol; Force Stave; Genestealer Familiar (x2); The Crouching; Increase Mastery Level; Adamantium Will; Cult Ambush; Independent Character; Infiltrate; Psyker (Mastery Level 2); Return to the Shadows; Spiritual Leader; Unquestioning Loyalty; <b>Biomancy</b> ; <b>Broodmind</b> ; <b>Telepathy</b>												
<i>The Crouching</i>	1											[20]
Neophyte Hybrids	10		3	3	3	3	1	4	1	8	5+	80
(C:GC, pg. 75); <b>Infantry</b> ; Blasting Charges; Autogun (x8); Autopistol (x10); Mining Laser (x2); Cult Ambush; Return to the Shadows												
Neophyte Hybrids	10		3	3	3	3	1	4	1	8	5+	80
(C:GC, pg. 75); <b>Infantry</b> ; Blasting Charges; Autogun (x8); Autopistol (x10); Mining Laser (x2); Cult Ambush; Return to the Shadows												
Void Shield Generator	1											100
(Stronghold Assault, pg. 31); <b>Impassible Building</b> (AV13) with Battlements; Projected Void Shields; Additional Projected Void Shields (x2)												
Combined Arms Detachment	1	Grp: Detachment										0
<b>Ghosar Quintus Broodkin Formation (27 𠂇, 640 pts)</b>												
Primus	1		5	4	4	3	3	4	3/4	10	5+	75
(C:GC, pg. 72); <b>Infantry</b> (Character); Blasting Charges; Toxin Injector; Bonesword; Needle Pistol; Rending Claws; Cult Ambush; Cult Demagogue; Hatred; Independent Character; Infiltrate; Return to the Shadows; Unquestioning Loyalty												
Patriarch	1		7	4	6	5	3	7	4	10	4+	120
(C:GC, pg. 70); <b>Infantry</b> (Character); Patriarch's Claws; Genestealer Familiar (x1); 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; <b>Biomancy</b> ; <b>Broodmind</b> ; <b>Telepathy</b>												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Magus	1		4	4	3/5	3	2	4	2/3	9	3+	65
(C:GC, pg. 71); <b>Infantry</b> (Character); Autopistol; Force Stave; Increase Mastery Level; Adamantium Will; Cult Ambush; Independent Character; Infiltrate; Psyker (Mastery Level 2); Return to the Shadows; Sprititual Leader; Unquestioning Loyalty; <b>Biomancy</b> ; <b>Broodmind</b> ; <b>Telepathy</b>												
Acolyte Hybrids	5		4	3	4	3	1	4	2/3	8	5+	80
(C:GC, pg. 74); <b>Infantry</b> ; Blasting Charges; Autopistol (x5); Close Combat Weapon (x3); Rending Claws (x3); Demolition Charge (x2); Cult Ambush; Return to the Shadows												
Aberrents	4		4	1	5/8	4	2	2/1	2	8	5+	120
(C:GC, pg. 79); <b>Infantry</b> ; Power Pick (x2); Rending Claws; Power hammer (x2); Cult Ambush; Feel No Pain; Return to the Shadows; Stubborn												
Purestrain Genestealers	5		6	0	4	4	1	6	3	10	5+/5(i)	70
(C:GC, pg. 78); <b>Infantry</b> ; Rending Claws; Brood Instinct; Cult Ambush; Fleet; Hyper-reflexes; Infiltrate; Move Through Cover; Return to the Shadows; Stealth												
Neophyte Hybrids	14		3	3	3	3	1	4	1	8	5+	110
(C:GC, pg. 75); <b>Infantry</b> ; Blasting Charges; Autogun (x10); Autopistol (x14); Grenade Launcher (x2); Mining Laser (x2); Cult Ambush; Return to the Shadows												
<b>Total Cost:</b>											<b>1850</b>	

### Option Footnotes

Warlord Traits	
1 - Master of Defence	(See Warhammer 40,000: The Rules, pg. 125.)
2 - Master of Offence	(See Warhammer 40,000: The Rules, pg. 125.)
3 - Master of Manoeuvre	(See Warhammer 40,000: The Rules, pg. 125.)
4 - Legendary Fighter	(See Warhammer 40,000: The Rules, pg. 125.)
5 - Tenacity	(See Warhammer 40,000: The Rules, pg. 125.)
6 - Immovable Object	(See Warhammer 40,000: The Rules, pg. 125.)
<b>Warlord</b>	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	
<b>Biomancy</b>	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).
<b>Broodmind</b>	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).
<b>Telepathy</b>	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).
Additional Projected Void Shields	(See Stronghold Assault, pg. 31).
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 Demagogue	Friendly units with the Genestealer Cult Faction that are within 12" of this model have the Hatred special rule (see C:GC, pg. 72).

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	Feel No Pain (see WH40k, pg. 164).
Feel No Pain (6+)	Feel No Pain (see WH40k, pg. 164).
Fleet	Fleet (see WH40k, pg. 164).
Hatred	Hatred (see WH40k, pg. 165).
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).
Projected Void Shields	Each projected void shield has a 12" area of effect, known as a Void Shield Zone. Any shooting attack that originates from outside a Void Shield Zone and hits a target within the Void Shield Zone instead hits the projected void shield. If a unit is within 12" of more than one Void Shield Generator, and so within more than one Void Shield Zone when it is hit, randomly determine which of the buildings' projected void shields is hit. Each projected void shield has an Armour Value of 12. A glancing or penetrating hit (or any hit from a Destroyer weapon) scored against a projected void shield causes it to collapse. If all projected void shields have collapsed, further hits strike the original target instead. At the end of each of the controlling player's turns, roll a dice for each projected void shield that has collapse; each roll of 5+ instantly restores one shield. (See Stronghold Assault, pg. 31).
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).
Stubborn	Stubborn (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	
Terrain Type	
<b>Impassible Building (AV13) with Battlements</b>	Impassible Building (AV13) with Battlements (See Stronghold Assault, pg. 31)
Unit Type	
<b>Infantry</b>	See WH40K rulebook, pgs. 44-49.
<b>Infantry (Character)</b>	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.
Bonesword	S User; AP 3; Melee, Life Drain.
Close Combat Weapon	S User; AP -; Melee.
Demolition Charge	Template; S 5; AP 4; Assault, Torrent (see C:GC, pg. 98).
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).
Grenade Launcher	Frag: 24" Range; S3; AP6; Assault 1; Blast. Krak: 24" Range; S6; AP4; Assault 1.
Hand Flamer	Template; S 3; AP 6; Pistol.
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).
Mining Laser	24" Range; S 9; AP 2; Heavy 1.
Needle Pistol	12" Range, S X; AP 6; Pistol, Poisoned (2+).
Patriarch's Claws	S User; AP 3; Melee, Rending, Shred.
Power hammer	S +3; AP 2; Melee, Specialist Weapon, Two-handed, Concussive, Unwieldy.
Power Pick	S +2; AP 3; Melee, Unwieldy.
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).
Toxin Injector	If a model with a toxin injector fights using his rending claws, those attacks have the Poisoned special rule (see C:GC, pg. 100).