







**1750 Pts - Genestealer Cults - Darren Allen 3rd Overall 'NO RETREAT IV'**  
**40K INTERNATIONAL - Genestealer Cults**

| Name  | #  | Grp   | WS | BS | S | T | Wo | I | A | Ld | Save    | Cost  |
|---|----|---|----|----|---|---|----|---|---|----|---------|-------|
| <b>: Combined Arms Detachment (35 人, 945 pts)</b>   |    |   |    |    |   |   |    |   |   |    |         |       |
| 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> |    |   |    |    |   |   |    |   |   |    |         |       |
| 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   |    |   |    |    |   |   |    |   |   |    |         |       |
| Purestrain Genestealers   | 10 |   | 6  | 0  | 4 | 4 | 1  | 6 | 3 | 10 | 5+/5(i) | 140   |
| (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   |    |   |    |    |   |   |    |   |   |    |         |       |
| Goliath Rockgrinders  | 1  | Grp:  |    |    |   |   |    |   |   |    |         | 95    |
| (C:GC, pg. 84)  |    |   |    |    |   |   |    |   |   |    |         |       |
| Goliath Rockgrinder   | 1  | Grp: BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: - |    |    |   |   |    |   |   |    |         | [95]  |
| (C:GC, pg. 84); <b>Vehicle</b> (Tank, Transport); <b>1</b> Access Point; <b>6 model</b> capacity; Drilldozer Blade; Heavy Mining Laser; Heavy Stubber; Cache of Demolition Charges; Rugged Construction   |    |   |    |    |   |   |    |   |   |    |         |       |
| Goliath Rockgrinders  | 1  | Grp:  |    |    |   |   |    |   |   |    |         | 95    |
| (C:GC, pg. 84)  |    |   |    |    |   |   |    |   |   |    |         |       |
| Goliath Rockgrinder   | 1  | Grp: BS: 3 FA: 12 SA: 10 RA: 10 HP: 3 Save: - |    |    |   |   |    |   |   |    |         | [95]  |
| (C:GC, pg. 84); <b>Vehicle</b> (Tank, Transport); <b>1</b> Access Point; <b>6 model</b> capacity; Drilldozer Blade; Heavy Mining Laser; Heavy Stubber; Cache of Demolition Charges; Rugged Construction   |    |   |    |    |   |   |    |   |   |    |         |       |
| Leman Russ Squadron   | 1  | Grp:  |    |    |   |   |    |   |   |    |         | 340   |
| (C:GC, pg. 85); Leman Russ  |    |   |    |    |   |   |    |   |   |    |         |       |
| Leman Russ  | 1  | Grp: BS: 3 FA: 14 SA: 13 RA: 10 HP: 3 Save: - |    |    |   |   |    |   |   |    |         | [170] |
| (C:GC, pg. 85); <b>Vehicle</b> (Tank, Heavy); Searchlight; Smoke Launchers; Heavy Bolter; Battle Cannon; 2x Heavy Bolter (pair)   |    |   |    |    |   |   |    |   |   |    |         |       |
| Leman Russ  | 1  | Grp: BS: 3 FA: 14 SA: 13 RA: 10 HP: 3 Save: - |    |    |   |   |    |   |   |    |         | [170] |
| (C:GC, pg. 85); <b>Vehicle</b> (Tank, Heavy); Searchlight; Smoke Launchers; Heavy Bolter; Battle Cannon; 2x Heavy Bolter (pair)   |    |   |    |    |   |   |    |   |   |    |         |       |
| Combined Arms Detachment  | 1  | Grp: Detachment                               |    |    |   |   |    |   |   |    |         | 0     |

| Name   | #  | Grp  | WS | BS | S   | T | Wo | I   | A   | Ld | Save               | Cost        |
|--|----|--|----|----|-----|---|----|-----|-----|----|--------------------|-------------|
| <b>Formation: Subterranean Uprising (67 <sup>+</sup>, 805 pts)</b>   |    |  |    |    |     |   |    |     |     |    |                    |             |
| Subterranean Uprising  | 1  | Auxilia<br> |    |    |     |   |    |     |     |    |                    | 805         |
| (C:GC, pg. 86); Primus; Acolyte Hybrids; Infiltrate; Meticulous Planner; Time to Rise Up   |    |  |    |    |     |   |    |     |     |    |                    |             |
| Primus   | 1  |             | 5  | 4  | 4/5 | 3 | 3  | 4   | 3/4 | 10 | 5+                 | [90]        |
| (C:GC, pg. 72); <b>Infantry</b> (Character); Blasting Charges; Toxin Injector; Needle Pistol; Rending Claws; Sword of the Void's Eye; Cult Ambush; Cult Demagogue; Hatred; Independent Character; Infiltrate; Return to the Shadows; Unquestioning Loyalty |    |  |    |    |     |   |    |     |     |    |                    |             |
| <i>Sword of the Void's Eye</i>   | 1  |  |    |    |     |   |    |     |     |    |                    | [15]        |
| 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   |    |  |    |    |     |   |    |     |     |    |                    |             |
| Acolyte Hybrids  | 20 |             | 4  | 3  | 4/8 | 3 | 1  | 4/1 | 2/3 | 8  | 5+                 | [220]       |
| (C:GC, pg. 74); <b>Infantry</b> ; Blasting Charges; Autopistol (x20); Close Combat Weapon (x18); Rending Claws (x18); Heavy Rock Saw (x2); Cult Icon; Cult Ambush; Return to the Shadows   |    |  |    |    |     |   |    |     |     |    |                    |             |
| Acolyte Hybrids  | 20 |             | 4  | 3  | 4/8 | 3 | 1  | 4/1 | 2/3 | 8  | 5+                 | [220]       |
| (C:GC, pg. 74); <b>Infantry</b> ; Blasting Charges; Autopistol (x20); Close Combat Weapon (x18); Rending Claws (x18); Heavy Rock Saw (x2); Cult Icon; Cult Ambush; Return to the Shadows   |    |  |    |    |     |   |    |     |     |    |                    |             |
| Acolyte Hybrids  | 20 |             | 4  | 3  | 4/8 | 3 | 1  | 4/1 | 2/3 | 8  | 5+                 | [220]       |
| (C:GC, pg. 74); <b>Infantry</b> ; Blasting Charges; Autopistol (x20); Close Combat Weapon (x18); Rending Claws (x18); Heavy Rock Saw (x2); Cult Icon; Cult Ambush; Return to the Shadows   |    |  |    |    |     |   |    |     |     |    |                    |             |
|  |    |  |    |    |     |   |    |     |     |    | <b>Total Cost:</b> | <b>1750</b> |