





















▲ 1850 Pts - Genestealer Cults - Geoff Robinson 2nd Overall IO Renegade GT

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
: Cult Insurrection Detachment (131  , 1847 pts)												
Lords of the Cult	1	Comm: 										60
(C:GC, pg. 66); Magus												
Magus	1		4	4	3/5	3	2	4	2/3	9	3+	[60]
(C:GC, pg. 71); Infantry (Character); Autopistol; Force Stave; The Crouchling; Adamantium Will; Cult Ambush; Independent Character; Infiltrate; Psyker (Mastery Level 1); Return to the Shadows; Spritual Leader; Unquestioning Loyalty; Biomancy; Broodmind; Telepathy												
<i>The Crouchling</i>	1											[20]
The First Curse	1	Comm: 										405
(C:GC, pg. 90); Strange Mutations												
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												
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												
Brood Cycle	1	Core, 										792
(C:GC, pg. 89); Familial Pride; Hold the Banner High												
Acolyte Iconward	1		4	4	4	3	2	4	3/4	9	5+	[95]
(C:GC, pg. 72); Infantry (Character); Blasting Charges; Autopistol; Rending Claws; Icon of the Cult Ascendant; Cult Ambush; Feel No Pain (6+); Independent Character; Nexus of Devotion; Return to the Shadows; Unquestioning Loyalty												
<i>Icon of the Cult Ascendant</i>	1											[30]
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	10		4	3	4	3	1	4	2/3	8	5+	[120]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x10); Close Combat Weapon (x8); Rending Claws (x8); Demolition Charge (x2); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	9		4	3	4	3	1	4	2/3	8	5+	[112]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x9); Close Combat Weapon (x7); Rending Claws (x7); Demolition Charge (x2); Cult Ambush; Return to the Shadows												
Neophyte Hybrids	20		3	3	3	3	1	4	1	8	5+	[140]
(C:GC, pg. 75); Infantry ; Blasting Charges; Autogun (x18); Autopistol (x20); Seismic Cannon (x2); Cult Ambush; Return to the Shadows												
Neophyte Hybrids	20		3	3	3	3	1	4	1	8	5+	[145]
(C:GC, pg. 75); Infantry ; Blasting Charges; Autogun (x17); Autopistol (x20); Flamer (x1); Seismic Cannon (x2); Cult Ambush; Return to the Shadows												
Hybrid Metamorphs	5		4	3	4	3	1	4	2/3	8	5+	[70]
(C:GC, pg. 77); Infantry ; Blasting Charges; Metamorph Talon (x5); Rending Claws (x5); Hand Flamer (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); Infantry ; Rending Claws; Brood Instinct; Cult Ambush; Fleet; Hyper-reflexes; Infiltrate; Move Through Cover; Return to the Shadows; Stealth												

Name	#	Grp	WS	BS	S	T	Wo	I	A	Ld	Save	Cost
Subterranean Uprising	1	Auxiliai 										590
(C:GC, pg. 86); Primus; Aberrants; 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); Infantry (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	10		4	3	4	3	1	4	2/3	8	5+	[120]
(C:GC, pg. 77); Infantry ; Blasting Charges; Autopistol (x8); Rending Claws (x10); Hand Flamer (x2); Metamorph Claw (x10); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	10		4	3	4/8	3	1	4/1	2/3	8	5+	[130]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x10); Close Combat Weapon (x8); Rending Claws (x8); Heavy Rock Saw (x2); Cult Ambush; Return to the Shadows												
Acolyte Hybrids	10		4	3	4/8	3	1	4/1	2/3	8	5+	[130]
(C:GC, pg. 74); Infantry ; Blasting Charges; Autopistol (x10); Close Combat Weapon (x8); Rending Claws (x8); Heavy Rock Saw (x2); Cult Ambush; Return to the Shadows												
Aberrants	4		4	1	5/8	4	2	2/1	2	8	5+	[120]
(C:GC, pg. 79); Infantry ; Rending Claws; Power hammer (x4); Cult Ambush; Feel No Pain; Return to the Shadows; Stubborn												
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:											1847	