

CLAW OF ASCENSION

SHANUS DASKOVIAN (1 MODEL)

- This model is equipped with: autopistol; cult sniper rifle; close combat weapon.

Both Enhancements available to your Jackal Alphus enable you to offset some of your force's limitations. Priority Kill Order can be used to counteract the weaker Ballistic Skill of the Achilles Ridgerunner's otherwise very potent weaponry, making for a stronger early strike, while Master of Suppression can be used to boost the durability of your wider force. Whichever you go with, the Jackal Alphus is best used to support and empower the other elements of your army, rather than primarily as a damage dealer – unless, that is, your opponent exposes a fragile character to the deadly [PRECISION] shots of this model's cult sniper rifle!

HYBRID METAMORPHS (5 MODELS)

- The Metamorph Leader is equipped with: autopistol; Leader's bio-weapons.
- 1 Hybrid Metamorph is equipped with: Metamorph mutations.
- 3 Hybrid Metamorphs are equipped with: hand flamer; Metamorph mutations.

Should your Hybrid Metamorphs find themselves threatened by enemy melee units, the Metamorphic Spasm Stratagem can be put to great effect, especially against well armoured targets less susceptible to hand flamer fire. Used at the right moment, this Stratagem will be well worth the CP investment, maximising the combat punch of your models even as they are slain.

ATALAN JACKALS (5 MODELS)

- 1 Atalan Jackal is equipped with: Atalan small arms; Atalan power weapon.
- 3 Atalan Jackals are equipped with: Atalan small arms; close combat weapon.
- The Atalan Wolfquad is equipped with: Atalan small arms; mining laser; close combat weapon.

The Atalan Jackals are primarily a harassing unit that can be utilised to pick apart already damaged enemies, but be careful not to throw them away wastefully, as in Combat Patrol they lack the Cult Ambush rule. Instead, it is often best to marshal them carefully, exploiting their swiftness to make daring dashes for objective markers (particularly helpful if you select the Safeguard the Sanctuary secondary objective). They are also an excellent target for the Point-blank Ambush Stratagem, being able to move into close proximity with key targets then inflict extra damage as a result of the [LETHAL HITS] ability.



ACHILLES RIDGERUNNER (1 MODEL)

- **This model is equipped with:** Achilles missile launcher; twin heavy stubber; armoured hull.

Most of your force's ability to deal with larger, more heavily armoured threats comes in the form of the Hybrid Metamorphs' melee weapons, but getting these attacks to where they need to be is easier said than done. This is where the Achilles missile launcher comes in. This weapon is ideally suited to dealing early damage to enemy vehicles or monsters, before you find yourself having to commit your infantry to the fight. In addition, should your opponent be fielding more of an armoured infantry force, this model's Crossfire ability can really help the attacks of friendly models cut through their targets, be that to support ranged firepower or to set up a lethal melee ambush.

HYBRID METAMORPHS (5 MODELS)

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The Hybrid Metamorphs comprise the main backbone of this Combat Patrol, featuring a high number of Torrent weapons that naturally lend themselves to the Fire Overwatch Stratagem. These are backed up with very adaptable melee weapons, which can be turned upon most infantry threats and even some bigger foes. Though the Hybrid Metamorphs have some durability through both the Feel No Pain ability and the Cult Ambush rule, neither of these can be completely relied upon, so it is crucial to use their Scout move to gain an early positioning advantage, making good use of terrain to keep them out of sight of enemy ranged units.



COMBAT PATROL CLAW OF ASCENSION

ABILITIES

The datasheets required to use the Claw of Ascension can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. In some cases this will include a Faction ability – Cult Ambush – which is described below.

CULT AMBUSH

Genestealer Cults keep their fighting strength carefully hidden from their oppressors until the glorious Day of Ascension arrives. Even as most rise up amidst raging battle, reinforcements slip from the shadows or spill up from the dark places below, called to war by the Broodmind.

Each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is the first or second battle round. On a 5+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any [ONE SHOT] weapons those models are equipped with considered as not having been shot. While a unit is in Cult Ambush, it is also considered to be in Reserves. Then place one Cult Ambush marker* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

If an enemy model (excluding AIRCRAFT) ends any kind of move within 9" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of the Reinforcements step of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush and set up that unit using that Cult Ambush marker. To do so, set that unit up on the battlefield more than 9" horizontally away from all enemy units, with at least one model in that unit touching that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield).

CHARACTERS that are attached to a unit with this ability are not returned alongside that unit should it return to the battlefield as described above (only the Bodyguard unit returns).

Designer's Note: *Each time a unit with this ability is destroyed, it triggers all rules that apply when a unit is destroyed. For example, if a rule awards a player 1VP each time an enemy unit is destroyed, and a unit with this ability is destroyed, returned using this ability then subsequently destroyed again, it would award the opponent 2VP.*

* A circular 32mm diameter marker should be used for Cult Ambush markers.

ENHANCEMENTS

Your **JACKAL ALPHUS** model is your **WARLORD** and has the Priority Kill Order Enhancement. You can replace this with Master of Suppression.

DEFAULT ENHANCEMENT

PRIORITY KILL ORDER

With a combination of encrypted vox-hails, skilful strategic prioritising and the authoritative pulse of the Broodmind, this outrider commander transmits firing coordinates and enemy movement vectors. Their chosen target is doomed as the cult brings their hatred to bear from every direction.

At the start of your Shooting phase, select one enemy unit visible to the bearer. Until the end of the phase, each time a friendly **GENESTEALER CULTS** model makes an attack that targets that enemy unit, you can re-roll the Hit roll.

OR

OPTIONAL ENHANCEMENT

MASTER OF SUPPRESSION

Every member of a Genestealer Cult has their role in the uprising and their worthy contribution to the eventual arrival of the Star Children. Selflessly safeguarding one's broodkin is as vital as slaying the oppressors, for those that survive have their missions of murder, sabotage and rebellion to enact.

In your Shooting phase, after the bearer's unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.



SECONDARY OBJECTIVES

You will use the Infiltration Agenda secondary objective. You can replace this with Safeguard the Sanctuary.

DEFAULT SECONDARY OBJECTIVE

INFILTRATION AGENDA

The Patriarch's telepathic urging has implanted the true goal in its broodkin: breaching enemy lines. From there, the cult can wreak havoc with sabotage, taint the oppressors' supply lines or amass a cache of vital military intelligence.

At the end of your turn, you score 4VP if one or more **GENESTEALER CULTS** units from your army (excluding Battle-shocked units) are within your opponent's deployment zone.

OR

OPTIONAL SECONDARY OBJECTIVE

SAFEGUARD THE SANCTUARY

The faithless are not worthy to learn the shadowy secrets of the cult. Whether a hidden tunnel network to outmanoeuvre the foe, a senior cult leader to safeguard or perhaps a cache of stolen munitions for future missions, we must defend these secrets and keep them from discovery at all costs.

At the end of the battle, you score 10VP if you control the objective marker closest to your battlefield edge.

STRATAGEMS

You can use the following Stratagems:

METAMORPHIC SPASM

CLAW OF ASCENSION – BATTLE TACTIC STRATAGEM

Should they be struck down, those cultists most blessed by the Star Children in their biological extremities thrash with paroxysms of vengeance. With a final lash of tendrils and talons, they pull down their killers with instinctive fury.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **HYBRID METAMORPHS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

POINT-BLANK AMBUSH

CLAW OF ASCENSION – BATTLE TACTIC STRATAGEM

Scrambling in close with pistols blazing and talons slashing or roaring past in a blitzing drive-by, the broodkin target their enemies' weak points in a deluge of attacks.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GENESTEALER CULTS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the [LETHAL HITS] ability while targeting enemy units within 12".

SWARM THE OPPRESSORS

CLAW OF ASCENSION – STRATEGIC PLOY STRATAGEM

When they have the foe in their sights, the cult's zealous insurrectionists rush them in a chillingly coordinated assault.

WHEN: Start of your Charge phase.

TARGET: One or more **GENESTEALER CULTS** units from your army.

EFFECT: Select one enemy unit. Until the end of the phase, each time one of your units declares a charge, if that enemy unit is a target of that charge, add 1 to the Charge roll.

SHANUS DASKOVIAN

M	T	SV	W	LD	OC
12"	4	5+	4	7+	1



Combat Patrol Datasheet

Shanus Daskovian is a skilled Jackal Alpha who commands her fellow cultists from the saddle of a dirtcycle. She is the deadliest and fastest amongst her kin, with the focus of a true assassin. Should a foe fall beneath the crosshairs of Daskovian's cult sniper rifle, its life expectancy can be measured in moments.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Cult sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

LEADER

This model can be attached to the following units: **ATALAN JACKALS**

ABILITIES

CORE: **Leader, Scouts 9", Stealth**

Master Outrider: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

KEYWORDS: MOUNTED, CHARACTER, GREAT DEVOURER, JACKAL ALPHUS, SHANUS DASKOVIAN

FACTION KEYWORDS: GENESTEALER CULTS

HYBRID METAMORPHS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	1



Combat Patrol Datasheet

Triggered by the approach of a hive fleet or a sudden trauma to the cult, Hybrid Metamorphs mutate from early generations of the brood cycle. Dormant gene-codes burst to life, bestowing them with weaponised limbs, ghastly bio-acidic glands and other so-called blessings, making them devastating shock troops.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Leader's bio-weapons	Melee	5	3+	5	-1	2
Metamorph mutations – strike	Melee	3	3+	5	-1	2
Metamorph mutations – sweep	Melee	5	3+	4	-1	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Feel No Pain 5+, Scouts 6"**

FACTION: **Cult Ambush**

KEYWORDS: INFANTRY, GREAT DEVOURER, HYBRID METAMORPHS

FACTION KEYWORDS: GENESTEALER CULTS

ACHILLES RIDGERUNNER

M	T	SV	W	LD	OC
12"	7	3+	8	7+	3



Combat Patrol Datasheet

The operators of these lightweight but rugged scout vehicles serve as the eyes and ears of the uprising and coordinate lethal armoured ambushes that eliminate isolated foes or sever communication and supply lines. Achilles Ridgerunners can utilise varied heavy weapons to serve the needs of the Patriarch.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Achilles missile launcher	36"	3	4+	9	-2	3
Twin heavy stubber [TWIN-LINKED, RAPID FIRE 3]	36"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1, Scouts 9"**

Crossfire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **GENESTEALER CULTS** unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

KEYWORDS: VEHICLE, GREAT DEVOURER, ACHILLES RIDGERUNNER

FACTION KEYWORDS: GENESTEALER CULTS

ATALAN JACKALS

M	T	SV	W	LD	OC	
12"	4	5+	2	7+	1	ATALAN JACKAL
12"	4	5+	4	7+	1	ATALAN WOLFQUAD



Combat Patrol Datasheet

Atalan Jackals share a mental link that allows them to coordinate in hunting packs and ride in tight formations at high speeds with no risk of mishap. They harass the foe with hit-and-run strikes, their Wolfquads unleashing heavy firepower to augment the guns and bludgeons of their packmates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Atalan small arms [PISTOL]	12"	2	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

CORE: **Scouts 9", Stealth**

KEYWORDS: MOUNTED, GREAT DEVOURER, ATALAN JACKALS

FACTION KEYWORDS: GENESTEALER CULTS