

GENESTEALER HYBRIDS USING AIR DUCTS

Hybrids are less physically able than their purestrain Genestealer cousins, but with their rudimentary technical knowledge and occasionally psychic attunement to the Cult they do have some abilities to counter their lack of physical prowess.

Both Purestrain and Hybrid Genestealers may use Air Ducts, however the following rules apply only to Hybrids:

1) Hybrids may enter/leave air ducts as unrevealed blips at no additional point cost.

2) Hybrids who have been revealed may enter/leave air ducts at double regular point cost.

3) Normal rules for close-combat from air ducts apply to Hybrids. Hybrids armed with Conventional Weapons may shoot from the air duct to the 'exit square' similar to close-combat (including Overwatch action), however Heavy Weapons may not be used from air ducts.

4) Hybrid Psykers and Magus may not use psychic attacks from air ducts. Air ducts may not be used to trace a path to friendly or enemy targets, nor may psychic effects be targeted within air ducts.

5) A Vortex psychic effect

which destroys all models and doors in a section does not destroy the air duct as most of the duct is located within the walls. However, if the Vortex randomly moves in the direction of a wall side where an air duct is located, it disappears inside the air duct destroying everything inside, removing both the air duct and the Vortex from the game board.

