BIOPHAGUS - GENESTEALER CULTS

50 PTS

M	T	Sv	W	LD	OC
6"	3	5+	3	7+	1

AUFSTELLUNG

1x Biophagus (25mm)

Equipped with: Autopistol, Chemical vials, Injector goad

KEYWORDS: Biophagus, Infantry, Character, Great Devourer, Support

FACTION KEYWORDS: Genestealer Cults

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1
Chemical vials ANTI-INFANTRY 2+	6"	1	3+	1	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Injector goad ANTI-INFANTRY 2+	Melee	1	3+	2	0	D3

ABILITIES

CORE - Leader

Alchemicus Familiar
Once per battle, when the bearer's unit is selected to fight, the bearer can use its alchemicus familiar. If it does, until the end of the phase, each time a model in the bearer's unit makes an attack that targets an INFANTRY unit, add 1 to the Wound roll

Biological Warfare
Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, improve the Attacks and Damage characteristics of its injector goad by 3.

Twisted Science
While this model is leading a unit, melee weapons equipped by models in that unit have the [**LETHAL HITS**] ability.

Leader
This model can be attached to the following units:

- ABERRANTS
- ACOLYTE HYBRIDS WITH AUTOPISTOLS
- ACOLYTE HYBRIDS WITH HANDFLAMERS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to an ACOLYTE HYBRIDS or NEOPHYTE HYBRID unit, even if a PRIMUS, MAGUS, or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.