GENESTEALER CULTS

ACOLYTE ICONWARD

Leader | Scouts 6"

M	T	SV	W	LD	OC
6"	4	5+	3	6+	1

50 PTS
Base 32mm

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Autopistol PISTOL

R	A	BS	S	AP	D
12"	1	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

4 ANGRIFF

—

5 NAHKAMPF

Cult claws

R	A	WS	S	AP	D
Melee	4	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

◆ VERTEIDIGUNG

Nexus of Devotion

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the HYBRID METAMORPHS keyword, models in that unit have the Feel No Pain 4+ ability instead.

∞ IMMER / EINMALIG

Summon the Cult

Once per battle, when you have to remove a Cult Ambush marker because your opponent has moved too close to it, if one or more models from your army with this ability are on the battlefield, you can use this ability. If you do, instead of removing that marker, you can place it anywhere on the battlefield that is within 12" of a model from your army with this ability and more than 8" horizontally away from all enemy units (if this is not possible, this ability is not considered to have been used and that marker is removed as normal).

GEGEN DIESE EINHEIT

W4 · RW 5+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
5+	6+	–	–	–

REGELN & KEYWORDS KURZ

Leader 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.

Scouts 6" This ability always takes the form Scouts X".

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

AUFSTELLUNG

1x Acolyte Iconward

Ausrüstung: Autopistol, Cult claws

Anführer

This model can be attached to the following units:
- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids

KEYWORDS Acolyte Iconward, Infantry, Character, Grenades, Great Devourer, Leader · **FRAKTION** Genestealer Cults