

ACOLYTE HYBRIDS WITH HAND FLAMERS

Cult Ambush

M

6"

T

4

SV

5+

W

1

LD

7+

OC

2

75–140 PTS
Base 32mm



1 KOMMANDO

Cult Icon

In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units and any [ONE SHOT] weapons equipped with by returned models that were shot before they were destroyed are still considered to have been shot.

2 BEWEGUNG

3 BESCHUSS

Demolition charge

HAZARDOUS ONE SHOT

R	A	BS	S	AP	D
8"	D6	5+	9	-2	2

VERWUNDET

2+ T1-4	3+ T5-8	4+ T9	5+ T10-17	6+ T18+
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Hand flamer

IGNORES COVER PISTOL TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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4 ANGRIFF

5 NAHKAMPF

Cult claws and knife

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

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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Leader's bio-weapons

R	A	WS	S	AP	D
Melee	5	3+	5	-2	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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VERTEIDIGUNG

00 IMMER / EINMALIG

Industrialised Destruction

Each time a model in this unit makes an attack, re-roll a Wound Roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the wound roll.

GEGEN DIESE EINHEIT

W4 · RW 5+ · 1 LP je Modell
WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 5+	DS -1 6+	DS -2 -	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

Cult Ambush If your Army Faction is GENESTEALER CULTS, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

4-9x Acolyte Hybrid w/ Hand Flamer oder Acolyte Hybrid w/ Cult Icon oder Acolyte Hybrid w/ Demolition Charge, and Cult Claws and Knife
1x Acolyte Leader

Ausrüstung: Demolition charge, Hand flamer, Cult claws and knife, Leader's bio-weapons

- This model's Hand flamer can be replaced with 1x Cult icon.
- Each Acolyte Leader can replace its Cult claws and knife with Leader's bio-weapons.