ACOLYTE HYBRIDS WITH HAND FLAMERS

75–140 PTS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Demolition charge ASSAULT, BLAST, HAZARDOUS, ONE SHOT	8"	D6	5+	9	-2	2
Hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Leader's bio-weapons	Melee	5	3+	5	-2	1

ABILITIES

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.

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.

KEYWORDS: Acolyte Hybrids, Infantry, Grenades, Great Devourer, Battleline, Acolyte Hybrids with Hand Flamers

FACTION: Genestealer Cults

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 (32mm)
1x Acolyte Leader (32mm)

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

Wargear Options:

- 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.

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

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.

Torrent

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

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.

- Incursion: 6 Resurgence points

- Strike Force: 10 Resurgence points

- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (excluding

CHARACTER models) in that unit has this ability you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (not including attached CHARACTER models).

---Aberrants---

5 models = 4 Resurgence Points

10 models = 8 Resurgence Points

---Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs---

5 models = 2 Resurgence Points

10 models = 4 Resurgence Points

---Atalan Jackals---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

---Neophyte Hybrids---

10 models = 3 Resurgence Points

20 models = 6 Resurgence Points

---Purestrain Genestealers---

5 models = 2 Resurgence Points

10 models = 6 Resurgence Points

If you do:

- Add a new unit to your army identical to your destroyed unit (excluding CHARACTER models), 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.

- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than 8" horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding AIRCRAFT) ends any kind of move within 8" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end 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 to make an ingress move. For that ingress move, set that unit up with at least one model in that unit in base contact with 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). Units in Cult Ambush can make an ingress move in the first battle round using this rule.