



CLAMAVUS

50 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	3+	3	0	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

AUFSTELLUNG

1x Clamavus (32mm)

Equipped with: Autopistol, Close combat weapon

ABILITIES

CORE - Leader

Scrambler Array

Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

Voice of New Truths

In your Command phase, one model from your army with this ability can use it, if it does, select one enemy unit with 18" of it, that enemy unit must take a Battle-shock test.

Leader

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- 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 RULES

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.

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.