NEXOS

50 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	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 Nexos (40mm)

Equipped with: Autopistol, Close combat weapon

ABILITIES

CORE - Leader

Battlefield Analysis

Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Cult Infiltration

At the start of each player's Command phase, if this model is on the battlefield, you can select one of your Cult Ambush markers that is on the battlefield and has not been moved this turn and move it up to 6".

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.

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

FACTION: Genestealer Cults

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

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.