ABERRANTS

M	T	SV	W	LD	OC
6"	6	5+	3	7+	1

AUFSTELLUNG

1x Aberrant Hypermorph (32mm)
4-9x Aberrant (32mm)

Equipped with: Aberrant weapons

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Aberrant weapons	Melee	3	3+	7	-2	2

ABILITIES

RULES - Cult Ambush, Feel No Pain

Feel No Pain 5+
This unit has a 5+ Feel No Pain

Hulking Bodyguards
While a CHARACTER is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.