

ACOLYTE HYBRIDS WITH HAND FLAMERS

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

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.

⦿ 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

RULES - Cult Ambush

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.



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.

