

BENEFICTUS

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

AUFSTELLUNG

1x Benefictus (32mm)

Equipped with: ➤ Psionic cascade - focused witchfire, ➤ Psionic cascade - witchfire, Close combat weapon

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Psionic cascade - focused witchfire HAZARDOUS, IGNORES COVER, PSYCHIC	18"	2	3+	12	-3	D6+1
➤ Psionic cascade - witchfire IGNORES COVER, PSYCHIC	18"	1	3+	12	-3	D6+1

⚔ MELEE WEAPONS

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

ABILITIES

CORE - Leader

RULES - Leader

Bio-horror Disruption (Psychic)

While this model is leading a unit, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

Psionic Shield (Psychic)

Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 4+ invulnerable save.

Leader

This model can be attached to the following units:

- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids



WEAPON RULES

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).

Psychic

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [PSYCHIC] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

