

NEOPHYTE HYBRIDS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2

AUFSTELLUNG

9-19x Neophyte Hybrid w/ Hybrid Firearm oder Neophyte Hybrid w/ Hybrid Firearm & Cult Icon oder Neophyte Hybrid w/ Heavy Weapon oder Neophyte Hybrid w/ Special Weapon

1x Neophyte Leader

Basegrößen: 25mm, Heavy stubber, Mining laser, Seismic cannon 32mm

Equipped with: Anointed pistol, Autopistol, Flamer, Heavy stubber, Hybrid firearm, Mining laser, Seismic cannon, Webber, ➤ Grenade launcher - frag, ➤ Grenade launcher - krak, Chainsword, Close combat weapon, Power weapon

Wargear Options:

- Each Neophyte Hybrid w/ Heavy Weapon can replace its Mining laser with Seismic cannon or Heavy stubber.
- Each Neophyte Hybrid w/ Special Weapon can replace its Webber with Flamer or Grenade launcher.
- Each Neophyte Leader can replace its Autopistol, hybrid firearm and close combat weapon with Autopistol, anointed pistol and power weapon or Autopistol, anointed pistol and chainsword.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Anointed pistol PISTOL	12"	1	4+	4	0	1

ABILITIES

RULES - Cult Ambush



Autopistol PISTOL	12"	1	4+	3	0	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hybrid firearm RAPID FIRE 1	24"	1	4+	3	0	1
Mining laser HEAVY	24"	1	5+	10	-3	D6+1
Seismic cannon HEAVY, RAPID FIRE 2	24"	2	5+	6	-1	D3
Webber DEVASTATING WOUNDS, TORRENT	12"	D6	N/A	2	0	1
► Grenade launcher - frag BLAST	24"	D3	4+	4	0	1
► Grenade launcher - krak	24"	1	4+	9	-2	D3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1
Power weapon	Melee	1	4+	4	-2	1

A Plan Generations in the Making

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Cult Icon

In your Command phase, you can return up to 3 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 D3+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.



WEAPON RULES

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).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

