



ACOLYTE ICONWARD

50 PTS

M	T	SV	W	LD	OC
6"	4	5+	3	6+	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
Cult claws	Melee	4	3+	4	-1	1

AUFSTELLUNG

1x Acolyte Iconward (32mm)

Equipped with: Autopistol, Cult claws

ABILITIES

CORE - Leader

Nexus of Devotion

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the HYBRID METAMORPHS keyword, models in that unit have the Feel No Pain 4+ ability instead.

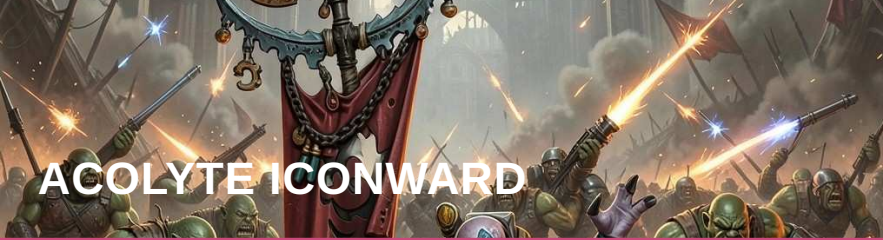
Summon the Cult

Once per battle, when you have to remove a Cult Ambush marker because your opponent has moved too close to it, if one or more models from your army with this ability are on the battlefield, you can use this ability. If you do, instead of removing that marker, you can place it anywhere on the battlefield that is within 12" of a model from your army with this ability and more than 8" horizontally away from all enemy units (if this is not possible, this ability is not considered to have been used and that marker is removed as normal).

Leader

This model can be attached to the following units:

- Acolyte Hybrids
- Hybrid Metamorphs
- Neophyte Hybrids



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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

Leader

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.



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Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.