



# BENEFICTUS

75 PTS

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

5+

## RANGED WEAPONS

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

## AUFSTELLUNG

1x Benefictus (32mm)

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

## ABILITIES

CORE - 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.



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## 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).

## 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.