

ACOLYTE HYBRIDS WITH AUTOPISTOLS

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

AUFSTELLUNG

4-9x Acolyte Hybrid w/ Auto Pistol oder Acolyte Hybrid w/ Cult Icon oder Acolyte Hybrid w/ Heavy Mining Tool (32mm)
1x Acolyte Leader (32mm)

Equipped with: Autopistol, Cult claws and knife, Heavy mining tool, Leader's Bio-weapons

Wargear Options:

- This model's Autopistol 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
Autopistol PISTOL	12"	1	4+	3	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Heavy mining tool ANTI-VEHICLE 4+	Melee	2	3+	5	-2	3
Leader's Bio-weapons	Melee	5	3+	5	-2	1

ABILITIES

RULES - Cult Ambush

Claimed for the Cult

At the start of your Command phase, roll one D6 for each objective marker that you control that has one or more units from your army with this ability within range of it. If one or more of the results is a 4+, you gain 1CP.



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.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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.

