

ACOLYTE ICONWARD

M	T	SV	W	LD	OC
6"	4	5+	3	6+	1

AUFSTELLUNG

1x Acolyte Iconward (32mm)

Equipped with: Autopistol, Cult claws

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

ABILITIES

CORE - Leader

RULES - Leader, Scouts 6"

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

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.