CULTIST MOB

50–90 PTS

CULTIST CHAMPION

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

CULTIST W/ AUTOPISTOL AND BRUTAL ASSAULT WEAPON

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

ABILITIES

Daemonic Flesh
Add 1 to this model's Toughness characteristic.

Dark Blessing
Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

Eightfold Eyes
Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

For the Dark Gods
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 until your opponent's level of Control over that objective marker is greater than yours at the start or end of any phase.

Iron-hard Talons
Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs
Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form
Add 1 to this model's Wounds characteristic.

Nurgle
Add 1 to this model's Toughness characteristic.

Scorpion Tail
Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

Unholy Speed
Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker
You can re-roll Advance and Charge rolls made for this model's unit.

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol (25mm)

9-19x Cultist w/ autopistol and brutal assault weapon - Equipped with: Autopistol, Brutal assault weapon (25mm)

Wargear Options:

- Each Cultist Champion can replace its Autopistol with Bolt pistol.

Cultist Champion
KEYWORDS: Unit Champion
KEYWORDS: Infantry, Battleline, Grenades, Chaos, Cultist Mob, Damned
FACTION KEYWORDS: Heretic Astartes

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WEAPON ABILITIES

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

Cultist Champion
KEYWORDS: Unit Champion
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FACTION KEYWORDS: Heretic Astartes