

ACCURSED CULTISTS - CHAOS - CHAOS
SPACE MARINES

90–185 PTS

TORMENT

M	T	Sv	W	LD	OC
6"	4	6+	3	7+	1

MUTANT

M	T	Sv	W	LD	OC
6"	4	6+	1	7+	1

AUFSTELLUNG

3-6x Torment - Equipped with: Hideous mutations
5-10x Mutant - Equipped with: Blasphemous appendages
Basegrößen: Mutant 25mm, Torment 40mm

KEYWORDS: Infantry, Chaos, Accursed Cultists, Damned
FACTION KEYWORDS: Heretic Astartes

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Blasphemous appendages	Melee	2	4+	4	0	1
Hideous mutations	Melee	D6+2	4+	5	-1	2

ABILITIES

Howling Horde
In your opponent's Shooting phase, when an enemy unit has shot, if a model from this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".

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

Nurgle
Add 1 to this model's Toughness characteristic.

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

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

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

Feel No Pain 6+
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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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.