

CULTIST FIREBRAND - CHAOS - CHAOS
SPACE MARINES

45 PTS

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

AUFSTELLUNG 1x Cultist Firebrand (32mm) Equipped with: Balefire pike, Close combat weapon	KEYWORDS: Character, Infantry, Grenades, Chaos, Damned, Cultist Firebrand, Leader FACTION KEYWORDS: Heretic Astartes
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⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire pike <small>IGNORES COVER, TORRENT</small>	12"	D6+3	N/A	5	-1	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	4+	4	0	1

ABILITIES

CORE - Leader

- Cursed Flames**
In your Shooting phase, after this model has shot, select one enemy INFANTRY unit hit by one or more of those attacks. That unit must make a Battle-shock test.
- Fiery Faith**
While this model is leading a unit, you can re-roll Leadership tests taken for that unit.
- 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.
- Leader**
This model can be attached to the following units: ACCURSED CULTISTS, CULTIST MOB, CULTIST MOB WITH FIREARMS, NEGAVOLT CULTISTS

WEAPON ABILITIES

- 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).
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

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]

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CORE 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.
