

CULTIST MOB - CHAOS - CHAOS SPACE MARINES

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

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

⦿ 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.

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Cultist Champion KEYWORDS: Unit Champion

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- 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.

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).