# CYPHER - CHAOS - CHAOS SPACE MARINES

**95 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

**INVULNERABLE SAVE** 4+

**AUFSTELLUNG**

1x Cypher (32mm)

**Equipped with:** Cypher's bolt pistol, Cypher's plasma pistol

**KEYWORDS:** Infantry, Character, Epic Hero, Chaos, Cypher, Fallen

**FACTION KEYWORDS:** Heretic Astartes

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Cypher's bolt pistol<br>ASSAULT, PISTOL, SUSTAINED HITS 1 | 12" | 6 | 2+ | 5 | -1 | 1 |
| Cypher's plasma pistol<br>ASSAULT, PISTOL, SUSTAINED HITS 1 | 12" | 3 | 2+ | 8 | -3 | 2 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Cypher's bolt pistol<br>SUSTAINED HITS 1 | Melee | 6 | 2+ | 5 | -1 | 1 |
| Cypher's plasma pistol<br>EXTRA ATTACKS | Melee | 3 | 2+ | 8 | -3 | 2 |

## ABILITIES

**Agent of Discord (Aura)**
Once per turn, when your opponent targets a unit from their army within 12” of this model with a stratagem, you can use this ability. If you do increase the CP cost of that use of that stratagem by 1CP.

**Guns Blazing**
Once per turn, in your opponent's Shooting phase, when an enemy unit makes a ranged attacks that targets a friendly HERETIC ASTARTES unit within 3" of this model, after that enemy unit has shot, this model can shoot as if it were your Shooting phase, but it must target only that enemy unit when doing so and can only do so if that enemy unit is an eligible target.

## WEAPON ABILITIES

**Assault**
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

**Extra Attacks**
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model’s [**EXTRA ATTACKS**] weapons.

- One of that model’s other melee weapons, if possible.

**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.

**Sustained Hits**
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

# CYPHER - CHAOS - CHAOS SPACE MARINES

**95 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 5 | 3+ | 5 | 6+ | 1 |

**INVULNERABLE SAVE** 4+

**AUFSTELLUNG**

1x Cypher (32mm)

**Equipped with:** Cypher's bolt pistol, Cypher's plasma pistol

**KEYWORDS:** Infantry, Character, Epic Hero, Chaos, Cypher, Fallen

**FACTION KEYWORDS:** Heretic Astartes

## 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

**Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.