DARK COMMUNE - CHAOS - CHAOS SPACE MARINES

90 PTS

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

AUFSTELLUNG

2x Blessed Blades oder Iconarch oder Mindwitch
1x Cult Demagogue
Basegrößen: Blessed Blade 28.5mm, Cult Demagogue, Mindwitch, Iconarch 32mm

Equipped with: Autopistol, ➤ Warp Curse - focused witchfire, ➤ Warp Curse - witchfire, Close combat weapon, Commune blade, Commune stave

KEYWORDS: Character, Damned, Infantry, Grenades, Dark Commune, Chaos, Leader

FACTION KEYWORDS: Heretic Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
➤ Warp Curse - focused witchfire HAZARDOUS, PSYCHIC, SUSTAINED HITS 2	18"	3	3+	5	-1	2
➤ Warp Curse - witchfire PSYCHIC	18"	3	3+	4	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	4+	3	0	1
Commune blade	Melee	2	4+	4	-2	1
Commune stave DEVASTATING WOUNDS	Melee	2	4+	3	0	D3

ABILITIES

CORE - Leader

Chaos icon
Each time the bearer’s unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Dark Ritual
Once per battle, in your Command phase, if this unit contains a CULT DEMAGOGUE model, it can use this ability. If it does, until the end of the turn, this unit can declare a charge in a turn in which it Advanced and each time a model in this unit makes an attack, add 1 to the Hit roll and add 1 to the Wound roll.

Faithful Flock
While this unit is leading a unit and contains a CULT DEMAGOGUE model, models in that unit have a 5+ invulnerable save.

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

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WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

Psychic

Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

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).*

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

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.