

NEGAVOLT CULTISTS [LEGENDS] - CHAOS -
CHAOS SPACE MARINES

55 PTS

NEGAVOLT CULTIST

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads

KEYWORDS: Infantry, Chaos, Negavolt Cultists, Damned

FACTION KEYWORDS: Heretic Astartes

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electro-goads SUSTAINED HITS 2	Melee	3	3+	4	0	1

ABILITIES

- Khorne**

Add 2 to the Strength characteristic of this model's hellforged weapons.
- Nurgle**

Add 1 to this model's Toughness characteristic.
- Servants of the Abyss**

If a unit from your army with the Leader ability can be attached to a CULTIST MOB, it can be attached to this unit instead.
- Slaanesh**

Add 2" to this model's Move characteristic.
- Tzeentch**

Add 3 to the Attacks characteristic of this model's infernal cannon.
- Voltagheist Field**

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

WEAPON ABILITIES

- 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

- Feel No Pain 5+**

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.