

CHAOS - CHAOS SPACE MARINES

ACCURSED CULTISTS

Dark Pacts

Feel No Pain 6+

Scouts 6"

TORMENT

M	T	SV	W	LD	OC
6"	4	6+	3	7+	1
M	T	SV	W	LD	OC
6"	4	6+	1	7+	1

MUTANT

90–185 PTS

Base Mutant: 25mm, Torment: 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Howling Horde

In your opponent's Shooting phase, when an enemy unit has shot, if a model from this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".

4ANGRIFF

5NAHKAMPF

Blasphemous appendages

R	A	WS	S	AP	D
Melee	2	4+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Hideous mutations

R	A	WS	S	AP	D
Melee	D6+2	4+	5	-1	2

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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VERTEIDIGUNG

∞IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

Torment

W4 · RW 6+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 6+	DS -1 –	DS -2 –	DS -3 –	DS -4 –
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Mutant

W4 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 6+	DS -1 –	DS -2 –	DS -3 –	DS -4 –
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Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

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.
Feel No Pain 6+ This ability always takes the form Feel No Pain X+.
Scouts 6" This ability always takes the form Scouts X".

AUFSTELLUNG

3-6x Torment - Equipped with: Hideous mutations
5-10x Mutant - Equipped with: Blasphemous appendages

KEYWORDS Infantry, Chaos, Accursed Cultists, Damned · FRAKTION Heretic Astartes