

CULTIST FIREBRAND

M6"

T4

SV4+

W4

LD6+

OC1

45 PTS
Base 32mm



LeaderDark Pacts

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Balefire pike

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6+3	N/A	5	-1	1

VERWUNDET

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

Cursed Flames

In your Shooting phase, after this model has shot, select one enemy INFANTRY unit hit by one or more of those attacks. That unit must make a Battle-shock test.

4ANGRIFF

5NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

VERTEIDIGUNG

IMMER / EINMALIG

Fiery Faith

While this model is leading a unit, you can re-roll Leadership tests taken for that unit.

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

W4 · RW 4+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	6+	-	-

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.

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.

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Cultist Firebrand

Ausrüstung: Balefire pike, Close combat weapon

Anführer

This model can be attached to the following units: ACCURSED CULTISTS, CULTIST MOB, CULTIST MOB WITH FIREARMS, NEGAVOLT CULTISTS