

CHAOS - CHAOS SPACE MARINES

CULTIST MOB WITH FIREARMS [LEGENDS]

M6" T3 SV6+ W1 LD7+ OC1

50–100 PTS

Base —

Dark Pacts

1KOMMANDO

For the Dark Gods

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control until your opponent's level of Control over that objective marker is greater than yours at the start or end of any phase.

2BEWEGUNG

3BESCHUSS

Autogun RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+	

Autopistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+	

Bolt pistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

Flamer IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

Heavy stubber HEAVY

RAPID FIRE 3

R	A	BS	S	AP	D
36"	4	5+	4	0	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

> Cultist grenade launcher - frag BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1
VERWUNDET					
2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+	

> Cultist grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3
VERWUNDET					
2+ T1–4	3+ T5–8	4+ T9	5+ T10–17	6+ T18+	

4ANGRIFF

5NAHKAMPF

Brutal assault weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+	

Close combat weapon

R	A	WS	S	AP	D
Melee	1	4+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+	

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

W3 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4–5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

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

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol, Close combat weapon, Autogun

9x Cultist w/ autopistol and brutal assault weapon oder Cultist w/ autogun and close combat weapon oder Cultist w/ flamer oder Cultist w/ cultist grenade launcher oder Cultist w/ heavy stubber

Each Cultist Champion can replace its Bolt pistol and brutal assault weapon with Autopistol and brutal assault weapon or Autogun and close combat weapon.

KEYWORDS Infantry, Battleline, Grenades, Chaos, Damned, Cultist Mob with Firearms · FRAKTION Heretic Astartes