

CHAOS - CHAOS SPACE MARINES

DARK COMMUNE

Leader Dark Pacts

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

90 PTS

Base Blessed Blade: 28.5mm,
Cult Demagogue, Mindwitch,
Iconarch: 32mm



1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

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+
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► **Warp Curse - focused witchfire**

HAZARDOUS **PSYCHIC** **SUSTAINED HITS 2**

R	A	BS	S	AP	D
18"	3	3+	5	-1	2

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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► **Warp Curse - witchfire** **PSYCHIC**

R	A	BS	S	AP	D
18"	3	3+	4	-1	2

VERWUNDET

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

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5 NAHKAMPF

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+
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Commune blade

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

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Commune stave **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	2	4+	3	0	D3

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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VERTEIDIGUNG

Faithful Flock

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

IMMER / EINMALIG

Chaos icon

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

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.

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.

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...

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...

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

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...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

2x Blessed Blades oder Iconarch oder Mindwitch
1x Cult Demagogue

Ausrüstung: Autopistol, ► Warp Curse - focused witchfire, ► Warp Curse - witchfire, Close combat weapon, Commune blade, Commune stave

Anführer

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