CHAOS - CHAOS SPACE MARINES

CULTIST MOB

Dark Pacts | Stealth

	M	T	SV	W	LD	OC
CULTIST CHAMPION	6"	3	6+	1	7+	1
CULTIST W/ AUTOPI	6"	3	6+	1	7+	1

50–90 PTS

Base 25mm

1 KOMMANDO

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.

2 BEWEGUNG

Unholy Speed

Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker

You can re-roll Advance and Charge rolls made for this model's unit.

3 BESCHUSS

Autopistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Bolt pistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Dark Blessing

Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

4 ANGRIFF

—

5 NAHKAMPF

Brutal assault weapon

R	A	WS	S	AP	D
Melee	2	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

VERTEIDIGUNG

Eightfold Eyes

Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

∞ IMMER / EINMALIG

Daemonic Flesh

Add 1 to this model's Toughness characteristic.

Iron-hard Talons

Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne

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

Massive Fangs

Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Scorpion Tail

Add 1 to the Attacks characteristic of melee weapons equipped by this model.

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

Cultist Champion

W3 · RW 6+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S6+	S4–5	S3	S2	S1

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
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.

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

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

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol
9-19x Cultist w/ autopistol and brutal assault weapon - Equipped with: Autopistol, Brutal assault weapon

- Each Cultist Champion can replace its Autopistol with Bolt pistol.

KEYWORDS Infantry, Battleline, Grenades, Chaos, Cultist Mob, Damned · **FRAKTION** Heretic Astartes · **CULTIST CHAMPION** Unit Champion