

NEGAVOLT CULTISTS [LEGENDS]

M6"

T3

SV7+

W1

LD7+

OC1

RW5+

55 PTS

Base —



- Dark Pacts
- Feel No Pain 5+

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

—

4ANGRIFF

Voltagheist Field
Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

5NAHKAMPF

Electro-goads

SUSTAINED HITS 2

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

VERWUNDET

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

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∞IMMER / EINMALIG

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.
Nurgle
Add 1 to this model's Toughness characteristic.
Servants of the Abyss
If a unit from your army with the Leader ability can be attached to a CULTIST MOB, it can be attached to this unit instead.
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 7+ · 5++ · 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 5++	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++
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Feel No Pain 5+ 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 5+ This ability always takes the form Feel No Pain X+.

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

AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads