CULTIST MOB WITH FIREARMS [LEGENDS]

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

Wargear Options:

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

CULTIST CHAMPION

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autogun RAPID FIRE 1	24"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1
Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Heavy stubber HEAVY, RAPID FIRE 3	36"	4	5+	4	0	1

ABILITIES

RULES - Dark Pacts

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.

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

➤ Cultist grenade launcher - frag BLAST	24"	D3	4+	4	0	1
➤ Cultist grenade launcher - krak	24"	1	4+	9	-2	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1
Close combat weapon	Melee	1	4+	3	0	1

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.

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent

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