

NEGAVOLT CULTISTS [LEGENDS]

NEGAVOLT CULTIST

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

AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electro-goads SUSTAINED HITS 2	Melee	3	3+	4	0	1

ABILITIES

RULES - Dark Pacts, Feel No Pain 5+

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.



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.

WEAPON RULES

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*