CHAOS - CHAOS SPACE MARINES

DARK APOSTLE

70 PTS

DARK APOSTLE

M	T	SV	W	LD	OC	
6"	5	3+	4	5+	1	4+

DARK DISCIPLE

M	T	SV	W	LD	OC	
6"	5	6+	1	7+	1	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed crozius	Melee	5	2+	6	-1	2
Close combat weapon	Melee	1	4+	3	0	1

AUFSTELLUNG

1x Dark Apostle - Equipped with: Bolt pistol, Accursed crozius
2x Dark Disciple - Equipped with: Close combat weapon
Basegrößen: 40mm, Dark Disciple 25mm

ABILITIES

CORE - Leader

Dark Zealotry
While this unit is leading a unit and contains a DARK APOSTLE model, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

Demagogue
Once per battle, at the start of any phase, you can select one friendly HERETIC ASTARTES unit that is Battle-shocked and within 12" of this unit's DARK APOSTLE model. That unit is no longer Battle-shocked.

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

Malign Sacrifice
At the start of the Fight phase, if this unit contains one or more Dark Disciple models, you can select one of those models and one enemy unit within Engagement Range of this unit, then roll one D6: on a 2-5, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds. That Dark Disciple model is then destroyed.

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.

Leader
This model can be attached to the following units: ACCURSED CULTISTS, CHOSEN, CULTIST MOB, CULTIST MOB WITH FIREARMS, LEGIONARIES, NEGAVOLT CULTISTS, NEMESIS CLAW, RED CORSAIRS RAIDERS

Dark Apostle KEYWORDS: Dark Apostle, Character
KEYWORDS: Character, Infantry, Grenades, Chaos, Leader

WEAPON RULES

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.

CORE RULES

◈ 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. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

◈ 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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.