

NEGAVOLT CULTISTS

[LEGENDS]

55 PTS



NEGAVOLT CULTIST

M	T	SV	W	LD	OC	
6"	3	7+	1	7+	1	5+



MELEE WEAPONS

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

AUFSTELLUNG

4x Negavolt Cultist - Equipped with: Electro-goads

ABILITIES

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).*

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]**

◆ **Feel No Pain 5+**
This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

