

# DEATH GUARD CULTISTS

## [LEGENDS]

50–100 PTS

CULTIST CHAMPION

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

| ⚔ RANGED WEAPONS                   |       |    |     |   |    |    |
|------------------------------------|-------|----|-----|---|----|----|
| WEAPON                             | RANGE | A  | BS  | S | AP | D  |
| Cultist firearm                    | 24"   | 1  | 4+  | 3 | 0  | 1  |
| Flamer<br>Ignores cover, torrent   | 12"   | D6 | N/A | 4 | 0  | 1  |
| Heavy stubber<br>Rapid fire 3      | 36"   | 3  | 5+  | 4 | 0  | 1  |
| ➤ Grenade launcher - frag<br>blast | 24"   | D3 | 4+  | 4 | 0  | 1  |
| ➤ 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 |

### ABILITIES

## AUFSTELLUNG

1x Cultist Champion - Equipped with: Cultist firearm, Brutal assault weapon  
9-19x Cultist oder Cultist w/ flamer oder Cultist w/ heavy stubber oder Cultist w/ grenade launcher

## 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).*

### 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).

### 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.

## RULES

### Nurgle's Gift (Aura)

If your Army Faction is DEATH GUARD, while an enemy unit is within Contagion Range of one or more Death Guard units from your army, it is Afflicted.

#### CONTAGION RANGE

1st Battle Round: Contagion Range = 3"

2nd Battle Round: Contagion Range = 6"

3rd Battle Round Onwards: Contagion Range = 9"

Contagion Range cannot be greater than 12" after modifiers.

#### AFFLICTED

During the Declare Battle Formations step, select one of the Plagues below. Until the end of the battle, while an enemy unit is Afflicted, subtract 1 from the Toughness characteristic of models in that unit, and that unit has the effect of your chosen Plague.

##### Skullsquirm Blight

- Each time a model in this unit makes a ranged attack, enemy units have the benefit of cover against that attack.
- Each time a model in this unit makes a melee attack, subtract 1 from the Hit roll.

##### Rattlejoint Ague

Worsen the Save characteristic of models in this unit by 1.

##### Scabrous Soulrot

Worsen the Move, Leadership and Objective Control characteristics of models in this unit by 1 (this rule can only worsen a model's Objective Control characteristic to a minimum of 1).

### Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.