

DEATH GUARD CULTISTS [LEGENDS]

CULTIST CHAMPION

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

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cultist firearm	24"	1	4+	3	0	1
Flamer <small>IGNORES COVER, TORRENT</small>	12"	D6	N/A	4	0	1
Heavy stubber <small>RAPID FIRE 3</small>	36"	3	5+	4	0	1
► Grenade launcher - frag <small>BLAST</small>	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

RULES - Nurgle's Gift (Aura), Scouts 6"



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.

