

ACCURSED CULTISTS

90–195 PTS

TORMENT

M	T	Sv	W	LD	OC
6"	4	6+	3	7+	1

MUTANT

M	T	Sv	W	LD	OC
6"	4	6+	1	7+	1

⚔ MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Blasphemous appendages	Melee	2	4+	4	0	1	
Hideous mutations	Melee	D6+2	4+	5	-1	2	

ABILITIES

- Howling Horde**
In your opponent's Shooting phase, when an enemy unit has shot, if a model from this unit was destroyed as a result of those attacks, this unit can make a surge move of up to D6".
- Khorne**
Add 2 to the Strength characteristic of this model's hellforged weapons.
- 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.

FACTION 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]

CORE RULES

- Feel No Pain 6+**
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.
- 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.



AUFSTELLUNG

3-6x Torment - Equipped with: Hideous mutations
5-10x Mutant - Equipped with: Blasphemous appendages



KEYWORDS: Infantry, Chaos, Accursed Cultists, Damned
FACTION KEYWORDS: Heretic Astartes