

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<br>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 |

WEAPON ABILITIES

**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.

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

KEYWORDS: Infantry,  
Chaos, Nurgle, Cultists  
FACTION KEYWORDS:  
Death Guard

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### FACTION 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 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).

### CORE RULES

#### 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.

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