

CULTIST FIREBRAND - CHAOS - CHAOS
SPACE MARINES

45 PTS

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

AUFSTELLUNG 1x Cultist Firebrand Equipped with: Balefire pike, Close combat weapon	KEYWORDS: Character, Infantry, Grenades, Chaos, Damned, Cultist Firebrand FACTION KEYWORDS: Heretic Astartes
---	---

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Balefire pike IGNORES COVER, TORRENT	12"	D6+3	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	4+	4	0	1

ABILITIES

CORE - Leader

Cursed Flames In your Shooting phase, after this model has shot, select one enemy INFANTRY unit hit by one or more of those attacks. That unit must make a Battle-shock test.
Fiery Faith While this model is leading a unit, you can re-roll Leadership tests taken for that unit.
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.
Leader This model can be attached to the following units: - ACCURSED CULTISTS - CULTIST MOB

WEAPON ABILITIES

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).
Torrent Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

CULTIST FIREBRAND - CHAOS - CHAOS
SPACE MARINES

45 PTS

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

AUFSTELLUNG
1x Cultist Firebrand
Equipped with: Balefire pike, Close combat weapon

KEYWORDS: Character, Infantry, Grenades, Chaos, Damned, Cultist Firebrand
FACTION KEYWORDS: Heretic Astartes

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

Leader
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.