



# 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.



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## AUFSTELLUNG

3-6x Torment - Equipped with: Hideous mutations

5-10x Mutant - Equipped with: Blasphemous appendages

## 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]

### 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.



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### 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.