

CULTIST FIREBRAND

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

AUFSTELLUNG

1x Cultist Firebrand

Equipped with: Balefire pike, Close combat weapon

⦿ 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

RULES - Dark Pacts, 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 RULES

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.