

CULTIST MOB

CULTIST CHAMPION

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1

CULTIST W/ AUTOPISTOL AND BRUTAL ASSAULT WEAPON

M	T	SV	W	LD	OC
6"	3	6+	1	7+	1

AUFSTELLUNG

1x Cultist Champion - Equipped with: Brutal assault weapon, Bolt pistol, Autopistol
9-19x Cultist w/ autopistol and brutal assault weapon - Equipped with: Autopistol, Brutal assault weapon

Wargear Options:

- Each Cultist Champion can replace its Autopistol with Bolt pistol.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Autopistol PISTOL	12"	1	4+	3	0	1
Autopistol PISTOL	12"	1	4+	3	0	1
Bolt pistol PISTOL	12"	1	4+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Brutal assault weapon	Melee	2	4+	3	0	1

ABILITIES

RULES - Dark Pacts, Stealth

Daemonic Flesh

Add 1 to this model's Toughness characteristic.

Dark Blessing

Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability.

Eightfold Eyes

Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.



For the Dark Gods

At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

Iron-hard Talons

Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs

Melee weapons equipped by this model have the **[LANCE]** ability.

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Scorpion Tail

Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.



Unholy Speed

Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker

You can re-roll Advance and Charge rolls made for this model's unit.

WEAPON RULES

Lance

Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Pistol

[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.