

CULTIST FIREBRAND

45 PTS



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

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

AUFSTELLUNG

1x Cultist Firebrand

Equipped with: Balefire pike, Close combat weapon

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 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.



CORE 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]

◆ 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.

