

Chaos Cultists

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Chaos Cultist	3	2	3	3	1	3	1	6	6+	Infantry	9 Chaos Cultists
Cult Leader	3	2	3	3	1	3	2	8	6+	Infantry (Character)	1 Cult Leader

Wargear:

Improvised Armour
 Autopistol
 Close Combat Weapon

Special Rules:

Infiltrate
 Champion of Chaos (Cult Leader only)

Options:

May add up to 25 Chaos Cultists 5 points/model

Any model may exchange it's autopistol for a Shotgun or Autogun Free

For every ten models in the unit, one Chaos Cultist may exchange it's
 Autopistol for a Flamer 5 points
 Heavy Stubber 3 points

The unit may purchase one of the following marks of chaos:
 Mark of Khorne * 2 points/model
 Mark of Tzeentch 1 point/model
 Mark of Nurgle 2 points/model
 Mark of Slaanesh 1 point/model

The Unit may be upgraded to Thrall Sorcerers * 20 points

The Cult Leader may take items from the **Melee Weapons** section of the wargear list.

The Cult Leader may take a Gift of Mutation 10 points

* may not upgrade to Thrall Sorcerers if given the Mark of Khorne.

Cultists upgraded to Thrall Sorcerers gain the Brotherhood of Sorcerers special rules and a single psychic power.