

DATASLATE

Chaos Cultist: Psyker

TROOPS



CULTIST PSYKER 35 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cultist Psyker	2	3	3	3	1	3	1	8	6+

Unit Composition:

- 1 Cultist Psyker

Unit Type:

- Infantry (Character)

Wargear:

- Improvised armour
- Close combat weapon

Special Rules:

- Cult Adherent
- Psyker (Mastery Level 1)

Options:

- May take 1 additional Mastery Level..... 25 pts

Psyker:

Cultist Psykers generate their powers from the **Biomancy**, **Daemonology**, and **Pyromancy** disciplines.

If the Chaos Cultist unit to which the Cultist Psyker is attached has taken a **Mark of Chaos**, the Cultist Psyker may also select from that Marks discipline.

Cult Adherent

A Cult Adherent must join a Chaos Cultist unit at the start of the game and cannot leave that unit. Any special rules conferred upon the Chaos Cultist unit also apply to the Cult Adherent.

Only one Cultist Psyker may join a unit of Chaos Cultists however multiple Chaos Cultist units may include up to one Cultist Psyker each. A Cultist Psyker may not join a Chaos Cultist unit if that unit has taken a Mark of Khorne.

The maximum composition of any Chaos Cultist unit is inclusive of any Cult Adherents.

*Experimental Rules
Imperial sanction
not yet granted*



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