

Chaos Space Marines (40K CSM)

The Chaos Space Marines faction expansion from Warhammer 40k for Allesfezs Ekarschubi.

This expansion inherets the Warhammer 40k expansion rules.

ABILITIES

Dark Pacts

Chaos Space Marines faction ability from 11th edition Warhammer. Whenever a Heretic Astartes unit makes an **Attack** action, that unit may use this ability. When used, the unit makes a *leadership* skill check. On a failed check, the unit takes 3 structure damage. On a successful check, that unit’s attacking weapon gets **Lethal Crits** and **Damaging Crits X** for the duration of this attack.

UNIT CARDS

Cultist Mob

MORTAL DEVOTEES OF THE DARK GODS

AGENT/TEAM

40K CSM

70 pts

Model	MOT	PHY	WIL	STR	MOV	WSC	WSR	ARM	REC
Chaos Cultist Champion	14	14	14	1	4"	4	2	0	2
Chaos Cultist	14	14	15	1	4"	4	2	0	2

KEYWORDS:

HERETIC ASTARTES

INFANTRY

CHAOS

DAMNED

CULTIST MOB

WEAPONS

Weapon	Class	Range	Dmg	Atk	Traits
Autopistol	Firearm	SR	Bullet 18	Burst 4	Pistol
Bolt Pistol	Firearm	SR	Bullet 24	Manual 1	Pistol, Damaging 2
Brutal assault weapon	OHS	CQ	Crush M+4	Standard	

ARMOUR PROFILE

S	C	P	B	L	PL
0	0	0	0	0	0

SKILLS

One-Handed Striking (Proficient) +4

Firearms (Novice) +2

CORE ABILITIES

Sticky Objectives

40K CSM ABILITIES

Dark Pacts

EQUIPMENT

- Autopistol
- Brutal assault weapon
- Chaos Cultist Champion's autopistol may be replaced with Bolt Pistol