

Neophyte Fanatics

The most fanatical disciples are ready to lay down their lives for the cult - rushing the enemies guns and overwhelming them at close quarters, or taking on the even riskier responsibility of breaching the enemies strongpoints with demolition charges.

name	ws	bs	s	t	w	a	ld	sv
Fanatic	4	4	3	3	1	1	7	5+
Fanatic Gunner	4	4	3	3	1	1	7	5+
Fanatic Leader	4	4	3	3	1	2	8	5+

weapon	range	type	strength	ap	damage	abilities
Shotgun	12"	assault 2	3	0	1	S4 at half range
Flamer	8"	assault D6	4	0	1	This weapon automatically hits it's target
Auto pistol	12"	pistol 1	3	0	1	
Web Pistol	12"	pistol D3	3	0	1	Use either the S or T characteristic of the target when making a wound roll - whichever is lower.
Hand Flamer	6"	pistol D3	3	0	1	This weapon automatically hits it's target
Cultist Knife / Chainsword	-	melee	user	0	1	+1 attack
Power Pick	-	melee	user	-2	D3	
Power Maul	-	melee	+2	-1	1	
Progenitors gift	-	melee	user	-1	1	Ap -4 on a roll of 6
Blasting Charge	6"	grenade D6	3	0	1	
Demolition charge	6"	grenade D6	8	-3	D3	

- Each Fanatic, and Fanatic Leader is equipped with a shotgun, auto pistol, cultist knife, and blasting charges.
- A fanatic leader may replace his auto pistol and shotgun with a bolt pistol, web pistol, or hand flamer.
- A fanatic leader may replace his cultist knife with a chainsword, power pick, power maul, or progenitors gift.
- Two Fanatics may be Fanatic Gunners, and may replace their shotgun with a demolition charge, or a flamer.
- A Fanatic or Fanatic Gunner may one of take the following specialisms: **Heavy, Demolitions, Scout, Medic, Zealot, Combat.**
- A Fanatic Leader may one of take the following specialisms: **Leader, Veteran, Zealot, Combat.**

Abilities

- **Witness me!** If a fanatic is killed they may immediately shoot once, throw a grenade, or fight in close combat before being removed.
- **Cult Ambush.** Roll a D6 for the model before the first battle round, and on a 5+ you can immediately move up to 6".

Tactics

Poisoned blade	Fanatical Frenzy	Corrosive fuel	Loaded for bear
Add +1 to a Neophyte Fanatics injury rolls	Add D3 attacks to a Neophyte Fanatic this turn	This models flame weapon become Ap -1 and 2D	Roll a D6 after throwing a demolition charge, on a 4+ the model may use this weapon once more during the game. This tactic may not be used again.
1 CP	1 CP	2 CP	1 CP

Points

Models	Points	Pistols	Points	Chainsword	0
Fanatic	6	Auto Pistol	0	Power Pick	3
Fanatic Gunner	7	Web Pistol	0	Power Maul	1
Fanatic Leader	6	Bold Pistol	0	Progenitors Gift	2
Gunner Weapons	Points	Hand Flamer	2		
Flamer	3	Melee Weapons	Points		
Demolition Charge	3	Cultist Knife	0		

