



CULTISTS

CULTIST - 1 080 POINTS



975 pts (22.00 %) 105 pts (2.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Summoned Daemons** **Aves**
 (35 Max) (25 Least) (0 NoLimit) (45 Max) (3 MaxUnit)

Characters



CULT LEADER #1

Cult Leader - Standard - Infantry - 20x20

330 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Unstable, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Cult Leader	1	3	3	0	3

Options	Wizard Master • Thaumaturgy
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CULT LEADER #2

Cult Leader - Standard - Infantry - 20x20

365 POINTS



Global	Adv	Mar	Dis	Model Rules	
	4"	8"	8	Unstable, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Cult Leader	1	3	3	0	3

Options	Wizard Master • Occultism • Gem of Faith's Tithe
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DAEMON SYMBIOTE #1

Daemon Symbiote - Standard - Infantry - 20x20

280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	8	Wizard Apprentice, Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	3	4	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Daemon Symbiote	4	5	5	2	6

Options	Divination • Halberd • Fiendish Snares • Essence of Mithril
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Core



CULTISTS #1

Cultists x15 - Standard - Infantry - 20x20

105 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	4"	8"	6	Scoring, Unstable, Pledged to Darkness, Sacrificial Offerings	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Cultist	1	2	3	0	3 Devastating Charge

Notes	gg
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
Spear of Infinity				
<i>Mf</i>	-	24"	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Missile, Translation missing: en.magic_spell.type_target.Damage	Instant
<p><i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].</i></p> <p><i>The hits from Spear of Infinity gain +1 Strength for each other non-Attribute Spell successfully cast in this Magic Phase (including other instances of Spear of Infinity).</i></p>				



Divination

The Conclave: Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
5	Unerring Strike	7+ [10+]	18"	Hex Missile Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Screying	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Distracting and Hard Target.
4	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.
6	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	One Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
A	Guiding Light		12"	Augment	One Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
2	Fate's Judgement	5+ [9+]	18"	Hex Missile Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
6	The Grave Calls	11+	12"	Hex Damage Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment] Focused	One Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
1	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex] [Direct] [Universal] [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. {The Caster's unit is unaffected.} {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment] Focused	One Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled.

Die causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Magic items

Gem of Faith's Tithes: Whenever the bearer attempts to cast a spell, the owner may choose a friendly Champion with Pledged to Darkness within 12". If so, use the position of the Champion when drawing Line of Sight and measuring range. For Direct spells, also use the Champion's Front Arc. The owner must use all of these or none at all. If the spell is successfully cast, the Champion suffers 1 hit that wounds automatically with no saves of any kind allowed.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Fiendish Snares: Immediately after Deployment Zones are chosen, the owner nominates a Terrain Feature other than Impassable Terrain or Open Terrain with its centre in their half of the Battlefield. The chosen Terrain Feature becomes Dangerous Terrain (2).

Model Rules

Devastating Charge: Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Heavy Armour: +2 Armor

Light Armour: Armor +1

Pledged to Darkness: Models with Pledged to Darkness can only join or be joined by models with Pledged to Darkness. While joined by one or more Characters, R&F models with Pledged to Darkness gain Fearless.

Fallen Heroes

- Base: 25×25 mm
- Resilience set to 4
- -1 Agility

Kinslayers

- Base: 25×25 mm
- +1 Offensive Skill
- +1 Defensive Skill

The Dishonoured

- -1" Advance Rate
- March Rate set to at least 9**
- Resilience set to 4
- -1 Agility

Wayward Children

- +1" Advance Rate
- +2" March Rate
- +1 Agility

*The March Rate of Daemon Symbiotes and Possessed is set to at least 12" instead

Sacrificial Offerings: Immediately before performing a Casting Attempt with a Wizard in a unit containing one or more models with Sacrificial Offerings, you may inflict 1 hit against that unit. This hit wounds automatically with Armour Penetration 10 and with no saves of any kind allowed. If a Health Point loss was caused against a model with Sacrificial Offerings, the Casting Attempt gains a +1 Casting Modifier. Each unit can be affected by Sacrificial Offerings only once per Magic Phase.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon:

Scoring can be lost during the game:

- A unit that is Fleeing loses Scoring for as long as it is Fleeing.
- An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring.
- A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.

Supernal:

Unstable:

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.
- The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
- The Wizard selects its spells as described in Spell Selection

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Cult Leader #1



Cult Leader #2



Daemon Symbiote #1



Cultists #1

