



CULT OF ERRAHMAN

PESTBOIS - 4 520 POINTS



1545 pts (34.00 %) 1125 pts (25.00 %) 1550 pts (34.00 %) 1165 pts (26.00 %)

Characters **Core** **Special** **Towering Faith**
 (40 Max) (25 Least) (0 NoLimit) (45 Max)

Characters

SWARM PRIEST #1

Swarm Priest - Gigantic - Construct - 60x100mm

575 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Wizard Apprentice, Callous, Martyrdom
Defensive	HP	Def	Res	Arm		
	2	2	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Swarm Priest	1	2	3	0	4	Cult of Errahman

MOUNT SACRED PLATFORM

Global	Adv	Mar	Dis			Model Rules
	5"	10"	C			Fearless, Channel (1), Exclusive (Cult of Errahman), War Platform , Attached
Defensive	HP	Def	Res	Arm		
	7	1	5	2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Acolyte	1	2	3	0	3	Great Weapon
Chassis			5	2	Inanimate, Impact Hits (2D3)	

Options | Wizard Adept • Sacred Platform • Light Armour • Putrid Pamphlet • Obsidian Rock

PLAGUE PATRIARCH #1

Plague Patriarch - Large - Construct - 20x20mm

535 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	7			Fearless, Callous, Dread Rot, Trollscale, Martyrdom, Apostle of Plague , Gnashing Fever
Defensive	HP	Def	Res	Arm		
	3	4	5	0 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Plague Patriarch	3	4	4	1	5	Hatred, Cult of Errahman, Plague Flail

MOUNT LEPROUS CAULDRON

Global	Adv	Mar	Dis			Model Rules
	5"	10"	C			Rally Around the Flag, Virulent Fumes, War Platform
Defensive	HP	Def	Res	Arm		
	6	C	5	C	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Plague Disciple(2)	2	2	3	0	3	Bloodpox Blades

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rodent of Unusual Symptoms(4)	1	2	4	2	4	Devastating Charge (+1 Att), Harnessed, Poison Attacks
Chassis			4	1		Impact Hits (D6), Inanimate

Options Leprous Cauldron • Shield • Plague Flail • Dread Rot • Gnashing Fever • Trollscale • Rod of Battle • Potion of Strength



PLAGUE PATRIARCH #2
Plague Patriarch - Large - Infantry - 40x40mm

435 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	7				Fearless, Callous, Dread Rot, Trollscale, Martyrdom, Apostle of Plague, Gnashing Fever
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	4	5	0			Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Plague Patriarch	3	4	4	1	5	Hatred, Cult of Errahman, Plague Flail	



MOUNT FAVOURED DISCIPLE

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	6"	12"	C				
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	C	5	C+1			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Favoured Disciple	4	3	5	2	4	Harnessed, Poison Attacks	

Options General • Favoured Disciple • Plague Flail • Dread Rot • Gnashing Fever • Trollscale • Crucible of Contagion • Talisman of Shielding • Ghostly Guard

Core



PLAGUE DISCIPLES #1
Plague Disciples x35 - Standard - Infantry - 20x20mm

415 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	5				Bodyguard (Sacred Platform), Scoring, Callous, Life is Cheap, Fear no Evil, Bloodpox Blades, Trollscale
<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>		
Plague Disciple	2	2	3	0	3	Cult of Errahman	

Options Champion • Musician • Standard Bearer • Bloodpox Blades • Trollscale • Stalker's Standard

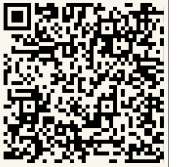


PLAGUE DISCIPLES #2
Plague Disciples x34 - Standard - Infantry - 20x20mm

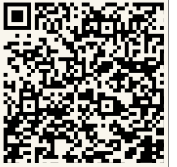
450 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>				<i>Model Rules</i>
	5"	10"	5				Bodyguard (Sacred Platform), Scoring, Callous, Life is Cheap, Fear no Evil, Trollscale
<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>		
Plague Disciple	2	2	3	0	3	Cult of Errahman, Great Weapon	

**GIANT PLAGUE RATS #1**
Giant Plague Rats **x20** - Standard - Beast - 20x20mm**130** POINTS

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	5	Insignificant, Unstable, Callous		
Defensive	HP	Def	Res	Arm		
	1	2	2	0		
Offensive	Att	Off	Str	Ap	Agi	
Giant Rat	1	2	3	1	5	Devastating Charge (+1 Att), Poison Attacks

**GIANT PLAGUE RATS #1**
Giant Plague Rats **x20** - Standard - Beast - 20x20mm**130** POINTS

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	5	Insignificant, Unstable, Callous		
Defensive	HP	Def	Res	Arm		
	1	2	2	0		
Offensive	Att	Off	Str	Ap	Agi	
Giant Rat	1	2	3	1	5	Devastating Charge (+1 Att), Poison Attacks

Special

**PLAGUE SWARMS #1**
Plague Swarms **x8** - Standard - Infantry - 40x40mm**285** POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Fearless, Insignificant, Light Troops, Skirmisher, Unstable, Callous		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	Ap	Agi	
Plague Swarm	5	2	2	1	3	Extra Support (3), Poison Attacks

**PESTILENT ONAGER #1**
Pestilent Onager - Large - Construct - 75mm round**180** POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	5"	6	Fearless, War Machine, Callous		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	4	2	3	0	4	Move or Fire, Bubonic Brew (4+)



PESTILENT ONAGER #2
Pestilent Onager - Large - Construct - 75mm round

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	6	Fearless, War Machine, Callous		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	4	2	3	0	4	Move or Fire, Bubonic Brew (4+)



UNDERWORLD BEAST #1
Underworld Beast - Gigantic - Beast - 60x100mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	3D6"	"	6	Fearless, Random Movement (3D6"), Callous		
Defensive	HP	Def	Res	Arm		
	6	3	5	2	Fortitude (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Underworld Beast		3	7	3	3	



BRUTE DISCIPLES #1
Brute Disciples x9 - Large - Infantry - 40x40mm

450 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Fear, Callous		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Brute Disciple	3	2	4	2	4	Fight in Extra Rank, Bloodpox Blades

Options	Champion
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URBAN AGITATORS #1
Urban Agitators x15 - Standard - Infantry - 20x20mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Vanguard (6"), Callous, Life is Cheap, Sling (4+)		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Urban Agitator	1	3	3	0	4	Paired Weapons

Options	Musician • Sling (4+)
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Towering Faith



INFECTED GIANT #1

Infected Giant - Gigantic - Infantry - 50x75mm

300 POINTS



Global	Adv	Mar	Dis				Model Rules
	7"	14"	8				Frenzy, Giant See, Giant Do
Defensive	HP	Def	Res	Arm			
	7	3	5	1			
Offensive	Att	Off	Str	Ap	Agi		
Infected Giant	5	3	5	2	3	Rage, Plague Flail	

Options	Frenzy and Plague Flail
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Magics

Magic items

Obsidian Rock: The bearer gains Magic Resistance (2).

Putrid Pamphlet: The bearer's unit **must** reroll natural to-hit rolls of '1'.

Potion of Strength: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Crucible of Contagion: The bearer's model gains +1 Health Point, and enemy units in base contact with the bearer's model suffer -1 Resilience.

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

Talisman of Shielding: The bearer gains Aegis (5+).

Magic banners

Stalker's Standard: The bearer's unit gains Strider.

Martyr's Shroud: R&F models with Cult of Errahman in the bearer's unit gain **Fortitude (6+)**.

Model Rules

Apostle of Plague: While within 12" of the model, friendly units gain **Minimised (Discipline Tests)**.

Bloodpox Blades: Paired Weapons. Attacks made with Bloodpox Blades become **Poison Attacks**.

Bloodpox Blades: Close Combat Weapon
Paired Weapons. Attacks made with Bloodpox Blades gain Poison Attacks

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

Bubonic Brew: Catapult (6x6). Range 12-60", Shots 1, Str 1, AP 10. Units that suffer one or more Health Point losses from a Shooting Attack made with this weapon count as having the Sacred Plague **Dread Rot** successfully cast on them.

Callous: Health Point losses of the model that are caused by friendly models are ignored for Panic (including units destroyed due to attacks from friendly models). The model may use Shooting Attacks against enemy units Engaged in Combat, with the following rules and restrictions: • Friendly units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). • Roll to hit as normal against the intended target. Immediately after determining the number of hits, roll a D6 for each hit. On a roll of 4+, the hit is distributed onto a randomly chosen friendly unit Engaged with the original target. Otherwise, proceed as normal.

Cult of Errahman: Whenever a natural '1' is rolled to hit for an enemy Close Combat Attack allocated towards a model with Cult of Errahman, the model part inflicts 1 hit with Toxic Attacks on the attacking model's unit in the same Initiative Step, before any casualties are removed. R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

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.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Dread Rot: At the start of **each** Magic Phase, the target suffers 2D6 hits with Strength 2, Armour Penetration 1, and **Lethal Strike**.

Extra Support:

Fear: Units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.

Fear no Evil: While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains **Unbreakable** and **Fearless**. In addition, while joined by one or more Characters with Cult of Errahman, Charge Moves and Pursuit Moves of the model's unit gain **Swiftstride**.

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.

Fight in Extra Rank:

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Frenzy: At the start of the Charge Phase, each of your nonFleeing units with at least one model with Frenzy that is unengaged, does not contain any Shaken models, and has an enemy unit inside its Front Arc within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must declare a Charge this Player Turn if possible.

Frenzy Tests and Restrain Pursuit Tests taken by units with at least one model with Frenzy are subject to Maximised Roll.

If there are different Advance Rates available in the unit, the Advance Rate used for the Frenzy Test and for the Charge Range is determined as follows:

- If a model has more than one Advance Rate (e.g. due to Fly), the model must use the Advance Rate that has the highest chance of completing the Charge.
- If a unit contains models with different Advance Rates, the unit must use the highest Advance Rate that all models in the unit can use (which will usually be the lowest Advance Rate in the unit).

For example, a model with Advance Rate 2" and Fly (8", 16") must use the Advance Rate from Fly. And if a Character in a Combined Unit has Advance Rate 4" while the R&F models have 6", the Combined Unit must use Advance Rate 4". Note that when a unit is forced to declare a Charge due to a failed Frenzy Test, it is not forced to Charge the enemy unit that triggered the Frenzy Test.

Giant See, Giant Do: The model gains Infernal Armour and **Infernal Brand**.

Gnashing Fever: The target gains **Battle Focus**, **Fearless**, and **Frenzy**.

Great Weapon: Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

Hard Target:

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armor

Insignificant:

Life is Cheap: When calculating Combat Score, halve the number of Health Point losses of models with Life is Cheap, rounding fractions up. This does not include Combat Score bonuses from Overkill.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Martyrdom: When a friendly model with Martyrdom is removed as a casualty, place a marker for each of the model's initial Health Points in a Martyr Pool next to the Battlefield. At the start of any friendly Siphon the Veil, you may remove 10 or more markers from your Martyr Pool and gain 1 Veil Token for every 10 removed markers, up to a maximum of 3 Veil Tokens per Magic Phase.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Plague Flail: Halberd. The wielder gains **Devastating Charge (Lethal Strike)**. In addition, the wielder and enemy units in base contact with one or more models using a Plague Flail suffer -1 Defensive Skill.

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the

attacker, automatically wounds. All other hits must roll to wound as normal.

Rage: Whenever the model loses a Health Point, it gains +1 Attack Value. Whenever it gains a Health Point, it suffers -1 Attack Value.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

Trollscale: The target gains **Fear** and +1 Resilience.

Unstable:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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

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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.

Swarm Priest #1



Plague Patriarch #1



Plague Patriarch #2



Plague Disciples #1



Plague Disciples #2



Giant Plague Rats #1



Giant Plague Rats #1



Plague Swarms #1



Pestilent Onager #1



Pestilent Onager #2



Infected Giant #1



Underworld Beast #1



Brute Disciples #1



Urban Agitators #1

