



CULTISTS

CULT OF INFINITY 3.1 - 4 498 POINTS



945 pts (21.00 %) 1130 pts (25.00 %) 630 pts (14.00 %) 1993 pts (44.00 %) 595 pts (13.00 %)

Characters **Core** **Special** **Summoned Daemons** **Aves**

(35 Max) (25 Least) (0 NoLimit) (45 Max) (3 MaxUnit)

Characters



CULT LEADER #1

Cult Leader - Standard - Infantry - 20x20mm

580 POINTS



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

Options | General • Master of Ritual • Wizard Master • Evocation • Fallen Heroes • Crown of Hubris • Binding Scroll x1



DAEMON SYMBIOTE #1

Daemon Symbiote - Standard - Infantry - 20x20mm

365 POINTS



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

Options | Living Shield • Wizard Adept • Great Weapon • Fallen Heroes • Divination • Essence of Mithril • Cleansing Light

Core



CULTISTS #1

Cultists x40 - Standard - Infantry - 20x20mm

350 POINTS



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

Options | Abyssal Conduit • Spear • Champion • Musician • Fallen Heroes



CULTISTS #4

Cultists x15 - Standard - Infantry - 20x20mm

160 POINTS



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

Options	Infiltrators • Champion • Throwing Weapons (5+) • Fallen Heroes
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CULTISTS #3

Cultists x15 - Standard - Infantry - 20x20mm

210 POINTS



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

Options	Abyssal Conduit • Champion • Musician • Fallen Heroes
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CULTISTS #3

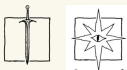
Cultists x15 - Standard - Infantry - 20x20mm

210 POINTS



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

Options	Abyssal Conduit • Champion • Musician • Fallen Heroes
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IMPS #1

Imps x10 - Standard - Beast - 25x25mm

200 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Imp	1	2	2	0	3

Options	Aura of Despair
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Special



RITUAL ALTAR #1

Ritual Altar - Standard - Construct - 60mm round

240 POINTS



Global	Adv	Mar	Dis	Model Rules	
	2"	2"	6	Fearless, Tall, Unstable, War Machine, Wizard Adept	
Defensive	HP	Def	Res	Arm	Aeg
	5	2	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Council Members	5	2	3	0	3

Options	Grand Council
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POSSESSED #1

Possessed x20 - Standard - Infantry - 20x20mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fearless, Scoring, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	1	2	3	0	5+
Offensive	Att	Off	Str	Ap	Agi
Possessed	2	2	4	1	4

Options	Champion • Musician • Standard Bearer • Chitinous Scales • Great Weapon • Fallen Heroes
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Summoned Daemons



THRESHING ENGINE #1

Threshing Engine - Large - Construct - 50x100mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	10"	10"	7	Fearless, Supernal, Swiftstride	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	4	0	5+
Offensive	Att	Off	Str	Ap	Agi
Tiller	2	4	3	3	3
Draft Beast	1	3	3	0	3
Chassis			4	3	

Options	Legion Thresher
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TITANSLAYER CHARIOT #1

Titanslayer Chariot - Large - Construct - 50x100mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	7"	8	Fearless, Supernal, Swiftstride, Mountain Breaker	
Defensive	HP	Def	Res	Arm	Aeg
	4	4	5	0	5+
Offensive	Att	Off	Str	Ap	Agi
Myrmidon(2)	1	5	5	1	4
Chthonic Machinator	3	3	6	3	3

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			7	2		Impact Hits, Inanimate

Options	Hammer Hand
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HOPE HARVESTER #1
Hope Harvester - Large - Beast - 50x100mm

310 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	5	4	5	3	5+	


<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Hope Harvester	4	4	6	3	1	Aether Battery

Options	Aura of Despair
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BRAZEN BEASTS #1
Brazen Beasts x3 - Large - Cavalry - 50x75mm

333 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	8	Fear, Fearless, Scoring, Supernal		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	<i>Aeg</i>	
	4	3	4	0	5+	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Daredevil	1	5	3	0	4	Battle Focus, Devastating Charge

Beast	2	4	5	2	2	Battle Focus, Harnessed, Impact Hits
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Options	Incendiary Ichor
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Aves




BLOAT FLIES #1
Bloat Flies x5 - Large - Beast - 50x75mm

595 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	2"	4"	8	Fear, Fearless, Fly, Light Troops, Supernal		

	6"	14"				
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<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	4	2	4	0	Aegis, Fortitude	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Bloat Fly	2	5	6	3	3	Acid Blood

Options	Champion • Unhinging Jaw
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<i>H rep Spear of Infinity</i>			
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant

	Casting	Range	Type	Duration
The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1x5), and [Multiple Wounds (2)].				
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).				



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
1	Know Thy Enemy	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
3	Scrying	<7+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Distracting and Hard Target.
2	Fate's Judgement	<5+> {9+}	18"	Hex, Missile, Damage	Instant	The target suffers <1D3> {1D6} hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
A	Guiding Light		12"	Augment	Last 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.
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 .
6	Mirror of the Veil	(7+){10+}	(18"){6"Aura}	Hex	Permanent	The target gains Magic Resistance (3) that is also applied to friendly spells.
4	The Stars Align	<8+> {12+}	<18"> {6"Aura}	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <and Shooting> Attacks.



Evocation

		Casting	Range	Type	Duration	Effect
4	Spectral Blades	5+ [9+]	18"	Augment	Last one Turn	The target must reroll failed to-wound rolls with its Melee Attacks and gains {Lethal Strike}.
3	Hasten the Hour	7+ [10+]	24" [18"]	Hex, Damage, Direct	Instant	Choose 1 {up to 3 different} models in the target unit (which may be Characters or Champions). Each of them suffers 1 hit that wounds automatically with Armour Penetration 10 and Magical Attacks.
2	Whispers of the Veil	8+	24"	Hex	Last one Turn	The target suffers -1 Resilience. In addition, a unit with at least one model affected by one or more instances of the spell suffers -1 Discipline.
A	Evocation of Souls				Instant	If your Veil Token pool contains less than 3 Veil Tokens, you gain one Veil Token. No more than 1 Veil Token can be gained from this spell each Phase.
5	Touch of the Reaper	<7+> {9+}	<24"> {18"}	Hex, Missile, Damage, Focused, Direct	Instant	The target suffers 1D3 hits with Strength 10, Armour Penetration 10, and Magical Attacks . When rolling to wound with this attack, use the target's Discipline instead of the target's Resilience.
6	Danse Macabre	6+ {9+}	18" [9"Aura]	Augment	Instant	The target may perform a 12" [6"] Magical Move and gains Ghost Step during this move.
1	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

Crown of Hubris: At the start of any friendly Magic Phase, the bearer may choose to inflict 3 hits on its unit that wound automatically with no saves of any kind allowed. If so, the owner gains 3 additional Veil Tokens.

Cleansing Light: At the start of each Round of Combat, the wielder may choose to have attacks made with this weapon become Divine Attacks and Flaming Attacks and Magical Attacks.

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

Model Rules

Acid Blood: Special Attack.

For each Fortitude Save the model fails against Melee Attacks, the model immediately inflicts 1 hit with Toxic Attacks against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool.

Aegis:

Aether Battery: Artillery Weapon.

Volley Gun. Range 18", Shots 2D6×2, Str 4, AP 1.

Before rolling for the number of shots, the owner may choose to discard 1–3 Veil Tokens from their Veil Token pool. If so, the number of shots is increased by +3 per discarded Veil Token.

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

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.

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.

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.

Fly: The model gains Light Troops and Swiftstride. Units composed entirely of models with Fly may make Flying Movements when performing a Move Chargers move, an Advance Move, or a March Move. When a unit makes a Flying Movement, substitute its models' Advance Rate with the first value given in brackets (X), and their March Rate with the second value given in brackets (Y). All modifiers to ground movement values are also applied to the flying values of a model. Units using Flying Movement ignore all Terrain Features and units during the Flying Movement (from their starting to their ending position), but must abide by the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply). They are still affected by the effects of the Terrain Features from which they take off and in which they land.

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

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

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

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

Mountain Breaker: Universal Rule.

The model gains +2" Advance Rate when rolling for Charge Range against units that consist entirely of models with Towering Presence in the Charge Phase.

In addition, the model's Impact Hits gain Multiple Wounds (D3, against Towering Presence).

Not a Leader: The model cannot be the General.

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.

Spear:

Supernal:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Tall:

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Unstable:

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.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot Issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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.

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



Cultists #1



Cultists #4



Ritual Altar #1



Possessed #1



Bloat Flies #1



Threshing Engine #1



Titanslayer Chariot #1



Hope Harvester #1



Daemon Symbiote #1



Cultists #3



Cultists #3



Imps #1



Brazen Beasts #1

