



CULTISTS

KU-CULT - 2 499 POINTS



395 pts (16.00 %) 714 pts (29.00 %) 820 pts (33.00 %) 570 pts (23.00 %) 0 pts (0.00 %)

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

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

Summoned Daemons



MOISSONNEUR D'ESPOIR #1
Hope Harvester - Large - Beast - 50x100mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Fear, Fearless, Not a Leader, Supernal, War Platform	
Defensive	HP	Def	Res	Arm	Aeg
	5	4	5	3	5+
Offensive	Att	Off	Str	Ap	Agi
Hope Harvester	4	4	6	3	1

Aether Battery

Options

Mark of the Eternal Champion



FAUCHEUSE #1
Threshing Engine - Large - Construct - 50x100mm

225 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	

Hard Target

Harnessed

Impact Hits, Inanimate

Options

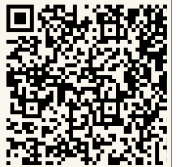
Standard Bearer • Fly (9", 9") and Light Troops • Mark of the Eternal Champion

Characters



DEMON SYMBIOTE #1
Daemon Symbiote - Standard - Infantry - 20x20mm

395 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+
Offensive	Att	Off	Str	Ap	Agi
Daemon Symbiote	4	5	5	2	6

Heavy Armour

Hand Weapon

Options

Wizard Adept • Evocation • Paired Weapons • The Dishonoured • Broodmother • General

Magic items

Destiny's Call (Heavy Armour)

Core



CULTISTES #1

Cultists x25 - Standard - Infantry - 20x20mm

220 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	Champion • Musician • Eldritch Tome • The Dishonoured
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CULTISTES #1

Cultists x25 - Standard - Infantry - 20x20mm

220 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	Champion • Musician • Eldritch Tome • The Dishonoured
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CULTISTES #1

Cultists x31 - Standard - Infantry - 20x20mm

274 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	Champion • Musician • Abyssal Conduit • The Dishonoured
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Special



IDOLE PROFANE #1

Profane Idol - Gigantic - Infantry - 50x75mm

300 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	8	Fearless, Supernal	
Defensive	HP	Def	Res	Arm	Aeg
	7	3	5	2	5+
Offensive	Att	Off	Str	Ap	Agi
Profane Idol	5	3	5	2	3

Options	Wicker Man
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POSSEDES #1

Possessed x25 - Standard - Infantry - 20x20mm

520 POINTS



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

Options	Champion • Musician • Standard Bearer • Bronze Backbone • Paired Weapons • The Dishonoured
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H rep Spear of Infinity</i>				
<i>Mf</i>	4+	24"	Hex, Missile, Damage	Instant
<i>The target suffers 1 hit with Strength 2 [5], Armour Penetration 2, Area Attack (1×5), 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).</i>				



Evocation

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
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.
4	Ancestral Aid	6+ [7+]	12" [18"]	Augment	Last one Turn	The target must reroll failed to-hit rolls with its Close Combat Attacks.
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	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][color] .
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.
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.

Magic items

Destiny's Call: The wearer gains Aegis (4+). In addition, its Armour is set to 3 and can never be improved beyond this.

Model Rules

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.

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.

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 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).

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.

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.

Unstable:

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 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 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.

Cultistes #1



Cultistes #1



Cultistes #1



Idole profane #1



Possédés #1



Démon symbiote #1



Moissonneur d'espoir #1



Faucheuse #1

