

Cybercult of the Devourer • 3000pts

2x Havoc Mage [1] - 175pts

Quality 3+

Defense 3+

Tough 3

Caster(3), Fast, Hero, Tough(3), Resistance

Weapon	RNG	ATK	AP	SPE
Master Heavy Pistol	12"	A2	1	-
Energy Sword	-	A3	1	Rending

2x Cultists [20] - 330pts

Quality 5+

Defense 5+

Weapon	RNG	ATK	AP	SPE
16x Rifles	24"	A1	-	-
20x CCWs	-	A1	-	-
4x Light Sniper Rifles	24"	A1	1	Sniper

2x Mutated Cultists [10] - 105pts

Quality 5+

Defense 6+

Mutations

Weapon	RNG	ATK	AP	SPE
10x Claws	-	A2	-	-

Lust Champion [1] - 115pts

Joined to Lust Talon Raptors

Quality 3+

Defense 3+

Tough 3

Fast, Hero, Tough(3), War Chant, Flying, Ambush

Weapon	RNG	ATK	AP	SPE
Dual Heavy Energy Claw	-	A4	1	Rending
Plasma-Mod	24"	A1	4	Limited
Upgrade	SPE			
Jump pack	Flying, Ambush			

Lust Talon Raptors [10] - 330pts

Quality 3+

Defense 3+

Fast, Flying, Furious, Overload

Weapon	RNG	ATK	AP	SPE
10x Dual Energy Claws	-	A2	-	Rending

Lust Champion [1] - 115pts

Joined to Lust Talon Raptors

Quality 3+

Defense 3+

Tough 3

Fast, Hero, Tough(3), War Chant, Flying, Ambush

Weapon	RNG	ATK	AP	SPE
Dual Heavy Energy Claw	-	A4	1	Rending
Plasma-Mod	24"	A1	4	Limited
Upgrade	SPE			
Jump pack	Flying, Ambush			

Lust Talon Raptors [10] - 330pts

Quality 3+

Defense 3+

Fast, Flying, Furious, Overload

Weapon	RNG	ATK	AP	SPE
10x Dual Energy Claws	-	A2	-	Rending

Lust Champion [1] - 115pts

Joined to Lust Talon Raptors

Quality 3+

Defense 3+

Tough 3

Fast, Hero, Tough(3), War Chant, Flying, Ambush

Weapon	RNG	ATK	AP	SPE
Dual Heavy Energy Claw	-	A4	1	Rending
Plasma-Mod	24"	A1	4	Limited
Upgrade	SPE			
Jump pack	Flying, Ambush			

Lust Talon Raptors [10] - 330pts

Quality 3+

Defense 3+

Fast, Flying, Furious, Overload

Weapon	RNG	ATK	AP	SPE
10x Dual Energy Claws	-	A2	-	Rending

Lust Champion [1] - 115pts

Joined to Lust Talon Raptors

Quality 3+

Defense 3+

Tough 3

Fast, Hero, Tough(3), War Chant, Flying, Ambush

Weapon	RNG	ATK	AP	SPE
Dual Heavy Energy Claw	-	A4	1	Rending
Plasma-Mod	24"	A1	4	Limited
Upgrade	SPE			
Jump pack	Flying, Ambush			

Lust Talon Raptors [10] - 330pts

Quality 3+

Defense 3+

Fast, Flying, Furious, Overload

Weapon	RNG	ATK	AP	SPE
10x Dual Energy Claws	-	A2	-	Rending

Lust Champion [1] - 115pts

Joined to Lust Talon Raptors

Quality 3+

Defense 3+

Tough 3

Fast, Hero, Tough(3), War Chant, Flying, Ambush

Weapon	RNG	ATK	AP	SPE
Dual Heavy Energy Claw	-	A4	1	Rending
Plasma-Mod	24"	A1	4	Limited
Upgrade	SPE			
Jump pack	Flying, Ambush			

https://army-forge.onepagerules.com/view

1/2

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Flying: May move through units and terrain, and ignores terrain effects whilst moving.

Furious: When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Impact: Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

Limited: May only be used once per game.

Mutations: When in melee, roll one die and apply one bonus to all models with this rule. On a 1-3 attacks get Rending, on a 4-6 attacks get AP(+1).

Overload: For each unmodified roll of 6 to hit when attacking, this model may roll +2 attacks with that weapon. This rule doesn't apply to newly generated attacks.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

Resistance: When taking a wound, roll one die, and on a 6+ it is ignored. If the wound was from a spell, then it is ignored on a 2+ instead.

Sniper: Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper shooting must be resolved before other weapons.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

War Chant: This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

Lust Disciples - Competitive Redesign Army Spells

Blurred Sight (1): Target enemy unit within 18" gets -1 to hit rolls next time it shoots.

Psychic Terror (1): Target enemy unit within 12" takes 2 hits with AP(2).

Power Crush (2): Target 2 friendly units within 12" get Impact(1) next time they charge.

Cerebral Trauma (2): Target enemy unit within 12" takes 1 hit with AP(4) and Deadly(3).

Villainous Charge (3): Target 2 friendly units within 12" get AP(+3) next time they charge.

Lightning Fog (3): Target 2 enemy units within 12" take 6 hits each.