

Fulgur Fraternitatis • 995pts

Machine Cult 3.2.0

Archivist Theta-9 [1] - 105pts

Cult Leader

Joined to Cult Rangers

Quality 4+ Defense 4+ Tough 3

Hero, Strider, Tough(3)

Weapon	RNG	ATK	AP	SPE
Leader R-Fusil	18"	A2	-	Radiation
CCW	-	A1	-	-
Upgrade				SPE
Master Machine Lore				Caster(3)

Cult Rangers [10] - 180pts

Quality 4+ Defense 4+

Strider

Weapon	RNG	ATK	AP	SPE
10x CCWs	-	A1	-	-
10x R-Fusils	18"	A1	-	Radiation

Compiler Zygang [1] - 110pts

High Priest

Joined to Shock Priests

Quality 3+ Defense 3+ Tough 3

Hero, Regeneration, Tough(3)

Weapon	RNG	ATK	AP	SPE
Axe-Halberd	-	A3	4	-
Revolver	12"	A1	1	-
Upgrade				SPE
Deacon				Psalms

Shock Priests [5] - 115pts

Quality 4+ Defense 5+

Furious, Regeneration, Slayer

Weapon	RNG	ATK	AP	SPE
5x Shock Staffs	-	A2	-	Rending

Destroyer Cyborgs [3] - 245pts

Quality 4+ Defense 4+ Tough 3

Relentless, Slow, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Cyborg Claws	-	A3	-	-
3x Gravity Cannons	24"	A4	-	Rending

Landing Craft [1] - 240pts

Quality 3+ Defense 2+ Tough 6

Fast, Impact(6), Strider, Tough(6), Transport(11)

Weapon	RNG	ATK	AP	SPE
Twin P-Machinegun	30"	A4	-	Phosphor

Special Rules

- AP:** Targets get -X to Defense rolls when blocking hits.
- Caster:** Gets X spell tokens at the beginning 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. This model and other casters within 18" in line of sight may spend any number of tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.
- Defense:** Gets +X to Defense rolls.
- Fast:** Moves +2" when using Advance, and +4" when using Rush/Charge.
- Furious:** When charging, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).
- 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 (may not be fatigued), for each 2+ the target takes one hit.
- Phosphor:** This weapon ignores cover.
- Psalms:** This model and its unit move +2" on Advance, and +4" on Rush/Charge.
- Radiation:** Enemies that roll to block hits from this weapon take one additional wound for each unmodified result of 1 that they roll.

- Regeneration:** When taking a wound, roll one die. On a 5+ it is ignored.
- Relentless:** When using Hold actions and shooting, hits from unmodified rolls of 6 are multiplied by 2 (only the original hit counts as a 6).
- Rending:** Wounds can't be regenerated, and unmodified results of 6 to hit count as having AP(4).
- Slayer:** This model gets AP(+2) in melee against units where most models have Tough(3) or higher.
- Slow:** Moves -2" when using Advance, and -4" when using Rush/Charge.
- Strider:** May ignore the effects of difficult terrain when moving.
- 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).
- Transport:** May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Units may deploy inside or embark by moving into contact, and may use any move action to disembark, but must stay within 6" of it. When a transport is destroyed, units inside must take a dangerous terrain test, are immediately Shaken, and surviving models must be placed within 6" of the transport before removing it.

Machine Cult Army Spells

Critical Aim (1): Target friendly unit within 6" gets AP(+1) next time it shoots.

Solar Beam (1): Target enemy model within 12" takes 1 hit with AP(4).

Steel Body (2): Target 2 friendly units within 12" get +1 to defense rolls next time they take hits.

Shrapnel (2): Target 2 enemy units within 9" take 4 hits each.

Corroded Metal (3): Target 2 enemy units within 24" get -1 to hit rolls next time they shoot.

Machine Terror (3): Target 2 enemy units within 9" take 6 hits each.