

CULTISTS

• CARDS •

LEGEND:



Front weapon



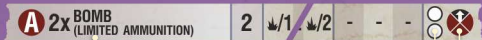
Rear weapon



Side weapon



Turret weapon



Weapon Special Rule

Limited ammo check box

Fire Ark



23
AP



A



SPAWN OF CTHULHU

PH'NGLUI MGLW'NAFH CTHULHU
R'LYEH WGAH'NAGL FHTAGN

• CHARGE •

May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

• FIRST STRIKE •

Resolve Close-Combat Attacks before target resolves theirs.

• FLYING •

Ignore terrain.

• MYTHOS CREATURE •

Immune to Suppression and Critical Hits.

1947

RANGE

1

2

3

4

1

2

3

4

5

6

7

1

2

3

A 2x CLAWS

C

4/1

4/1

4/1

4/1

2/4

2/4

2/4

2/3

2/3

2/3

2/2

2/4

2/3

1/3



+ 9



→ 3

→→ 5

→→→ 5

35
AP



AVATAR OF NYARLATHOTEP

THE CRAWLING CHAOS

• DAMAGE RESILIENT •

Roll one die for each point of Damage the Unit takes, negating one point for each rolled.

• MYTHOS CREATURE •

Immune to Suppression and Critical Hits.

• PSYCHIC SCREAM •

Once per game, execute Psychic Scream Free Action to Attack all Units, friends or foes, in Range 3 radius. Ignores Line of Sight, Infantry and Cover Saves.

• FLAME • (Eldritch Fire)

Targets get no Saves from this weapon and are Suppressed.

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A x1 ELDRITCH FIRE	3	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/4	♣/4	♣/4	♣/4	♣/4	-	-	-	
B x1 PSYCHIC SCREAM (LIMITED AMMUNITION)	3	♣/1	♣/1	♣/1	♣/1	♣/2	♣/2	♣/2	♣/3	♣/3	♣/4	♣/4	♣/4	♣/4	♣/3	
C x2 CLAWS	C	4/1	4/1	4/1	4/1	2/4	2/4	2/4	2/3	2/3	2/3	2/2	-	-	-	

+ 11



* Large
Vehicle

→ 3

→→ 5

7