

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.

DUST 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

23
AP



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DUST 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

4
AP

A

A

A

A

A



UNIT LEADER



CULTIST FIRE SQUAD

1947

RANGE

1

2

3

4

1

2

3

4

5

6

7

1

2

3

A

5x Old
Submachine Gun

3

4/1

3/1

2/1

1/1

2/1

→ 2 →→ 4 → 1

6
AP



LILITH
MAIDEN OF THE CULT

MOVE AND FIRE: May perform a Free Move Action before or after a Sustain Attack using Ranged Weapons, or a Free Attack Action before or after a March Move Action.

POSSESSED: When this Hero is at full Health she uses the Liith profile. When she has lost at least one Health she uses the Possessed profile.

TOUST 1947

| RANGE | | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|--------------------------------|---|-----|-----|-----|-----|-----|---|---|---|---|---|---|---|---|---|
| A 1x Old Submachine Gun | 3 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | | | | | | | | | |
| B 1x Sacrificial Dagger | C | 2/1 | 2/1 | 2/1 | 1/1 | | | | | | | | | | |

+ 4



* Hero

→ 2 →→ 4 1

- AP



**POSSESSED
LILITH**
TRANSFIGURED MAIDEN
OF THE CULT

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

DEVOUR: Each time this Hero inflicts one point of Damage in Close Combat, she heals one Health.

POSSESSED: When this Hero is at full Health she uses the Lilith profile. When she has lost at least one Health she uses the Possessed profile.

TOUST 1947

RANGE

1

2

3

4

1

2

3

4

5

6

7

1

2

3

A 1x Abomination's Bite **C** 6/1 5/1 4/1 3/1 2/1 1/1

+ 4



* Hero

→ 2

→→ 4

1

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 1x Eldritch Fire | 3 | ♣/1 | ♣/1 | ♣/1 | ♣/1 | ♣/♠ | ♣/♠ | ♣/4 | ♣/4 | ♣/4 | ♣/4 | ♣/4 | | | | | |
| B 1x Psychic Scream (Limited Ammunition) | 3 | ♣/1 | ♣/1 | ♣/1 | ♣/1 | ♣/2 | ♣/2 | ♣/2 | ♣/3 | ♣/3 | ♣/4 | ♣/4 | ♣/4 | ♣/4 | ♣/4 | ♣/3 | |
| C 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 | | | | | |

+ 11



* Large
Vehicle

→ 3 →→ 5 →→→ 7

8
AP



UNIT LEADER



**MI-GO
ASSAULT SQUAD**
FUNGI FROM YUGGOTH

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

FLYING: Ignore terrain. Does not apply to Units Joined.

LESSER MYTHOS CREATURES: Can never be the target of any Command Squad, Officer, or Medic Special Actions.

SPORES (Fungi from Yuggoth): Attacks all Units in Range 1 around the Unit. Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

1947

| RANGE | | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 | | | |
|--------------------------------|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----------------------|-----------------------|-----------------------|
| A 1x Fungi from Yuggoth | 1 | ↓/1 | ↓/1 | ↓/1 | ↓/1 | ↓/4 | ↓/3 | ↓/2 | ↓/1 | ↓/1 | ↓/1 | ↓/1 | | | | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| B 3x Claws | C | 2/1 | 2/1 | 2/1 | 2/1 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/2 | 2/1 | 1/1 | | | |

→ **3** →→ **5** **3**

6
AP



PURIFIER
TEMPLE GUARDS
ARMORED CAR (FLAME)

WHEELED: Can be affected by the type of Terrain crossed (see Terrain Table).

FLAME (Flamethrower): Targets get no Saves from this weapon and are Suppressed.

TOUST 1947

| | |  | | | |  | | | | | | |  | | |
|--------------------------|---|---|-----|-----|-----|---|-----|-----|-----|-----|-----|-----|---|---|---|
| RANGE | | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
| A 1x Flamethrower | 2 | ↓/1 | ↓/1 | ↓/1 | ↓/1 | ↓/☠ | ↓/☠ | ↓/2 | ↓/2 | ↓/2 | ↓/2 | ↓/2 | | | |
| B 1x Machinegun | 6 | 7/1 | 6/1 | 4/1 | 2/1 | 4/1 | 2/1 | | | | | | | | |

+ 4 **+** **+** **+** **+** **+**

→ 3 **→→** 5  2