

Cult of the Possessed - Devil inside...

Tactics

by The Mordheimer, based on work at
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- **Heroes:** While The Possessed are clearly the most impressive warriors of the lot, the Magister really is the centerpiece of your warband, and he should be well protected, for if he is lost: no more chaos rituals! Fortunately, it is not too hard to draw attention to the other, mutated heroes, and ferocious Beastmen and Darksouls. While in the open, keep your Magister close behind your heroes; while not large in game-terms, a Possessed hero model is big enough to provide at least partial cover for your Magister. Position them well so any charges against your Magister can be intercepted. This way, the Possessed's fear-causing aspect will keep many potential combatants at bay. Ideally you should take your Magister into cover, safely away from threats; don't let him climb to often though. Your Magister has a mediocre initiative and will make him fall off easily... and there is nothing worse than losing a leader this way. Wings of Darkness are ideal to take your Magister to the best spots. Stay close to your warriors though, as most of his spells are very limited in range, and likely to fail; so make sure you keep a warrior near for protection.

Brethren and Beastmen should take the front; Brethren as cannon-fodder and Beastmen as shock-troops. Darksouls can take any position, on the front or possibly detached, as they don't need the Magister's leadership bonus. The mutants should be kept slightly behind, possibly defending the Magister.

- **Fighting Style:** Again, cultists are close combat specialists. Stay as much out of reach of shooters as possible, and try to get to charge. If you can't charge first, have the Brethren or Beastmen in intercept positions. Keep your Darksouls ready if the opposing warband includes fear-causing creatures. Remember, all of your heroes can take speed skills: with the sprint skill they should always be able to charge first. Don't have your Possessed hero(es) charge recklessly: they are not all that tough when engaged by multiple enemies. Once engaged, getting everyone (except the Magister) in close combat ASAP will keep your warriors from being shot at. Keep your Magister safe, especially from shooters who will have little else to target then. Don't bother too much with shooters that are hard to reach: your Magister could have a go at them, but he is likely to put himself in danger if he does.

The Prayers of Sigmar affect undead and cultists alike, and a simple priest may be the warband's worst nightmare. All your heroes and henchmen are affected, not just The Possessed hero. Sisters of Sigmar are the cultist's arch-enemy; a sister superior with 2 Sigmarite Warhammers is nearly a match for The Possessed!

- **Campaign Tactics:** Cultists are certainly not the strongest starting warbands. While they can match or even outmatch most other warbands in close combat, you may find them lacking the special treats those other warbands have. The specialties of cultists are the mutations, which are hard to afford when starting, and the chaos rituals, of which you get only one to

begin with, that is probably difficult to cast. No special weapons, really cheap henchmen, or extraordinary abilities :(A sound tactic is to make sure you keep your Magister safe, and try to get some quick kills to make your opponent rout. Hired swords are particularly important to strengthen inexperienced cultist forces. Pit fighter, Ogre Bodyguard and Warlock are the only ones available in the rulebook, but they make nice additions. No special characters for them in the rulebook though.

All cult heroes can take combat- and speed-skills, which offer some of the most useful skills. This allows you to develop a fast moving warband that can quickly charge into close combat. Choose skills as you see fit. If you find better hand-weapons than the equipment list allows, the Weapons Training skill is a nice option.

The Magister will want as many spells as possible, but maybe you should get some protective skills first: Step Aside, Dodge, etc. Having academic aptitude, he should take the Sorcery skill for the +1 bonus against spell-difficulty, and become a Warrior Wizard so he can get to wear armor (unless you want to gamble for the chaos armor reward of the ShadowLord, which is truly awesome!) When selecting spells, you may want to keep rolls for spells you already have, thus lowering their high difficulty to 7 or less, and raising your chances of success over 50% (remember: a difficulty of 10 means 1 chance in 6, 9->5/18, 8->5/12, 7->7/12...)

The Possessed hero can take Combat Master and Lightning Reflexes skills, as they tend to attract attention.

Promoted heroes can choose any 2 skill-lists, except the shooting skills. Combat Master is also useful for promoted Darksouls, as they can engage multiple enemies without worrying about all alone psychology-tests.

Getting gold is perhaps hardest for cultists, more than for other warbands: their exploration potential is not so good, because they can start out with at most 5 heroes (but taking 2 The Possessed heroes this early is a bit expensive) and don't get any bonuses. If they take hired swords to make up for their weaknesses, this further reduces their profits considerably.

There is not too much to spend on weapons, swords, spears and flails being about the best available, but you can take almost any armor for your mutants, and your Magister once he has become a Warrior Wizard. Though The Possessed hero cannot take any weapons or armor, he should still be able to take other items, such as healing herbs to restore any lost wounds.

However, if the warband manages to get a considerable excess of gold, they can spend an unlimited amount of it to assemble the most atrocious creatures thinkable: hire a new The Possessed or mutant, and give it mutations as much as you can afford. With all the extra arms, great claws, tentacles and cloven hoofs, you can design the most fearsome creatures possible. But remember that even these heroes will be somewhat vulnerable without experience, no matter how mutated: they will always start out with basic-profile toughness and wounds.

- **Skills:** Sometimes avoiding marksmen is not a good option, especially if good cover is sparse and there are a majority of shooters in the opposing warband. Some of the speed skills are quite potent against ranged opponents:
 - *Dodge*: can protect you,
 - *Sprint*: will get you close very quickly
 - *Scale Sheer Surfaces*: gets you on higher floors without trouble.
 - *Wings of Darkness*: a risky proposition, but can get the Magister in close combat with weaker shooters easily.
- **Rewards of the Shadow Lord:** If you use the optional Rewards of the Shadow Lord rules, the Magister and Mutants can have a gamble at them whenever they get a skill advance, instead of choosing a skill. The risk of losing the hero is very small (only 1 in 36), but the chance of not getting anything is high (7/18). Then again, the potential rewards are quite impressive. The Magister should probably go for the skills and spells as described above, as only the Chaos Armor is really useful for him. For mutants, the rewards are great, and should definitely be considered.