

THE KUKULKANI

Millennia ago the Kukulkani encountered humanity, and from the chosen few of those devoted to them they have crafted a warrior caste to serve them for eternity, thus were born the Kukulkani. Now the Kukulkani have returned to Samaria to cut a bloody path through all who stand before them, seeking out old grudges and launching a new crusade to wipe the planet clean of life. Powered by ancient entropic technologies and mystical rituals the Kukulkani grow more powerful with each life quelled by their hands. Woe to their enemies, for every sacrifice only adds fuel to the growing might of Kukulkan!

SPECIAL RULES

OBEY THY MASTERS

•Every Kukulkani force must include either a Supreme War Captain, a War Priest, or 3 Devoted Priests.

TECHNOMANCY

•Some Kukulkani models have access to the **Technomancy(x)** special ability, allowing them to gain Bio-Energy, a powerful resource for Kukulkani Rituals and enhancements.

•To cast a ritual, select 1 friendly model with the **Technomancy(x)** special ability to be the caster. Each Ritual has an associated amount of Bio-Energy that must be discarded in order to cast it. This Bio-Energy may be discarded from any friendly models with the **Technomancy(x)** special ability, in any combination.

•A model's **Technomancy(x)** value determines the amount of rituals it may cast or maintain each round. *(Example, a model with Technomancy(2) could cast 2 rituals each round.)*

•When a model with **Technomancy(x)** would gain a Bio-Energy Counter, they may choose to gain 1 of the benefits of the **Bio-Enhanced** special ability instead of gaining the Bio-Energy Counter *(This is treated in all ways as if the model had the Bio-Enhanced special ability).*

•There are three types of Kukulkani Rituals: **Aura, Assault, and Empowerment**.

Aura: Once cast these rituals remain in effect, radiating from the caster and granting their benefits to all friendly models within the aura. During each Lingering Effects Phase, the caster must discard 1 Bio-Energy Counter, or the effects of the Ritual immediately end. Aura rituals count against the maxiumum number of Rituals a model may cast/maintain each round. *(Example: If a model with Technomany(1) casts a ritual while maintaining an Aura Ritual, the effects of the Aura Ritual immediately end.)*

Assault: Once cast these are treated in all ways as Ranged Attacks.

Empowerment: Once cast the effects of these rituals take place. See the specific ritual for details.

•Rituals may be cast at two points in a round: During the Preparation Phase, or during a model with Technomancy(x)'s activation *(Remember that as soon as a model is out of AP its activation immediately ends!).*

QUAKE BENEATH OUR SHADOW!

AG#1	AS	RF	PW	RN	MAL
[1] Earthquake •Blast(x) •Hobble •Knockdown(10)	6	1	2x2	20	-

Description

If 1 Bio-Energy Counter is spent for this ritual it gains Blast(1). If 2 Bio-Energy Counters are spent for this ritual it gains Blast(2).

HOBBLE: When this attack reduces an enemy model to 0 HP you may have that model gain a Hobbled Counter instead of being killed. While a model has a Hobbled Counter it is prone and reduced to 1 AP. If a model with a Hobbled Counter is ever hit by an attack, that model is killed. If a model with a Hobbled Counter is ever healed, remove the Hobbled Counter.

Bio-Energy Cost: 1-2

Assault Ritual

DEATH IS NOT THE END

Description

When this ritual is cast select 1 model within 8". That model gains the **Fortitude** special ability.

FORTITUDE: When this model is reduced to 0 HP, it is not immediately killed and removed from play. If this model activates while at 0 HP it is killed and removed from play at the end of that activation.

Bio-Energy Cost: 3

Empowerment Ritual

FUEL THE RITUAL ENGINE

Description

This ritual may target models with the **Ritual Engine** special ability.

This ritual may only be cast once per round.

When this ritual is cast select 1 model with the **Ritual Engine** special ability within 8" and place 1 Skull Counter on that model.

Bio-Energy Cost: 1

Empowerment Ritual

KUKULKAN'S LAST LAUGH

Description

While within 8" of the caster, all friendly models gain the **Goes Out With a Bang** special ability.

GOES OUT WITH A BANG: When this model is killed place a Blast(2) template with the center hole anywhere completely over this model's base before it is removed. All models under the template suffer an automatic PW: 5x2 hit.

Bio-Energy Cost: 2

Aura Ritual

CALL THE VOID ROAD

Description

When this ritual is cast select 1 friendly model within 8". That model, and all models it is within squadlink distance of and that it could normally squadlink with, are removed from the battlefield. Choose a point on the battlefield and roll scatter, placing 1 of the removed models on the final point of the scatter and the rest within 4 inches. If a model's final deployment point is off the battlefield they will deploy at the point on the battlefield nearest to the edge. If the model's final deployment point is on another model place them with their base touching the model closest to the final deployment point.

Bio-Energy Cost: 3

Empowerment Ritual

GRAVITIC BLESSING

Description

While within 8" of the caster, all friendly models gain the **Gravitics** and **Vault** special abilities.

GRAVITICS: This model can never be Knocked Back, Knocked Prone, or Pulled. Ranged attacks against this model suffer -2 AS. This model never suffers damage from falling.

VAULT: Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a change, this model gains an additional +1 AS and +1 PW to the charge attack.

Bio-Energy Cost: 2

Aura Ritual

HARVEST THE WEAK

Description

When this ritual is cast you may automatically kill any/all **Hobbled** models in play. For each model killed this way, distribute 1 Bio-Energy Counter to a friendly model with the **Technomancy** special ability.

Bio-Energy Cost: 1

Empowerment Ritual

RITUAL LINK

Description

When this ritual is cast select 1 other friendly model within 8" of the caster. Each time that model kills an enemy this round this caster gains 1 Bio-Energy Counter.

A caster may only be Ritual Linked to 1 other friendly model at any time.

Bio-Energy Cost: 0

Empowerment Ritual

BINDING OF NEW WOUNDS

Description

While within 8" of the caster, all friendly models gain the **Regeneration** special ability

REGENERATION: When this model activates, or at the start of the Lingering Effects Phase, it heals 1 HP. This model may only heal 1 HP per round from Regeneration. This model is not killed when reduced to 0 HP, instead, give it a Dying Counter. Models with a Dying Counter are prone, may not spend AP, and all attacks on them gain +2 AS and +2 PW. If a model with a Dying Counter ever loses HP, that model is killed. If a model with a Dying Counter ever gains HP, remove the Dying Counter. When this model loses a Dying Counter, it may immediately stand up for no AP cost.

Bio-Energy Cost: 3

Aura Ritual

FLAME OF THE THREE SUN GODS

AG#1	AS	RF	PW	RN	MAL
[1] Sunfire •Blast(x) •Cauterize •Fire	6	1	4x2	20	-

Description

If 2 Bio-Energy Counter are spent for this ritual it gains Blast(1). If 3 Bio-Energy Counters are spent for this ritual it gains Blast(2).

CAUTERIZE: HP lost by this attack may never be healed.

FIRE: When this attack hits a model, place a Fire Counter on that model. When a model with a Fire Counter activates it may spend 1 AP to roll a d20. The Fire Counter is removed if the roll is equal to or under 10. The model may repeat this. After these rolls are made, a model possessing a Fire Counter suffers an automatic PW: 7 hit with the Cauterize weapon ability. A model may only have 1 Fire Counter at any time.

Bio-Energy Cost: 2-3

Assault Ritual