Inquisition Cults of Chaos

# Basics

Playing as a Cult of Chaos means that you are ready to use all forces at your disposal to bring chaos and destruction into this universe. No desecration is beyond you, no treachery too big.

Swear allegiance to one of the Cults and assemble your forces. Crush those ignorant fools with daemonic force, dark magic or simply with hordes of cultists.

# Cults

There are four cults that you must choose from. Each has their own strengths and weaknesses:

### Cult of Khorne

*Blood for the Blood God! Skulls for the Skull Throne!*

All units devoted to Khorne get +1 Strength, but -1 Aim.

### Cult of Nurgle

*Nurgle, god of poison and corruption, of decay and death – but also god of life.*

Hits inflicted by a follower of Nurgle inflict *Decay*. When attacking a follower of Nurgle, the attacker gets a +1 bonus to *Wound* rolls.

### Cult of Tzeentch

*Tzeentch, the Changer of Ways, the Architect of Fate, god of evolution, intrigue and sorcery.*

All characters may reroll any one dice per round.

### Cult of Slaanesh

*The Dark Prince of Pleasure and Lord of Excess and Perfection.*

When dealing a critical hit, followers of Slaanesh are rewarded with one regenerated HP.

# Armory

### Melee Weapons

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | H | Attacks | Damage | Rules | Type | DType | Cost |
| Sword/Axe | 1H | 1 | 4 |  | Blade | Phys | 1P |
| Powersword/-axe | 1H | 1 | 4 | Penetration | Blade | Phys | 1P |
| Mace/Hammer | 1H | 1 | 4 | Rending | Blunt | Phys | 1P |
| Powerclaws | 1H | 2 | 3 | Stabby | Blade | Phys | 1P |
| Greatsword/-axe | 2H | 2 | 5 | Unwieldy, Penetration | Blade | Phys | 2P |
| Greatmace/-hammer | 2H | 2 | 5 | Unwieldy, Rending | Blunt | Phys | 2P |
| Sorcerer’s Staff | 2H | 2 | 3 |  | Blunt | Phys | 1P |

### Pistols (1H)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types | DType | Cost |
| Scrapgun | 15cm | 1 | 2 |  | Projectile | Phys | 0P |
| Boltpistol | 15cm | 1 | 3 |  | Projectile | Phys | 0P |
| Stormpistol | 15cm | 1 | 3 | Rapid Fire | Projectile | Phys | 1P |
| Laserpistol | 15cm | 1 | 4 |  | Laser | Fire | 1P |

### Rifles (2H)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types | DType | Cost |
| Scraprifle | 30cm | 2 | 2 |  | Projectile | Phys | 0P |
| Stuttergun | 30cm | 1 | 4 | Penetration | Projectile | Phys | 1P |
| Lasblaster | 30cm | 2 | 3 |  | Laser | Fire | 1P |
| Bolter | 30cm | 2 | 3 |  | Projectile | Phys | 0P |
| Combi Bolter | 30cm | 2 | 3 | Rapid Fire | Projectile | Phys | 1P |
| Laser Carabine | 30cm | 2 | 4 |  | Laser | Fire | 1P |
| Plasmagun | 30cm | 2 | 4 | Penetration | Laser | Fire | 2P |
| Flamer | Cone | 1 | 4 |  | Template | Fire | 1P |
| Shotgun | 10cm | 3 | 3 | Burst | Projectile | Phys | 1P |

### Heavy (2H)

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Attacks | Damage | Rules | Types | DType | Cost |
| Autocannon | 45cm | 3 | 4 |  | Projectile | Phys | 2P |

# Characters

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Character | HP | Aim | Str | Allegiance | Cost |
| Chaos Lord | 3 | 4 | 4 | All | 8P |
| Chaos Sorcerer | 2 | 3 | 3 | All | 5P |
| Cultist Leader | 2 | 3 | 3 | All | 5P |

### Chaos Lord

Special Rules: *none*  
Weapons: *All*  
Upgrades: *Armored (2P), Sorcery(1) (2P), +1 Aim or Strength (2P)*

### Chaos Sorcerer

Special Rules: *Sorcery(1)*Weapons: *All*Upgrades: *Sorcery(2) (3P)*

### Cultist Leader

Special Rules: *none*  
Weapons: *All*  
Upgrades: *+1 Aim or Strength (2P)*

# Units

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Unit | Weapon | HP | Aim | Str | Allegiance | Cost |
| Cultist | Scraprifle | 1 | 3 | 3 | All | 2P |
| Chaos Chosen | Bolter | 2 | 3 | 3 | All | 5P |
|  |  |  |  |  |  |  |

### Cultists

Special Rules: *none*Weapons: *Scraprifle or Scrapgun + Sword/Axe*Upgrades: *Stuttergun (1P), Lasblaster (1P)*

### Chaos Chosen

Special Rules: *none*Weapons: *All*  
Upgrades: -

# Magic

# Special Rules

#### Decay

Enemies wounded by this attack are inflicted a 3D hit after their next turn.