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 get +1 Strength, but -1 Aim.

### Cult of Nurgle

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

All units get a 5+ Save roll.

### Cult of Tzeentch

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

All units may reroll any one dice per round.

### Cult of Slaanesh

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

When a unit loses HP through damage, they get +1 Aim and +1 Strength for their next attack.

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# Characters

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Character | HP | Aim | Str | Allegiance | Type | Cost |
| Chaos Lord | 5 | 4 | 4 | All | Human | 30P |
| Chaos Prince | 3 | 3 | 3 | All | Human | 20P |
| Chaos Sorcerer | 3 | 3 | 3 | All | Human | 20P |
| Cultist Leader | 2 | 3 | 3 | All | Human | 5P |
| Abomination | 5 | 4 | 4 | All | Demon | 30P |
| Helbrute | 8 | 5 | 5 | All | Demon | 50P |
| Slaughterpriest | 2 | 3 | 3 | Khorne | Human | 8P |
| Herald of Decay | 2 | 3 | 3 | Nurgle | Human | 8P |
| Fate Whisperer | 2 | 3 | 3 | Tzeentch | Human | 8P |
| Apostle of Pain | 2 | 3 | 3 | Slaanesh | Human | 8P |

### Chaos Lord

Special Rules: *6+ Armor*  
Weapons: *2H Melee (M, 2A, 4D), 2x 1H Melee (M, 3A, 3D) or Doombolter (30cm, 2A, 3D)*  
Upgrades: *5+ Armor (8P), 4+ Armor (15P), Sorcery(1) (4P), Sorcery(2) (8P)*

### Chaos Prince

Special Rules: *none*  
Weapons: *2H Melee (M, 2A, 4D), 2x 1H Melee (M, 3A, 3D) or Doombolter (30cm, 2A, 3D)*  
Upgrades: *5+ Armor (8P), Sorcery(1) (5P)*

### Chaos Sorcerer

Special Rules: *Sorcery(1)*Weapons: *Sorcerer’s Staff (20cm, 1A, 4D)*Upgrades: *Sorcery(2) (5P), +1 HP (3P)*

### Cultist Leader

Special Rules: *none*  
Weapons: *Stuttergun (30cm, 1A, 4D, Penetration)*  
Upgrades: *+1 HP (2P)*

### Abomination

Special Rules: *5+ Armor, no Dark Powers, not Warlord*  
Weapons: *2 x Dreadclaw (Melee, 2A, 5D) or Warprod (30cm, 3A, 5D, Chaos)*  
Upgrades:

### Helbrute

Special Rules: *5+ Armor, no Dark Powers, not Warlord*  
Weapons: *Twin-Blaster (30cm, 3A, 6D, Phys, Penetration), Dreadclaw (Melee, 2A, 5D)*  
Upgrades: *4+ Armor (5P)*

### Slaughterpriest

Special Rules: *All allies within 10cm may reroll one hit dice per round*  
Weapons: *1H Melee (M, 1A, 4D)*  
Upgrades: *+1 HP (2P)*

### Herald of Decay

Special Rules: *Enemies within 10cm get a -1 malus to armor and save rolls*  
Weapons: *Claws (M, 2A, 3D)*  
Upgrades: *+1 HP (2P)*

### Fate Whisperer

Special Rules: *Once per round, you may choose any dice rolled by a unit within 15cm and   
 change it to any result – you must declare to use this before the dice is rolled*  
Weapons: *Claws (M, 2A, 3D)*  
Upgrades: *+1 HP (2P)*

### Apostle of Pain

Special Rules: *Sacrifice 1 HP from this unit or a unit within 5cm to give all units within 10cm a +1 bonus to hit rolls*  
Weapons: *Bolter (30cm, 2A, 3D)*  
Upgrades: *+1 HP (2P)*

# Units

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Unit | Weapon | HP | Aim | Str | Allegiance | Type | Cost |
| Cultist | Scraprifle | 1 | 3 | 3 | All | Human | 3P |
| Chaos Chosen | Bolter | 3 | 3 | 3 | All | Human | 8P |
| Havoc | Autocannon | 3 | 4 | 3 | All | Human | 8P |
| Bloodletter | 2x 1H Axe | 2 | - | 3 | Khorne | Human | 5P |
| Plaguebearer | 2x Claws | 3 | - | 3 | Nurgle | Human | 5P |
| Changeling | Powerclaws | 1 | - | 3 | Tzeentch | Human | 5P |
| Daemonette | 2x Claws | 1 | - | 3 | Slaanesh | Human | 3P |
| Dark Spawn | Claws | 1 | - | 4 | All | Demon | 3P |
|  |  |  |  |  |  |  |  |
| Warpspawn | Claws | 1 | - | 4 | All | Demon | - |
| Walking Dead | Hands | 2 | - | 3 | All | Undead | - |

### Cultists

Special Rules: *none*Weapons: *Scraprifle (30cm, 2A, 3D)*Upgrades: *Stuttergun (1P), Lasblaster (1P), +1 HP (2P)*

### Chaos Chosen

Special Rules: *none*Weapons: *2H Melee (M, 2A, 4D), 2x 1H Melee (M, 3A, 3D) or Doombolter (30cm, 2A, 3D)*  
Upgrades: *+1 HP (4P), +1 Aim/Str (4P), Armor 5+ (4P)*

### Havoc

Special Rules: *none*Weapons: *Autocannon (45cm, 3A, 3D)*  
Upgrades: -

### Bloodletter

Special Rules: *none*Weapons: *2x 1H Melee (M, 3A, 3D)*  
Upgrades: -

### Plaugebearer

Special Rules: *none*Weapons: *Dreadscythe (M, 2A, 4D)*  
Upgrades: *+1 HP (2P)*

### Changeling

Special Rules: *Save 3+*Weapons: *Claws (M, 2A, 3D)*  
Upgrades: *Fast (2P)*

### Daemonette

Special Rules: *none*Weapons: *Claws (M, 2A, 3D)*  
Upgrades: *+1 Damage to Claws (2P)*

### Dark Spawn

Special Rules: *none*Weapons: *Claws (Melee, 2A, 3D)*  
Upgrades: +1 HP (2P)

### Warpspawn

Special Rules: *doesn’t count as corpse when dead*Weapons: *Claws (Melee, 2A, 3D)*  
Upgrades: *none*

### Walking Dead

Special Rules: *doesn’t count as corpse when dead*Weapons: *Claws (Melee, 2A, 3D)*  
Upgrades: *none*

# Artifacts

These unique items are imbued with the dark powers of the warp and highly dangerous in the right hands. They may be bought only once, but for either your warlord or a character, but not units. A warlord may carry up to two artifacts, a character only one. No artifact may be bought twice.

Armor and Save rolls from Armor Artifacts are not overridden by higher rolls from other sources.

|  |  |  |  |
| --- | --- | --- | --- |
| Artifact | Type | Allegiance | Cost |
| Darkhold | 1H Magic Weapon | All | 10P |
| Daemon’s Edge | 2H Melee Weapon | All | 10P |
| Skin Ripper | 2H MeleeWeapon | All | 10P |
| Soul Eater Carapace | Armor | All | 10P |
| Daemonskin | Armor | All | 10P |

Darkhold

*An evil tome full of evil magic.*

After casting a spell, you may attempt to gain a second spellcast. On a 3+, you may cast another spell. If you haven’t moved this round, the roll is a 2+. If you fail the roll, you take 1HP damage.

Daemon’s Edge

*The blade whispers with dark promises and brings blood-filled dreams.*

Melee / 2A / 6D / Phys / *Penetration, +1 Strength*

Skin Ripper

*A trio of barbed chains with gruesome spiked end ripping humans apart in one brutal strike.*

Melee / 4A / 3D / Phys / *Wide Reach, Unwieldy, Bleeding*Bleeding is now applied perhit.

Soul Eater Carapace

*The wearer of this curse armor is well-protected, but driven insane by a hunger for souls.*

For every wound you deal, you get *Forceshield(1)*. However, you have no Armor Roll and get -1 HP.

**Daemonskin**

*Blood-red armor, said to be made from the skin of a demon prince.*

You get a 5+ Armor roll, and all attacks against you have -1 Damage.

# Dark Powers

Characters may choose up to three Dark Powers.

|  |  |  |
| --- | --- | --- |
| Dark Power | Allegiance | Cost |
| Champion of Khorne | Khorne | 10P |
| Champion of Nurgle | Nurgle | 10P |
| Champion of Tzeentch | Tzeentch | 10P |
| Champion of Slaanesh | Slaanesh | 10P |
| Cursed Blades | All | 5P |
| Cursed Bullets | All | 5P |
| Cursed Armor | All | 5P |
| Long War | All | 5P |
| Thick Skin | All | 5P |
| Warp Attunement | All | 5P |
| Possession | All | 5P |

### Champion of Khorne

When you hit at least one attack during a melee assault, deal one additional 3D hit.

### Champion of Nurgle

Get a 5+ Save roll while at 2 HP or below.

### Champion of Tzeentch

When you miss all attacks during a ranged or melee assault, roll all dice again.

### Champion of Slaanesh

Gain +1 to critical while not at full HP.

### Cursed Blades

Get a +1 bonus to Damage to all melee weapons.

### Cursed Bullets

Get a +1 bonus to Damage to all ranged weapons.

### Cursed Armor

Get a +1 bonus to Armor or a 5+ Armor roll if you don’t have one.

### Long War

Get a +1 bonus to either Aim or Strength.

### Thick Skin

Get +1 HP.

### Warp Attunement

After casting a spell, you may still perform a melee or ranged attack.

### Possession

Roll a dice before every round. On a 1, you lose your action for this round, on a 2+, you gain 1 Strength or Aim for this round.

# Warlord

One character in your Army is your *Warlord*. It gains one additional HP and may choose a *Warlord Trait* for 5P.

#### The Scarred

Ages of battle gave you +2 HP.

#### The Gravekeeper

All units in your army get a 6+ Save roll. Units with a Save roll get a +1 bonus to it instead.

#### The Souleater

Killing an enemy restores 1 HP, +1 extra on a 5+.

#### The Undying

While at 2 or less HP, you have a 4+ Save roll.

#### The Bloodthirsty

You have +1 attack in melee combat.

#### The Tactical

Units within 10cm get +1 to ranged *Wound* rolls.

### The Conductor

You and all units within 10cm get +1 to *Hit* rolls for spells.

# Blessings

Your Warlord automatically receives a Blessing from their god at the beginning of the game at random. For 3P, one other character may also receive a Blessing. To determine the blessing, roll a D6.

### Khorne

**1:** You get +1 Damage in melee combat  
**2:** You get a 5+ Save roll while there are at least two enemies in melee range  
**3:** You regain 1 HP on a melee kill  
**4:** You get +1 attack in melee combat  
**5:** All allies within 5cm get +1 Strength   
**6:** You gain +1 Strength

### Nurgle

1: You get +1 HP  
2: You get +1 Damage in melee combat  
3: Enemies that attack you get -1 to Strength  
4: Enemies within 5cm take a 3D hit at the beginning of your round  
5: You get a +1 bonus to your Armor roll (5+ becomes 4+, none becomes 5+)  
6: You gain +2 HP

### Tzeentch

1: While at 1 HP, you get a 4+ Save roll  
2: Once per game, you may reroll a full roll of you or your enemy  
3: All allies within 5cm, but not yourself, get a 6+ Save roll  
4: You get a 5+ Save roll  
**5:** Once per game, you may use *Fate’s Hand* before any roll, yours or the enemy‘s: you can change up to two dice to any result   
**6:** You get +2 additional rerolls per round

### Slaanesh

1: Critical hits get +1 damage  
2: When you kill an enemy, you may perform a normal move action  
3: You lose 1 HP, but gain either 1 Strength or 1 Aim  
4: If an enemy misses with all attacks in a melee assault, they take one 4D hit  
5: If you deal two critical hits in one assault, you deal two extra wounds  
6: Regain 1 HP every time you critically wound

# Sorcery

A character may learn as many spells as their Sorcery level as indicated by the number in brackets. They may also only learn spells with a level of up to their Sorcery level.

Spells with a Hit roll that don’t have attacks use the Hit roll as Spell roll: roll a dice, if you don’t succeed, the spell is not cast.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Spell | Target | Range | Attacks | Hit | Wound | Rules | Level |
| Warpbolt | Enemy | 30cm | 2 | 4+ | 3+ | *-* | 1 |
| Curse | Enemy | 30cm | - | 3+ | - | *-* | 1 |
| Blindness | Enemy | 30cm | - | 3+ | - | *-* | 1 |
| Warpblast | Enemy | 30cm | 3 | 4+ | 3+ | *-* | 2 |
| Hellfire | Enemy | Cone | 2 | - | 4+ | *-* | 2 |
| Bloodlust | Ally | 20cm | - | 2+ | - | *Only Khorne* | 2 |
| Decay | Enemy | 20cm | - | 3+ | - | *Only Nurgle* | 2 |
| Visions | Ally | 20cm | - | 2+ | - | *Only Tzeentch* | 2 |
| Grace | Ally | 20cm | - | 2+ | - | *Only Slaanesh* | 2 |
| Summon Warpspawn | none | 5cm | - | 2+ | - | *-* | 2 |
| Reanimate Dead | none | 10cm | - | 3+ | - | *-* | 2 |

#### Curse

The targeted Enemy gets -1 Aim and Strength for one Round and attackers get a +1 bonus to *Wound* rolls against it. Does not stack.

#### Blindness

The targeted Enemy gets -3 Aim for one Round.

#### Bloodlust

Targeted Ally gets +1 attack in melee on the next melee assault.

#### Decay

Targeted Enemy takes a 4D hit and loses 1 Aim and Strength for one Round.

#### Visions

Targeted Ally gets one additional reroll for any roll this round.

#### Grace

Targeted Ally gets +1 to Aim and Strength this round.

#### Summon Warpspawn

Summon a Warpspawn within 5cm.

#### Reanimate Dead

Target an allied corpse within 10cm. On success, resurrect it as *Walking Dead* and remove the corpse. *Walking Dead* don’t leave corpses.

# Dark Legends

Dark legends are extraordinary characters with unique powers. You may choose to bring up to one dark legend with your army.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | HP | Aim | Str | Allegiance | Type | Cost |
| The Shaper | 4 | 3 | 3 | All | Human | 20P |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |

The Shaper

*A master of necromancy and warp summoning, the Shaper is never alone in battle.*

Weapon: none  
Rules: Sorcery(2), spells chosen are *Curse, Summon Warpspawn, Reanimate Dead.*

Flesh Shaper: *Summon Warpspawn* summons two Warpspawns instead of one. *Reanimate Dead* raises Walking Dead with +1 HP.