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.

# 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 |  | 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 | Type | Cost |
| Chaos Lord | 5 | 4 | 4 | All | Human | 20P |
| Chaos Prince | 3 | 4 | 4 | All | Human | 12P |
| Chaos Sorcerer | 2 | 3 | 3 | All | Human | 8P |
| Cultist Leader | 2 | 3 | 3 | All | Human | 5P |
| Helbrute | 6 | 3 | 3 | All | Demon | 20P |

### Chaos Lord

Special Rules: *6+ Armor*  
Weapons: *All*  
Upgrades: *5+ Armor (4P), 4+ Armor (8P), Sorcery(1) (4P), Sorcery(2) (8P), +1 Aim or  
 Strength (5P)*

### Chaos Prince

Special Rules: *none*  
Weapons: *All*  
Upgrades: *5+ Armor (4P), Sorcery(1) (4P), +1 Aim or Strength (5P)*

### Chaos Sorcerer

Special Rules: *Sorcery(1)*Weapons: *Sorcerer’s Staff*Upgrades: *Sorcery(2) (5P)*

### Cultist Leader

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

### Helbrute

Special Rules: *5+ Armor*  
Weapons: *Twin-Blaster (30cm, 2A, 5D, Phys), Dreadclaw (Melee, 2A, 5D)*  
Upgrades: *4+ Armor (5P), +1 Aim and Strength (8P)*

# Units

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Unit | Weapon | HP | Aim | Str | Allegiance | Type | Cost |
| Cultist | Scraprifle | 1 | 3 | 3 | All | Human | 2P |
| Chaos Chosen | Bolter | 2 | 3 | 3 | All | Human | 5P |
| 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 or Scrapgun + Sword/Axe*Upgrades: *Stuttergun (1P), Lasblaster (1P), +1 HP (2P)*

### Chaos Chosen

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

### Dark Spawn

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

### Warpspawn

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

### Walking Dead

Special Rules: *none*Weapons: Hands (Melee, 2A, 3D)  
Upgrades: *none*

# Warlord

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

## Warlord Traits

#### The Scarred

Ages of battle gave you +2 HP.

#### The Gravekeeper

All units in your army get a 6+ Save roll.

#### The Souleater

Killing an enemy restores 2 HP, another 2 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

You get +1 to ranged *Wound* rolls.

# Blessings

Your Warlord automatically receives a Blessing from their god at the beginning of the game at random. For 5P, another 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 +2 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.

# Special Rules