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 | Cost |
| Chaos Lord | 3 | 4 | 4 | All | 12P |
| Chaos Sorcerer | 2 | 3 | 3 | All | 8P |
| Cultist Leader | 2 | 3 | 3 | All | 5P |
| Helbrute | 6 | 3 | 3 | All | 20P |

### Chaos Lord

Special Rules: *none*  
Weapons: *All*  
Upgrades: *5+ Armor (2P), Sorcery(1) (2P), +1 Aim or Strength (2P)*

### 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 | Cost |
| Cultist | Scraprifle | 1 | 3 | 3 | All | 2P |
| Chaos Chosen | Bolter | 2 | 3 | 3 | All | 5P |
| Dark Spawn | Claws | 1 | - | 4 | All | 3P |

### 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)

# Blessings

# 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.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | 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 |

#### 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.

# Special Rules