


# CHAOS CULT

## FACTION RULE

### ACCURSED GIFTS

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Accursed followers of Chaos are blessed by the gods with a horrifying array of mutations. Chiropteran wings, rigid horns, wicked claws and dextrous tentacles: all of these diabolical gifts are used to devastating effect.

**ACCURSED GIFTS** are rules that friendly **CHAOS CULT**  operatives gain when they turn into another operative type (see Mutation faction rule). The first time a friendly **DEVOTEE** operative turns into a **MUTANT** operative during the battle, select your primary **ACCURSED GIFT**. The first time a friendly **MUTANT** operative turns into a **TORMENT** operative during the battle, select your secondary **ACCURSED GIFT**.

All friendly **MUTANT** operatives have your primary **ACCURSED GIFT**, and all friendly **TORMENT** operatives have your primary and secondary **ACCURSED GIFTS**. You cannot select the same **ACCURSED GIFT** more than once per battle.

**ACCURSED GIFT OPTIONS ARE PRESENTED ON THEIR OWN CARDS**

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#### 1. Deformed Wings

Tattered, leathery wings burst from heaving folds of flesh. These infernal mutations allow their wretched bearer to ascend and drop into the fray with terrifying agility.

Whenever this operative is climbing up, you can treat the vertical distance as 2" (regardless of how far the operative actually moves vertically). Whenever this operative is dropping, ignore the vertical distance.

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#### 2. Fleet

Muscular, misshapen limbs, undulating tentacles and slime-slick extrusions propel mutant Cultists across the battlefield with a speed that is as shocking as it is horrific.

Add 1" to this operative's Move stat.

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#### 3. Chitinous

Hardened plates formed of chitinous, daemonic material erupt from angry, swollen flesh, lending the accursed unholy resilience and turning lasbolts, bullets and blades aside.

Improve this operative's Save stat by 1.

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#### 4. Horned

Pairs of sharp, curved horns protrude from the foreheads of some mutant Cultists, used to charge, gore and impale their victims.

Whenever this operative ends its move during the **Charge** action, you can inflict 1 damage on one enemy operative within its control range, or D3 damage instead if this operative is a **TORMENT**.

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#### 5. Sinewed

Within this Cultist's twisted form, hardened sinews and tendons bind muscle, lending monstrous strength to each and every strike they make.

You can ignore any changes to the Hit stat of this operative's melee weapons from being injured. This operative's melee weapons have the Brutal weapon rule.

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#### 6. Barbed

This Cultist's body and weapons are coated with sharp barbs that bite into those nearby, ripping flesh and spilling blood.

Whenever this operative is fighting or retaliating:

- Enemy operatives cannot assist.
- The first time you strike during that sequence, also inflict 1 damage on each other enemy operative within this operative's control range, or D3 damage instead if this operative is a **TORMENT** (roll separately for each).

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### MUTATION

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Through arcane ritual, the most devoted among a Chaos Cult have profane symbols carved into their flesh or tattooed onto their skin. Should the correct words of invocation be uttered, these icons appear to draw empyric power, mutating the form of the devotee. This doesn't satisfy the dark cravings and power lust of some; depraved prayers are written upon flayed skin and nailed into tormented flesh, and daemons are summoned and bound into mortal bodies.

During the battle, friendly **CHAOS CULT**  operatives can **MUTATE** as follows:

- As a **STRATEGIC GAMBIT**, you can **MUTATE** a number of friendly **CHAOS CULT**  operatives based on the turning point as follows: TP1 = 2, TP2 = 2, TP3 = 3, TP4+ = 4.
- Whenever a friendly **DEVOTEE** operative incapacitates an enemy operative within its control range, it can **MUTATE**.
- Each operative cannot **MUTATE** more than once per turning point.

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Whenever a friendly operative **MUTATES**, select one of the following:

- If it's a **DEVOTEE** operative, turn it into a **MUTANT** operative.
- If it's a **MUTANT** operative, turn it into a **TORMENT** operative (max twice per turning point).
- It can regain up to D3+1 lost wounds.

You cannot have more than five **MUTANT** operatives and three **TORMENT** operatives at once. Whenever a friendly operative turns into a new operative:

- Swap the miniatures, ensuring the centre of the new miniature's base is as close as possible to where the centre of the old miniature's base was. This can put it within control range of enemy operatives, and if the old miniature was, the new miniature must be if possible.
- The new operative type loses a number of wounds equal to the lost wounds of its preceding operative type.
- It's still the same operative for any rules it's already been selected for. The operative is simply a new operative type and will use that new type's miniature and datacard rules.