

# CHAOS CULT<sup>•</sup> STRATEGY PLOY

## EXALTATION IN PAIN

Spurred on by their fervour, Cultists embrace the exquisite agony of wounds upon their mutant flesh with maniacal delight.

You can ignore any changes to the Hit stat of friendly **CHAOS CULT<sup>•</sup>** operatives' weapons from being injured. Whenever an operative is shooting a friendly **CHAOS CULT<sup>•</sup>** operative that's wounded, you can re-roll one of your defence dice.

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## FERVENT ONSLAUGHT

The lost and the damned fight with a zealous desperation to earn the fickle favour of their uncaring patrons.

Friendly CHAOS CULT<sup>†</sup> operatives' melee weapons have the Accurate 1 weapon rule, or the Accurate 2 weapon rule if that friendly operative is a MUTANT or TORMENT operative.

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## CREATURES OF NIGHTMARE

The twisted and unnatural forms of these accursed monstrosities inspire abject terror.

Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 2" of friendly **CHAOS CULT<sup>†</sup>** **MUTANT** or **CHAOS CULT<sup>†</sup>** **TORMENT** operatives. Note this isn't a change to the APL stat, so any changes are cumulative with this.

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## SICKENING AURA

Sickening corruption flows from the hideous form of Mutant and Torment, eroding the sanity and strength of those who gaze upon them.

Whenever an enemy operative is within 2" of friendly CHAOS CULT<sup>®</sup> MUTANT or CHAOS CULT<sup>®</sup> TORMENT operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.