



# CHAOS CULT

## FIREFIGHT PLOY

### FAITHFUL FOLLOWER

The teeming masses of a Chaos Cult will gladly sacrifice their own wretched lives to preserve their unholy superiors.

Use this firefight ploy when a friendly **CHAOS CULT ** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **CHAOS CULT ** operative (excluding **DARK COMMUNE**) visible to and within 3" of that **DARK COMMUNE** operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.


This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

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### ABHORRENT MUTATION

In the midst of battle, when violence and emotion run rampant, the Ruinous Powers bestow upon their underlings their accursed gifts.



Use this firefight ploy when a friendly **CHAOS CULT**  operative (excluding **DARK COMMUNE**) is activated. Select an **ACCURSED GIFT** for that operative to gain. This is in addition to any **ACCURSED GIFTS** it already has. Each friendly operative cannot be selected for this ploy more than once per battle, and if that operative turns into a different one (see Mutation faction rule), it still has that **ACCURSED GIFT**.

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### FRENZIED DEMISE



Even in their death throes, the devotees of the Dark Gods seek to inflict agony and destruction.

Use this firefight ploy when a friendly **CHAOS CULT ** **MUTANT** or **CHAOS CULT ** **TORMENT** operative is incapacitated, before it's removed from the killzone. Inflict D3 damage (or D6 damage instead if that friendly operative is a **TORMENT**) on one enemy operative visible to and within 2" of that friendly operative.

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## UNLEASH THE DAEMON

Amidst escalating violence, the veil of reality is torn asunder and the influence of the daemonic strengthens.

Use this firefight ploy during a friendly **CHAOS CULT  MUTANT** or **CHAOS CULT  TORMENT** operative's activation, before or after it performs an action. During that activation, that operative can perform two **Fight** actions, and one of them can be free.