

CHAOS CULT

FACTION EQUIPMENT

BALEFUL SCRIPT

These infernal scrawlings, inscribed upon pages wrought from Human flesh, may bestow malefic gifts upon the reader when recited in the dark tongue.


Once per battle **STRATEGIC GAMBIT**. Change one of your **ACCURSED GIFTS**. Note that if it's an **ACCURSED GIFT** an operative has from the Abhorrent Mutation firefight ploy, only that operative benefits from this.

CHAOS CULT

FACTION EQUIPMENT

COVERT GUISES

The most insidious of Chaos Cults are masters of infiltration, disguise and betrayal.


After revealing this equipment option, roll one D3. As a **STRATEGIC GAMBIT** in the first turning point, a number of friendly **CHAOS CULT ** **DEVOTEE** operatives equal to the result that are wholly within your drop zone can immediately perform a free **Reposition** action, but must end that move wholly within 3" of your drop zone.

CHAOS CULT

FACTION EQUIPMENT

UNHOLY TALISMAN

Whether held aloft on ragged banners, carved into puckered flesh or hanging from spiked chains, these Cultists display talismans in the belief that the Dark Gods will look favourably upon them.


Once per turning point, when an operative is shooting a friendly **CHAOS CULT**  operative, in the Roll Defence Dice step, you can retain one of your normal successes as a critical success instead.

CHAOS CULT

FACTION EQUIPMENT

VILE BLESSING

Though hideous, disturbing and often painful, the Dark Gods' gifts of mutation bestow upon their recipients incredible resilience.

Once per battle, when an attack dice inflicts Normal Dmg on a friendly **CHAOS CULT**  operative (excluding **DEVOTEE**), you can ignore that inflicted damage. If that friendly operative is a **MUTANT** or **TORMENT** operative, you cannot roll for the Unnatural Regeneration rule for that attack dice then decide to use this rule on the same dice – you must use one or the other.