



CULT DEMOGOUE



APL ▼2 MOVE ➔6" SAVE ⚡5+ WOUNDS 🔥8

NAME	ATK	HIT	DMG	WR
Diabolical stave (ranged)	4	4+	3/6	Range 2", Stun
Pistol	4	4+	2/3	Range 8"
Diabolical stave (melee)	4	4+	3/6	Shock, Stun

INCITE SLAUGHTER 1AP **INCITE URGENCY** 1AP

► **SUPPORT.** One other friendly CHAOS CULT operative visible to and within 9" of this operative can immediately perform a free Fight action.

◆ This operative cannot perform this action while within control range of an enemy operative.

CHAOS CULT, CHAOS, LEADER, DARK COMMUNE, CULT DEMOGOUE

(32)

BLESSED BLADE



APL ▼2 MOVE ➔6" SAVE ⚡5+ WOUNDS 🔥8

NAME	ATK	HIT	DMG	WR
Commune blade	4	4+	4/6	Lethal 5+

Cut Them Down: Whenever an enemy operative performs the Fall Back action while within control range of this operative, you can use this rule. If you do, inflict D3+1 damage on that enemy operative before it moves. If that enemy operative is within control range of two of these operatives, inflict 2D3+2 damage instead.

Attuned In Purpose: Whenever this operative is activated, you can activate another ready friendly BLESSED BLADE operative within 6" of it at the same time. Complete their activations action by action in any order.

CHAOS CULT, CHAOS, DARK COMMUNE, BLESSED BLADE

(28)

ICONARCH



APL ▼2 MOVE ➔6" SAVE ⚡5+ WOUNDS 🔥8

NAME	ATK	HIT	DMG	WR
Burning censer	4	2+	4/4	Range 5", Saturate, Torrent 2"
Pistol	4	4+	2/3	Range 8"
Crude melee weapon	3	4+	2/3	-

Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

RULES CONTINUE ON OTHER SIDE ►

CHAOS CULT, CHAOS, DARK COMMUNE, PSYKER, ICONARCH

(32)

ICONARCH



APL ▼2 MOVE ➔6" SAVE ⚡5+ WOUNDS 🔥8

RUINOUS ICON 1AP

► **PSYCHIC.** Select one of the following effects to last until the start of this operative's next activation, until it's incapacitated or until it performs this action again (whichever comes first):

◆ This operative cannot perform this action while within control range of an enemy operative.

- **Invigoration: PSYCHIC.** Whenever a friendly CHAOS CULT operative is within 4" of this operative, Normal and Critical Dmg of 4 or more inflicts 1 less damage on that operative.
- **Deterioration: PSYCHIC.** Whenever an enemy operative is within 4" of this operative, Normal and Critical Dmg inflicts 1 more damage on that operative.



MINDWITCH



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	ATK	HIT	DMG	WR
─ Infernal gaze	5	3+	0/0	PSYCHIC, Range 6", Devastating 2, Lethal 3+
─ Fists	3	5+	1/2	-

HEINOUS DELUGE 1AP

► **PSYCHIC.** Select one enemy operative that's a valid target for this operative. Until the end of that operative's next activation, subtract 1 from its APL stat.
◆ This operative cannot perform this action while within control range of an enemy operative.

MALEFIC VORTEX 1AP

► **PSYCHIC.** Remove your Malefic Vortex marker from the killzone (if any). Then place your Malefic Vortex marker visible to this operative, or on Vantage terrain or a terrain feature that's visible to this operative. Inflict 1 damage on each enemy operative within 2" of that marker. In addition, in the Ready step of each Strategy phase, inflict 1 damage on each enemy operative within 2" of that marker.
◆ This operative cannot perform this action while within control range of an enemy operative.

CHAOS CULT, CHAOS, DARK COMMUNE, PSYKER, MINDWITCH

(32)

CHAOS DEVOTEE



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	ATK	HIT	DMG	WR
─ Pistol	4	4+	2/3	Range 8"
─ Crude melee weapon	4	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **CHAOS CULT** **DEVOTEE** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

CHAOS CULT, CHAOS, DEVOTEE

(25)

CHAOS MUTANT



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	ATK	HIT	DMG	WR
─ Blasphemous appendages	4	4+	3/4	Ceaseless, Rending

Accursed Mutant: This operative cannot perform unique actions. You must spend 1 additional AP for this operative to perform the **Pick Up Marker** and mission actions (excluding **Operate Hatch**).

Unnatural Regeneration: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

CHAOS CULT, CHAOS, MUTANT

(25)

CHAOS TORMENT



APL **▼2** MOVE **6"** SAVE **5+** WOUNDS **13**

NAME	ATK	HIT	DMG	WR
─ Hideous mutations	5	4+	4/5	Ceaseless, Rending

Accursed Torment: This operative cannot use any weapons that aren't on its datacard, or perform the **Pick Up Marker**, unique or mission actions (excluding **Operate Hatch**).

Unnatural Regeneration: Whenever an attack dice inflicts damage of 3 or more on this operative, roll one D6: on a 5+, subtract 1 from that inflicted damage.

Brute: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

CHAOS CULT, CHAOS, TORMENT

(40)



CHAOS CULT KILL TEAM

ARCHETYPES: INFILTRATION, SEEK & DESTROY

OPERATIVES

- ↳ 1 **CULT DEMOGOUE** operative
- ↳ 2 **BLESSED BLADE** operatives
- ↳ 9 **CHAOS DEVOTEE** operatives
- ↳ 1 **ICONARCH** operative
- ↳ 1 **MINDWITCH** operative

CHAOS CULT[®] FACTION RULE

ACCURSED GIFTS

Accursed followers of Chaos are blessed by the gods with a horrifying array of mutations. Chiroptaran 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

CHAOS CULT[®] FACTION RULE

ACCURSED GIFTS

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.

CHAOS CULT[®] FACTION RULE

ACCURSED GIFTS

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.



CHAOS CULT FACTION RULE

ACCURSED GIFTS

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.

CHAOS CULT FACTION RULE

ACCURSED GIFTS

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**.

CHAOS CULT FACTION RULE

ACCURSED GIFTS

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.

CHAOS CULT FACTION RULE

ACCURSED GIFTS

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**.



CHAOS CULT[®] FACTION RULE

MUTATION

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.

CONTINUES ON OTHER SIDE ►

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.

CHAOS CULT[®] 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[®] operatives' weapons from being injured. Whenever an operative is shooting a friendly CHAOS CULT[®] operative that's wounded, you can re-roll one of your defence dice.

CHAOS CULT[®] STRATEGY PLOY

FERVENT ONSLAUGHT

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

Friendly CHAOS CULT[®] 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.



CHAOS CULT[®] STRATEGY PLOY

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[®] MUTANT** or **CHAOS CULT[®] TORMENT** operatives. Note this isn't a change to the APL stat, so any changes are cumulative with this.

CHAOS CULT[®] STRATEGY PLOY

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[®] MUTANT** or **CHAOS CULT[®] TORMENT** operatives, worsen the Hit stat of that enemy operative's weapons by 1. This isn't cumulative with being injured.

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[®] DARK COMMUNE** 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.

CHAOS CULT[®] FIREFIGHT PLOY

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**.



CHAOS CULT FIREFIGHT PLOY

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.

CHAOS CULT FIREFIGHT PLOY

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.

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.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".



UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME

ATK HIT DMG

■■■ Frag grenade

4 4+ 2/4

WR

Range 6", Blast 2", Saturate

NAME

ATK HIT DMG

■■■ Krak grenade

4 4+ 4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

► The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTKYN SALVAGER® FLY, MANDRAKE® SHADOW PASSAGE).

► Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.



UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE

SMOKE GRENADE

1AP

- ▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
 - ▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
 - ▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
 - ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

NOTES:

NOTES:



CHAOS CULT: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

STRATEGY PLOYS, EXALTATION IN PAIN

First sentence changed to read:

'You can ignore any changes to the Hit stat of friendly CHAOS CULT[•] operatives' weapons from being injured (including their weapons' stats).'

FACTION RULES, ACCURSED GIFTS, BARBED

Relevant part of second bullet point changed to read:

'The first time you strike during that sequence, also inflict 1 damage [...]'

BLESSED BLADE OPERATIVE, BASE SIZE

Changed to '28'.

TORMENT OPERATIVE, ACCURSED TORMENT RULE

Changed to read:

'This operative cannot use any weapons that aren't on its datacard, or perform the Pick Up Marker, unique or mission actions (excluding Operate Hatch).'

FACTION RULES, MUTATION

Second bullet point of second paragraph changed to read:

'• If it's a MUTANT operative, turn it into a TORMENT operative (max twice per turning point).'

FACTION RULES, ACCURSED GIFTS, DEFORMED WING

Relevant part of first sentence changed to read:

'Whenever this operative is climbing up, you can treat the vertical distance as [...]'

STRATEGY PLOYS, FERVENT ONSLAUGHT

Changed to read:

'Friendly CHAOS CULT[•] 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.'

FIREFIGHT PLOYS, FAITHFUL FOLLOWER

Additional text added to end of first paragraph:

'If it's the Shoot action, that other operative is only in cover or obscured if the original target was.'

FIREFIGHT PLOYS, FRENZIED DEMISE

Additional text added to end of first sentence:

'Use this firefight ploy when a friendly CHAOS CULT[•] MUTANT or CHAOS CULT[•] TORMENT operative is incapacitated, before it's removed from the killzone.'

FIREFIGHT PLOYS, UNLEASH THE DAEMON

First sentence changed to read:

'Use this firefight ploy during a friendly CHAOS CULT[•] MUTANT or CHAOS CULT[•] TORMENT operative's activation, before or after it performs an action.'

CHAOS CULT OPERATIVES

Wherever bitterness and discontent fester, so does the worship of the Dark Gods take hold. Zealous bands of cultists throng to the banners of malefic powers. The most monstrous of these zealots are warped beyond recognition, sprouting chitinous claws, leathery wings and all manner of mutations with which to slaughter their enemies.

CULT DEMAGOGUE

2

Vile orators who inflame the passions of their adherents, Cult Demagogues are seen by their fanatical underlings as prophets of the Dark Gods. They interpret signs, bless their congregations and invoke the power of the warp through ritual sacrifice and fervent prayer.

BLESSED BLADE

The most devoted and skilled of the Cult Demagogue's followers, Blessed Blades serve as their fanatically loyal bodyguards. They will gladly die to protect their charge, and have been silenced either by ritual or blade to ensure they never speak over their master.

'DO NOT SQUEAL SO, BROTHER CADMUS. DO YOU WISH THE GREAT KLATCH'KA TO THINK YOU UNGRATEFUL? TO BE CHOSEN TO JOIN WITH ONE OF HER RED-HANDED VIZIERS IS AN HONOUR OF UNSURPASSED MAGNITUDE. LIFT YOUR FACE TO THE TEMPLE DOME AND BARE YOUR NECK. SISTER RAFN, HAND ME THE BRAZEN BLADE.'

- Vaenthred, Demagogue of the Crimson Cult of Klatch'ka, beginning the Ritual of Goretwinning

ICONARCH

Iconarchs have the blessing and the curse of carrying their Cult's spike and flame-billowing censer-icon to war. This great symbol radiates with the mutating power of the warp, affecting the foes and devotees of Chaos alike.

MINDWITCH

All that remains of the psyker that is a Mindwitch is a mutated, swollen head mounted on an armature, connected by arcane tubes and cables to a mindless slave. Beings of formidable power, they can torture the minds of their victims and weave vortices of empyric energy.





CHAOS DEVOTEE

These Cultists are the mortal followers of the Dark Gods – ordinary men and women fallen to promises of temporal power who wish to overthrow Imperial taskmasters. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with their sheer zeal.

CHAOS MUTANT

Whether born of dark ritual, empyric experimentation or the predations of malign entities, Mutants have diverse, terrifying origins. When faced with an enemy, they lash out with claws, tendrils or whatever other blasphemous appendage they possess.

CHAOS TORMENT

These hideous abominations are possessed by one daemon or many. It is impossible to tell how much of the original Devotee remains. Each has a scroll of parchment nailed to its form, upon which are written words in evil tongues to prevent the bound daemons from manifesting in full.

'YOU, DAEVOS, DID THE TRICKSTER ON THE GOLDEN THRONE SAVE YOUR FAMILY FROM STARVATION AFTER THE ACCIDENT? DID HE DEFEND YOU, THRESK, WHEN THE ENFORCERS BROKE YOUR LEG? DID HE SAVE HIVE QUADRIC FROM THE ORKS? ALL THAT ROTTING CORPSE DOES IS TAKE: YOUR TITHES FOR HIS PRIESTS, YOUR SONS AND DAUGHTERS FOR HIS WARS, YOUR SOUL FOR HIS HUNGER. HE GIVES NOTHING IN RETURN. THERE ARE GREATER BENEFATORS, BEINGS WHO DEMAND AS THE TRICKSTER DOES, BUT WHO DOLE OUT THEIR GIFTS WITH EFFULGENT BENEFICENCE.'

- dialogue reported by Vox-thief 73c-IV,
Enforcers dispatched

CHAOS CULT KILL TEAM



Below you will find a list of the operatives that make up a **CHAOS CULT** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- ↳ 1 **CULT DEMAGOGUE** operative
- ↳ 2 **BLESSED BLADE** operatives
- ↳ 9 **CHAOS DEVOTEE** operatives
- ↳ 1 **ICONARCH** operative
- ↳ 1 **MINDWITCH** operative

ARCHETYPES



INFILTRATION



SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

'WE WERE BETRAYED. THE FALSE EMPEROR IGNORED OUR PRAYERS, THOUGH WE HAVE GIVEN OUR ENTIRE EXISTENCES TO HIM. ANOTHER, A REAL DIVINE POWER, HAS COME TO OUR SALVATION. LET US HONOUR THE GRANDFATHER, AND EMBRACE OUR TRUE PLACE AS HIS LOYAL SERVANTS.'

- Mallax Darktongue, Siblings of the Worm

CULT DEMAGOGUE

Diabolical stave



Pistol

ICONARCH

Burning censer



Pistol

The newest version of these rules can be found online.
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CHAOS CULT ➤ KILL TEAM SELECTION

CHAOS DEVOTEE



BLESSED BLADE



MINDWITCH

