

CHAOS CULT

STRATEGY PLOYS

EXALTATION IN PAIN

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.

FERVENT ONSLAUGHT

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.

CREATURES OF NIGHTMARE

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.

SICKENING AURA

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.

FIREFIGHT PLOYS

FAITHFUL FOLLOWER

Use this firefight play 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 play has no effect if it's the **Shoot** action and the ranged weapon has the **Blast** or **Torrent** weapon rule.

ABHORRENT MUTATION

Use this firefight play 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 play more than once per battle, and if that operative turns into a different one (see Mutation faction rule), it still has that **ACCURSED GIFT**.

FRENZIED DEMISE

Use this firefight play 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.

UNLEASH THE DAEMON

Use this firefight play 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.

FACTION EQUIPMENT

BALEFUL SCRIPT

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 play, only that operative benefits from this.

COVERT GUISES

After revealing this equipment option, roll one D3. As a **STRATEGIC GAMBIT** in the first turning point, a number of **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.

UNHOLY TALISMAN

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.

VILE BLESSING

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.

FACTION RULES

ACCURSED GIFTS

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.

1. DEFORMED WINGS

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.

2. FLEET

Add 1" to this operative's Move stat.

3. CHITINOUS

Improve this operative's Save stat by 1.

4. HORNED

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**.

5. SINEWED

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.

6. BARBED

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 it's a **TORMENT**.

MUTATION

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.

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.

OPERATIVES

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

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

CHAOS CULT

CULT DEMAGOGUE	APL 2	MV 6"	SV 5+	W 8
A	HT	D	WR	
⊕ Diabolical stave (ranged)	4	4+	3/6	Rng 2", Stun
⊕ Pistol	4	4+	2/3	Rng 8"
X 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.		● SUPPORT . One other friendly CHAOS CULT operative visible to and within 9" of this operative can immediately perform a free Charge or Dash action (for the former, it cannot move more than 3").	
● This operative cannot perform this action while within control range of an enemy operative.		● This operative cannot perform this action while within control range of an enemy operative.	

BLESSED BLADE	APL 2	MV 6"	SV 5+	W 8
A	HT	D	WR	
X 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 DEVOTEE	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
⊕ Pistol	4	4+	2/3	Rng 8"
X 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).

ICONARCH	APL 2	MV 6"	SV 5+	W 8
A	HT	D	WR	
⊕ Burning censer	4	2+	4/4	Rng 5", Saturate, Torrent 2"
⊕ Pistol	4	4+	2/3	Rng 8"
X 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.

RUINOUS ICON	1AP
<ul style="list-style-type: none">● 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):<ul style="list-style-type: none">● 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.● This operative cannot perform this action while within control range of an enemy operative.	

MINDWITCH	APL 2	MV 6"	SV 5+	W 8
A	HT	D	WR	
⊕ Infernal gaze	5	3+	0/0	PSYCHIC, Rng 6", Devastating 2, Lethal 3+
⊕ Fists	3	5+	1/2	-

HEINOUS DELUGE	1AP	MALEFIC VORTEX	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.		● 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 of 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.		● This operative cannot perform this action while within control range of an enemy operative.	

MUTANT	APL 2	MV 6"	SV 5+	W 7
A	HT	D	WR	
X 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.

TORMENT	APL 2	MV 6"	SV 5+	W 13
A	HT	D	WR	
X Hideous mutations	5	4+	4/5	Ceaseless, Rending

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

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).

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.