



CHAOS CULTIST COVENS

by Joe Barnsley

Joe's house rules bring an unholy new addition to the Underhive - fanatical Chaos Cultists, corrupt, mutated and downright nasty...

There are individuals who are drawn to worship the evil gods of Chaos with a promise of ultimate power. Cultists are among these individuals. However, Cultists take their worship too seriously, and travel the Underhive to convert none-believers. Selling their belongings for a life of poverty, Cultists often own nothing but the robes they wear and the weapons they keep. Often, a particularly powerful Cultist will attract a band of followers to embark on a crusade to corrupt the denizens of the Underhive to their cause. These bands of Cultists are known as Covens.

OUTLANDERS

Cultists are Outlanders and therefore all the Outlaw rules apply except for those noted below. Cultists may never pay off their outlaw status.

TERRITORY

Cultists start with one piece of territory generated at random from the Redemptionist Territory Chart in the outlanders rule book. This is the first stop for the Cultist Coven. The Cultists move on after each game, so after collecting any income from the territory they are leaving behind, roll on the Redemptionist Territory Chart to see where the Coven will stop for the next game.

The Coven can only ever hold one piece of territory at a time, and so if it captures any other territory then the new territory will be looted and destroyed.

If the piece of territory the Coven owns is captured, then the gang that gains the territory may collect income from it as normal. If the winning gang captures an arms cache then it may collect income from it as normal, but must then cross it off their roster as the cache is used up. If the Coven ever manages to capture a territory from a gang that captured territory from them, then they will automatically take the territory that was stolen from them. They won't loot it, but will collect income from it and leave it when they move on to another territory.

CAPTURE

Anyone unfortunate enough to be captured by a Cultist Coven may be corrupted by the Cultist Priest. For full rules see the Cultist Priest rules later.

If a Cultist is captured then the Coven *must* try to rescue him. If they fail and the Cultist is sold into slavery or given to the Guilders courts, he will escape due to his devotion to his cause. Roll a D6. On the roll of a 6 the Cultist escapes and rejoins his Coven. Also, if a Cultist is captured by a Redemptionist gang, then that gang *must* kill him to preserve humanity. They may never attempt to redeem the Cultist.

Cultists are considered as an annoyance by Guilders and so a full bounty is offered for each Cultist captured.

TRADING

One member of your gang can attempt to infiltrate uphive (with a shopping list) to get better equipment for your gang. If you decide to do this, roll a D6. On the roll of a 1 something bad has happened, roll a D6 on the table below:

Chaos Cultists

- 1 Your gang member has been identified as a Cultist and promptly executed (as a matter of course). Remove that member from your gang roster permanently.
- 2 Your Cultist has been reported to the Watch for suspicious behaviour. He is fined for all the money he had on his person (all of the money in your gang's stash) and set free.
- 3 As 2 above, except that is only fined D6 x 10 credits. If you cannot afford to pay it, he is kept in prison until you can.
- 4 As 3 above, except that he is only fined D6 x 5 credits.
- 5 The Watch pick up your gang member for some reason or another, hold him for questioning, let him sleep in a cell for the night, and then set him free. The gang member must miss the next game played by the gang, and the gang may not do any trading until after their next game.
- 6 The authorities at the trading post bar the gang member. The gang may not do any trading until after their next game. In addition the Cultist that tried to enter the trading post may not do so again (you will have to assign the task to another Cultist).

You do not have to try to enter the normal trading post if you don't want to. Instead, you may use the Outlaw trading post without risk.

PATRON

Every Cultist band must devote itself to one of the four Chaos gods. This means that the Priest in that band must choose his gift from that patron and any Chaos gifts that are earned must be rolled for on the table of that god. Cultist bands may never change their patron once they have started playing. If the leader of a Cultist Coven is replaced for whatever reason, then the new leader will not receive any of the Chaos Champion gifts.

HATRED

All cultists *bate* Redemptionists. Likewise, all Redemptionists *bate* Cultists. Also, Cultist bands *bate* other Cultist bands that worship a different patron on them.

HIRED GUNS

Cultists may not have any hired guns or any of the current special characters.

* All other special rules that I have missed will be the same as that for Redemptionists.

GANG LIST

1 CULTIST PRIEST: 150 Creds

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons: Basic, Special, Combat, Pistol and Ammo

SPECIAL RULES

Leader: Any cultist within 6" of the Priest may use his Leadership characteristic for Leadership tests.

Pinning: The Priest may always try to escape from pinning at the beginning of his turn, even if there is no one within 2" of him.

Corrupter: If the Coven captures anyone, then the Priest can attempt to bend the victim's will to join the Coven. The Cultist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls a D6 (2D6 if the victim is a Redemptionist) and adds the victim's Leadership to his score.

If the Priest scores higher then the victim becomes a Cultist. Transfer the victim's characteristics, skills, experience, weapons and equipment to the Cultist roster. The new cultist must be represented by an appropriate Cultist model.

If the victim's score is higher, then he has resisted corruption and so will be sacrificed to the Coven's god. Remove the victim from his gangs roster. The Cultists have killed him and kept his equipment.

Chaos Champion: The Priest is a Champion of Chaos and therefore has the Gifts shown for his patron (see Chaos Champion Gift table later) when the gang is formed.

0-2 DEACONS: 60 creds

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Basic, Special, Heavy, Pistol and Ammo

0-4 ZEALOTS: 60 creds

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Combat, Pistol and Ammo

Special Rules: Zealots are affected by the rules of *Frenzy*

BRETHREN

Brother: 55 creds

Novice: 30 creds

* At least half the gang must be made up of Brethren

	M	WS	BS	S	T	W	I	A	Ld
Brother	4	3	3	3	3	1	3	1	7
Novice	4	2	2	3	3	1	3	1	6

Weapons

Brother: Basic, Combat, Pistol and Ammo

Novice: Combat and Pistol

MAXIMUM CHARACTERISTIC VALUE:

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	10

*Note that these are the maximum characteristic values **without** mutation. As mutations are gained, they may (and probably will) take characteristic values beyond this point.

CULTIST ADVANCE TABLE

2D6	EFFECT
2	Roll a D6: 1-4 Mutation - roll on the Mutations table (later) 5-6 Chaos gift - roll on the Chaos Gifts table (later)
3-4	New Skill
5	Roll a D6: 1-3 +1 Strength 4-6 +1 Attack
6	Roll a D6: 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
7	Roll a D6: 1-3 +1 Initiative 4-6 +1 Leadership
8	Roll a D6: 1-3 +1 Weapon Skill 4-6 +1 Ballistic Skill
9	Roll a D6: 1-3 +1 Toughness 4-6 +1 Wound
10-11	New skill
12	Roll a D6: 1-4 Mutation - roll on the Mutations Table (later) 5-6 Chaos Gift - roll on the Chaos Gift Table (later)

CHAOS CHAMPION GIFT TABLE

Chaos God	Gifts
Khorne	1 Subject to <i>Frenzy</i> .
	2 Chaos armour (unmodified save of 5+ on a D6)
Slaanesh	1 The Priest has a Leadership value of 10. this can never be increased above 10, nor can it ever be reduced below 10.
	2 One Wyrd primary power chosen at random from the Telepath Primary Table in the Outlanders book.
Nurgle	1 +1 Toughness
	2 The Cultist Coven may have D6 Plague Zombies in every game they fight in. They get these Zombies for free, but the Zombies must remain within 16" of the Priest at all times. If the Priest is killed, then the Coven may no longer have these Zombies.
Tzeentch	1 One Wyrd primary power chosen at random from either the Pyromaniac Primary Table or the Telekenetic Primary Power Table in the Outlanders book.
	2 If a Wyrd power is cast at the Priest or anyone within 12" of him, he may nullify it on the D6 roll of 4 or more.

SKILLS AVAILABLE

GANG MEMBER	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Novice	-	X	X	-	X	-	-
Brother	-	X	X	-	X	-	-
Zealot	-	X	X	X	-	-	X
Deacon	-	-	X	X	X	-	X
Priest	X	X	X	-	X	-	X

CULTIST WEAPONS LIST

* Weapons marked with an asterisk can be equipped with an Exterminator cartridge. Only Priests, Zealots and Deacons have the status to have Exterminator Cartridges however.

BASIC WEAPONS

Autogun*	20 creds	Bolter*	35 creds
Lasgun	25 creds	Flamer	40 creds
Shotgun*		Melta Gun*	95 creds
(with solid and scatter shells)	20 creds	Plasma Gun*	70 creds

HEAVY WEAPONS

Gatling Cannon	180 creds	Knife	Free/5 creds
Grenade Launcher		Sword	10 creds
(grenades are extra)	130 creds	Maul/Bludgeon/Flail	10 creds
Heavy Bolter*	180 creds	Massive Weapon*	15 creds
Heavy Stubber*	120 creds	Chainsword*	25 creds

CLOSE COMBAT WEAPONS:

Eviscerator* 30 creds

PISTOLS

Autopistol	15 creds	AMMO	
Boltpistol	20 creds	Hotshot Shells	5 creds
Hand Flamer	25 creds	Manstopper Shells	5 creds
Laspistol	15 creds	Bolt Shells	15 creds
Stub Gun	10 creds	Dum Dum Bullets	5 creds

Frag Grenades 30 creds

Krak Grenades 50 creds

Exterminator Cartridge 15 creds

EXPERIENCE POINTS

Experience Points	Title	Experience Points	Title
0-5	Initiate	101-120	Disciple
6-10	Novice	121-140	Disciple
11-15	Novice	141-160	Disciple
16-20	Novice	161-180	Disciple
21-30	Honorary Brother	181-200	Disciple
31-40	Brother	201-240	Deacon
41-50	Brother	241-280	Deacon
51-60	Brother	281-320	Deacon
61-80	Disciple	321-360	Deacon
81-100	Disciple	361-400	Saviour

STARTING EXPERIENCE POINTS

Gang Member	Starting Experience Points
Novice	0
Brother	20+D6
Zealot	30+D6
Deacon	60+D6
Priest	60+D6

*when a Novice reaches 21 or more experience points he becomes a Brother.

*when a gang member reaches 401 experience points or more they cannot advance any further.

HEAVY FLAMER

The heavy flamer is a double-barrelled flamer that allows for a more destructive performance. It uses the heavy flamer template (from Warhammer 40K). Roll every time flamer is fired. May set victims on fire (see flamer rules). Move or fire

STRENGTH	DAMAGE	SAVE MOD	AMMO ROLL
5	1	-2	4+

GATLING CANNON

The Gatling Cannon is a suped-up heavy stubber. In construction, it looks very similar to an assault cannon.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-16"	17-32"		-1	4	1	-1	5+

Special Rules: Use 3 Sustained Fire Dice. Move or Fire

If 3 jams are rolled at once when firing the Gatling Cannon then it blows up, causing a S4 hit on the user. It may not be used for the rest of the game, but will be repaired in time for the next one.

MUTATIONS TABLE

D66 ROLL	MUTATION	DESCRIPTION	COST
11-12	<i>Bestial Face</i>	The mutant has a face that looks like that of an animal	FREE
13	<i>Spikes</i>	The mutant has large spikes all over the body. The mutant gains an armour save of 5+, but cannot wear any other armour (except Chaos armour)	20
14	<i>Mace Tail*</i>	The mutant has a tail with a large club at the end. +1 Attack in hand-to-hand combat.	15
15	<i>Extra Head*</i>	The mutant has an extra head. The mutant's line of sight is increased by 90°. The mutant may also fire two pistols in the shooting phase, just as if he had the 'Gunfighter' skill	25
16-20	<i>Extra Fingers*</i>	The mutant has an extra D3 fingers on one randomly determined hand	FREE
21	<i>Centaur Body</i>	The mutant has the body of a horse instead of his own legs. +2 Movement. -1 Initiative. Cannot use Agility skills. Gains 'Bulging Biceps' skill automatically. Cannot be pinned. Cannot move up or down ladders.	NA
22	<i>Extra Eye*</i>	The mutant has an extra eye. +1 BS	5
23	<i>Claw*</i>	The hand on one of the mutant's arms has developed into a large claw. The mutant gains +1 S in hand-to-hand combat. However, the mutant may not hold an extra weapon	5
24	<i>Beak</i>	The mutant has a sharp beak instead of a mouth. +1 Attack in hand-to hand combat.	5
25	<i>Tentacle*</i>	The mutant has a writhing tentacle in addition to his normal limbs. The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1 for each tentacle, to a minimum of 0.	10
26	<i>Hermaphrodite</i>	The mutant is both male and female. As such, any enemy in hand-to-hand must subtract -1 from their attack dice. If this results in a 1 or less after modification, count it as a fumble.	26
27-31	<i>Foul Stench</i>	The mutant has an unbearable smell that lingers about him and can be smelt from far away. Any enemy that wishes to move within 2" of this mutant must first pass a Leadership test of 2D6. If they fail, place the model exactly 2" away from the mutant.	

32	<i>Deranged</i>	The mutant's mind has been all but destroyed (<i>and therefore believes Scotland are indeed a great footballing nation -Ed.</i>) Before each game roll a D6: 1. The mutant fears everyone on the battlefield! He treats every gang member (including his own) in the game as a <i>terror</i> causing monster. 2. The mutant is affected by the rules of <i>stupidity</i> for this game. 3. The mutant is affect by the rules of <i>hatred</i> for this game. 4. The mutant is affected by the rules of <i>frenzy</i> for this game. 5. The mutant is very moody today. Roll on this chart at the beginning of every turn for this game. If you roll a 5, then the mutant has the same condition as the turn before. 6. The mutant has gone crazy! For this game only, the mutant is affected by the rules of <i>frenzy</i> and <i>hatred</i> and will automatically pass any leadership tests he needs to make.	
33	<i>Extra Leg*</i>	The mutant has an extra leg. +1 Movement. -1 Initiative. If the mutant gets 4 legs or move (from receiving this mutation 2 or more times) then he cannot be pinned.	10
34	<i>Acid Spit</i>	The mutant may spit acid in the shooting phase instead of shooting normally. Roll to hit normally, but with an extra +1 to hit. Range: 6". Strength: 6. Damage: 1. Save Mod: 2. When the mutant charges or when some one charges him, he may spit the acid for an extra hit that is worked out before hand-to-hand takes place.	40
35	<i>Skull Face</i>	The mutant's head is nothing but an empty skull. The mutant causes <i>fear</i> .	15
36-39	<i>Hideous Appearance</i>	Mutant's face is grossly disfigures. The mutant causes <i>fear</i> .	15
40-41	<i>Poisonous Fangs/Claws</i>	The mutant has poisonous sacs of venom hidden in his teeth or under his nails. The mutant gets either +1 Attack in hand-to-hand combat or cause D3 wounds. See later.	10
42	<i>Razor Sharp Fangs/Claws</i>	The mutant has either razor sharp fang or claws. He gains +1 Attack in hand-to-hand combat at +1 Strength. See later.	10
43	<i>Very Long Legs</i>	The mutant has legs that are nearly twice the length that of a normal man. +1 movement per pair of legs. Can use Agility skills.	15
44	<i>Horns</i>	The mutant has large horns protruding from his head. +1 Attack when charging into hand-to-hand combat.	10

45	<i>Wings</i>	The mutant has large wings. The mutant can fly up to his Movement characteristic in a turn, or double that if he runs or charges (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down costs 1/2" per 1" down.	30
46	<i>Prehensile Tail*</i>	As 'Tentacle' mutation.	15
47	<i>Extra Arm</i>	The mutant has an extra arm. He may use an extra weapon in hand-to-hand combat for each extra arm.	10
48-50	<i>Obese</i>	The mutant is immensely fat (<i>and may now become Editor of the Journal - Wolfrik</i>). -1 Movement. +2 Toughness. Cannot use Agility skills.	10
51-54	<i>Eye Stalks</i>	The mutant's eyes stick out on long stalks. The mutant's line of sight is increased by 180 and he can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is in cover.	10
55	<i>Armoured Hide</i>	The mutant has rock hard skin and bone. The mutant gets a saving throw of 5+ on a D6. This can be modified in the usual way. In addition, you may choose to re-roll on the Serious Injury table for this mutant if you do not like the first result. You must accept the second roll.	30
56	<i>Blood Lust</i>	If an enemy in hand-to-hand combat goes down, the mutant gorges on his opponent and may not make a follow up move. The mutant may not do anything for the next turn. However, the victim of this attack automatically gains two serious injuries (re-roll any full recovery or survives against the odd results).	25
57-61	<i>Weapon*</i>	One of the mutant's weapons has become fused with his arm. Choose which weapon you want. No one may ever use the disarm skill to get rid of this weapon. You may not use a bionic arm to discard this mutation. If the weapon is a heavy weapon then the mutant no longer counts as encumbered in hand-to-hand combat.	N/A
62	<i>Daemonic Face</i>	The mutant's face is that of a daemon of the Chaos god he worships. The mutant causes <i>terror</i> as well as <i>fear</i> .	N/A
63	<i>Immense Muscles</i>	The mutant's muscles bulge dramatically. +1 Movement Strength, Toughness and Wounds. -1 Initiative. Cannot be pinned. Can use muscle skills. anyone who attacks a mutant with this mutation gets an additional +1 to hit (or a +1 to their dice roll in hand-to-hand).	50
64	<i>Regeneration</i>	The mutant's wounds heal quickly. In the recovery phase the mutant may recover any lost wounds on the D6 roll of 4+ (roll for each wound caused separately). He may even do this if he is out of action. Also, any roll this mutant must make on the Serious Injury table is ignored on a D6 roll of 4+ (except Captured results).	30
65	<i>Multiple Mutations</i>	The mutant has D3+1 mutations. Roll for them randomly	N/A
66	<i>Choose</i>	Choose one of the mutations from above.	N/A

Chaos Cultists

- * Mutations marked with an asterix are cumulative (e.g.) if a mutant gets more than one head then he increases his line of sight by 90° for each extra head.
- * The cost column on the Mutations table is for all those Scavvy players out there who want more choices for their mutants. Note that some are not available because they are to strange to occur naturally.
- * If you roll a mutation that you already have that is not cumulative, then you may re-roll, but if you roll another mutation that you already have that isn't cumulative, then you get no mutation.
- * If a mutant gains both razor sharp fang/claws and poisonous fangs/claws then he only gets 1 extra attack at +1 Strength that causes D3 wounds.

CHAOS GIFTS TABLES

KHORNE

D6	Gift	Description
1	Collar of Khorne	The cultist is immune to Wyrd powers of any kind
2	Axe of Khorne*	Weapon: STRENGTH: as user +1 DAMAGE: D3 SAVE MOD: No save SPECIAL: Close combat only
3	Frenzy	The cultist is affected by the rules of <i>frenzy</i>
4	Mark of Chaos*	The cultist may re-roll any one dice roll per game
5-6	Chaos armour	ARMOUR- Unmodified save of 5+ on a D6

SLAANESH

D6	Gift	Description
1	Claw*	As mutation
2	Hermaphroditic	As mutation
3	Prehensile Tongue*	As 'Tentacle' mutation. In addition, instead of shooting in the shooting phase, the cultist may make a tongue attack instead. RANGE = 6". Roll to hit as normal. If the target is hit, it is dragged into hand-to-hand combat. The cultist counts as charging. (<i>Escher gangs love this mutation! - Ed</i>)
4	Aura of Slaanesh	Any enemy within their Initiative's distance in inches of the cultist with this gift that is in hand-to-hand counts a 1 or 2 on their attack dice as a fumble. Also, fumbles give the opponent 2 points to their attack instead of 1.
5	Mark of Chaos*	The cultist may re-roll any one dice roll per game.
6	Chaos Armour	ARMOUR - Unmodified save of 5+ on a D6.

NURGLE

D6	Gift	Description
1	Obese	As mutation
2	Foul Stench	As mutation
3	Stream of Corruption	Weapon: STRENGTH: 5 DAMAGE: 1 SAVE MOD: -2 SPECIAL: One shot per game. Uses flamer template.
4	Cloud of Flies	Anyone shooting at a cultist with this gift suffers a -1 to hit.
5	Mark of Chaos*	The cultist may re-roll any one dice roll per game.
6	Chaos Armour	ARMOUR - Unmodified save of 5+ on a D6.

TZEENTCH

D6	Gift	Description
1	<i>Wings</i>	As mutation
2	<i>Bird Face</i>	As 'beak' mutation. In addition, the cultist gets +1 BS and Initiative.
3	<i>Flamer Arm*</i>	Weapon: STRENGTH: 4 DAMAGE: D3 SAVE MOD: -2 SPECIAL: Uses hand flamer template. Can be used in close combat. Victims may be set on fire (see flamer rules). Automatically passes ammo rolls.
4	<i>Power*</i>	The cultist gains one Wyrd minor power. Roll for it randomly (reroll a 'none' result).
5	<i>Mark of Chaos*</i>	The cultist may re-roll any one dice roll per game.
6	<i>Chaos Armour</i>	ARMOUR - Unmodified save of 5+ on a D6.

*If you roll the same gift for the same cultist, then his Chaos patron has had a bit of a joke and you must roll for a mutation for the cultist instead. The only exceptions to this rule are the gifts marked by an asterix, as these gifts have cumulative effects and can be taken more than once.

CHAOS SPAWN

If any member of a cultist gang receives 5 or more mutations then they run the risk of becoming a Chaos Spawn. Once a cultist receives 5 or more mutations/Chaos gifts (Chaos Champion gifts don't count), take a Leadership test and add the relevant modifiers:

MODIFIERS

+1 per mutation above the number of 5

+1 per game after the one when the cultist received 5 mutations

+1 if the cultist gang worships Slaanesh, Nurgle or Tzeentch.

If he passes his test then he continues his existence as normal (well, almost). If he fails his test then the Cultist has Spawned! He immediately receives another 2D3 mutations/gifts (roll a D6: 1-4=Mutation, 5-6=Chaos gift). Once he has become a Spawn, he may no longer use any weapons* or equipment of any kind and so the gang may sell them at the usual price. He may not use any skills, either.

The Spawn may gain more experience as normal and may take characteristic advances, but may not take any more skills, mutations or gifts. The Spawn may ignore the normal characteristic limits and can continue to gain advances up to a maximum of 10. A Spawn will never challenge for leadership of a gang, and cannot forage or visit the trading post.

A Spawn will never break and so never needs to take leadership tests except for *stupidity* and *frenzy* tests, or Wyrd powers. Spawn are horrific creatures to behold, and as such cause *fear*. If a Spawn already causes *fear* then it causes *terror* as well.

If half the number of a cultist gang become Spawn, then the gang has to split up due to it being 'understaffed.'

Spawn can never lead gangs. If the leader of a cultist gang becomes a Spawn, then the cultist with the next highest leadership value will become leader, just as if the leader had been killed.

Roll a D6 for the Spawn before each game:

- 1-2 The Spawn is subject to *stupidity* for this game
- 3-4 The Spawn acts normally this game.
- 5-6 The Spawn is subject to *frenzy* for this game.

Spawn are immune to psychology except where noted in the table above, and so will no longer suffer *hatred* towards Redemptionists or rival Cultist gangs. If a Spawn is captured, it is automatically destroyed in the name of humanity. The gang that captured it cannot sell it into slavery or collect bounty for it.

*Except weapons that are Chaos gifts or weapons that have become fused to it as a result of the 'weapon' mutation.

BECOMING A CULT

Most gangs in Necromunda are religious in some form or another (though most don't like to admit it). When a major incident happens to the life of a gang leader, it may bring out his religious side and he will try to convert his gang into a religious cult.

This is a set of optional rules I thought up just to make Necromundan life that little bit more interesting. These rules will come into affect when/if one of the following incidents occur:

- 1 If the gang loses a game and has at least 4 times as many casualties inflicted on them as they did on their opponent.
- 2 If 3 or more members of the gang suffer the 'Dead' results on the Serious Injury table after a single game.
- 3 If the gang loses a piece of territory when they have 4 or less remaining.
- 4 If the gang's leader (or equivalent) has suffered the 'Dead' result on the Serious Injuries table.

If any of these happen to your gang, then your gang leader must take a Leadership test. If more than one of these events occurred at once, then make a Leadership test for each event. If the Leader of your gang was killed in the game when this event occurred, then replace him using the rules in the Outlanders book and then take the leadership test(s) for the new Leader.

Van Sarr gangs, Redemptionists, Chaos Cultists, Scavvies, Spyrers and Eldar Scouts are immune to these events, as they will always stick resolutely to their cause.

If the leader passes the Leadership test(s), then he is shaken, but otherwise unaffected by these events. If he failed the test(s), then he has had enough of his life style and has decided to turn his gang into a religious cult. It is now up to your discretion to decide what cult the gang will become. Below is a list of the cults each type of gang has available:

GANG TYPE	CULTS AVAILABLE
<i>Orlock</i>	Cultist Covens of any Chaos god, or Redemptionists
<i>Goliath</i>	Cultist Covens of Khorne or Nurgle
<i>Escher</i>	Cultist Covens of Khorne, Slaanesh or Tzeentch, or Redemptionists
<i>Cawdor</i>	Redemptionists
<i>Delaque</i>	Cultist Covens of Nurgle or Tzeentch, or Redemptionists
<i>Ratskins</i>	Cultist Covens of Khorne

If your Leader chooses to create a Redemptionist Crusade, then he becomes a Redemptor Priest and uses all the special rules for Redemptor Priests as described in the Outlanders rule book.

If your Leader chooses to create a Cultist Coven, then he becomes a Demagogue and uses all the special rules for Demagogues as described in my Chaos Cultist article. The one exception to this is that the Demagogue does not yet gain his Chaos Champion Gifts (see below).

To turn the rest of his gang into Redemptionists/Cultists, after each game (starting with the next one) use the Priest's/Demagogue's Redeemer/Corrupter skill on one selected gang member. While the Leader is Redeeming/Corrupting, neither he nor the victim may do anything else after each game. The Leader *must* continue Redeeming/Corrupting until there are no members of the gang

left to convert. He may also try to convert prisoners, though if the victim wins they must sell him into slavery or perform an exchange as normal. If the victim wins then he has resisted his Leader's attempts to convert him. If this happens, then the Leader may try to convert him again after another game, but with a -1 modifier to his roll. If he fails again, he may try once more, but with a -2 modifier. If he fails this time, he may try once more, with a -3 modifier. If this fails, then the Leader thinks that the gang member is beyond his help and kills him. Remove the gang member from your roster. You may not keep the gang member's weaponry, but you can sell it at the usual price.

If the Priest/Demagogue rolls higher than the victim, then he has succeeded in converting the gang member over to his cause. The gang member will become his Redemptionist/Cultist equivalent. This is summarised below:

GANGER	REDEMPTIONIST	CULTIST
Ganger*	Brother	Brother
Heavy	Deacon	Magus
Juve	Novice	Novice
Ratskin*	-	Brother
Brave	-	Novice

*In addition, up to 4 Gangers/Ratskins can become Zealots/Acolytes if they have 40 experience points or more.

Once a gang member becomes a Redemptionist/Cultist, they are subject to all the special rules of their Redemptionist/Cultist equivalent (e.g. Zealots and Acolytes are subject to *frenzy*). When they become Redemptionist/Cultists, they sell all their weaponry and will buy new weapons (Heavy Flamers, Exterminators and Eviscerators will become available to the appropriate people at the cost listed in the Redemptionists section of the Outlanders book). The convert (including the Leader) now rolls on the Redemptionists/Cultist Advance Table and has his Maximum Characteristics upgraded to that of a Cultist/Redemptionist. If he is a Cultist, he will gain mutations and gifts as normal. However, the convert still takes skills from the Skill Tables that he used to, and in addition he may take Ferocity skills, even if he was not allowed them before.

Once the entire gang has been converted into Cultists, the Demagogue is rewarded by his Patron and receives his Chaos Champion Gifts.

Once the entire gang has been converted into Cultist/Redemptionists, they will discard all their territories and go down into the Underhive to start their Crusade/Coven. They now count as Outlanders and all special rules for Redemptionists/Cultists apply to them (except for their skills, see above). They have now become a fully fledged Coven/Crusade!!

Now that I've done that, I'll list possible colour schemes (I have no idea if you want these, but personally I think the article is too long already!)

Chaos Patron	Robe Colours	Mask Colours	Detail Colours
Khorne	Red or Black	Bronze	White or Black
Slaanesh	Pastel Colours or Dark Blue	Black or Silver	Blue or White
Nurgle	Sickly Green or Purple	Black	Black Yellow or White
Tzeentch	Bright Red, Blue or Yellow	Gold, Silver Bronze or Black	Yellow, Red, Blue or White

CONVERSION IDEAS

THE BASIC MODEL

This is the easy bit. To make a basic Cultist, simply take a Redemptionist model. You may need to remove an Exterminator cartridge if the model is a Brother or Novice, as Cultist Brethren cannot have these. This conversion is simple. The cartridge can be removed with a sharp modelling knife and then the area it used to belong in can be neatened up with a file.

MUTATIONS

To cover these in general is a bit tricky, so I've written a list of mutations with conversion ideas for each below:

Bestial Face: Perform a head-swap with the head of a beastman.

Mace Tail: Take the tail from a Rat Ogre such as Headsplitter or Boneripper and attach it to the mutant's behind. Cover the joins with milliput. Alternatively, you could just have the end of the tail sticking out of the bottom of the Cultists robe.

Extra Head: This is a complicated version of head swap. First, remove the mutant's original head and move it along the shoulder for about a quarter of a centimetre before gluing it back on. Then get a head from another model and attach it to the body of the mutant, next to the first head. Cover the joins with milliput.

Centaur Body: To do this, you need to take the headless body of a horse (barded horses look good for Cultists) and the torso of the mutant in question (cut the legs off using a small saw). The join will not be perfect, so pinning may be necessary to keep the torso the right height above the horse's neck. Once pinning is completed, fill in the gap with milliput.

Extra Eye: To do this you need milliput and a skilled hand at modelling.

Claw: Take a claw from a Daemonette and perform a hand-swap on the mutant.

Beak: Again, this requires a steady hand and milliput. Alternatively, you could use the beak of a Wood Elf Warhawk.

Tentacle: Either find a tentacle on another miniature and pin it to your mutant or use milliput to make one for yourself.

Hermaphrodite: I'd rather not dwell on this mutation so I'll be brief. Use milliput in certain places!

Extra Leg: Pin a leg onto the mutant's hip, or add another foot sticking out of the bottom of the robe for a Cultist.

Skull Face: Perform a head-swap with a plastic skeleton. You'll have to add your own neck with milliput, though.

Hideous Appearance: Use milliput to distort facial features. Alternatively, you could model on a cloth hiding the mutant's face.

Very Long Legs: I have no idea how to pull this one off!!

Horns: Pin horns from a Minotaur or other similar creature to the sides of the mutant's head.

Wings: Pin the wings of a Warhawk/Tyranid Gargoyle/similar creature to the mutant's back. Cover the joins with milliput.

Prehensile Tail: Use the tail of a Skaven in the technique described for the 'Mace Tail' mutation.

Extra Arm: Pin an arm onto the mutant's side.

Obese: Use milliput to model on a huge, pus-ridden belly.

Armoured Hide: I don't know how to do this one. Possibly you could use milliput

Weapon: Cut off the mutant's fore arm and replace with the chosen weapon. Use milliput to smooth the join.

Daemonic Face: Perform a head swap with a daemon.

Immense Muscles: Take the head off your mutant and pin it to the body of an Ogre/Ogryn. (I bet you never thought this mutation was this big!) Model on Cultist robes with milliput and swap the Ogre's hands with those of the original mutant, still holding his weapons!



Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

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