

Chaos Cult

v1.0 by Anthony Case

Since the dawn of man a great evil has watched over humanity with a vehement eye. Trapped within the confines of a dimension known as the Warp, creatures of unspeakable horror jostle and fight an unseen war against fellow daemon factions. They are the physical manifestations of humanity's emotional and mental energies, man's torments, abhorrences, desires and ambitions made flesh. Their unrelenting hunger for man's obeisance drives them to goad the boundaries between the Warp and the material universe, to intrude into the minds of vulnerable men with offerings of boundless power, and all they ask in return, are the souls of mankind.

Chaos entities are unable to pierce through into the material universe alone, instead it reaches into the minds of man through vivid dreams and discerning whispering to enslave the weak willed. Most disregard these visions and whispers as their own dissident opinions to be ignored, the beginnings of lassitude or even madness, but the Chaos gods are persisting and resourceful and are able to offer great power, grandeur and ultimately, immortality.

Chaos cults are unaware of the true heinous nature of Chaos and the damnation their pact will ultimately lead them to. In some cases the Ruinous Powers disguise themselves as a person's hallowed being of worship, indeed it is rumoured the blood-fueled Redemption crusades are riddled with inadvertent worshippers of Khorne who masquerades as the holy Emperor. But even the astute and resolute can fall foul to the deceptions of Chaos as it fuels their ambitions and insecurities over a prolonged period of time to manipulate and groom the host into a lifetime of servitude. The intricate intentions of the Chaos gods are unfathomable to any man, for the Ruinous Powers are omniscient and timeless, whose plans can stretch and only bare fruition tens, hundreds or even thousands of years later.

Within the civilised societies of Hive Primus, hivers are widely unaware of the knowledge and temptations Chaos can offer. Inquisitors roam the Imperium searching for and cleansing Chaos taint, while the Ecclesiarchy and Enforcement in their campaign for purity and civil obedience unknowingly stems the acceptability of Chaos cults. However, outside of this subjugation in the darkness and seclusion of the Underhive deadzones, cults enthralled by Chaos are free to commit arcane and barbaric rituals that empowers their master. In return they are blessed with dark gifts to further their own selfish ambitions and to bolster the strength of the cult.



Special Rules

Outlaws: Chaos cults are considered a dangerous menace by the Merchant Guild so are always classed as outlaws. Since they don't have a guild price they can never pay off their outlaw status. All of the usual outlaw rules apply to them with the exceptions noted below.

Hired Guns: Chaos cults can make use of any hired guns other than Bounty Hunters for obvious reasons.

Capture: Any gang members captured by a Chaos cult are liable to be sacrificed in tribute to their patron unless they join the cult in their path to damnation. If your opponent fails or doesn't attempt to rescue any fighters captured by the Chaos cult then you can choose to convert or sacrifice them. In either case the captive's equipment is taken by the cult.

You can choose to convert any prisoner unless they are a Scavy, Spyrer, Enforcer, a fighter with a wyrd primary power or members of House Cawdor or a Redemption Crusade.

If you decide to convert the gang fighter then roll a D6 and add your Demagogue's Leadership characteristic to the score. The opposing player then rolls a D6 and adds the captured model's Leadership characteristic to the score. If the prisoner is a Scavy or a fighter with a mutation or wyrd power then you can roll an extra D6 and choose which die to use when adding it your Demagogue's Leadership characteristic. Otherwise the opposing player can roll an extra D6 and choose which die to use when adding it to his prisoner's Leadership characteristic.

If you score higher than the prisoner then he becomes a faithful convert to the cult. Copy his characteristics, skills and serious injuries onto the Chaos cult's roster. Note for all intents and purposes the model is now a Cultist (or Initiate if the convert has less than 21 Exp), meaning he may lose access to skill sets, weaponry and inherent abilities (e.g. a Ratskin will lose his Resilient ability). If the prisoner scores higher than the Demagogue then he refuses to convert to the cult's path and must be sacrificed instead.

Sacrifices are demanded and expected of the cult to remain in favour with their patron. Each time you sacrifice a prisoner the cult is bestowed with either a Chaos artefact or Chaos weapon for free. You can choose which item to receive, though in the case of a Chaos weapon you must still buy or use a base weapon. Note the full cost of the item is still used for the purposes of gang rating.

Leadership: Chaos cults follow all of the usual leadership rules except Daemonhosts cannot become leaders of a cult. On the Leadership Challenge table, Khorne cults treat rolls of 3-4 as 1-2 and Tzeentch cults treat rolls of 1-2 as 3-4.

Mutants: Every 1 in 3 cult members can be recruited with a mutation, except for the Daemonhost (e.g. a cult of 10 can include up to 3 mutants). To reflect the rarity of a mutant Demagogue the cost of his mutation is doubled. Cultists can only be recruited with one mutation and it is rare to see similar mutants within the same cult. To represent this, if a cult member is recruited with a mutation that another cultist already has then the cost of the mutation is doubled. If a further mutant is hired with the same mutation then the cost is tripled, and so on. Note mutations gained from an advance are ignored for recruitment limitations and pricing purposes.

Chaos Cult Patron

At cult creation you must choose a patron to worship. Note the Chaos cult's patron can never change once chosen.

Khorne - the blood god

Khorne basks in humanity's violence, rage and war. He shows favour to physical strength, fury and martial prowess. Khorne cult members cannot be equipped with basic weapons and are subject to the rules for *frenzy*. Khorne cults cannot recruit, convert or hire any fighters with a wyrd power.

Nurgle - the lord of decay

Nurgle presides over putrefaction, disease and deterioration. His gaze is drawn to the blighted, sick and suffering. Nurgle cults bring D3 Plague Zombies to each fight which can be used just like normal fighters (refer to the Scavvy Horde rules for full details). Note Plague Zombies count as models for the purposes of scenarios with limited fighter rules.

Slaanesh - the prince of excess

Slaanesh is the mater of beauty, luxury, lust and indulgence, of cruel passions, twisted pain and seductive temptations. If a Slaanesh cultist takes a *nerve*, *fear*, *terror* or Bottle test then roll an extra D6 and remove one of the highest scoring dice.

Tzeentch - the changer of the ways

Tzeentch embodies mutability, the drive to manipulate and evolve. He favours the cunning, ingenious and mutated. Every 1 in 2 members of a Tzeentch cult can be recruited with a mutation (e.g. a cult of 10 can include 5 mutants). In addition, the cost of the Wyrd mutation is halved.

Nameless - the diverse corrupter

There are a myriad of lesser Chaos factions within the Warp whose promises are as diverse as the impulses of man. Nameless cults receive D3 boons each game. A boon can be used to re-roll a dice throw from the start of the game until it ends (e.g. you could re-roll an armour save but not a serious injury). Boons not used by the end of the game are wasted.

Recruiting Your Cult

You have 1,000 credits to spend on recruiting and arming your cult within the following guidelines.

Demagogue: Your cult must include one.

Deamonhost: Your cult must include one.

Cultist and Initiate: Your cult can include any number.

Mutations

D66	Mutation	Cost
11	Claw	5
12	Bestial	5
13	Gaping Maw	5
14	Horns	5
15	Suckers	5
16	Eyestalks	10
21-22	Extra Arm	10
23-24	Forearm Spikes	10
25-26	Scaly	10
31-32	Spiked Tail	10
33-34	Tentacle	10
35-36	Long Legs	15
41-42	Chameleon	15
43-44	Bloated	20
45-46	Two Heads	25
51-52	Manifold Eyes	25
53-54	Regeneration	30
55-56	Spikes	30
61-62	Wings	30
63-64	Ogre	40
65-66	Wyrd	40

Mutation Rules

Bestial: The mutant causes *fear*.

Gaping Maw: In hand-to-hand combat each Attack dice score of 6 that the mutant rolls confers a +1 Combat Score bonus.

Horns: The mutant rolls one extra Attack dice during hand-to-hand combat if he charged that turn.

Suckers: The mutant can move over any sloping or vertical surfaces as if it was open ground.

Forearm Spikes: The mutant receives a 6+ armour save in hand-to-hand combat which can be combined with any other forms of armour and confers a *parry*.

Scaly: The mutant receives a 6+ armour save which can be combined with any other forms of armour.

Spiked Tail: The mutant rolls one extra Attack dice during hand-to-hand combat.

Long Legs: The mutant gains a +1 Movement bonus.

Chameleon: Any enemy fighters targeting the mutant suffer a -1 to-hit penalty when shooting at long range.

Bloated: The mutant gains a +1 Wounds bonus.

Manifold Eyes: The mutant gains a +1 Ballistic Skill bonus and is immune to the effects of *darkness*.

Regeneration: After each game roll a D6 for each existing serious injury the mutant has. On a 6 the injury has healed.

Ogre: The mutant gains a +1 Strength/Toughness bonus.

Wyrd: The mutant gains a random wyrd Minor Power (re-roll any 11-16 and 56-66 results).

Demagogue

Cost to recruit: 110 credits

Demagogues are often the original founders of the cult, a willing servant enthralled by dark and deceitful promises. They are responsible for carrying out the intricate rituals to maintain the bindings that allow the daemonhost's presence in the material universe. Upon the daemonhost's command they lead the cult to commit arcane ceremonies that feed their heinous master and in return are blessed warriors.

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

Weapons: A Demagogue can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons and Extras sections of the Chaos Cult Weapons list.

Leadership: Any cultists, except the Daemonhost, within 6" of the Demagogue can use his Leadership value when taking Leadership tests. A Demagogue can always attempt to recover from being pinned even if there are no cultists within 2".



Cultist

Cost to recruit: 50 credits

Most cult converts that are seduced by the beguiling words of the demagogue come from the warring Underhive gangs. Cultists form the backbone of the collective and are cruel, selfish and bitter fighters with a gnawing hunger for the power that they were first promised by their leader.

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

Weapons: Cultists can be given equipment chosen from the Hand-to-Hand Weapons, Pistols, Basic Weapons and Extras sections of the Chaos Cult Weapons list.

Initiate

Cost to recruit: 25 credits

With the limitless power the Chaos Gods can award, few inexperienced hivers can resist the temptation to tread the path of Chaos. Initiates are often seen at the forefront of a fight eager to prove their worth in the eyes of the daemonhost and gain favour from their patron.

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

Weapons: Initiates can be given equipment chosen from the Hand-to-Hand Weapons, Pistols and Extras sections of the Chaos Cult Weapons list.

Experience: Once an Initiate reaches 21 Experience points he becomes a fully fledged Cultist.

Chaos cults care little who they corrupt allowing you to field your favourite models from any range. Clarence Harrison ironically uses an Inquisitor mini to lead his cult.



Daemonhost

Cost to recruit: 250 credits

A daemonhost was once a living mortal body emptied of its soul to become a receptacle allowing a daemon to exist in the material universe. They are the embodiment of Chaos, the tangible idol of worship that the Chaos cults devote their lives to. Every word they utter is listened to intently by their cultists and every command acted upon with fervour. Their intimate connection with the Warp gives them extraordinary powers allowing them to weave malevolent energies.

M	WS	BS	S	T	W	I	A	Ld
4	4	-	4	3	2	4	D3	8

Weapons: Daemonhosts cannot use any equipment.

Daemonic: Daemonhosts never take *nerve*, *fear* and *terror* tests and are immune from *gas*, *plague* and *poison*. They cannot be pinned and have the True Grit skill.

Daemonic Aura: Daemonhosts cause *fear*. They also receive a 6+ special save except against any wyrd based attacks.

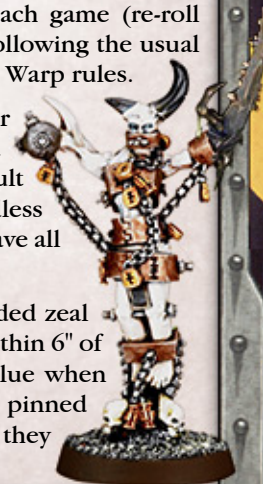
Warp Attacks: The Daemonhost's Attacks characteristic is re-rolled each combat and count as wyrd based attacks.

Injuries: After each game roll a D6 for each existing serious injury the Daemonhost has. On a 5+ the injury has healed.

Wyrd: Daemonhosts, except Khorne, have D3 wyrd minor powers which are randomly determined each game (re-roll 61-66 results). They can use wyrd powers following the usual rules except are immune to the Perils of the Warp rules.

Rehosting: If a Daemonhost is captured or killed then the daemon must be rehosted into a fresh mortal body. It is assumed the cult can freely perform this ritual and has an endless supply of 'volunteers'. Rehosted daemons have all of their serious injuries removed.

Leadership: Cultists naturally fight with added zeal in the presense of their deity. Any cultists within 6" of the Daemonhost can use his Leadership value when taking Leadership tests. In addition, any pinned cultists can test to escape pinning early if they are within 4" of the Daemonhost.



Patron: Daemonhosts are affected by a number of special rules depending on the Chaos cult's patron.

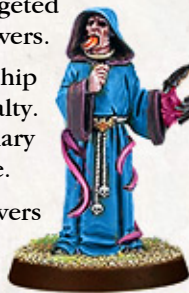
Khorne Daemonhosts receive a +1 Movement, Weapon Skill and Initiative bonus. They are subject to the rules for *frenzy* except that they roll D6 Attacks each combat instead of doubling D3 Attacks and gain the Impetuous skill.

Nurgle Daemonhosts receive a +1 Toughness bonus but a -1 Initiative penalty. They have D2 Pyromaniac primary powers which are randomly drawn each game. All damage inflicted by the Daemonhost, including wyrd powers, carry *plague*.

Slaanesh Daemonhosts receive a +2 Movement bonus and a +1 Initiative bonus. They have D2 Telepath primary powers which are randomly determined each game, however, the Daemonhost must have line of sight to the targeted enemy gang fighter when using Telepath powers.

Tzeentch Daemonhosts receive a +1 Leadership bonus but a -1 Weapon Skill and Wounds penalty. They have D2 Pyromaniac and Telekinetic primary powers which are randomly drawn each game.

Nameless Daemonhosts have D3 primary powers which both the type and power are randomly determined each game.



Khorne Host Advance

- 1: Martial Corrupter** - Any ranged attacks that target the Daemonhost suffer a -1 to-hit penalty at short range and a -2 to-hit penalty at long range.
- 2: Chaos Armour** - The Daemonhost gains a 4+ armour saving throw.
- 3: Daemonic Speed** - The Daemonhost receives a +2 Movement characteristic bonus.
- 4: Khorne Fury** - The Daemonhost and all cultists within 4" roll one extra Attack dice during hand-to-hand combat.
- 5: Daemonic Stature** - The Daemonhost receives a +1 Strength and Toughness characteristic bonus.
- 6: Combat Mastery** - The Daemonhost receives a +2 Weapon Skill characteristic bonus.

Nurgle Host Advance

- 1: Draw Warp** - The Daemonhost receives D3+1 Pyromaniac primary powers instead of D2 each game.
- 2: Poisonous Appendages** - The Daemonhost receives a +1 Weapon Skill characteristic bonus and each hit in hand-to-hand combat inflicts D3 wounds.
- 3: Fetid Growths** - The Daemonhost receives a +D2 Wounds bonus which is randomly determined each game.
- 4: Cloud of Flies** - All enemy gang fighters within 8" of the Daemonhost suffer a -1 penalty to their Weapon Skill and Ballistic Skill characteristics.
- 5: Necrotic Revulsion** - The Daemonhost causes *terror*.
- 6: Plague Master** - D2 Plague Zombies can be deployed within 2" of the Daemonhost at the start of each game. Note these extra Zombies do not count as fighters for the purposes of scenarios that restrict model numbers.

Daemon Advances: The act of daemonhosting gradually takes its toll on the human form mutating it as the bonds that seal the daemon degrade. As the bindings break the daemon is able to funnel more and more Warp energies through the host which further weakens the vessel until eventually the mortal body becomes too unstable and is finally consumed in an implosion of Warp energy.

Daemonhosts gain experience and advances just like normal gang fighters, however, the Daemonhost's Experience value is a representation of the stability of the host form. The weaker the bonds that seal the daemon the more Warp energy it can wield and the more mutated the mortal shell becomes. A Daemonhost starts with 100 Experience points and gains an advance as it reaches the following experience marks: 120, 140 and 150. If a Daemonhost has more than 160 Experience points after a game then it must be rehosted. Advances are rolled for on the following table appropriate to their patron. Make a note of the first advance the Daemonhost gains at the start of the cycle as it may be important as described below.

Daemonhosts lose all of the advances they have gained when rehosted. However, if the daemonhost reaches 160+ Experience points then he will permanently retain the first advance he rolled that cycle and the Daemonhost's cost is increased by 25. Nameless Daemonhosts can choose which table to roll on each time it gains an advance.

Slaanesh Host Advance

- 1: Draw Warp** - The Daemonhost receives D3 Telepath powers instead of D2 and D2 Pyromaniac primary powers which are randomly determined each game.
- 2: Daemon Protector** - The Daemonhost's special save is increased from 6+ to 5+.
- 3: Daemonic Speed** - The Daemonhost receives a +2 Movement characteristic bonus.
- 4: Massive Claws** - The Daemonhost gains a +1 Weapon Skill and Strength characteristic bonus.
- 5: Mesmeric Allure** - All hand-to-hand opponents of the Daemonhost must take Leadership test. If the test is failed then their Weapon Skill is reduced to 0 for that combat.
- 6: Enrapture Musk** - All hand-to-hand opponents of the Daemonhost must take Leadership test. If the test is failed then they roll no Attack dice that combat.

Tzeentch Host Advance

- 1: Draw Warp** - The Daemonhost receives D3 Pyromaniac and Telekinetic primary powers instead of D2 each game.
- 2: Daemon Protector** - The Daemonhost's special save is increased from 6+ to 5+.
- 3: Wings** - The Daemonhost can *fly*.
- 4: Draw Energies** - The Daemonhost receives D6 Wyrd minor powers instead of D3 each game.
- 5: Corrupter** - The Daemonhost receives D2 Telepath primary powers which are randomly drawn each game.
- 6: Warp Mastery** - The Daemonhost can re-roll any failed Leadership tests when using wyrd powers.

Chaos Cult Equipment

Chaos cults make use of dark items blessed by their patron. Only the members of a Chaos cult can ever use the following pieces of equipment as regular hivers find them sinister and disturbing. Chaos cultists can only use captured equipment from another cult if they are dedicated to the same patron.

Cults must search for and prepare exacting materials when constructing Chaos artefacts and Chaos weapons. To reflect this you must expend a rare trade roll to buy each artefact or weapon which also has an added rarity value that follows all of the usual rare item rules.

Chaos Artefact

Chaos artefacts are grisly trinkets wrought from arcane materials and dark rituals. A cult member can only be equipped with a single Chaos artefact and its effect depends on the cult's patron as described below.

Khorne: The macabre artefacts of Khorne insatiably hunger for the blood of the enemy. If the cultist fails to reach an enemy gang fighter when charging or making a follow-up move then he can move an extra +D3", but only if this special move would allow him to reach hand-to-hand combat. In addition, if the cultist was broken and regains his nerve then he will also regain his *frenzy*.

Nurgle: The fetid artefacts of Nurgle exude clouds of nauseating putridity. Any enemy gang fighters in hand-to-hand combat with this cultist must take a Toughness test. If the test is failed then his Weapon Skill is halved (round fractions down) when fighting against the cultist that turn.

Slaanesh: The enthralling artefacts of Slaanesh intensify and savour sensibilities. If the cultist rolls a down result during the recovery phase then it will be treated as a flesh wound instead if the cultist passes a Toughness test.

Tzeentch: The whimsical artefacts of Tzeentch whisper with the innumerable futures to befall. The cultist receives a 6+ special save except against any wyrd based attacks.

Nameless: Artefacts of the lesser Ruinous Powers bestow the favour of divinity. The cultist receives a personal boon. This boon can only be used on dice that directly affect the model (e.g. the to-hit roll if he is targeted by a ranged attack).

Chaos Weapon

Chaos weapons are adorned with ornaments designed to gain the favour of the cult's patron. When purchasing a Chaos weapon you must also nominate a hand-to-hand weapon to form the base. The cost of the weapons are then combined to form a single item (e.g. a Chaos sword costs 30 credits). A cultist can only be equipped with a single Chaos weapon and its effect depends on the cult's patron as described below.

Khorne: The searing weapons of Khorne are infused with an insatiable bloodlust. Each hit the weapon inflicts causes D3 wounds. In addition, if the weapon is equipped and the cultist charged that turn then he receives a +1 Attacks characteristic bonus, however, each time the cultist fumbles that turn he suffers a Strength 1 hit.

Chaos Cult Weapons

Weapon Type	Cost
Leader Only	
Chainsword	25
Bolt Pistol	20
Hand Flamer	20
Boltgun	35
Bolt Shells	15
Hand-to-Hand Weapons	
Knife (first Knife free)	5
Club, Maul or Bludgeon	10
Chain or Flail	10
Sword	10
Massive Axe, Sword or Club	15
Chaos Weapon	20+3D6
Pistols	
Stub Gun	10
Autopistol	15
Laspistol	15
Basic Weapons	
Autogun	20
Shotun (+ Solid and Scatter Shells)	20
Lasgun	25
Extras	
Dum-dum Bullets	5
Hotshot Shells	5
Manstopper Shells	5
Frag Grenades	30
Chaos Artefact	30+3D6

Nurgle: The foul weapons of Nurgle seep with the dreaded neurone plague. The weapon carries *plague* (refer to the Scavvy Horde rules for full details). In addition, if the chaos weapon is equipped then any enemy models suffer a -1 penalty to their Combat Score when fighting against the cultist in hand-to-hand combat.

Slaanesh: The mesmeric weapons of Slaanesh overwhelm and enrapture the senses. If the weapon is equipped then any hand-to-hand opponents must take a Leadership test. Any gang fighters that fail the Leadership test cannot roll any Attack dice that combat.

Tzeentch: The mutable weapons of Tzeentch crackle and pulse with the infinite energies of the Warp. The cultist receives a wyrd minor power which is randomly rolled at the start of each game (re-roll any 61-66 results). The power can be used following the usual wyrd rules.

Nameless: Chaos weapons of the lesser Ruinous Powers contain the essences of their daemon servants. The weapon receives a +1 Strength bonus. In addition, if the weapon is equipped then the cultist receives a +1 Weapon Skill and Initiative bonus. However, if the cultist wins the combat but fails to inflict any wounds on his opponent then the cultist suffers a D3 Strength hit with no armour saves allowed.

Experience

Chaos cult members follow all of the usual experience and advances rules, however, if a cult member rolls a 2 or 12 result when rolling on the Advance Roll table then you can choose to roll for a random mutation on the Mutations table instead of rolling for a skill. Note Khorne cult members cannot receive a Wyrd mutation.



Fighter Type

Starting Experience

Demagogue	60 + D6
Daemonhost	100
Cultist	20 + D6
Initiate	0

Khorne Cult Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	x	x	x	x	-	x	-
Cultist	-	x	x	x	-	-	-
Initiate	-	x	x	-	-	-	-

Nurgle Cult Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	-	x	x	x	x	x	-
Cultist	-	x	x	-	x	-	-
Initiate	-	x	x	-	-	-	-

Slaanesh Cult Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	x	x	x	-	x	x	-
Cultist	x	x	x	-	-	-	-
Initiate	x	x	-	-	-	-	-

Tzeentch Cult Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	x	x	-	-	x	x	x
Cultist	x	-	-	-	x	x	-
Initiate	-	-	-	-	x	x	-

Nameless Cult Skills

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	x	x	x	-	x	x	-
Cultist	-	x	-	-	x	x	-
Initiate	-	x	-	-	x	-	-

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