

CHAOS CULTISTS

Chaos Warp entities are manifestations of humanity's 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 weak willed men with offerings of boundless power, and all they ask in return, are the souls of mankind.

Cultists are unaware of the true heinous nature of Chaos and the tormenting damnation their pacts lead inexorably to. The intricate intentions of Chaos entities 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.

SPECIAL RULES

Outlanders

Chaos Cultists are believed by the Merchant Guild to be mutant harbourers, dark practitioners of macabre rituals and followers of tainted faiths. As such they count as outlanders following all of the usual outlaw rules unless stated otherwise. As outlanders, Cultists do not have a guild price and so cannot ever pay off their outlaw status.

Accursed Rituals

Any gang members captured by the Chaos Cultists are liable to be sacrificed in tribute to their Patron unless they join the Cult in their damnable path. If your opponent fails or doesn't attempt a rescue then roll a D6 for each captured model.

D6	Result
1	Possessed: Through unholy rites the captured fighter has become a vessel for the Warp. You can choose to use the Possessed in the next fight as long as it is not a Rescue Mission, The Raid, Shoot Out or The Hunters scenario. The Possessed will burn up at the end of the Cultists next fight, even if the Possessed isn't used. The Possessed model is deployed following the usual rules and behaves just like a possessed Wyrld. However, the Possessed won't move or shoot during your own turn and will only shoot at enemy fighters.
2-5	Sacrificed: The captive is offered in tribute to the Cult's Patron resulting in his death (but you keep his equipment).
6	Convert: The captive succumbs to corrupting promises of darkness. He joins the Cult and becomes either an Initiate or Cultist following the Redemptionist's Redeem rules.

D6	Result
1	Possessed: Through unholy rites the captured fighter has become a vessel for the Warp. You can choose to use the Possessed in the next fight as long as it is not a Rescue Mission, The Raid, Shoot Out or The Hunters scenario. The Possessed will burn up at the end of the Cultists next fight, even if the Possessed isn't used. The Possessed model is deployed following the usual rules and behaves just like a possessed Wyrld. However, the Possessed won't move or shoot during your own turn and will only shoot at enemy fighters.
2-5	Sacrificed: The captive is offered in tribute to the Cult's Patron resulting in his death (but you keep his equipment).
6	Convert: The captive succumbs to corrupting promises of darkness. He joins the Cult and becomes either an Initiate or Cultist following the Redemptionist's Redeem rules.

Path of Damnation

There are a myriad of Chaos factions within the Warp whose deceiving promises are as diverse as the impulses of man. Nevertheless, Chaos Cultists broadly devote themselves to one of the following archetypes represented by their Path.

At Cult creation you must choose one of the following Paths which affects the Cultists in the following ways. Note the Cult's Path cannot be changed once chosen.

Bloodied Host: All Cultist members follow the rules for frenzy. They also swap their access to Shooting skills for Combat and Agility.

Blighted Horde: Up to 25% of the Cult can be recruited as mutants, just like a Scavvy mutant. However, Specialists cannot be recruited with a mutation, and in the case of the Demagogue the cost is doubled, just like a Scavvy Boss.

Sorceric Coven: The current leader of the Cult always has the Wyrdo Scavvy mutation. However, when determining his minor power for the game, a roll of 61-66 means the Demagogue will have a primary power instead, in which case you may choose the Wyrld's type.

The Chosen: Each game the Cultists receive D6 Chaos Boons. A Boon can be used to re-roll a dice by any player from the start of the game until it ends (e.g. you can re-roll an armour save but not a serious injury). However a Boon cannot be used to re-roll a Bottle roll. Boons not used by the end of the game are wasted.

Gifts of the Immaterium

If any Chaos Cultists roll a 2 or 12 when making an Experience Advance roll then they have been blessed by the Warping influences of their corruptive Patron.

You may choose a free mutation to give the Cult member instead of a new skill. Refer to the Scavvies rules for a list of mutations. However, you cannot choose a mutation that the Chaos Cultists already currently has. Note the cost of the mutation is not added to the cost of the fighter.

CHOOSING THE CULT

You have 1000 credits to spend on recruiting and arming the Chaos Cult following all of the usual Gang Recruitment rules.

Demagogue: A gang must have one.

Specialists: A gang can have up to 2 Specialists.

Cultists: A gang can have any number.

Initiates: No more than half of the cult can be Initiates. If this is exceeded then further Initiates cannot be recruited.

DEMAGOGUE

Cost to recruit: 120 credits

Demagogues are often the original founders of the cult, a willing servant enthralled by dark and deceitful promises. They are the corrupting lynchpin of the cult who lead their bewitched followers to commit arcane blasphemous ceremonies, which feed their heinous Patron and in return become accursed warriors.

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

Weapons: The Demagogue can be given weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Extras lists.

Gang Leader: The Demagogue counts as the Chaos Cultists' Leader and as such has the Independent and Leader special rules.



SPECIALIST

Cost to recruit: 60 credits

Specialists are techie ex-gang members, usually from House Van Saar, seduced by the dark teachings of the Demagogue. It is the specialists that are tasked with managing the upkeep of all the cult's equipment and other techno related affairs.

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

Weapons: Specialists can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Extras lists.

CULTIST

Cost to recruit: 50 credits

Many cultist converts seduced into Chaos servitude come from the warring Underhive gangs. They form the backbone of the collective and are cruel, selfish, and bitter fighters with a gnawing hunger for the power they were promised by the Demagogue.

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

Weapons: Cultists can be given weapons from the Hand-to-Hand, Pistols, Basic Weapons and Extras lists.

INITIATE

Cost to recruit: 25 credits

With promises of limitless power, few naive hivers can resist the temptation to tread the path lead by a charismatic Demagogue. Initiates are often seen at the forefront of a fight eager to prove their worth 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 armed with weapons from the Hand-to-Hand, Pistols and Extras lists.

Experience: Any Initiates that reach 21+ Experience points become fully fledged Cultists, thus gaining all of the usual benefits a Cultist has such as extra skills and better weapons. Just like how Juves from a House Gang become Gangers.

CHAOS CULTIST EQUIPMENT

Only the members of a Chaos Cult can use the following items as no other gang would want to be associated with the various much-loathed death cults that stalk the lower reaches of the Underhive.

CHAOS ARTEFACT

Chaos artefacts are grisly aberrant trinkets wrought from arcane materials and dark rituals in order to gain favour from the Cultists' Patron.

Any cultist equipped with a Chaos artefact receives a personal Chaos Boon. The Chaos Boon follows the usual special rules as explained in the Path of Damnation section. However, the Boon can only be used on dice that directly affect the model (e.g. the to hit roll if the cultist shoots or is himself shot).

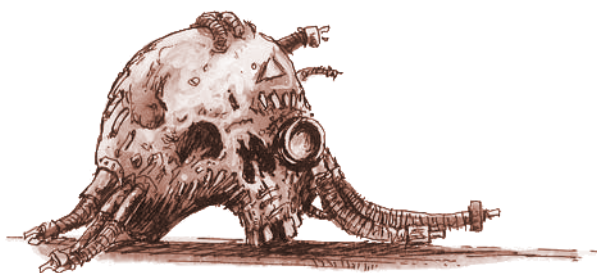
A cultist can only be equipped with a single Chaos artefact at any time.

CHAOS BLESSINGS

Some especially blasphemous and arcane ceremonies involve highly intricate and arduous rituals.

If the cultists capture an enemy fighter and are required to roll on the Acursed Rituals table then you may use a Chaos blessings, in which case you can choose the result of the roll. If you choose a Sacrificed result then you gain D6 Blessed Chaos Boons. Usually Chaos Boons are wasted if not used by the end of the game, however, Blessed Boons can be used whenever you wish, including on Bottle rolls and before and after any games.

Chaos blessings are one use only items. After it has been used it must be struck from the gang roster.



CHAOS CULTIST WEAPON LIST

Leader Only Weapons	Cost
Boltgun	35
Bolt Pistol	25
Chainsword	25
Sword	15
Hand-to-Hand Weapons	
Chain or Flail	10
Club, Maul or Bludgeon	10
Knife (first knife free)	5
Massive Weapon	15
Pistols	
Autopistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Shotgun (+Solid Slug, Scatter Shot)	20
Special Weapons	
Autosluggger	45
Flamer	40
Grenade Launcher	60
Extras	
Bolt Shells	15
Chaos Artefact	25
Chaos Blessings	20
Dum-dum Bullets	5
Frag Grenades	25
Hot Shot Shells	5
Manstopper Shells	5

EXPERIENCE

Fighter Type	Initial Experience
Initiate	0
Cultist	20 + 1D6
Specialist	40 + 1D6
Demagogue	60 + 1D6

SKILL TYPES AVAILABLE

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