

Shadow War : Armageddon - Chaos Cultist Kill Team

Version 0.4

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Chaos Cultist Special Rules

The following special rules apply to all of the members of a Chaos Cultist kill team.

Lying in Wait: Models in a Chaos Cultist kill team can begin any mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e. so that they are in cover and not within an enemy model's Initiative range, etc.).

Pleasing the Gods. When creating your kill team you must choose which Chaos God your Cultists follow and use the appropriate skill table listed below. They do not gain any of the normal benefits of choosing a god, it only selects their skill table.

Using A Chaos Cultist Kill Team

A Chaos Cultist kill team follows all of the normal rules, with the following exceptions:

- A Chaos Cultist kill team consists of 3-15 models.
- A Chaos Cultist kill team can include up to 3 specialists.
- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), add 2 to the random number of models that take part in the mission for a Chaos Cultist kill team.

Cultist Leader (Leader) - 120 pts

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	4	2	9

Cult Command: Any fighter within 12" of their kill team's Cultist Leader can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Cultist Leader can use their Initiative characteristic when testing to escape pinning early.

Wargear: A Cultist Leader has a combat blade and improvised armour. In addition, a Cultist Leader can be armed with items chosen from the Chaos Cultist Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Gift From The Gods: Once a Cultist Leader has completed 3 missions they must roll on the table below. They must do this for every 3 missions they complete.

D6	EFFECT
1	The Chaos Gods are insulted by your leaders efforts and turn him into a Chaos Spawn. Alter his profile to match the Chaos Spawn Special Operative. For all intents and purposes the Chaos Spawn is treated as a trooper although he may never become a leader again. A new leader must be chosen following the normal rules. You may have more than 1 leader turn into a Chaos Spawn over the course of a campaign and they still count towards the max kill team size.
2 - 5	Nothing Happens
6	The Chaos Gods are pleased with your leaders work and bestow their blessing on him. He may choose any skill from any table.

Cultist Heavy (Specialist) - 70 pts

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

Wargear: A Cultist Heavy has a combat blade and improvised armour. In addition, a Cultist Heavy can be armed with items chosen from the Chaos Cultist Hand-to-Hand Weapons, Pistols, Basic Weapons, Special Weapons, Heavy Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Cultist Brother (Trooper) - 60 pts

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

Wargear: A Cultist Brother has a combat blade and improvised armour. In addition, a Cultist Brother can be armed with items chosen from the Chaos Cultist Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Cultist Initiate (Recruit) - 50 pts

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

Wargear: A Cultist Initiate has a combat blade and improvised armour. In addition, a Cultist Initiate can be armed with items chosen from the Chaos Cultist Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

Chaos Cultist Weapon And Equipment Lists

Ammunition

WEAPON	COST
Hot-shot Laser Power Pack	15

Grenades

WEAPON	COST
Blasting Charges	40

Miscellaneous

WEAPON	COST
Clip Harness	10
Photo-visor	15
Weapon Reload	½ Weapon Cost

Hand-to-Hand Weapons

WEAPON	COST
Combat Blade	5
Flail	10
Assault Blade (Sword)	15
Axe	15
Bludgeon	15
Power Maul (Leader Only)	50
Power Sword(Leader Only)	50

Pistols

WEAPON	COST
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Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol (Leader Only)	50

Basic Weapons

WEAPON	COST
Autogun	20
Shotgun	20
Lasgun	35

Special Weapons

WEAPON	COST
Flamer	40
Grenade Launcher (Frag)	85
Grenade Launcher (Krak)	100
Grenade Launcher (Both)	125

Heavy Weapons

WEAPON	COST
Heavy Flamer	100
Heavy Stubber	120

Skills

KHORNE

ROLE	COMBAT	FEROCITY	GUERILLA	AGILITY	MUSCLE	SHOOTING	STEALTH
TROOPER	X	X		X			
SPECIALIST		X		X	X		X
LEADER	X	X	X	X	X		X

TZEENTCH

ROLE	COMBAT	FEROCITY	GUERILLA	AGILITY	MUSCLE	SHOOTING	STEALTH
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TROOPER			X			X	X
SPECIALIST		X	X	X			X
LEADER	X	X	X	X		X	X

NURGLE

ROLE	COMBAT	FEROCITY	GUERILLA	AGILITY	MUSCLE	SHOOTING	STEALTH
TROOPER	X	X			X		
SPECIALIST	X		X	X	X		
LEADER	X	X	X	X	X		X

SLAANESH

ROLE	COMBAT	FEROCITY	GUERILLA	AGILITY	MUSCLE	SHOOTING	STEALTH
TROOPER		X	X	X			
SPECIALIST			X	X		X	X
LEADER		X	X	X	X	X	X

UNDIVIDED

ROLE	COMBAT	FEROCITY	GUERILLA	AGILITY	MUSCLE	SHOOTING	STEALTH
TROOPER		X	X				X
SPECIALIST			X		X	X	X
LEADER	X	X	X		X	X	X

Special Operatives

Chaos Cultist kill teams have access to all the Special Operatives available to Chaos kill teams plus the following.

Dark Apostle & D6 Cultist Brothers

M	WS	BS	S	T	W	I	A	LD
4	4	4	4	4	1	4	1	10

Wargear: A Dark Apostle has an accursed crozius (power maul), plasma pistol, frag and krak grenades and power armour. A Cultist Brother has a combat blade, club, autopistol and improvised armour. In addition the Dark Apostle may also do any of the following:

- Exchange his plasma pistol for a combi-flamer or combi-melta.
- Pick a Mark of Chaos.

Cult Command: Any fighter within 12" of the Dark Apostle can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of the Dark Apostle can use their Initiative characteristic when testing to escape pinning early.

Zealous Cultist: If the Dark Apostle is only accompanied by 1 Cultist Brother then he is a particularly zealous one ! Add 1 to the Cultist Brothers Attacks characteristic.

CHANGELOG

VERSION 0.4

- Gift from the gods ability clarified.
- Pleasing the gods ability clarified.

VERSION 0.3

- Alternate skill table for each god added.

VERSION 0.2

- Gift from the gods ability added to leader.

VERSION 0.1

- Initial port based on GSC list.