

CHAOS CULTIST COVENS 2020

[NCE Conversion] Redux by Commissariat

References to he/him are due to transcribing an old text and not meant to be exclusionary.

OUTLANDERS

All of the usual outlaw rules apply unless stated otherwise. They do not have a guild price as normal.

TERRITORY

Chaos Cult Covens start with one territory generated on the Cultist Territory Table. Additional captured territory is looted and burnt as a matter of course. The Chaos Cult Coven moves on after each game, spreading the word of corruption and making their pilgrimage to another location. After collecting any income from the territory it is leaving behind, the Coven rolls on the Cultist Territory Table to see where its path takes it in the next game. Note any income collected from territories is not halved as it is for ordinary outlaws when working non-outlaw territories; the partisan support of Chaos Cult settlers means they can collect money far more easily than other outlaws. Chaos Cult Covens cannot use Sump Dynamos and Isotropic Fuel Rods.

CAPTURED TERRITORY

If the Coven's territory it was moving to is captured, the opposing gang gains the territory and may collect income from it as normal. In the case of holesteads, settlements etc, the people will be sullen and impolite but they won't cause any trouble. Weapon caches must be crossed off when the income is collected.

TRADING

Chaos Cult Covens use the Outlaw Trading Post.

CAPTURE

Gang fighters captured by the Chaos Cultists have two choices: become corrupt or die. Gangs can get back captured members by playing a Rescue and fighters will still be exchanged if both gangs have captured models, but Cultists will never pay or ask for ransom demands from infidels. If the enemy gang doesn't attempt a rescue or fails then the Cultist Priest can try to convert the prisoner as explained below. If a prisoner will not repent or cannot be redeemed then they are burnt together with their tainted equipment.

CORRUPT

If the Coven captures any enemy fighters who are not Ratskin Shaman, Genestealer Cult, or Orkz, then the Cultist Priest can try to convert them to the Coven's cause. The Chaos Coven player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score.

If the Cultist Priest scores highest then the prisoner becomes a faithful convert. Copy his characteristic profile, skills, experience, cost and injuries, on to the Chaos Cultist Coven roster. Note the fighter is now classed as a Brother, or a Novice if he has less than 21 Experience points. This means he may lose access to some skill sets, weaponry and special abilities that he used to have (eg Ratskins lose their Resilient ability). If a hired gun is converted then his cost is that of a Brother (50) and his Experience points is equal to his rating (ie his hire fee x5). All of the convert's equipment is also destroyed to cleanse his new enlightened path, but will keep implanted bionic equipment, such as lobo-chips.

If the prisoner equals or beats the Priest's score then he resists and refuses to repent. When *converting* Redemptionists, the opposing model has an extra d6 to oppose the conversion.

GANGERS & JUVES

For purposes of rules that specifically reference Gangers, such as working a territory or searching for rare trade, the Brother fighter type count as Gangers. Likewise, Novices count as Juves.

PATRON

Every Cultist Coven 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, the new leader will not gain the Chaos Champion Gifts.

HATRED

All cultists *hate* Redemptionists, **Cawdor**, and **Genestealer Cult**. Likewise, all Redemptionists, **Cawdor**, and **Genestealer Cult** *hate* Cultists. Also, Cultist bands *hate* other Cultist covens that worship a different patron than them.

HIRED GUNS

Cultists may not hire Hired Guns as the guild does not trust the raving cultists that infest the hive.

CHOOSING THE COVEN

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

Cultist Priest: A coven must have one.

Deacons: A coven can have up to 2 Deacons.

Zealots: A coven can have any number.

Novice/Brother: At least 50% of the coven must be Novices/Brothers. If the number falls below this then only Novices/Brothers can be recruited. No more than half the coven can be Novices. If this is exceeded then Novices cannot be recruited.

CULTIST PRIEST - 120 Credits

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

Weapons: A Cultist Priest may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic Weapons, Special Weapons and Extras sections of the Cultist Weapon List.

Gang Leader: The Cultist Priest commands absolute obedience from his followers and they are filled with vile fury in his presence. The Cultist Priest counts as the Gang Leader and as such has the Leader and Independent special rules as detailed in the Gang Recruitment section of the Necromunda rulebook.

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.

DEACON - 80 credits

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

Weapons: A Deacon may be given equipment from the Leader Only, Hand-to-Hand, Pistols, Basic, Special Weapons, and Extras sections of the Weapon List. Deacons count Heavy Flamers and Gatling Cannons as exceptions to their equipment restrictions.

BROTHER - 50 credits

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

Weapons: Brothers may be given equipment chosen from the Hand-to-Hand, Pistols, Basic Weapons and Extras sections of the Cultist Weapon List.

NOVICE - 25 credits

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

Weapons: Novices may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Cultist Weapon List.

Experience: Once a Novice reaches 21+ Experience points he becomes a fully fledged Brother thus gaining all of the usual benefits a Brother has such as extra skills and better weapons.

ZEALOT - 60 credits

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

Weapons: A Zealot may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Redemption Weapon List.

Frenzy: Zealots follow the rules for frenzy.

EXPERIENCE

Unless stated otherwise, Chaos Cultists gain experience and advances just like a regular gang.

Fighter Type	Initial Experience
Novice	0
Brother/Zealot	20+1d6
Deacon/Priest	60+D6

MAXIMUM CHARACTERISTICS

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

CHAOS CHAMPION GIFT TABLE

Chaos God	Gifts
Khorne	1 Subject to <i>Frenzy</i> 2 Chaos Ward (see page 9) 3 The Cultist Priest is immune to the effects of Pinning
Slaanesh	1 The Priest has a Leadership value of 9. This can never be increased above 9, nor can it ever be reduced below 9. 2 One Wyrd primary power chosen at random from the Telepath Primary Table in the Outlanders Community Edition book.
Nurgle	1 +1 Toughness 2 The Cultist Coven may have D6 Plague Zombies in every game they fight in. (See Scavvies in Outlander Community Edition). If the Priest is removed from the Cultist Coven for any reason then the coven may no longer have access to these Zombies.
Tzeentch	1 One Wyrd primary power chosen at random from either Primary Power table, except the Beastmaster table, in the Outlanders Community Edition . 2 If a Wyrd power is cast at the Priest or anyone (including the caster) within 12" of him, he may nullify it on a D6 roll of 4 or more.

CULTIST ADVANCE TABLE

As normal, but replace the 'Any Skill' result with the following:

Roll a D6:

1-4 Mutation - roll on the Mutations table (later)

5-6 Chaos Gift - roll on the Chaos Gifts table (later)

SKILL TYPES AVAILABLE

<u>Patron</u>	<u>Agility</u>	<u>Combat</u>	<u>Ferocity</u>	<u>Muscle</u>	<u>Shooting</u>	<u>Stealth</u>	<u>Techno</u>
Khorne							
Novice	-	✓	✓	-	-	-	-
Brother	-	✓	✓	✓	-	-	-
Zealot	-	✓	✓	✓	-	-	-
Deacon	-	-	✓	✓	✓	-	✓
Priest	✓	✓	✓	✓	✓	-	✓
Nurgle							
Novice	-	-	✓	✓	-	-	-
Brother	-	-	✓	✓	✓	-	-
Zealot	-	✓	✓	✓	-	-	-
Deacon	-	-	✓	✓	✓	-	✓
Priest	-	✓	✓	✓	✓	✓	✓
Slaanesh							
Novice	✓	-	✓	-	-	-	-
Brother	✓	✓	✓	-	-	-	-
Zealot	✓	✓	✓	-	-	-	-
Deacon	✓	-	✓	-	✓	-	✓
Priest	✓	✓	✓	-	✓	✓	✓
Tzeentch							
Novice	-	-	✓	-	-	✓	-
Brother	-	-	✓	-	✓	✓	-
Zealot	-	✓	✓	-	-	✓	-
Deacon	-	-	✓	-	✓	✓	✓
Priest	✓	✓	✓	-	✓	✓	✓

CULTIST WEAPONS LIST

Leader Only Weapons	Cost
Bolt Pistol	25
Boltgun	35
Chainsword	25
Hand-to-Hand Weapons	
Eviscerator	30
Chain or Flail	10
Club, Maul or Bludgeon	10
Knife (first knife free)	5
Massive Axe, Sword, or Club	15
Pistols	
Autopistol	15
Handflamer	25
Stubgun	10
Basic Weapons	
Autogun	20
Shotgun (+Solid Slug, Scatter Shot)	20
Lasgun	25
Special Weapons	
Autosluggger	45
Flamer	40
Grenade Launcher	60
Meltagun	95
Heavy Weapons	
Heavy Flamer	80
Gatling Cannon	120
Extras	
Bolt Shells	15
Dum-dum Bullets	5
Exterminator	25
Frag Grenades	25
Hot Shot Shells	5
Krak Grenades	40
Manstopper Shells	5

GATLING CANNON

The Gatling Cannon is a suped-up heavy stubber. In construction, it resembles a heavy bolter.

<u>Short Range</u>	<u>Long Range</u>	<u>To Hit Short</u>	<u>To Hit Long</u>	<u>Str</u>	<u>Dam</u>	<u>Save</u>	<u>Ammo</u>
0-16"	16-32"	-	-1	4	1	-1	5+

Special Rules: Sustain Fire 3

Any Ammo Check result of 1 will cause it *explode*, inflicting a full S4 hit on the user.

CULTIST TERRITORY TABLE

<u>D66</u>	<u>Territory</u>	<u>Income</u>
11-16	Wastes	0
The Coven can find nothing better than a hole in the wastes to operate from until they move on again.		
21-26	Chem Pit	2d6
The work is extremely hazardous. If you roll a double when working out your credits then the cultist falls into the chem pit but manages to haul himself free. He struggles back to base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes fear. No income is collected.		
31-36	Slag	15
The Cultists visit a small mining outpost out in the wastes who are supporters of the Cultists.		
41-46	Settlement	30
The Coven shelters in a settlement with strong ties to the Coven, strengthening their faith through sacrifices. There's also a chance of a fiery young Novice joining the Coven as detailed in the Settlement territory of the Necromunda rulebook.		
51-53	Holestead	D6x10
The Coven stops at a holestead out in the wastes which belongs to hive settlers. They pillage the settlement and devolve the stead to nothing more than a slag heap.		
54-56	Weapons Cache	2d6x10
The Coven uncovers a weapons cache out in the wastes. When a Cultist is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post or Coven Weapon List. It cannot be supplemented from the Coven's stash or saved for later so any unspent credits are wasted.		
61-63	Cult Grounds	D6x10
The Coven visits a Chaos circle operating under the guise of a settlement where they receive shelter and assistance from the Priests. There's also a chance fiery young Novices will join the Coven as detailed in the Settlement territory of the Necromunda rulebook, however, you make 3 separate rolls instead of 1.		
64-66	Hidden Weapons Cache	3d6x10
The Coven uncovers a hidden rival Redemption weapon cache. When a Coven is sent to pilfer the cache, all of the money must be spent immediately on common items available at the Trading Post or Coven Weapon List or can also be used to purchase rare items offered to the Coven that game. It cannot be supplemented from the Coven's stash nor saved for later so any unspent credits are wasted.		

MUTATIONS TABLE

D6 Roll Result

1 Hooves, Beak, Cat Eyes, etc (No Effect)

2 Head: Roll D6

Result Effect

1 Skull Face: the mutant's head is nothing but an empty skull. The mutant causes *fear* and no longer suffers head-related injuries.

2 *Wyrdo: The mutant has strange abilities that are determined by rolling once on the Wyrd Minor Table before each game.

3 Acid Spit: The mutant may spit acid in the shooting phase instead of shooting normally.
Range: 6"(+1) Strength: 6 Damage: 1 Save Mod: -2
When the mutant charges or when charged, he may make a free spit attack that is worked out as if the model was on overwatch.

4 *Extra Eye: The mutant has an extra eye. +1 BS

5 Eyestalks: The mutant's eyes stick out on long stalks. The mutant's line of sight is increased by 180 degrees. It's eyestalks also allow the mutant to pick targets out more easily, reducing their cover by 1 stage for all purposes.

6 *Extra Head: The mutant's line of sight is increased by 90 degrees. The mutant may also make separate shooting attacks with pistol weapons for each pairing of head and hand. (IE: 2 heads/arms = 2)

3 Body: Roll D6

Result Effect

1 *Extra Leg: The mutant has an extra leg. +1 Movement, -1 Initiative. If the mutant earns its fourth leg, then they cannot be pinned.

2 Obese: The mutant is immensely fat. -1 Movement. +2 Toughness. Cannot use Agility Skills.

3 Spikes: The mutant gains an armour save of 5+, but cannot wear any other armour except Chaos Ward.

4 Wraith: The mutant ignores the effects of Treacherous Conditions and difficult terrain; also gains the *Catfall* skill.

5 Wings: The mutant has large wings that enable it to *fly*.

6 Regeneration: This mutant's wounds heal quickly. In the recovery phase the mutant may recover from any flesh wounds on a 4+. Additionally, if this model goes out of action it may still collect income. (As long as it wasn't captured or killed of course.)

4

Arm: Roll D6

Result Effect

- | | |
|---|---|
| 1 | Claw: The mutant's hand is a huge claw. It can be used as a hand-to-hand weapon instead of holding a regular weapon, in which case it counts as having user+2 Strength. |
| 2 | *Tentacle: The mutant has a writhing tentacle in addition to their normal limbs. The mutant may reroll Initiative tests for falling and may grapple his opponent to reduce their number of attacks by 1, to a minimum of 0. |
| 3 | Suckers: The mutant may move up sloped/vertical slopes the same as it would normally traverse the ground. |
| 4 | *Bio-Weapon: One of the mutant's weapons have become fused with his arm. Choose which weapon you want from your model's equipment. This weapon cannot be <i>Disarmed</i> . If the weapon is heavy, the model is no longer considered encumbered in melee. |
| 5 | Venomous: The mutant's nails and claws seep with toxins. All of the mutant's hand-to-hand attacks count as <i>High Impact</i> . |
| 6 | *Extra Arm: The mutant may use an extra weapon in melee for each arm and may still retain bonus attacks for using two melee weapons even if they carry a basic, special, or heavy weapon. |

5-6

Choose a table to roll on: Head, Body, Arm

- Mutations marked with an asterisk are cumulative. (ie: if a mutant gets more than one head then they increase their line of sight by 90 degrees for each extra head and can shoot an extra pistol if there is an arm to go with it.)
- If you roll a mutation that you already have that is not cumulative, then you may re-roll. If you roll another mutation that you already have that isn't cumulative, then you get no mutation.

CHAOS WARD

Special Save: The cultist receives a 6+ special save against any attacks that can be used in place of an armour save. Save Modifiers provide no modification to the Chaos Ward save.

Warp Infused: For each additional *Chaos Ward* the Cultist has currently acquired, the Chaos Ward's armour save is increased by 1 to a limit of 3+.

CHAOS GIFTS TABLES

D6	Gift	Result
KHORNE		
1	Collar of Khorne	The cultist is immune to Wyrd powers of any kind.
2	Axe of Khorne*	Weapon: Strength:User+1 Damage:D3 Save Mod:- (Melee) up to a maximum of the number of hands present.)
3	Frenzy	The cultist is affected by the rules of <i>frenzy</i> .
4	Mark of Chaos*	The cultist may reroll any one dice roll per game.
5-6	Chaos Ward*	See page 9
SLAANESH		
1	Claw	As mutation
2	Tentacle	As mutation
3	Prehensile Tongue*	As mutation: Tentacle and Acid Spit
4	Aura of Slaanesh	Any enemy within their initiative's distance in inches of the cultist grants +2 to their opponent's attack dice result for fumbles instead of 1. The fumble cannot be canceled by special rules or abilities.
5	Mark of Chaos*	The cultist may reroll any one dice roll per game.
6	Chaos Ward*	See page 9
NURGLE		
1	Obese	As mutation
2	Dead Head	As mutation: Skull Face
3	Stream of Corruption	Once per game, instead of shooting normally, the cultist may fire as if they had a flamer except do not roll for Catch Fire.
4	Cloud of Flies	Anyone shooting at a cultist with this gift suffers -1 to hit.
5	Mark of Chaos*	The cultist may reroll any one dice roll per game.
6	Chaos Ward*	See page 9
TZNEETCH		
1	Wings	As mutation
2	Bird Face	+1 BS and Initiative
3	Flamer Arm*	Weapon: Strength:4 Damage:D3 Save Mod: -2 Special: Uses hand flamer template rules . Can be used in close combat. Victims may be set on fire. Ignores Ammo Checks.
4	Power*	The cultist gains one Wyrd minor power. Roll for it randomly, but reroll any 'none' results.
5	Mark of Chaos*	The cultist may reroll any one dice roll per game.
6	Chaos Ward*	See page 9

- 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 asterisk, as these gifts have cumulative effects and can be taken more than once.
- Note: Gifts are non transferrable as they are bound to the soul of the model.

CHAOS SPAWN

If any member of a cultist gang receives five or more mutations then they run the risk of becoming a Chaos Spawn. Once a cultist has **at least 5 mutations and/or** 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 Tzaneeth.

If he passes his test then he continues his existence as "normal". If he fails his test then the Cultist has spawned! He immediately receives another 2D3 mutations/gifts (**roll a D6 for each mutation/gift: on a 1-4 roll on the Mutation Table, 5-6 roll on the Chaos Gift Table.**) 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 **each**. A Spawn will never challenge for leadership of a gang nor can it forage or visit the trading post.

A Spawn will never break and so never needs to take a leadership test 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 **retire** due to it being 'understaffed'. Spawn can never lead gangs. If the leader of a cultist gang becomes a Spawn, **then treat it as if the leader had been killed for the purposes of electing a new leader.**

Roll a D6 for a Spawn before each game:

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

These rules will come into effect when/if one of the following incidents occur:

- 1 If the gang loses a game and has at least 4 times as many models out of action 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 for each event. If the Leader of your gang was killed in the game when this event occurred, then replace him using the **normal rules for replacing your leader** and then take the leadership test(s) for the new leader.

Redemptionists, Ratskin Shamans, Chaos Cultists, Orkz, Genestealer Cult and Spyrers 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 vents. 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
Orlock	Cultist Covens of any Chaos god, or Redemptionists
Escher	Cultist Covens of Khorne, Slaanesh, or Tzeentch; or Redemptionists
Cawdor	Redemptionists
Delaque	Cultist Covens of Nurgle or Tzeentch; or Redemptionists
Van Saar	Cultist Covens of Tzeentch; or Redemptionists
Goliaths Nomads	Cultist Covens of Nurgle or Khorne; or Redemptionists
Ratskins Pit Slaves Scavvies	Cultist Covens of Khorne or Nurgle

If your Leader chooses to create a Redemptionist Crusade, then he becomes a Redemptor Priest **and thus replaces their special rules and with the special rules for Redemptor Priests. However, a Chaos Cult Leader does not receive their Chaos Champion Gifts yet because they have yet to prove their devotion!**

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

FOLLOW ME....

To turn the rest of his gang into Redemptionists/Cultists **is the gang leader's first objective to gain favour with his patron**. After each game (Starting with the next one) use the Priest's Redeemer/Corruptor 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. **Chaos Cult Covens may attempt to convert Wyrds; unlike the Redemptionists.**

Resistant Converts

If the victim wins he has resisted the Cult Leader's attempts to convert him **with the following modifiers: -1 for each failed attempt, +1 for each Deacon/Zealot in the coven already. If the Leader fails three times, then the Leader believes** that the gang member is beyond his help and kills him. Remove the gang member and their from your roster **and destroy the gang member's equipment**. He may try to convert prisoners, though if the prisoner wins they must sell them into slavery.

Successful Conversion

If the **Cult Priest** rolls higher than the victim then he has succeeded in converting the gang member over to his cause. The gang member will become his **cult equivalent while retaining his equipment**. (ie: A Ganger would become a Brother). Scalies remain **unchanged**. Up to four **Non-Heavy/Non-Leader** may become Zealots if they have **21** experience points or more. **Hired Guns become Brothers.**

Once a gang member becomes a Redemptionist/Cultist, they are subject to all the special rules their Redemptionist/Cultist equivalent (ie: Zealots are subject to *frenzy*). **When they become Redemptionist/Cultists they will now roll on the Redemptionist/Cultist Advance Table, skill tables and their Maximum Characteristics will change to that of a Cultist/Redemptionist. If he is a Cultist, he will gain mutations and gifts as normal. Of course, the convert still keeps their skills that they already had.**

Blessings of Devotion

Once the entire gang has been converted into Cultists, the **Cult Priest** is rewarded by his Patron and receives his Chaos Champion Gifts. **Any successor cult leaders will also gain these gifts upon succession.**

Once the entire gang has been converted into Cultist/Redemptionists, they will discard all their territories, **whether they were outlaws already or not, 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!!