

CHAOS CULT GANGS

Like countless worlds of the Imperium, Necromunda is plagued by heretics and renegades. Helot cults are a particular form of Chaos cult, one that festers in the depths of the hive, raising profane altars among the tunnels and domes, and spreading the dark influence of their hellish gods.

The minds of mortals have always been fertile ground for the dark gods. In the soul-crushing drudgery of Necromunda's hive factories, even the faintest promise of power can tempt a group of helot-workers – indentured industrial serfs – to corruption. After all, a short and brutal life in the service of the Ruinous Powers, with even the remotest chance for deliverance, is often preferable to a short and brutal life under the industrial yoke of the Clan Houses where death is the only reward for a lifetime of labour. Where such cults take root within the hives, Lord Helmawr's Palanite Enforcer squads are swift to take action – often purging entire levels if even the merest hint of corruption is to be found. Bounties are also regularly issued against such deviants, and the hive gangs take pleasure in exterminating the followers of the dark gods, knowing all too well what happens if such cabals are allowed to take root.

In the drudging levels of Hive Primus and other hive cities, the Chaos-infected helot cults are a disease the authorities have never been able to truly eradicate. Spawned in illegal worker lodges, these cultish groupings are commonly made up of bitter dissidents corrupted by charismatic demagogues, often strangers who come unheralded to foment discord among the masses. These dark preachers defame the Imperial Creed and extol the power of the warp, often veiled behind lies of solidarity and fellowship. These whispered sermons offer freedom and power, slowly infecting the minds of the workers until the thunder of the manufactorum or the bark of the overseers becomes unbearable. At first a helot cult will keep itself hidden – gathering in secret during the brief downtime between work shifts in the

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forgotten spaces between tunnel walls or the reeking bowels of hab blocks. There they hoard weapons – stolen from production lines, underhive traders or hive gangs – and fashion the serrated symbols of their faith by filing down the teeth of cogs harvested from broken machines. Many cultists live double lives, joining the work crews by day and meeting in secret at night; taking part in dark rituals and acts of murder, keeping their identities hidden behind masks or beneath hoods.

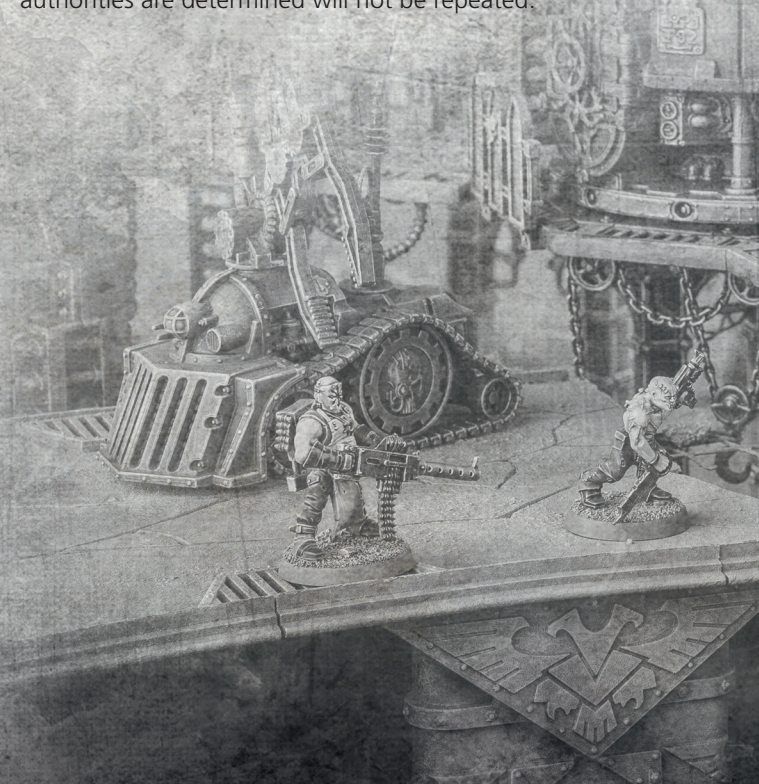
While helot cults work continually to add to their numbers and spread their influence, their true ambition is something far more sinister. Scattered throughout the hives are cursed sites, places covered in maddening symbols and raised upon floors stained by millennia of blood offerings, where the power of Chaos seeps slowly into reality like a vile poison. Helot cults seek these places out, hoping to prise open the rents and bathe in the malevolent energies that spill forth. The cult demagogues especially revere these sites, and use the ancient fanes to pray to the dark gods for power. Their hope is that should their efforts bring favour, then one day their dark masters might force their way through the veil between realities and into the hive, possessing the blessed flesh of the faithful and bringing about a glorious age of blood and madness.

Once the first step is taken on the road to outright rebellion, the helot cult is doomed one way or another, yet many revel in this implicit nihilism and make it central to their creed. Once the cult becomes established, its numbers swell, making discovery inevitable. The cult demagogues are ever-watchful for the tipping point, the exact moment to rise from the shadows and challenge authority. Too soon and the cult will be crushed, either by the authorities or more likely by hive gangs who see it as a rival to their own ambitions. Too late and the Palanite Enforcers will move in and crush the cult with the full force of the Pax Helmawr.

Though no two helot cults are identical, their leaders are almost universally a caste apart from those they lead, pursuing their own goals that are in many ways incompatible with those of their followers. The rank and file hope for deliverance from their squalid lives, and are prepared to risk all for a chance at a freedom they are very unlikely to ever see. The demagogues however tread a different path, seeking personal power and using the cultists as disposable weapons to be utilised and cast away to their own ends. Even should every helot be slain, the demagogue will invariably have gained some measure of glory in the eyes of the Ruinous Powers, furthering their own interests despite the trail of destruction left strewn in their wake.

Not every helot cult is doomed though. For a fortunate few, having declared their intent, survive the brutal counter-strike, escape into the bowels of the underhive and even further below, some carving themselves a niche in the lawless wastes of hive bottom, far beyond the reach of even the most relentless of Lord Helmawr's agents. There the helots become Outlanders, competing for the region's scant resources against mutant Skavvies, zealous Redemptionist Crusades, Ratskin Renegades and all manner of equally outlandish rivals. Unconstrained by civilisation and law, corrupted by the power of Chaos and the gene-twisting pollutants in which hive bottom is saturated, many eventually become indistinguishable from Skavvies native-born to the region.

Having set out on the so-called Path to Glory, there is no telling what twists of fate might befall a helot cult, and depending on which of the Ruinous Powers they beseech for aid, they might take on all manner of bizarre characteristics. While most helot cultists keep their faces hidden, some adopt cult trappings as distinctive as a red-robed Redemptionist. In one instance, a cult uprising ostensibly in the service of Chaos was revealed upon its defeat to be a xenos-infested mining clan which had, for reasons unknown and by unknowable means, aligned itself with the Ruinous Powers. This bizarre admixture of Genestealer and Chaos cult represented a singular threat that the authorities are determined will not be repeated.



While most helot cults are crushed soon after discovery and a very few escape into the wastelands of hive bottom, the secret chronicles of Necromunda record one instance where such an uprising was successful, for a time at least, in its objective. The so-called 'Cult of the Exquisite Corpse' arose from the manufactoria of Hive Prosperine on the eve of 40th Millennium, led by the charismatic Demagogue Mordrina Soth. What began as a localised rebellion in a pharmaceutica plant owned by House Escher quickly escalated, triggering dozens of similar events in other sectors amongst the workforces of House Orlock and House Goliath. Within a week, the Hive Prosperine Palanite Enforcer corps was hard pressed to contain the increasing unrest, which inexplicably spread uphive, hundreds of so-called 'Brat gangs' – hedonistic scions of the noble houses – throwing in their lot with the workers, seemingly just for the thrill of it. Ordinarily, Soth's rebellion would have been crushed mercilessly, but through a combination of unsurpassed political machination and, presumably, the blessings of the Ruinous Powers, she was able to cast down the rulers of Hive Prosperine in a single night of bloodshed and establish herself as the ruler over what she declared to be a new society free of brutality and injustice. Even as the other hives of the cluster mustered their militia divisions to reestablish the Pax Helmawr, Soth consolidated power within the hive, the former helots now the overseers and former masters the serfs.

The insurrection lasted for 17 days before the massed militia divisions purged the spires of Hive Prosperine of the rebels. Within the hive they found a city transformed into a nightmare. The mutilated bodies of overseers and nobles were strung from the heights and the walls were covered in crudely-daubed slogans and symbols. Even as the words extolled the helots to seize the means of production and bring down their oppressors, the symbols tainted the soul, speaking of the insidious influence of the Ruinous Powers.

At length, order was restored to Hive Prosperine, the population re-seeded and the tunnels and manufactoria ritually cleansed. It remains an ill-aspected city, however, where incidents of mutation and insanity run higher than even the average on Necromunda. Of Mordrina Soth, nothing more is known, but wherever helot cults rise up against the rightful authorities of Necromunda, her name is ever on their lips.



GANG COMPOSITION

A Chaos Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (Cult Demagogue) chosen when the gang is first founded.
- The total number of Helot Cultists in the gang must always be equal to, or higher than, the total number of other fighters (Cult Demagogue, Cult Disciples and Cult Witch) in the gang, not counting Hangers-on.
- The gang may only ever include 0-1 Cult Witch.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

HIERARCHY OF THE DAMNED

The rules presented here represent a small Chaos cult, of the sort that can be found almost everywhere in the Imperium. It has no ties to larger cults, and is insignificant enough to not have attracted the attention of the authorities… at least, not yet!

Unless specified otherwise, a Cult Demagogue follows all of the rules for a Leader, and Cult Disciples and Cult Witches follow all of the rules for Champions. For example, either one can lead a Group Activation – a Cult Demagogue would be able to lead a group of two other fighters, while a Cult Disciple or Cult Witch would be able to lead one other fighter.

Should the Cult Demagogue be killed, follow the rules for a Leader's death (see page 6). Their replacement automatically gains the Cult Leader skill, as described later. Cult Witches can never become the Leader of a gang.

During a campaign, all gangs continue to follow the previously mentioned rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Cult Disciples. Additional Cult Disciples may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
- Helots Cultists cannot be given a new weapon if it would take them above the limit of three weapons carried.
- A Cult Demagogue, Cult Disciple or the Cult Witch can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 59 of *Gang War Four*.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CHAOS CULTS IN CAMPAIGNS

In a Dominion campaign, Chaos Cult gangs are treated just like any other. They begin the campaign with a Settlement territory which they cannot lose, representing their base of operations, they can take control of unoccupied territories during the Occupation phase and they can seize control of territories from other gangs during the Takeover phase. Settlement territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free Helot Cultist. If both of the D6s roll a 6, this becomes two Helot Cultists.

Despite their secret agenda, a Chaos Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. A Chaos Cult gang is treated as a Cawdor gang for the purposes of Enhanced Boons.

GAINING EXPERIENCE

Chaos Cult fighters gain Experience in the same way as a normal House gang. The Cult Demagogue, Cult Disciples and the Cult Witch can have their XP spent on Advancements, in the same way as a Leader or Champion. Helot Cultists advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

Chaos Spawn cannot gain Experience or Advancements in any way.

POST-BATTLE ACTIONS

The Cult Demagogue, Cult Witch and any Cult Disciples can make one post-battle action, in the same way as a Leader or Champion respectively. Chaos Cult gangs cannot make the Sell to the Guilders action, instead sacrificing the Captive to perform a Dark Ritual (see page 7).

CHAOS CULT GANGS IN TURF WAR CAMPAIGNS

The rules presented in this document focus on the Dominion campaign rules. If using a Chaos Cult gang in a Turf War campaign, they act exactly like any other gang with the exception that they may not perform a Sell to the Guilders post-battle action, instead sacrificing the Captive to perform a Dark Ritual (see page 7).

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Chaos Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs.

Additionally, Chaos Cult gangs may hire Hangers-on, but use the following table when doing so:

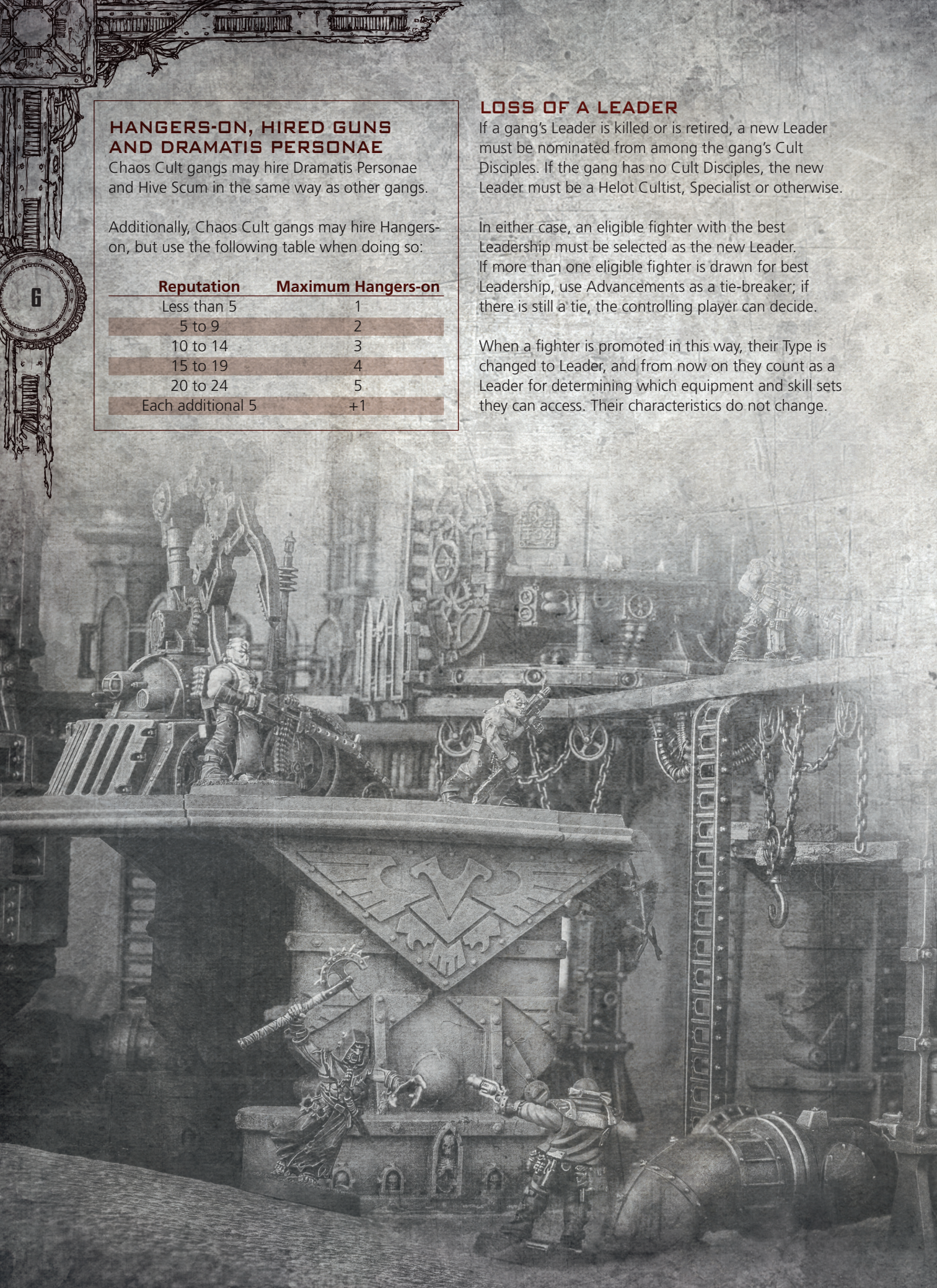
Reputation	Maximum Hangers-on
Less than 5	1
5 to 9	2
10 to 14	3
15 to 19	4
20 to 24	5
Each additional 5	+1

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Cult Disciples. If the gang has no Cult Disciples, the new Leader must be a Helot Cultist, Specialist or otherwise.

In either case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.



DARK RITUALS

A Chaos Cult is built around the worship of the Chaos gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

The Cult Demagogue can make the following post-battle action (see page 56 of *Gang War Four*). This action can only be made once per post-battle sequence.

LEAD RITUAL

First, decide which of the Chaos gods the ritual is invoking: Khorne, Nurgle, Slaanesh or Tzeentch.

If desired, a single member of the gang may be randomly chosen to be the focus of the ritual and offered up to be a vessel of the god's power. Make a deck of all of the gang's Fighter cards, removing the Cult Demagogue card(s) and only including one card for each Cult Disciple (should a Cult Disciple have more than one equipment set). Then draw one card at random.

Alternatively, if the gang is holding a Captive that, if held by another gang would be eligible to be sold to the Guilders (see page 56 of *Gang War Four*), the Captive may be sacrificed to fuel the ritual.

Then roll 2D6 and apply the following modifiers:

- +1 if the gang won this battle.
- +1 if the gang gained Reputation in this battle.
- +2 if the cult already has the favour of the god the ritual is invoking marked on their roster.
- +2 if the gang is sacrificing a Captive to fuel the ritual.
- -2 if the cult has the favour of a different god to the one the ritual is invoking marked on their roster.
- -1 if the gang lost this battle.
- -1 if the gang lost Reputation in this battle.

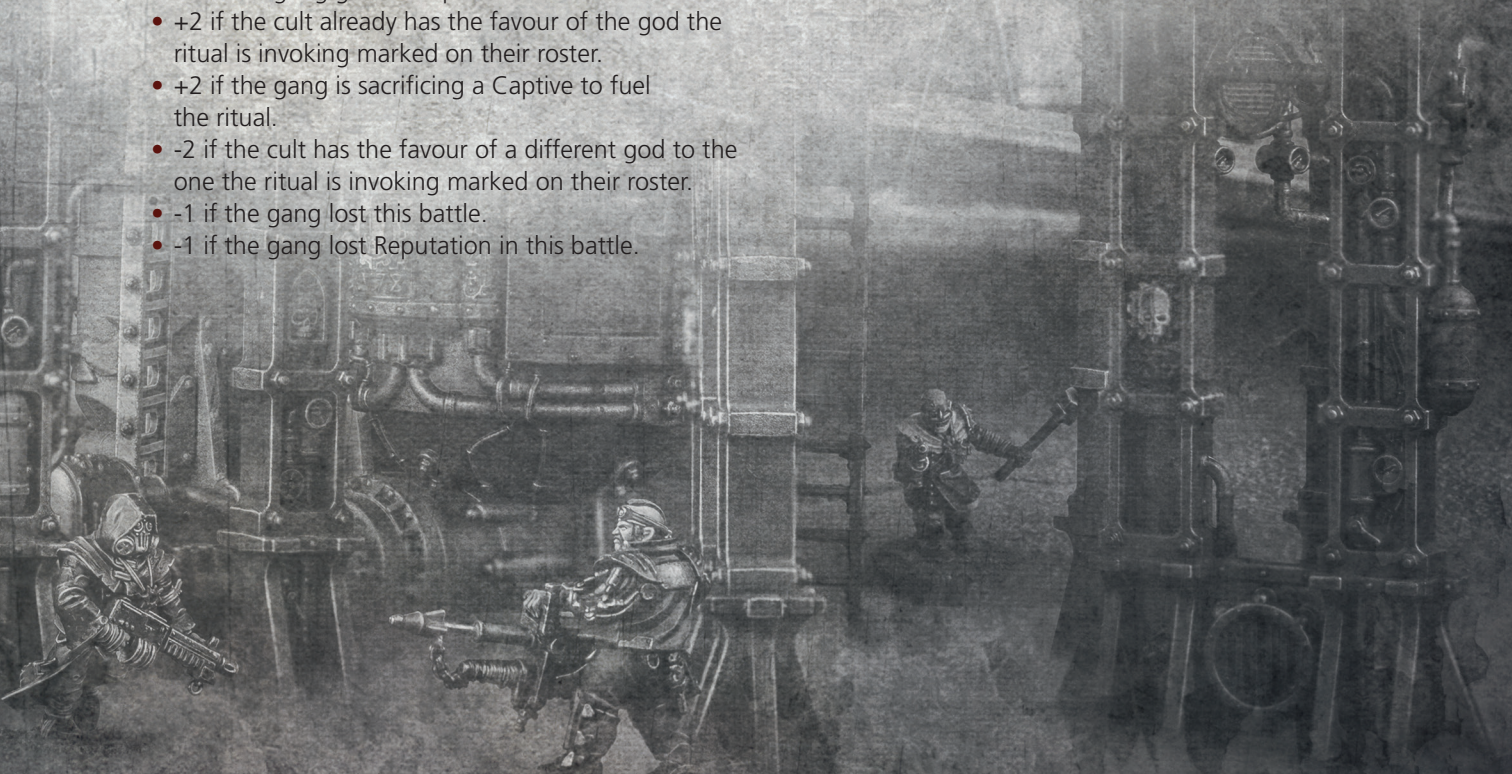
If the final result is 9 or more, the ritual is heeded by the cult's patron. Mark on their roster sheet that they have the favour of their chosen god – the effects of this favour are listed below. If they already have the favour of a different god, it is replaced. In addition, if a member of the gang was picked to be the focus of the ritual, they immediately gain D6 Experience.

If, however, the final result is a natural double 1, or is 2 or less after modification, the cult is deemed unworthy. They lose any favour they had with the gods. Furthermore, if a member of the gang was picked to be the focus of the ritual, they are turned into a Chaos Spawn.

THE GODS' FAVOUR

If the gang has successfully performed a Dark Ritual and has marked on their gang roster the favour of their chosen god, the appropriate bonus is gained during the gang's next battle:

- **Khorne:** Once per round, a single failed Wound roll can be re-rolled.
- **Nurgle:** Once per End phase, a single Recovery roll can be re-rolled
- **Slaanesh:** Once per round, during the Activation phase, two fighters that are Ready can be picked and activated one after the other, rather than the usual one.
- **Tzeentch:** Once per round, a single fighter may ignore all negative modifiers when making a Shoot (Basic) or Shoot (Double) action.



"Drudging classes of the hive unite! Worker, let not the bounty of your labours line the pockets of the Guilders! To have more, we must take more. To take more, we must know more! Free yourselves and look to the Serrated Star for your Salvation!"

Graffiti linked to Helot Cults

CHAOS SPAWN

Worship of the Chaos gods can be a route to unlimited power, but such power is not without its risks. Many a would-be champion has been found unworthy and reduced to a hideous Chaos Spawn, their flesh wracked with mutations and their mind scoured of even the slightest hint of sanity. Of course, a Chaos Spawn can be a potent (if unpredictable) weapon, and the cult that birthed it will still find uses for the creature.

If one of a Cult Gang's fighters is turned into a Chaos Spawn, they are effectively slain. They are deleted from the gang's roster, and any equipment they were carrying is lost. A Chaos Spawn no longer counts towards the gang's fighter limit – for example, if the gang has two Cult Disciples and one becomes a Chaos Spawn, they now only count as having one Cult Disciple, so another may be recruited.

They are immediately replaced with a Chaos Spawn, which is worth 130 credits for the purposes of calculating Gang Rating, and has the following profile:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Chaos Spawn	D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

For example, a player might roll a 1 for Weapon Skill, a 3 for Strength, a 6 for Toughness, a 1 for Wounds, a 5 for Initiative and a 6 for Attacks, to create a Chaos Spawn with a Weapon Skill of 5+, a Strength of 4, a Toughness of 6, 1 Wound, an Initiative of 4+ and 3 Attacks.

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action.

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3



EQUIPMENT

A Chaos Spawn carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Warped Monstrosity: Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).

Mindless Beast: The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

Out of Control: During the Wrap-up step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the gang can restrain the Spawn. First, nominate up to three Helot Cultists from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated Cultist. If any of the dice score a 4 or more, the Chaos Spawn is restrained; otherwise, it scurries away to join the other nameless horrors of the underhive, and is removed from the gang's roster. If a dice scores a 1, make an immediate roll on the Lasting Injuries table for that Cultist, as they suffer the unfettered wrath of the Spawn.

CHAOS SPAWN IN SKIRMISHES

In one-off Skirmish battles, up to two Chaos Spawn can be purchased for a Chaos Cult gang, at a cost of 130 credits each. Determine the characteristics for each Chaos Spawn individually.



"The blessings of the dark gods are glorious indeed. Come! Revel in their warmth with me!"

Arrenus Nova,
Cult Demagogue of the
Painted Despoilers

"Darkness! Emptiness! Clutching hands! Showers of blood! A voice from the shadows! It calls to me! IT CALLS TO ME!"

Final words of Sykrukk, non-sanctioned Psyker executed for crimes against the Imperium

FIGHTERS

A starting Chaos Cult gang is made up of the following fighters:

CULT DEMAGOGUE ..... 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	7+

EQUIPMENT

A Cult Demagogue starts with no equipment. They may not be equipped with any Heavy weapons but otherwise they have no weapon restrictions.

STARTING SKILL

The Cult Demagogue starts with one skill chosen from their Primary skill sets.

SPECIAL RULES

Devotion: While this fighter is standing, all other fighters from their gang who are within 9" and line of sight of them use this fighter's Cool and Willpower characteristics instead of their own when making any checks.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Demagogue can never gain Insanity markers.

CULT DISCIPLES.....60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	1	7+	6+	8+	8+

EQUIPMENT

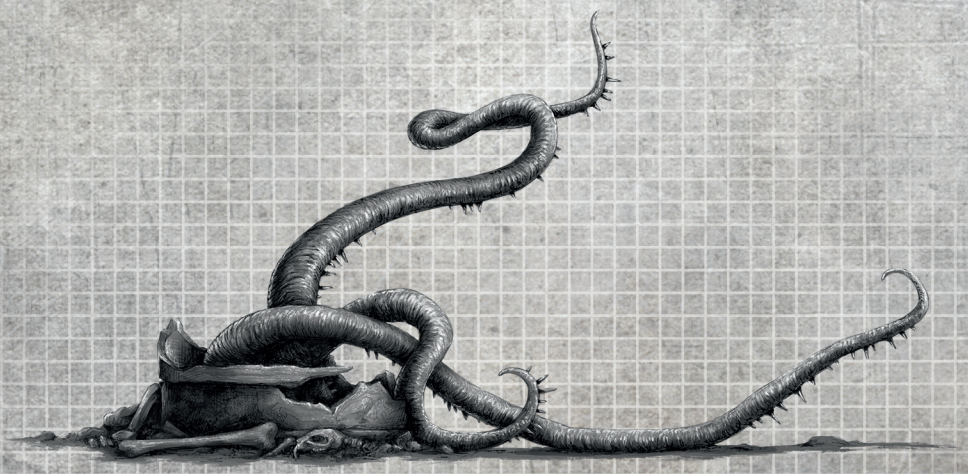
A Cult Disciple starts with no equipment. They have no weapon restrictions.

STARTING SKILL

Cult Disciples start with one skill chosen from their Primary skill sets.

SPECIAL RULES

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. Cult Disciples can never gain Insanity markers.



0-1 CULT WITCH.....70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	2	4+	1	8+	7+	6+	6+

EQUIPMENT

A Cult Witch starts with no equipment. They can be armed with Pistols and Close Combat Weapons.

STARTING SKILL

A Cult Witch starts with one skill chosen from their Primary skill sets and the Non-sanctioned Psyker skill.

SPECIAL RULES

Witch: The Cult Witch is a Psyker, as described on page 91 of *Gang War Four*. Chaos Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

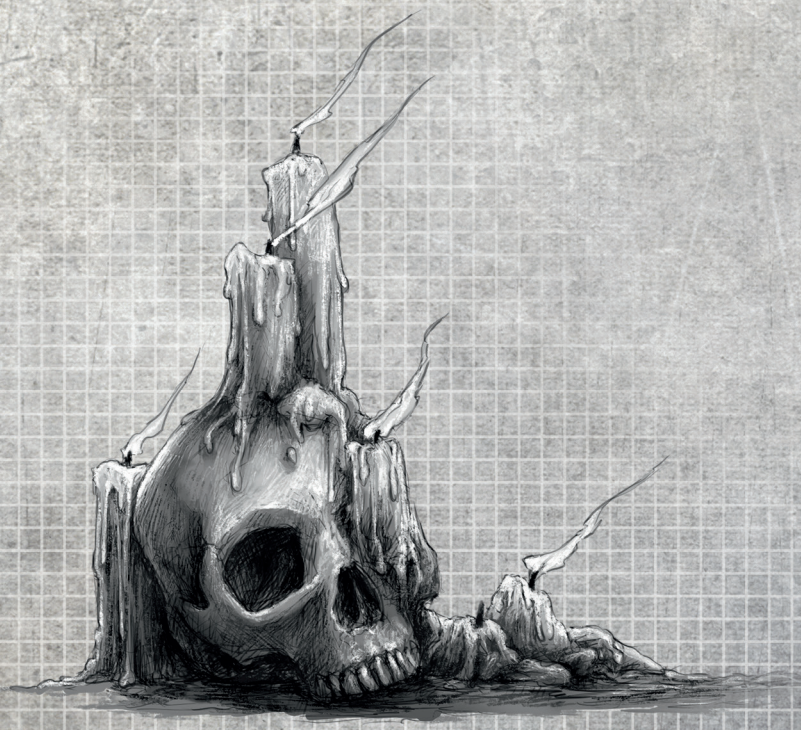
Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Witch can never gain Insanity markers.

HELOT CULTISTS.....35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	3+	1	9+	7+	7+	8+

EQUIPMENT

A Helot Cultist starts with no equipment. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Helot Cultist can be armed with a Special Weapon. During a campaign, additional Helot Cultists can also take Special Weapons as they are added.





"No war but the hive war!"

Slogan found daubed on the ruins of Manufactory Omega-112, Hive Primus

SKILL ACCESS

Chaos Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
Cult Demagogue	-	-	Secondary	Primary	Primary	Primary	-	Secondary	-
Cult Disciple	-	-	Secondary	Primary	Primary	Secondary	-	Secondary	-
Cult Witch	-	-	Secondary	Secondary	Secondary	-	-	Primary	Primary
Specialist	-	-	Secondary	Primary	Primary	-	-	Secondary	-

CHAOS CULT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun.....15 credits
- Reclaimed autogun.....10 credits
- Lasgun.....15 credits
- Shotgun (with solid and scatter ammo).....30 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Chain glaive*.....60 credits
- Chainsword.....25 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Maul (club).....10 credits
- Sword.....20 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits

PISTOLS

- Autopistol.....10 credits
- Reclaimed autopistol.....5 credits
- Hand flamer.....70 credits
- Laspistol.....10 credits
- Stub gun.....5 credits
  - dumdum rounds.....5 credits

SPECIAL WEAPONS

- Flamer.....130 credits
- Grenade launcher (with frag and krak grenades).....55 credits
- Long rifle.....30 credits

HEAVY WEAPONS

- Heavy flamer*.....195 credits
- Heavy stubber*.....130 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits
- Demolition charges.....65 credits
- Frag grenades.....30 credits
- Incendiary charges.....40 credits
- Krak grenades.....45 credits

ARMOUR

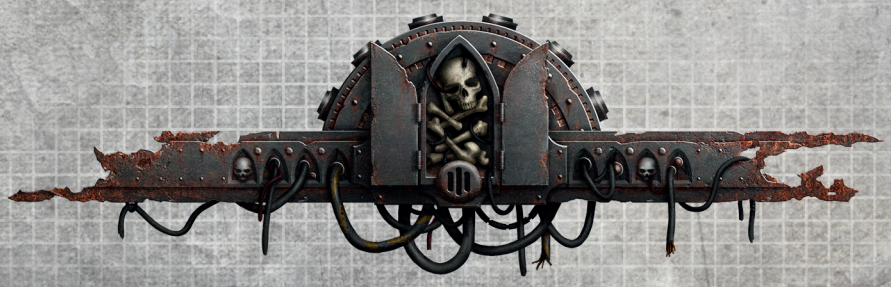
- Hazard suit.....10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

- Cult icon (maximum one per gang).....40 credits
- Filter plugs.....10 credits
- Infra-sight†.....40 credits
- Mono-sight†.....35 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits

EXOTIC BEASTS

- Chaos Familiar.....25 credits



NEW EQUIPMENT

0-2 CHAOS FAMILIAR

CHAOS CULT ONLY ..... 45 CREDITS, COMMON

The fighter is accompanied by a Chaos Familiar – a psychic manifestation of the favour of their dark patrons. The Familiar is an Exotic Beast as described on page 26 of *Gang War Three* and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

EQUIPMENT

A Chaos Familiar carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Omen of Fortune: A Chaos Familiar is able to sense bad fortune and forewarn its companion, giving them a flash of precognition.

Whilst the Chaos Familiar is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

Precognition: The gift of foresight possessed by the Chaos Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Chaos Familiar may avoid being caught by a Blast marker or Flame template. If a Chaos Familiar is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Chaos Familiar is hit by the attack. On a 1-3, the Chaos Familiar is able to dodge clear of the area of the attack. Leave the model where it is and assume that it has scuttled around to avoid the attack and returned to where it was.

Psychic Manifestation: A Chaos Familiar is an extension of its owner's will and a clear indication of the favour the dark gods of Chaos have bestowed upon them. If the owning fighter is a Psyker, once per round they may re-roll a failed Willpower check to perform a Wyrd Power (X) action.

Clamber: When this fighter climbs, the distance they move is not halved. In other words, they always count as climbing up or down a ladder.

SKILL ACCESS

A Chaos Familiar has access to the following skill sets:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Chaos Familiar	-	-	Secondary	Primary	-	-	-	-



"The only good cultist is a dead cultist thrown into a forge and turned to ash."

Watch Sergeant Verde,
Enforcer Precinct 61,
Manufactorum A61-Z3R

CHAOS CULT WYRD POWERS

Cult Witches are Psykers, as described on page 91 of *Gang War Four*, drawing their powers from the warp and providing their Cultist brethren with a link to the dark gods of Chaos. A Cult Witch has access to the Chaos Cult Wyrd Power list below as one of their Primary skill sets.

1. Scouring (Basic), Continuous Effect: Coruscating balefire erupts from the Witch's eyes or outstretched hands, engulfing the enemy. For as long as this Wyrd Power is maintained, the Cult Witch counts as being armed with the following weapon:

	Range		Accuracy						
	S	L	S	L	Str	AP	D	Am	Traits
Scouring	-	T	-	-	3	-	1	-	Blaze, Template

2. Levitation (Basic), Continuous Effect: The Cult Witch rises upon invisible aetheric updrafts, floating just above ground level as they are held aloft by a writhing curtain of warp energy. For as long as this Wyrd Power is maintained, the Cult Witch's Movement is increased by 3" and they ignore all terrain, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain or walls and may not end their movement with their base overlapping an obstacle or another fighter's base. Furthermore, they cannot be Pinned. As the Cult Witch is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

3. Warp Strength (Simple), Continuous Effect: The Witch's skin crackles with corposant as dark power grants them inhuman potency. For as long as this Wyrd Power is maintained, the Cult Witch's Strength is increased by 2, and the Damage of any close combat attacks they make is increased by 1.

4. Dark Shield (Simple): Powerful energies envelop the Witch, protecting them and their allies from harm. Until the End phase of this round, add 1 to the result of any save rolls made for the Cult Witch and any other fighters from their gang within 3" of them (if they do not have a save roll, they gain a 6+ save).



5. Maddening Visions (Basic): Nearby enemies find themselves struck by nightmarish apparitions as the Cult Witch becomes a conduit for unfettered warp energy. Until the End phase of this round, make a Willpower check for any enemy fighter who ends their turn within 3" of the Cult Witch. If the check is failed, the fighter is driven temporarily insane – this can be marked by placing an Insanity marker on their Fighter card.

Each subsequent time the fighter is activated, roll a D6:

D6	Result
1-2	The fighter immediately becomes Broken – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).
3-4	The opposing player can control the Insane fighter for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the Insane fighter no longer counts as being a part of the opposing gang. In the case of a multi-player game, the winner of a roll-off between the other players will control the Insane fighter.
5-6	The fighter can act as normal. Once their turn is over, make a Willpower check for them; if it is passed, they regain their sanity and are no longer affected (remove the Insanity marker if one has been used).

6. Assail (Basic): The Cult Witch uses the force of their will to push enemies and objects from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

"All power to the helots!"

Last recorded words of unnamed rabble rouser, Sector 77 labour riot

