

WARHAMMER
40,000

KILL TEAM



CHAOS CULT 

ARCHETYPE: INFILTRATION / SEEK AND DESTROY

CHAOS CULT KILL TEAM

54

Below you will find a list of the operatives that make up a **CHAOS CULT** kill team, including, where relevant, any wargear those operatives must be equipped with.

OPERATIVES

- ▼ 1 **CULT DEMAGOGUE** operative.
- ▼ 2 **BLESSED BLADE** operatives.
- ▼ 9 **CHAOS DEVOTEE** operatives.
- ▼ 1 **ICONARCH** operative.
- ▼ 1 **MINDWITCH** operative.

'WE WERE BETRAYED. THE FALSE EMPEROR IGNORED OUR PRAYERS, THOUGH WE HAVE GIVEN OUR ENTIRE EXISTENCES TO HIM. ANOTHER, A REAL DIVINE POWER, HAS COME TO OUR SALVATION. LET US HONOUR THE GRANDFATHER, AND EMBRACE OUR TRUE PLACE AS HIS LOYAL SERVANTS.'

- Mallax Darktongue, Siblings of the Worm



TAC OPS

If your faction is **CHAOS CULTS**, you can use the Chaos Cult Tac Ops listed below, as specified in the mission sequence.

TEAR THROUGH

Chaos Cult - Faction Tac Op 1

You can reveal this Tac Op at the end of the battle.

- If you have a friendly **TORMENT** operative within ○ of your opponent's drop zone, you score 1VP.
- If you have a different friendly **TORMENT** operative within ○ of your opponent's drop zone, you score 1VP.

PROFANE DEFILEMENT

Chaos Cult - Faction Tac Op 2

You can reveal this Tac Op in the Target Reveal step of any Turning Point after the first.

- If a friendly **CULT DEMAGOGUE**, **ICONARCH** or **MINDWITCH** operative starts and ends the Turning Point within ■ of the centre of the killzone, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

BLOOD OFFERING

Chaos Cult - Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point. For each objective marker, the first time an enemy operative is incapacitated within ○ of it, place a Blood Offering token on that objective marker.

- If any friendly operatives perform the **Blood Prayer** action (below), you score 1VP.
- If any friendly operatives perform the **Blood Prayer** action at a different objective marker, you score 1VP.

Friendly operatives can perform the following mission action:

BLOOD PRAYER

1AP

An operative can perform this action while it controls an objective marker that has a Blood Offering token on it. If the operative is a **CULT DEMAGOGUE** operative, it can instead perform this action while within ◆ of an objective marker with a Blood Offering token on it. An operative cannot perform this action while within Engagement Range of an enemy operative.



ABILITIES

Below, you will find common abilities of the **CHAOS CULT** kill team.

MUTATION

During arcane rituals, the most devoted among a Chaos Cult have evil symbols carved into their flesh or tattooed onto their skin. Should the correct words of invocation be said in battle, these icons appear to draw empyric power to them, which twists the flesh of the Devotee and horrifically mutates them. This does not satisfy the dark cravings and power lust of some. Depraved prayers are written upon flayed skin and nailed into the tormented flesh of these individuals, then daemons are summoned and bound into their mortal bodies.

During the battle, friendly **CHAOS CULT** operatives can 'mutate'. Each time they do, choose one of the following:

- If it's a **DEVOTEE** operative, turn it into a **MUTANT** operative.
- If it's a **MUTANT** operative, turn it into a **TORMENT** operative.
- It can regain D3+1 lost wounds.

An operative cannot mutate more than once per Turning Point. In addition, you can never have more than five **MUTANT** operatives and three **TORMENT** operatives at once.

When an operative mutates into another operative, it's still the same **DEVOTEE** operative on your roster/dataslate, so has the same Battle Honours and is the same operative for any Tac Ops it has already been selected for, etc. The operative is simply a new operative type and will use that new type's miniature and datacard rules. It will revert back to its original **DEVOTEE** miniature and datacard *after the battle*.

You can mutate friendly operatives as follows:

- *Once in each* Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead mutate a number of friendly **CHAOS CULT** operatives equal to the Turning Point number.
- At the end of a combat in which a friendly **DEVOTEE** operative *incapacitated an enemy operative and were not incapacitated themselves (they cannot do so just by inflicting damage)*.
- When a friendly **CULT DEMAGOGUE** operative performs the **Accursed Benediction** action (pg 58).

When a friendly operative mutates into a new operative:

- Swap the miniatures, ensuring the centre of the new miniature's base is as close as possible to that of the old miniature. This can put it within Engagement Range of enemy operatives, and if the old miniature was, the new miniature must return there if possible.
- *The new operative has the same wounds remaining as the preceding operative did, but then regains D3+1 wounds if it's now a **MUTANT** operative or D3+3 if it's now a **TORMENT** operative; in either case, it cannot go above its maximum wounds.*

ACCURSED GIFTS

Accursed followers of Chaos are blessed by the gods with a horrifying array of mutations. Chiropteran wings, sharp, ridged horns and wicked claws are but a few examples of what gifts a Mutant might receive, along with reptilian skin or long, dextrous tentacles. All of these grant Mutants formidable abilities on the battlefield, which they use to sickening effect against the enemies of the Chaos Gods.

Accursed Gifts are abilities that friendly **CHAOS CULT** operatives gain when they mutate into other operative types. The first time a friendly **DEVOTEE** operative mutates into a **MUTANT** operative during the battle, select your first Accursed Gift. The first time a friendly **MUTANT** operative mutates into a **TORMENT** operative during the battle, select your second Accursed Gift. All friendly **MUTANT** operatives have your first Accursed Gift and all friendly **TORMENT** operatives have your first and second Accursed Gifts.

You can select Accursed Gifts from those presented below. You cannot select the same Accursed Gift more than once per battle. All Accursed Gifts are removed at the end of the battle.

1. Winged

Each time this operative performs an action in which it moves:

- ~~Ignore any or all modifiers to its Movement characteristic.~~
- Ignore the first distance of ○ it travels for a climb, drop or traverse.

2. Fleet

Add ▲ to this operative's Movement characteristic.

3. Chitinous

Improve this operative's Save characteristic by 1.

4. Horned

Each time this operative finishes a **Charge** action, you can select one enemy operative within its Engagement Range to suffer 1 mortal wound, or D3 mortal wounds if this operative is a **TORMENT**.

5. Sinewed

- You can ignore any or all modifiers to the Weapon Skill characteristic of this operative's melee weapons.
- This operative's melee weapons gain the Brutal special rule.

6. Barbed

This operative's melee weapons gain the Reap 1 critical hit rule, or Reap 2 if this operative is a **TORMENT**.

STRATEGIC PLOYS

If your faction is **CHAOS CULT**, you can use the following Strategic Ploys during a game.

EXALTATION IN PAIN 1CP

Until the end of the Turning Point:

- Friendly **CHAOS CULT** operatives are not injured.
- Each time a shooting attack is made against a friendly **CHAOS CULT** operative that has less than its starting number of wounds remaining, you can re-roll one of your defence dice.

FERVENT ONSLAUGHT 1CP

Until the end of the Turning Point, each time a friendly **CHAOS CULT** operative fights in combat, in the Roll Attack Dice step of that combat, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

CREATURES OF NIGHTMARE 1CP

Until the end of the Turning Point, when determining control of an objective marker that any friendly **MUTANT** or **TORMENT** operatives are within \bigcirc of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

SICKENING AURA 1CP

While an enemy operative is within \bigcirc of a friendly **MUTANT**, or **TORMENT** operative *only*, worsen the Ballistic Skill and Weapon Skill characteristics of that enemy operative's weapons by 1. This is not cumulative with being injured.

TACTICAL PLOYS

If your faction is **CHAOS CULT**, you can use the following Tactical Ploys during a game.

FAITHFUL FOLLOWER 1CP

Use this Tactical Ploy when a friendly **CULT DEMAGOGUE**, **ICONARCH** or **MINDWITCH** operative is selected as the target of a shooting attack. Select one friendly **CHAOS CULT** operative (excluding one of the aforementioned operatives) that is Visible to and within \bigcirc of that friendly operative. Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

ABHORRENT MUTATION 1CP

Use this Tactical Ploy when a friendly **CHAOS CULT** operative (excluding a **DARK COMMUNE** operative) is activated. Select an Accursed Gift (pg 56) for that operative to gain. This is in addition to any Accursed Gifts it already has.

FRENZIED DEMISE 1CP

Use this Tactical Ploy when a friendly **MUTANT** or **TORMENT** operative is incapacitated. Inflict D3 mortal wounds (or D6 mortal wounds if that friendly operative is a **TORMENT** operative) on one enemy operative Visible to and within \bigcirc of that friendly operative.

UNLEASH THE DAEMON 1CP

Use this Tactical Ploy in a friendly **MUTANT** or **TORMENT** operative's activation.

- It can perform a free **Fight** action during that activation.
- It can perform two **Fight** actions during that activation.

'DID THE FALSE EMPEROR ENSURE WE FELT PAIN? OH, HE MOST CERTAINLY DID - IN THE MINES, IN THE QUARRIES, AT THE CRACK OF THE TASKMASTER'S WHIP, BOUNDLESS CRUELTY, THAT IS WHAT WE ENDURED FOR THAT MONSTER. I TELL YOU, NOW WE HAVE FOUND A GOD WHO TRULY UNDERSTANDS. DOES SLAANESH REALISE THAT PAIN IS INEVITABLE? YES - THE GALAXY IS DARK. BUT, CRUCIALLY, SHE KNOWS THERE IS MORE THAN THAT. SHE SEEKS NOT TO MAKE OUR PAIN GREATER. NO, SHE OFFERS SOOTHING BALMS, AND GREAT REWARDS FOR THOSE FAITHFUL TO HER AND EMBRACING OF HER GIFTS. HAVE NO FEAR, FOR SHE KNOWS WHAT IS BEST FOR US ALL.'

- Maaline Sephari, Awaiters of the Great Rewards

CULT DEMAGOGUE

Vile orators who inflame the passions of their adherents, Cult Demagogues are seen by their fanatical underlings as prophets of the Dark Gods. They interpret signs, bless their congregations and invoke the power of the warp through ritual sacrifice and fervent prayer.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☉ Pistol	4	4+	2/3	Rng ●	-
☉ Diabolical stave	4	4+	3/6	Rng ●	Stun
☒ Diabolical stave	4	4+	3/6	-	Stun

UNIQUE ACTIONS

Accursed Benediction (1AP): One friendly **CHAOS CULT** operative Visible to and within ● of this operative can mutate (pg 56). This operative cannot perform this action while within Engagement Range of an enemy operative.

Induce Slaughter (1AP): One friendly **CHAOS CULT** operative Visible to and within ● of this operative can immediately perform a free **Fight** action. This operative cannot perform this action while within Engagement Range of an enemy operative.

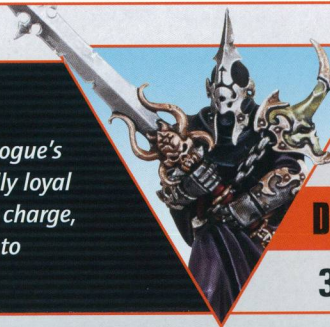
Incite Urgency (1AP): One friendly **CHAOS CULT** operative Visible to and within ● of this operative can immediately perform a free **Dash** or **Charge** action (for the latter, it can move no more than ■). This operative cannot perform this action while within Engagement Range of an enemy operative.

CHAOS CULT, **CHAOS**, **LEADER**, **DARK COMMUNE**, **CULT DEMAGOGUE**



BLESSED BLADE

The most devoted and skilled of the Cult Demagogue's followers, Blessed Blades serve as their fanatically loyal bodyguards. They will gladly die to protect their charge, and have been silenced either by ritual or blade to ensure they never speak over their master.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☒ Commune blade	4	4+	4/6	Lethal 5+	-

ABILITIES

Cut Them Down: Each time an enemy operative starts a **Fall Back** action while within Engagement Range of this operative, you can use this ability. If you do so, that enemy operative suffers D3+1 mortal wounds (before it moves).

Attuned In Purpose: Each time this operative is activated, you can also activate another ready friendly **BLESSED BLADE** operative within ● of it at the same time. Complete their actions in any order.

UNIQUE ACTIONS

CHAOS CULT, **CHAOS**, **DARK COMMUNE**, **BLESSED BLADE**



ICONARCH

Iconarchs have the blessing and the curse of carrying their Cult's spike and flame-billowing censer-icon to war. This great symbol radiates with the mutating power of the warp, affecting the foes and devotees of Chaos alike.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
☼ Burning censer	6	2+	2/3	Rng , Torrent	-
☼ Pistol	4	4+	2/3	Rng	-
✕ Crude melee weapon	3	4+	2/3	-	-

ABILITIES

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier. In narrative play, this is cumulative with the Focused Battle Honour (see the Kill Team Core Book).

UNIQUE ACTIONS

Ruinous Deterioration (1AP): Until the start of that operative's next activation, Each time an attack dice would inflict damage on an enemy operative within 2○ of this operative, add 1 to the damage inflicted from that attack dice.

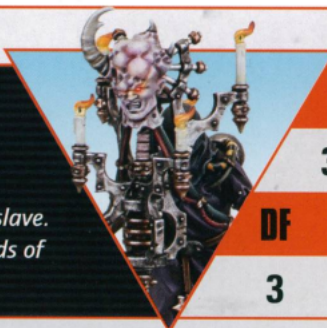
Ruinous Invigoration: (1AP): Until the start of that operative's next activation, Each time an attack dice would inflict damage on a friendly **CHAOS CULT** operative within 2○ of this operative, subtract 1 from the damage inflicted from that attack dice (to a minimum of 3).

CHAOS CULT , CHAOS, DARK COMMUNE, ICONARCH



MINDWITCH

All that remains of the psyker that is a Mindwitch is a mutated, swollen head mounted on an armature, connected by arcane tubes and cables to a mindless slave. Beings of formidable power, they can torture the minds of their victims and weave vortexes of empyric energy.



M	APL	GA
3 ○	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
✕ Fists	3	5+	1/2	-	-

UNIQUE ACTIONS

Heinous Deluge (1AP): Psychic action. Select one enemy operative in this operative's Line of Sight. Subtract 1 from its APL. This operative cannot perform this action while within Engagement Range of an enemy operative.

Malefic Vortex (1AP): Psychic action. Remove your Malefic Vortex token (if any). Then place a Malefic Vortex token in a location that is Visible to this operative, or on a Vantage Point of a terrain feature that is Visible to this operative (treat it as an intended target for the purposes of the Visibility line). Each enemy operative within ○ of that token suffers 1 mortal wound. In addition, at the end of each Turning Point, each enemy operative within ○ of that token suffers 1 mortal wound. This operative cannot perform this action while within Engagement Range of an enemy operative.

Infernal Gaze (1AP): Psychic action. Select one enemy operative within of this operative and in its Line of Sight. That enemy operative suffers a number of mortal wounds based on the closest distance it is from this operative. Note that these are not cumulative.

- Within ○ – D3+5 mortal wounds
- Within 2○ – D3+3 mortal wounds
- Within – 3 mortal wounds

This operative cannot perform this action while it has a Conceal order or while within Engagement Range of an enemy operative.

CHAOS CULT , CHAOS, DARK COMMUNE, PSYKER, MINDWITCH



CHAOS DEVOTEE

These Cultists are the mortal followers of the Dark Gods - ordinary men and women fallen to promises of temporal power who wish to overthrow Imperial taskmasters. Bearing a motley collection of improvised, stolen and makeshift weapons, they can overwhelm even determined enemies with their sheer zeal.



M	APL	GA
3 ●	2	2
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
☉ Pistol	4	4+	2/3	Rng	-
✕ Crude melee weapon	4	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

CHAOS CULTS, CHAOS, DEVOTEE



CHAOS MUTANT

Whether born of dark ritual, empyric experimentation or the predations of malign entities, Mutants have diverse, terrifying origins. When faced with an enemy, they lash out with claws, tendrils or whatever other blasphemous appendage they possess.



M	APL	GA
3 ●	2	1
DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
✕ Blasphemous appendages	4	4+	3/4	Ceaseless	Rending

ABILITIES

UNIQUE ACTIONS

Accursed Mutant: Each time this operative would perform a mission action or the **Pick Up** action, you must subtract one additional action point to do so.

Unnatural Regeneration: Each time this operative would lose a wound, roll one D6: on a 6+, that wound is not lost.

CHAOS CULTS, CHAOS, MUTANT



CHAOS TORMENT

These hideous abominations are possessed by one daemon or many. It is impossible to tell how much of the original Devotee remains. Each has a scroll of parchment nailed to its form, upon which are written words in evil tongues to prevent the bound daemons from manifesting in full.



M	APL	GA
3	2	1
DF	SV	W
3	5+	13

NAME	A	BS/WS	D	SR	!
✘ Hideous mutations	5	4+	4/5	Relentless	Rending

ABILITIES

Accursed Torment:

- This operative cannot perform mission actions or the **Pick Up** action (when it's set up, it must drop all objective markers or tokens its former operative type was carrying).
- Light terrain and operatives with a Wounds characteristic of 11 or less do not provide Cover for this operative.

Unnatural Regeneration: Each time this operative would lose a wound, roll one D6: on a 6+, that wound is not lost.

UNIQUE ACTIONS

CHAOS CULT, CHAOS, TORMENT





EQUIPMENT

CHAOS CULT operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle. If the operative mutates into a **MUTANT** or **TORMENT** operative, this equipment is removed from it.


Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			

Rng , Blast , Indirect, Limited

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action. If the operative mutates into a **MUTANT** or **TORMENT** operative, this equipment is removed from it.

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			

Rng , AP1, Indirect, Limited

TROPHY WEAPON+ [1EP]

DEVOTEE operative only. Select a crude melee weapon or pistol the operative is equipped with. Add 1 to both Damage characteristics of that weapon for the battle.

COVERT GUISE [2EP]

DEVOTEE operative only. The operative gains the following ability for the battle:

Covert Guise: At the end of the Scouting step, if this operative is wholly within your drop zone, it can perform a free **Dash** action.

CHAOS SIGIL [2EP]

The operative gains the following ability for the battle. If the operative mutates into another operative type as a result of the Mutation ability (pg 56), it keeps the following ability for the battle:

Chaos Sigil: This operative has a 5+ invulnerable save.

VILE BLESSING+ [3EP]

The operative gains the following ability for the battle. If the operative mutates into another operative type as a result of the Mutation ability (pg 56), it keeps the following ability for the battle:

Vile Blessing: Once per battle, in the Resolve Successful Hits step of a combat or shooting attack, you can ignore the damage inflicted on this operative from one attack dice. This must be done before rolling to ignore lost wounds (e.g. the Unnatural Regeneration ability, pages 60-61).

'WITH EACH PASSING DAY WE GROW STRONGER. MORE AND MORE SOULS SEE THE LIGHT AND SWELL OUR CONGREGATIONS. OUR BRAVE WARRIORS UNDERMINE THE FOOT SOLDIERS OF THE FALSE-EMPEROR, TAKING FROM THEM THEIR WEAPONS - THEIR TOOLS OF OPPRESSION. I FEEL THE GAZE AND PRESENCE OF THE GODS GROW GREATER AS WE PRAISE THEIR NAMES, PLY THEM WITH GRATITUDE FOR THE GIFTS WE HAVE ALREADY RECEIVED AND SING THEIR GLORY. MY BROTHERS AND SISTERS, TRUE CHILDREN OF THE ALMIGHTY FOUR, OUR TIME SOON APPROACHES. I ASK OF YOU BUT A LITTLE MORE FAITH. WHEN THE MOMENT COMES, I PROMISE - THE GODS PROMISE - YOU SHALL POSSESS EVERYTHING YOU HAVE EVER DESIRED AND MORE.'

- The Great Speaker, Cult Demagogue of the Conclave of the Willing

CHAOS CULT SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **CHAOS CULT** as your Faction keyword.


BATTLE HONOURS

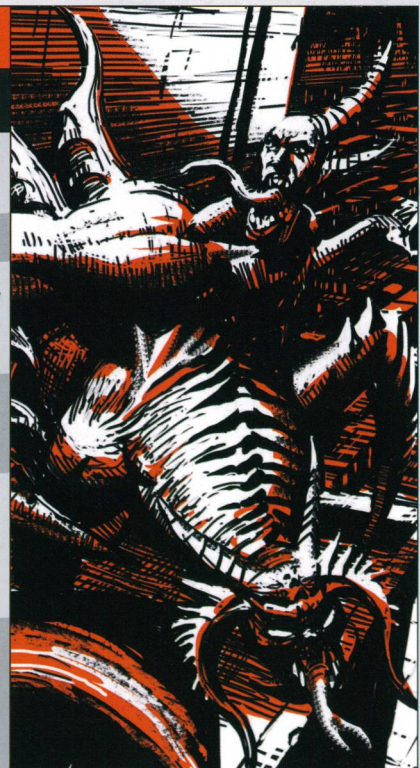
Each time a **CHAOS CULT** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Chaos Cult Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).



CHAOS CULT SPECIALIST

D6 Battle Honour

- 1 Violent Rampage:** This operative can perform the **Charge** action while within Engagement Range of an enemy operative.
- 2 Tainted Resilience:** This operative cannot be injured.
- 3 Thirst for Slaughter:** Each time this operative performs a **Charge** action, improve the Weapon Skill characteristic of its melee weapons by 1 until the end of the activation.
- 4 Dark Communion:** This operative does not have to be within  of a **CULT DEMAGOGUE** for the purposes of that operative's unique actions.
- 5 Pain Metamorphosis:** While this operative is not a **MUTANT** or **TORMENT**, at the end of each combat or shooting attack in which it lost wounds but was not incapacitated, it can mutate (pg 56).
- 6 Dark Blessing:** The first time you select an Accursed Gift (pg 56) for your kill team, also select a different Accursed Gift to be the dark blessing. Each time an operative with this ability would gain an Accursed Gift, they can gain the dark blessing instead (max once per operative).



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **CHAOS CULT**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

Unlike rare equipment from the Core Book (which upgrades specific weapons), if an operative mutates into a **MUTANT** or **TORMENT** operative as a result of the Mutation ability (pg 56), it does not lose these items of rare equipment. For example, if a **DEVOTEE** operative is equipped with a vicious claw, the effects would apply to its crude melee weapon, then (if it mutates) the **MUTANT** operative's blasphemous appendages and the **TORMENT** operative's hideous mutations.

1. NOXIOUS ICHOR [2EP]

The operative gains the following ability for the battle:

Noxious Ichor: Each time an attack dice inflicts damage on this operative, roll one D6 separately for each enemy operative within its Engagement Range: on a 3+, that enemy operative suffers 1 mortal wound.

2. PARALYSING STING [2EP]

The operative's melee weapons gain the Stun critical hit rule.

3. VICIOUS CLAW [3EP]

Add 1 to both Damage characteristics of the operative's melee weapons.

4. MUTATING FLAMES [4EP]

ICONARCH operative only. The operative gains the following ability for the battle:

Mutating Flames: Add ○ to the distance of this operative's Ruinous Deterioration and Ruinous Invigoration abilities.

5. ABHORRENT SCEPTRE [3EP]

CULT DEMAGOGUE or **MINDWITCH** operative only.

The operative gains the following ability for the battle:

Abhorrent Sceptre: Each time this operative is activated, it can perform one free unique action during its activation.

6. ACCURSED CONSECRATION [1EP]

DARK COMMUNE operative only. The operative gains the following ability for the battle:

Accursed Consecration: When this item of equipment is revealed, select one Accursed Gift (pg 56) for this operative to gain.

'TRULY HAVE I BEEN BLESSED BY THE GODS. MY PATIENCE AND MY EFFORTS HAVE PAID GREATER DIVIDENDS THAN I COULD EVER HAVE IMAGINED. HOW LIMITED MY MIND WAS! I KNEEL BEFORE YOU, TRUE GODS OF THE UNIVERSE, IN APOLOGY. I DID NOT UNDERSTAND HOW MUCH I DOUBTED YOU. IN YOUR KINDNESS YOU PROVED ME WRONG. I AM SO . . . STRONG. SO . . . POWERFUL. THANKS ONLY TO YOU. AND NOW I ONLY WISH FOR MORE. I CANNOT IMAGINE WHAT YOU ARE CAPABLE OF, AND SO I SUBMIT MYSELF TO YOUR WHIMS. MAKE ME WHAT YOU WISH ME TO BE, I GIVE MY BODY AND MY SOUL.'

- Maalott Miralde, Conclave of the Willing

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **CHAOS CULT**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

OBSCENE PULPIT

As the commune grows in strength, so do their powers of persuasion and influence. From their pulpit the Cult Demagogue preaches obscenities to the masses, inviting in dark magics to strengthen the Cult.

Each time a friendly **DARK COMMUNE** operative gains a rank, all friendly **DEVOTEE** operatives earn 1XP, or 2XP if that **DARK COMMUNE** operative is a **CULT DEMAGOGUE**.

ACCURSED HEX

The Cult have consecrated a ritual site. Here, following the reading of dark prayers and carrying out of malignant sacraments, a Devotee at the centre of the Accursed Hex is flooded with Chaos energies.

In the Strategy phase of the first Turning Point, you can mutate (pg 56) one additional **CHAOS CULT** operative.

DIRGE CASTER

These great speakers emit diabolical broadcasts of sinister lies and seductive oratory to draw in the downtrodden and desperate, converting them to the Cult.

You can use the Operative Assigned Requisition (see the Kill Team Core Book) for ORP if the operative added is a **DEVOTEE** operative.



REQUISITIONS

In a Spec Ops campaign, if your faction is **CHAOS CULT**, you can use the following Requisitions in addition to those presented in other sources.

SACRIFICE

1RP

The Chaos Gods can give life, but for a high price indeed. For some unfortunate members of the Cult, their lives can be forfeited to preserve the existence of a more influential member of their congregation.

Purchase this Requisition when a friendly **CULT DEMAGOGUE** operative gains a Battle Scar or is Slain. Select one friendly **DEVOTEE** operative to be Slain, then the friendly **CULT DEMAGOGUE** operative is treated as having passed its Casualty test instead.

GIFT OF CHAOS

1RP

Those who worship the Dark Gods often find their flesh slowly warping and twisting, sprouting additional limbs, growing scales or gaining supernatural strength and agility.

Purchase this Requisition before or after a game. You can change one Battle Honour of a friendly **CHAOS CULT** operative. If that operative only has one Battle Honour from its specialism, you can change its specialism before doing so.

MALIGN ANOINTMENT

1RP

Many members of a Cult look upon the Dark Commune with envy, fervently wishing to be a part of this powerful collective. For the most fanatically devoted of their number, joining the Dark Commune is a distinct possibility, and they go through a heinous ceremony to cement their place.

Purchase this Requisition before or after a game. Remove one **DEVOTEE** operative from your dataslate, then add a **DARK COMMUNE** operative to your dataslate. That new operative has a number of experience points equal to the lowest experience points of the removed operative's rank (select its Battle Honours accordingly). For example, if you removed an operative that had 20XP, the new operative would have 16XP. It also has the same Battle Scars (if any) of the removed operative.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **CHAOS CULT**, you can select one from those found on the following page instead of selecting one from another source.



ELEVATION THROUGH SLAUGHTER

The bloodthirsty members of the Cult seek the attention and favour of the gods, and intend to get it through the mass slaughter of as many foes as possible.

OPERATION 1: KILL! KILL! KILL!

When the Cult have finished butchering all their enemies, they will leave many killzones resembling little more than gore-slicked charnel houses.

Complete five games in which you scored victory points from the 'Blood Offering', 'Protect Assets' and/or 'Tear Through' Tac Op.

OPERATION 2: HAIL THE GODS

Empyric energy flows around the Cult's blood-soaked warriors after they have slaughtered so many of their enemies. Now all they need to crystallise and concentrate the power of the gods is to place a dark artefact of Chaos at the site where the most blood was shed.

Complete a game in which you scored victory points from the 'Plant Banner' Tac Op.

COMMENDATION

- You can distribute up to 10XP across the operatives on your dataslate (max 3XP per operative).
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

OCCULT RITUAL

The Cult must conduct a profane ritual in secret. Its members strike at targets seemingly random to their enemies, but in reality each mission they carry out is a part of their preparations — whether that involves assassinating select foes, stealing holy artefacts or spilling blood in precise locations. By the time the enemy realise what is happening, it will be too late.

OPERATION 1: HIDDEN DESIGN

The Cult must complete a series of tasks vital to the successful climax of their dread ritual.

Complete five games and score victory points from every Tac Op archetype (i.e. Infiltration, Recon, Security, Seek and Destroy) across those games.

OPERATION 2: CULMINATION OF THE RITUAL

With their designs in place and all the necessary stages of the ritual almost reached, the Cult's leadership must complete the final act.

Complete a game in which you scored victory points from the 'Profane Defilement' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can select one friendly operative that scored you victory points from the 'Profane Defilement' Tac Op to earn 5XP (this is not affected by a passed Casualty test).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Perform Ritual' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Chaos Cultist operatives, the twisted title of your kill team and its quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

OPERATIVE NAMES

If you wish to randomly generate a name for one of your Chaos Cult operatives, you can roll a D66 on one or both of the tables below. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66 FIRST NAME

11	Brother
12	Nhasc
13	Dahlton
14	Rafn
15	Geffried
16	Sahben
21	Coyl
22	Sister
23	Morlgan
24	Kensha
25	Iony
26	Zeytha
31	Blessed
32	Vorya
33	Yacobe
34	Neesh
35	Korv
36	Fuella
41	Mikon
42	Yuneth
43	Nithanl
44	Sorena
45	Corvinus
46	Godsmarked
51	Philo
52	Oena
53	Madrach
54	Herjar
55	Axmundas
56	Nethfrid
61	Norran
62	Waldemar
63	Scorl
64	Yennick
65	Xendenarius
66	Deveen

D66 LAST NAME

11	Selver
12	<none>
13	Gemmerhal
14	Iskrit
15	Kanter
16	Krone
21	Zuphren
22	Stannas
23	Farnos
24	Wurn
25	Cadmas
26	Drillix
31	Nethix
32	Sanlar
33	Thrikk
34	Vilkas
35	Crenbek
36	Reyga
41	Morswain
42	the Goreclaw
43	Nunaveil
44	the Putrescent
45	Negrani
46	of the Scaled Eye
51	Hrancik
52	Slickstone
53	Brenner
54	Lors'el
55	Voorsk
56	Carlinus
61	Dherka
62	Sylinus
63	Kobden
64	Daevos
65	Dhomass
66	Kalark

KILL TEAM NAMES

The full categorisation, identification and pursuit of Chaos Cults is a Sisyphean task that few Inquisitors ever accomplish. Likened to the mutable nature of the warp, Chaos Cults are known to change their title on a whim, when one ruler is supplanted by another or the Cult's focus of adoration and twisted objectives suddenly alters. Some Cults affect a commonplace name, ostensibly establishing themselves as a legitimate and respectable coterie, such as a trade guild or innocuous circle of scholars. Others shout their deviancy to the stars, brazen in their self-identification as worshippers of majestic powers known – they believe – only to themselves.

If you wish to randomly generate a title for your kill team, roll a D6 on each of the following tables and feel free to arrange the results in whichever way feels most appropriate. Alternatively, use them as inspiration to come up with your own monikers for the Cultists under your command.

D6 HERETICAL SIGNIFIER 1

1	The Sigilarchs
2	Daemoscenes
3	Congregation
4	The Soulscreed
5	Blinded Scions
6	The Enlightened

D6 HERETICAL SIGNIFIER 2

1	of [<Chaos God worshipped> or 'Chaos Undivided']
2	of the Whisperer
3	of the Bladesphere
4	Diabolus
5	of the Blessed Shade
6	of the Numinous Octed

SQUAD QUIRK

D6 BLASPHEMY

- 1 Hunter-skinners:** These Cultists have perfected a nightmarish but swift and efficient manner of skinning their screaming victims alive, curing and dyeing the skins to wear as gruesome robes.
- 2 Droning Chant:** This kill team mouth a heretical mantra as they stalk towards the enemy. Undetectable at first, their voices rise to a whisper, then a dirge-like chant, and finally a shout as they launch their attack.
- 3 Vox-shriek:** These Cultists have rigged stolen vox equipment to project an empyric wail of hideous pain, blaring from every comm-bead and broadcasting from compromised emitters.
- 4 Do Not Return Empty-Handed:** These heretics fight with savage abandon to accomplish worthy deeds, knowing that if they cannot return with an appropriate sacrifice, one of their own will be chosen.
- 5 Preparers of the Way:** In league with one of the dread Heretic Astartes Legions, this kill team have vowed to honour their post-Human masters with a weakened world fit to welcome them.
- 6 Windows of the Soul:** These Cultists gouge the eyes from saintly frescos and chisel them from statuary. They do not hesitate doing the same to any Imperial devotees they capture.

BACKGROUND

D6 SEEDS OF HERESY

- 1 Abhorred Mutants:** This kill team's Cultists were drawn into Chaos worship through their persecution as Mutants. What once marked them only as despised changelings now unites them in murderous hatred for those that hunted them.
- 2 Ceaseless Whispers:** The Demagogue has declared these Cultists to be especially blessed, for each claims to hear one or more voices chafing at the insides of their skulls and driving them to perpetuate the most heinous of deeds.
- 3 Unbridled Ambition:** This kill team are unashamed of their lust to rise higher in the Cult's echelons. Those already among the leadership keep a wary eye on them.
- 4 The Absent Saviour:** These Cultists have all experienced some of the 41st Millennium's horrors. Where, shouts their fiery Demagogue, were the Emperor and his armies? These survivors seek to unleash their anger upon those they see as failing them.
- 5 'True' Loyalists:** Chaos crept into these Cultists' lives so silently that they believe themselves truer Imperial loyalists than any sent to cull them.
- 6 Cult of Personality:** This kill team perpetuate myths of a domineering leader whose vassals founded what became the Cult. Their worship for their original master – long since dead – has been corrupted to serve Chaos.

BASE OF OPERATIONS

D6 RITUAL BOLTHOLE

- 1 Hive Spire Barracks:** Ostensibly forming the private army of a loyalist scion of the local nobility, this kill team enjoy a veneer of legitimacy and all the resources their corrupted patron can siphon to the cause.
- 2 Ruined Chapel:** These Cultists occupy a network of ancient catacombs dug beneath a long-abandoned chapel, enacting their rituals out of sight to further Mankind's spiritual annihilation.
- 3 Defaced Armoured Transports:** Cultists living double lives as local militia have acquired a motley of personnel carriers, now daubed with eye-watering runes and stained with loyalist blood.
- 4 Sump-skimming Sanctum:** Deep in the bowels of the world, this kill team operate from a mobile hideout-temple floating on a citywide sea of noxious filth, knowing the Chaos Gods' gazes will be on them wherever they go.
- 5 Arcology Annexe:** The original plans of this towering habitat have been altered to remove evidence of its hidden annexe, designed along lines of arcane energy to empower this kill team's Cult by their founder – the arcology's insane architect.
- 6 Nomad Heretics:** Trained to hide their worship, these Cultists commit atrocities before disappearing beyond civilisation's fringe into ash wastes, toxic smog banks, wild jungles or some other shrouding environment.

CHAOS CULT / MATCHED ROSTER

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

#	OPERATIVE	NOTES (e.g. wargear options)
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		

NOTES:

CHAOS CULT / NARRATIVE DATASLATE

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log:

Stash

Strategic Assets

Notes

NARRATIVE DATACARD

Operative

Operative Type

Battle Honours





Battle Scars


Notes


Rested Tally


Experience Points


Specialism

















NARRATIVE DATACARD

Operative

Operative Type

Battle Honours

Battle Scars

Notes

Rested Tally

Experience Points

Specialism
















WARHAMMER
40,000

KILL TEAM

CHAOS CULT

UPDATE 1.0

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in [blue](#).

KILL TEAM: ASHES OF FAITH

Page 56, Mutation

Third paragraph, final sentence

Change to:

'It will revert back to its original **DEVOTEE** miniature and datacard [after the battle](#).'

Fourth bullet point

Change to:

'[Once in each](#) Strategy phase, when it is your turn to use a Strategic Ploy or pass, you can instead mutate a number of friendly **CHAOS CULT** operatives equal to the Turning Point number.'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: ASHES OF FAITH

*Q: When completing a group activation, if the first **DEVOTEE** operative mutates into a **MUTANT** operative during its activation, must I still select a **DEVOTEE** operative afterwards to fulfil the group activation requirements (assuming I am able)?*

A: Yes.

*Q: If I want to mutate a friendly operative at the end of a combat in which a friendly **DEVOTEE** operative inflicted damage and was not incapacitated, must it be that operative that mutates, or can it be any friendly operative?*

A: It must be that operative.

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2○ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2○ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**




CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



KILL TEAM: ASHES OF FAITH

CHAOS CULT

- **ICONARCH** operative's Ruinous Deterioration and Ruinous Invigoration abilities: Become unique actions that cost 1AP, last until the start of that operative's next activation, and Ruinous Invigoration's damage reduction is to a minimum of 3 (instead of 2).
- **MUTANT** and **TORMENT** operatives' Unnatural Regeneration ability: Ignore lost wounds on a 6 (instead of a 5+).
- Sickening Aura Strategic Ploy: While within  of a friendly **MUTANT** or **TORMENT** operative only.
- **MUTANT** operative's blasphemous appendages: Change special rule to Ceaseless (instead of Relentless).
- Friendly **DEVOTEE** operatives can mutate at the end of a combat in which they incapacitated an enemy operative and were not incapacitated themselves (they cannot do so just by inflicting damage).
- Mutation into a new operative: The new operative no longer has full wounds remaining. Instead, it has the same wounds remaining as the preceding operative did, but then regains D3+1 wounds if it's now a **MUTANT** operative or D3+3 if it's now a **TORMENT** operative; in either case, it cannot go above its maximum wounds.
- Winged Accursed Gift: Delete first bullet point.
- Operative selection: 1 less **DEVOTEE** operative.

INQUISITORIAL AGENT

- Operative selection: Including Ancillary Support, you can only select up to two operatives equipped with weapons that have the AP2 special rule (even if only in one of their profiles).
- **INTERROGATOR** and **TOME-SKULL** operatives: Change GA characteristic to 2 and they fulfil each other's Group Activation requirements.
- Absolute Authority Tactical Ploy: Cannot be used to stop the same ploy more than once per battle, or a ploy that no CP was spent on.

