



## Chaos Cults

CULT DEMAGOGUE						
M	APL	GA				
3	2	1				
DF	SV	W				
3	5+	8				

Pistol	4	4+	2/3
Rng 6			
Diabolical Stave	4	4+	3/6
Rng 2			! Stun
Diabolical Stave	4	4+	3/6
			! Stun

**Incite Urgency (1AP):**  
**Accursed Benediction (1AP):** One friendly CHAOS CULT operative Visible to and within 6 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 6 of this operative can immediately perform a free Fight action. This operative cannot perform this action while within Engagement Range of an enemy operative.

ICONARCH						
M	APL	GA				
3	2	1				
DF	SV	W				
3	5+	8				

Burning Censer	6	2+	2/3
Rng 6 Torrent 3			
Pistol	4	4+	2/3
Rng 6			
Crude melee weapon	3	4+	2/3

**Icon Bearer.**  
**Ruinous Deterioration (1AP):** Until the start of this 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 this 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).

MINDWITCH						
M	APL	GA				
3	2	1				
DF	SV	W				
3	5+	8				

Fists	3	5+	1/2
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While not in engagement range of an enemy operative, this operative can cast the following:

- Heinous Deluge (1AP)
- Malefic Vortex (1AP)
- Infernal Gaze (1AP)

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BLESSED BLADE




M	APL	GA
3	2	1
DF	SV	W
3	5+	8

Commune Blade	4	4+	4/6
Lethal 5+			

**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 6" of it at the same time. Complete their actions in any order.

BLESSED BLADE



M	APL	GA
3	2	1
DF	SV	W
3	5+	8

Commune Blade	4	4+	4/6
Lethal 5+			

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CHAOS DEVOTEE



M	APL	GA
3	2	2
DF	SV	W
3	5+	7

Pistol	4	4+	2/3
Rng			
Crude Weapon	4	4+	2/3

CHAOS DEVOTEE




M	APL	GA
3	2	2
DF	SV	W
3	5+	7

Pistol	4	4+	2/3
Rng			
Crude Weapon	4	4+	2/3



CHAOS DEVOTEE



	M	APL	GA
	3 ②	2	2
	DF	SV	W
	3	5+	7

Pistol	4	4+	2/3
Rng ⑥			
Crude Weapon	4	4+	2/3

CHAOS DEVOTEE



	M	APL	GA
	3 ②	2	2
	DF	SV	W
	3	5+	7

Pistol	4	4+	2/3
Rng ⑥			
Crude Weapon	4	4+	2/3

CHAOS DEVOTEE



	M	APL	GA
	3 ②	2	2
	DF	SV	W
	3	5+	7

Pistol	4	4+	2/3
Rng ⑥			
Crude Weapon	4	4+	2/3

CHAOS DEVOTEE



	M	APL	GA
	3 ②	2	2
	DF	SV	W
	3	5+	7

Pistol	4	4+	2/3
Rng ⑥			
Crude Weapon	4	4+	2/3

Operative



Chaos Gults

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Operative



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CHAOS DEVOTEE



	M	APL	GA
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	DF	SV	W
	3	5+	7

Pistol	4	4+	2/3
Rng			
Crude Weapon	4	4+	2/3


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CHAOS MUTANT




M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Appendages	4	4+	3/4
Ceaseless			! Rending

**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. **Mutation:** You can **never have more than 5 CHAOS MUTANTS** operatives at once.

CHAOS MUTANT




M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Appendages	4	4+	3/4
Ceaseless			! Rending

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3	5+	7

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Operative



Chaos Cults

Operative



Chaos Cults

Operative



Chaos Cults

Operative



Chaos Cults

CHAOS MUTANT




M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Appendages	4	4+	3/4
Ceaseless			! Rending

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**Mutation:** You can **never have more than 5 CHAOS MUTANTS** operatives at once.

CHAOS TORMENT




M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	13

Mutations	5	4+	4/5
Relentless			! Rending

**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.  
**Mutation:** You can **never have more than 3 CHAOS TORMENT** operatives at once.

CHAOS TORMENT




M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	13

Mutations	5	4+	4/5
Relentless			! Rending

**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.  
**Mutation:** You can **never have more than 3 CHAOS TORMENT** operatives at once.

CHAOS TORMENT



M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	13

Mutations	5	4+	4/5
Relentless			! Rending

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► 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.  
**Mutation:** You can **never have more than 3 CHAOS TORMENT** operatives at once.

Operative

Chaos Gults



Operative

Chaos Gults



Operative

Chaos Gults



Operative

Chaos Gults



## (2) PROFANE DEFILEMENT

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 3 of the centre of the killzone, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score IVP.

Characters to centre

## (3) BLOOD OFFERING

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 2 of it, place a Blood Offering token on that objective marker.

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

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 perform this action while within 6 of an objective marker with a Blood Offering token on it. An cannot perform this action while within Engagement Range of an enemy operative.  
**Action on objective**

## (1) TEAR THOUGH

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

- If you have a friendly TORMENT operative within 2 of your opponent's drop zone, you score 1 VP
- If you have a different friendly TORMENT operative within 2 of your opponent's drop zone, you score 1 VP

Get Torments to enemy DZ

## SICKENING AURA

Strategic

1CP

While an enemy operative is within 2 of a friendly MUTANT or TORMENT operative, worsen the Ballistic Skill and Weapon Skill characteristics of that enemy operative's weapons by 1. This is not cumulative with being injured.

-1 WS BS Aura



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## FAITHFUL FOLLOWER

**Tactical**

**1CP**

Use this Ploy when a 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 ② of that friendly operative. Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

**Meat Shield**

## ABHORENT MUTATION

**Tactical**

**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.

**Gain Gift**

## FRENZIED DEMISE

**Tactical**

**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 ② of that friendly operative.

**MW on Death**

## UNLEASH THE DAEMON

**Tactical**

**1 CP**

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.

**Fight free, Fight x2**



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## HEINOUS DELUGE

Spell

1CP

**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.

Target -1 APL

## MALEFIC VORTEX

Spell

1CP

**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 ② of that token suffers 1 mortal wound. In addition, at the end of each Turning Point each enemy operative within ② of that token suffers 1 mortal wound. This operative cannot perform this action while within Engagement Range of an enemy operative.

Area Mortal Wounds

## INFERNAL GAZE

Spell

1CP

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

- ▶ Within ② - D3+5 mortal wounds
- ▶ Within 2 ② - D3+3 mortal wounds
- ▶ Within ① - 3 mortal wounds

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

Target Mortal Wounds

## WINGED

Accursed Gifts

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 ② it travels for a climb, drop or traverse.

Better move and climb



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## FLEET

### Accursed Gifts

Add ▲ to this operative's Movement characteristic.

Add 1 Movement

## CHITINOUS

### Accursed Gifts

Improve this operative's Save characteristic by 1.

Save +1

## HORNED

### Accursed Gifts

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

MW on Charge

## SINEWED

### Accursed Gifts

- 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.

Brutal + no mod WS



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## BARBED

### Accursed Gifts

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

Gain Reap 1 / 2

## INCITE URGENCY

### Abilities

**Incite Urgency (1AP):** One friendly CHAOS CULT operative Visible to and within 1 of this operative can immediately perform a free Dash or Charge action (for the latter, it can move no more than 3). This operative cannot perform this action while within Engagement Range of an enemy operative.

Cult Demagogue

## ICON BEARER

### 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).

Iconarch

## EXHILTATION IN PAIN

### Strategic

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 reroll one of your defence dice.

Team not wounded, reroll  
DF



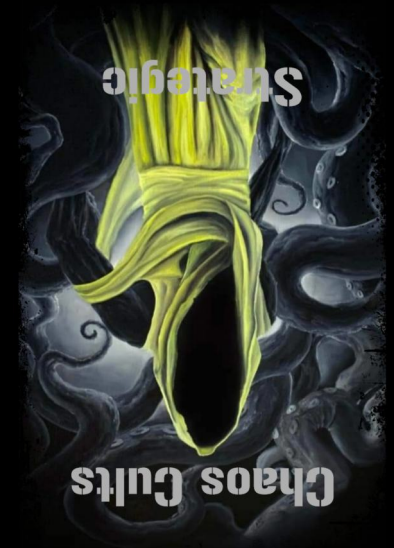
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## FERVENT ONSLAUGHT

**Strategic**

**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.

Retain a hit in melee

## CREATURES OF NIGHTMARE

**Strategic**

**1CP**

Until the end of the Turning Point, when determining control of an objective marker that any friendly MUTANT or TORMENT operatives are within (2) of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

Better control

## TROPHY WEAPON (PISTOL)

**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.

Auto Pistol + 1/1 D

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Auto Pistol + 1/1 D



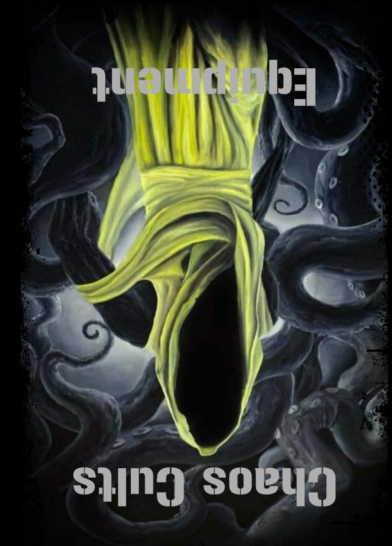
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## TROPHY WEAPON (MELEE)

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.

Crude Weapon + 1/1 D

## TROPHY WEAPON (MELEE)

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.

Crude Weapon + 1/1 D

## COVERT GUISE

2EP

DEVOTEE operative only. The operative gains the 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 Dash action.

Pre Game Dash

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2EP

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

Pre Game Dash



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## CHAOS SIGIL

2EP

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

Gain 5++

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2EP

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

Gain 5++

## VILE BLESSING

Max: 1

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)

Ignore 1 damage die per turn

## FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng	Blast2	Indirect	Ltd

Equipment

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Equipment

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Equipment

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## KRAK GRENADE

Max: 1

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:

Krak grenade	4	3+	4/5
Rng	AP1	Indirect	Ltd

## CHAOS CULT KILL TEAM

### Seek and Destroy, Infiltration

#### Fixed Team

Cult Demagogue

Iconarch

Mindwitch

2x Blessed Blades

10x Chaos Devotees

## MUTATION (1/4)

### Faction Ability

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 and heal D3+1 (max 7).
- If it's a MUTANT operative, turn it into a TORMENT operative and heal D3+3 (max 13).
- It can regain 03+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

## MUTATION (2/4)

### Faction Ability

You can mutate friendly operatives as follows:

- In the 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 they incapacitated an enemy operative and was not incapacitated.
- When a friendly CULT DEMAGOGUE operative performs the Accursed Benediction action (pg 58).

Equipment

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Team

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Abilities

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Abilities

Chaos Cults

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## MUTATION (3/4)

### Faction Ability

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.
- Calculate the operatives remaining wounds as specified in Mutation (1/4)

## MUTATION (4/4)

### Faction Ability

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 inflicted damage and was not incapacitated.
- When a friendly CULT DEMAGOGUE operative performs the Accursed Benediction action.

## ACCURSED GIFTS (1/2)

### Faction Ability

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 a friendly MUTANT operative mutates into a TORMENT operative during the battle, select your second Accursed Gift. All friendly MUTANT 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.

- Winged
- Fleet
- Chitinous
- Horned
- Sinewed
- Barbed

## ACCURSED GIFTS (2/2)

### Faction Ability

#### MUTANT

When you mutate your first MUTANT, select an Accursed Gift and place it here. All MUTANT and TORMENT operatives now have this ability.

#### TORMENT

When you mutate your first TORMENT, select an Accursed Gift and place it here. All MUTANT and TORMENT operatives now have this ability.



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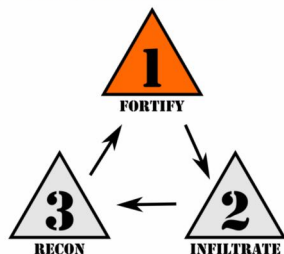
## FORTIFY

### Matched Play

Set up one additional barricade within 1 of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



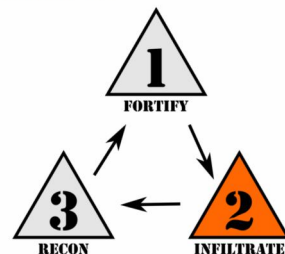
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



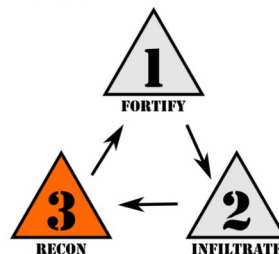
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE



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## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	1
			2
			3
			4
	1		
	2		
	3		

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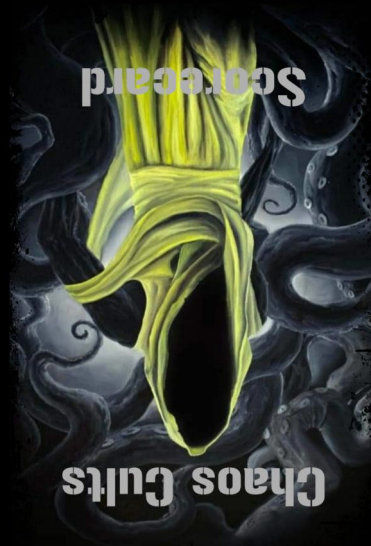
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