

CHAOS CULT

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Amulet of Tainted Vigour

20 pts

In your Command phase, you can return up to D3 destroyed DAMNED models (excluding CHARACTER models) to the bearer's unit.

Incendiary Goad

25 pts

While the bearer's unit is below its Starting Strength, add 1 to the Strength characteristic of melee weapons equipped by DAMNED models in that unit, and while that unit is Below Half-Strength, add 1 to the Attacks characteristic of those weapons as well.

Cultist's Brand

30 pts

If every other model in the bearer's unit (excluding Dark Disciples) is DAMNED, you can re-roll Advance and Charge rolls made for the bearer's unit.

Warped Foresight

10 pts

While the bearer is leading a unit with the Scouts 6" ability, every model in the bearer's unit has the Scouts 6" ability.

DETACHMENT RULE

TRAITOR GUARDSMEN SQUAD units from your army gain the BATTLELINE keyword.

STRATAGEMS (6/6)

1 CP CHAOS CULT – BATTLE TACTIC STRATEGEM **SHOOTING**

CHOSEN FOR GLORY

When: Your Shooting phase or the Fight phase.

Target: One DAMNED unit from your army that has not been selected to shoot or fight this phase.

Effect: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, you can re-roll the Hit roll, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, you can re-roll the Wound roll as well.

1 CP CHAOS CULT – BATTLE TACTIC STRATEGEM **SHOOTING**

CRAZED FOCUS

When: Your Shooting phase.

Target: One DAMNED unit from your army that has not been selected to shoot this phase.

Effect: Your unit can make a Desperate Pact. If it does, until the end of the phase, each time a model in your unit makes an attack, improve the Armour Penetration characteristic of that attack by 1, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, improve the Strength characteristic of that attack by 1 as well.

1 CP CHAOS CULT – STRATEGIC PLOY STRATEGEM **SHOOTING**

MORTAL THRALLS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One HERETIC ASTARTES unit from your army that was selected as the target of one or more of the attacking units attacks, and one friendly DAMNED unit within 3" of your unit and visible to both your unit and the attacking unit.

Effect: Until the end of the phase, while your DAMNED unit is on the battlefield, each time your opponent would make a Wound roll for an attack that targets your HERETIC ASTARTES unit, if your DAMNED unit is visible to the attacking model and is an eligible target for that attack, no roll is made; instead, your DAMNED unit suffers a number of mortal wounds equal to the Damage characteristic of that attack.

1 CP CHAOS CULT – STRATEGIC PLOY STRATEGEM **CHARGE**

RECKLESS HASTE

When: Your Charge phase

Target: One DAMNED unit from your army.

Effect: Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced.

1 CP CHAOS CULT – BATTLE TACTIC STRATEGEM **FIGHT**

INFERNAL SACRIFICE

When: Fight phase.

Target: One DAMNED unit from your army that has not been selected to fight this phase.

Effect: Your unit can make a Desperate Pact. If it does, your unit suffers D3 mortal wounds (in addition to any suffered for failing the resulting Leadership test), and until the end of the phase, add 1 to the Attacks characteristic of the melee weapons equipped by models in your unit, and if your unit did not fail the resulting Leadership test when making that Desperate Pact, until the end of the phase, improve the Strength characteristic of those weapons by 1 as well.

1 CP CHAOS CULT – STRATEGIC PLOY STRATEGEM **FIGHT**

SELFLESS DEMISE

When: Fight phase, just after an enemy unit has selected its targets.

Target: One DAMNED unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the attacking unit has resolved all of its attacks, each time a model in your unit is destroyed, roll one D6 on a 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.