



# CHAOS CULT: UPDATE LOG

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Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## ERRATA

JULY '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### STRATEGY PLOYS, EXALTATION IN PAIN

First sentence changed to read:

'You can ignore any changes to the **Hit stat** of friendly **CHAOS CULT** operatives' **weapons** from being injured **(including their weapons' stats)**.'

### FACTION RULES, ACCURSED GIFTS, BARBED

Relevant part of second bullet point changed to read:

'**The first time you strike during that sequence**, also inflict 1 damage [...]'

### BLESSED BLADE OPERATIVE, BASE SIZE

Changed to '28'.

### TORMENT OPERATIVE, ACCURSED TORMENT RULE

Changed to read:

'This operative cannot **use any weapons that aren't on its datacard**, or perform the **Pick Up Marker**, unique or mission actions (excluding **Operate Hatch**).'

### FACTION RULES, MUTATION

Second bullet point of second paragraph changed to read:

'• If it's a **MUTANT** operative, turn it into a **TORMENT** operative (max **twice** per turning point).'

### FACTION RULES, ACCURSED GIFTS, DEFORMED WING

Relevant part of first sentence changed to read:

'Whenever this operative is climbing **up**, **you can** treat the vertical distance as [...]'

### STRATEGY PLOYS, FERVENT ONSLAUGHT

Changed to read:

'Friendly **CHAOS CULT** operatives' melee weapons have the **Accurate 1** weapon rule, **or the Accurate 2** weapon rule if that friendly operative is a **MUTANT** or **TORMENT** operative.'

### FIREFIGHT PLOYS, FAITHFUL FOLLOWER

Additional text added to end of first paragraph:

'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

### FIREFIGHT PLOYS, FRENZIED DEMISE

Additional text added to end of first sentence:

'Use this firefight ploy when a friendly **CHAOS CULT** **MUTANT** or **CHAOS CULT** **TORMENT** operative is incapacitated, **before it's removed from the killzone**.'

### FIREFIGHT PLOYS, UNLEASH THE DAEMON

First sentence changed to read:

'Use this firefight ploy during a friendly **CHAOS CULT** **MUTANT** or **CHAOS CULT** **TORMENT** operative's activation, **before or after it performs an action**.'

## PREVIOUS ERRATAS

# CHAOS CULT OPERATIVES

Wherever bitterness and discontent fester, so does the worship of the Dark Gods take hold. Zealous bands of cultists throng to the banners of malefic powers. The most monstrous of these zealots are warped beyond recognition, sprouting chitinous claws, leathery wings and all manner of mutations with which to slaughter their enemies.

## CULT DEMAGOGUE

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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.

## 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.

**'DO NOT SQUEAL SO, BROTHER CADMUS. DO YOU WISH THE GREAT KLATCH'KA TO THINK YOU UNGRATEFUL? TO BE CHOSEN TO JOIN WITH ONE OF HER RED-HANDED VIZIERS IS AN HONOUR OF UNSURPASSED MAGNITUDE. LIFT YOUR FACE TO THE TEMPLE DOME AND BARE YOUR NECK. SISTER RAFN, HAND ME THE BRAZEN BLADE.'**

- Vaenthred, Demagogue of the Crimson Cult of Klatch'ka, beginning the Ritual of Goretwinning

## 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.

## 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.





## 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.

## 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.

## 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.

**'YOU, DAEVOS, DID THE TRICKSTER ON THE GOLDEN THRONE SAVE YOUR FAMILY FROM STARVATION AFTER THE ACCIDENT? DID HE DEFEND YOU, THRESK, WHEN THE ENFORCERS BROKE YOUR LEG? DID HE SAVE HIVE QUADRIC FROM THE ORKS? ALL THAT ROTTING CORPSE DOES IS TAKE: YOUR TITHES FOR HIS PRIESTS, YOUR SONS AND DAUGHTERS FOR HIS WARS, YOUR SOUL FOR HIS HUNGER. HE GIVES NOTHING IN RETURN. THERE ARE GREATER BENEFACTORS, BEINGS WHO DEMAND AS THE TRICKSTER DOES, BUT WHO DOLE OUT THEIR GIFTS WITH EFFULGENT BENEFICENCE.'**

- dialogue reported by Vox-thief 73c-IV, Enforcers dispatched

# CHAOS CULT KILL TEAM

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CHAOS CULT » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **CHAOS CULT** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

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

## ARCHETYPES



INFILTRATION



SEEK &  
DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

**'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

## CULT DEMAGOGUE

Diabolical stave



Pistol

## ICONARCH

Burning censer

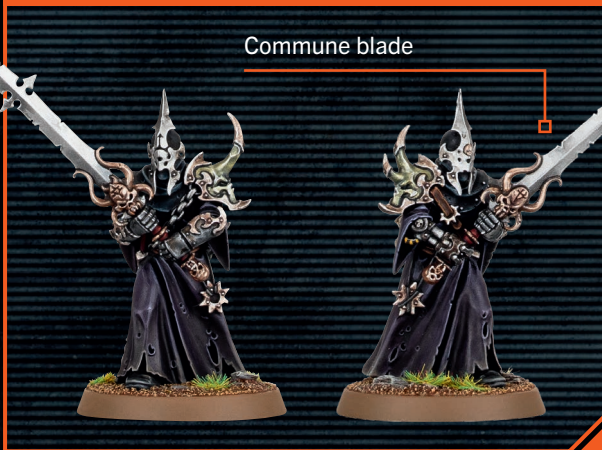


Pistol

## CHAOS DEVOTEE



## BLESSED BLADE



## MINDWITCH

