

# Mutant Cult

*It is no surprise that some who desire power turn to the Dark Gods.*

## Special Skills

### Rewards of the Dark Gods

Sorcerer or Mutant only. Roll 2D6 and refer to the below:

2 – Punished. The warrior is mutated beyond recognition and vanishes into the wilderness.

3-6 – Ignored. The warrior is ignored.

7-8 – Mutation! The warrior develops a mutation. Roll a D6. On a 1, the warrior loses a single point from a characteristic of your choice. On a 2 or more you can choose a free Mutation.

9-10 – Daemon Plate Armour. The warrior's body becomes metallic, creating a kind of living plate armour. This counts as Heavy Armour and does not affect spell casting.

11 – Daemon Weapon – The warrior receives a weapon containing a bound Daemon. The warrior gains a one-handed weapon that adds +1 S and +1 to hit in close combat.

12 – Possessed! A Daemon takes over the soul and body of the warrior. The warrior immediately gains +1 WS, +1 S, +1 A, and +1 W. These cannot exceed the model's maximum characteristics. The warrior loses D3 skills, chosen by the player, and cannot use any equipment except for Daemon Plate Armour or Daemon Weapons.

## Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Profile	M	WS	BS	S	T	W	I	A	Ld
Warped One	6	8	0	6	6	4	7	5	10

Starting Gold	Model Count
500pg	3-15

## Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none"><li>• Bounty Hunter</li><li>• Freelancer</li><li>• Gladiator</li><li>• Highwayman</li><li>• Ogre Mercenary</li><li>• Warlock</li><li>• Witch</li></ul>	<ul style="list-style-type: none"><li>• Demicus, the Great Wizard</li><li>• Yahn the Sneak</li></ul>

## **Heroes**

Hero	Number Allowed	Start XP	Cost to Hire
Sorcerer	1	20	70pg
Warped One	1-2	8	90pg
Mutant	1-2	0	25pg

## **Henchmen**

Henchmen	Number Allowed	Cost to Hire
Darkheart	1-5	35pg
Cultist	-	25pg
Wildhorn	1-3	45pg

## **Mutations**

### **Daemon Soul (20pg)**

4+ Ward Save v Magic

### **Great Claw (50pg)**

The Hero loses the ability to carry weapons in one hand (which means no two-handed weapons aswell). +1 A with a +1 S bonus.

### **Cloven Hoofs (40pg)**

+1 M.

### **Tentacle (35pg)**

The Hero loses the ability to carry weapons in one hand (which means no two-handed weapons aswell). One enemy model in close combat with the Hero suffers -1 A, down to a minimum of 1. The Hero can choose which attack the enemy loses.

### **Blackblood (30pg)**

If the Hero loses a wound in close combat, any model (including friendly models) in base contact suffers a S3 hit (no critical hits).

### **Spines (35pg)**

Any model in base contact with the Hero suffers an automatic S 1 hit at the beginning of each close combat phase (no critical hits).

### **Scorpion Tail (40pg)**

+1 A at S 5. If hitting a model that is Immune to Poison, then S 2.

### **Extra Arm (40pg)**

The Hero has an extra arm that can carry a single-handed weapon, or a shield.

### **Hideous (40pg)**

The Hero causes Fear.

## **Equipment**

<b>Cultist</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Spear / Short Bow / Helmet	10pg
Double-handed Weapon / Bow	15pg
Light Armour	20pg
Heavy Armour	50pg

<b>Darkheart</b>	<b>Cost to Equip</b>
Dagger	1 <sup>st</sup> free / 2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Helmet	10pg
Double-handed Weapon / Flail	15pg
Light Armour	20pg
Heavy Armour	50pg

## **Warrior Profiles**

### **Sorcerer**

*Sorcerer's are the leaders of the Mutant Cults. They are the only cult members sane enough to keep the others in line.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	4	3	3	1	3	1	8

**Equipment** – any from Cultist list except armour.

**Skills** – Combat, Academic, Speed, Special

### **Special Rules**

Leader

Wizard – uses Rituals of the Dark Gods

### **Warped One**

*Warped Ones are cultists who have completely given their souls to the Dark Gods. They are a twisted melding of flesh, metal, and magic.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
5	4	0	4	4	2	4	2	7

**Equipment** – none.

**Skills** – Combat, Strength, Speed

### **Special Rules**

Fear

Vicious Limbs – a Warped One does not suffer any penalties for fighting un-armed.

Mutations – when purchased, Warped Ones must also purchase one or more Mutations. They cannot purchase more later.

Daemoniac

### **Mutant**

*These cultists are on their way to becoming Warped Ones, though they still retain some of their human form.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	3	1	3	1	7

**Equipment** – any from Cultist list.

**Skills** – Combat, Speed, Special

### **Special Rules**

Mutations – when purchased, Mutants must also purchase one or more Mutations. They cannot purchase more later.

### **Darkheart**

*Darkhearts have been driven insane by daemonic possession. They are emotionless madmen.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	2	2	4	3	1	3	1	6

**Equipment** – any from Darkheart list.

### **Special Rules**

Immune to Psychology

### **Cultist**

*Crazed followers of the Sorcerer.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	3	3	3	3	1	3	1	7

**Equipment** – any from Cultist list.

### **Wildhorn**

*Wildhorns will join with Mutant Cults in search of loot.*

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	3	3	4	2	3	1	7

**Equipment** – any from Darkheart list.

## **Rituals of the Dark Gods**

1. Vision of Torment
2. Eye of the Dark Gods
3. Dark Blood
4. Lure of Chaos
5. Wings of Darkness
6. Word of Pain

### **Vision of Torment – Difficulty 10**

Range 6" or base contact if in close combat. Cast on enemy model. The target is immediately Stunned. If the model cannot be Stunned, they are Knocked Down.

### **Eye of the Dark Gods – Difficulty 7**

Range 6". Cast on any model. Can only be cast successfully once per skirmish. Roll a D6: 1 the model is taken Out of Action. 2-5 the model gains +1 to any characteristic chosen by the caster for the duration of the skirmish. 6 the model gains +1 to all characteristics for the duration of the skirmish.

### **Dark Blood – Difficulty 8**

Range 8". Hits first model in a straight line from caster. Causes D3 S3 hits. After a successful casting, the Seer must roll on the Injury table, treating Out of Action as Stunned.

### **Lure of Chaos – Difficulty 9**

Range 12". Cast on closest enemy model. Roll a D6 and add the Seers Ld to the score. Do the same for the targeted model. If the Seer's total is higher, the Seer gains control of the model until it passes an Ld test in its recovery phase. The model cannot intentionally harm itself, but it will fight models on its own side, and never members of the Barbarian party. If in close combat with the Barbarian party when the spell is cast, the model moves 1" away immediately.

### **Wings of Darkness – Difficulty 7**

The Seer may immediately move anywhere within 12", including into base contact with an enemy model, which counts as charging. If the Seer engages a fleeing enemy in this way, they strike one hit automatically only in the close combat phase, and the enemy will flee again if they survive.

### **Word of Pain – Difficulty 7**

Range 3". All models within range suffer S3 hit with no armour saves allowed.