

Chaos Helot Cults.

DEFAULT ✓ Dark Blessings	Play when your Demagogue is Seriously Injured or taken Out of Action but before removing the fighter from the board.	Make a Willpower check for the Demagogue. If the check is passed, replace the Demagogue with a Chaos Spawn. During the Wrap-up step, the Chaos Spawn is removed from play and you must test to see if the Demagogue succumbs their injuries, as if they were Seriously Injured when the battle ends.
1 Machine Curse	Play instead of activating a fighter.	Choose an enemy fighter. They must immediately make an Ammo check for each of their ranged weapons.
2 Blood-Drenched Champion	Play instead of activating a fighter.	An enemy fighter of your choice that is visible to your leader must pass a Nerve test, subtracting 2 from the result, or become Broken.
3 Fear of Betrayal	Play instead of activating a fighter.	An enemy fighter of your choice with a Ready marker must pass a Cool check or immediately make a Shoot (Basic) action against the closest visible fighter from their own gang, as if they were an enemy fighter. They then lose their Ready marker.
4 Blood Surge	Play when activating a fighter.	For the duration of the round, the fighter gets +2 Move, Strength and Toughness. Discard 1 Flesh Wound (if any).
5 Violent-Minded	Play when activating a fighter.	This turn, the fighter can make an additional action (usually three rather than two), as long as at least one of their actions is Shoot or Fight.
6 Rise Up, Brothers & Sisters!	Play at the start of any Action Phase.	Until the End phase of this round, all fighters in your crew gain the Spring Up skill. (If Pinned when activated, pass an Initiative test to make a free Stand Up (Basic) action.)

Generic Tactics

1 Seize the Initiative	Play at the beginning of any round, before rolling for Priority.	You immediately take Priority this turn without any dice being rolled (If your opponent also has this tactic, you both discard it and roll off again to determine priority).
2 Distraction	Play when your opponent activates a fighter.	The opponent must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn.
3 Lucky Item	Play when a friendly fighter fails an armour save.	The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Piercing).
4 Roger That!	Play at the start of any round.	Pick a Ganger with a Ready marker. For this round only, that fighter gets Group Activation (1).
5 What's a few Teeth?	Play this when a friendly fighter suffers a Flesh Wound.	The Flesh Wound is ignored. Any other effects of the hit still apply.
6 Double Time	Play when activating a fighter.	This fighter can perform a free Move (Simple) action during its activation.

Hive Kowloon errata – Dark Rituals. (Use the version here, more info on Necrodamus p.146)

At the start of the campaign, choose a Chaos god to praise.

- 1) The Leader can Lead Ritual as a post-battle action (once per post-battle sequence).
- 2) Decide which Chaos God the ritual is invoking: Khorne, Nurgle, Slaanesh or Tzeentch.
- 3) A random fighter (not Leader or Witch) can be the focus of the ritual, offering them up to be a vessel of the gods' power. Alternatively, a Captive can be sacrificed to fuel the ritual.
- 4) Then roll 2D6 and apply the following modifiers:

- +2 if praising a Chaos Gods the cult praised last time.
- +2 if sacrificing a Captive.
- +1 if winning this battle.
- +1 if gaining more Reputation than all opponents this battle.
- -1 if gaining less Reputation than all opponents this battle.
- -1 if losing this battle.
- -2 if praising a different Chaos God than the cult praised last time.

- Success (+9 after modifiers): The gang is heeded by the cult's patron. Any existing favour is replaced. If a fighter was the focus of the ritual, that fighter gains D6 XP.

- Failure (2 or less before or after modifiers): The cult is deemed unworthy. Lose any existing favour. If a fighter was picked to be the focus of the ritual, that fighter is turned into a Chaos Spawn (effectively slain and any equipment is lost). The Spawn is added for free, but the cost affects Gang Rating

Hive Kowloon errata – Familiars.

A fighter can only use 1 of its Familiar's Omen of Fortune abilities, once each round.