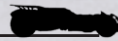




CULTS IN GOTHAM

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Across the globe, mysterious societies and fanatical cults work in secret to undermine the world order and promote their own insidious agendas. Some are dedicated to dark gods, others to alien organizations, or to fringe science – whatever their motivations, their unshakeable faith in their convictions makes them dangerous indeed.

SPECIAL CULT RULES

In game terms, a Cult is the same as a Crew, but is composed differently. In addition, Cults use a new resource called 'Faith'.

When configuring a Cult crew list, you must include one model with the Leader rank and the (NAME) Cultist trait (e.g. Kobra Cultist). That model must be the crew's Boss. However, you may include any number of models with the Sidekick rank, ignoring the usual restrictions.

You may include no more than one Free Agents without the (NAME) Cultist trait. That Free Agent must have the Unknown affiliation.

All models in the crew within the Inspire range of the friendly Boss can reroll failed Willpower rolls.



KOBRA CULT

Through a combination of rigorous training, Blood Magic, and advanced tech, the cult known as Kobra uses covert operations to launch terror attacks across the globe. Their aim is nothing short of sweeping aside the imperfect world, and heralding in a new dawn in their own image.

SPECIAL KOBRA CULT RULES

All Kobra Cult crews are subject to the following new special rules.

Each time a model with the Kobra Cultist trait successfully score any number of hits against an enemy model with an attack, add 1 Faith Point to your pool.

KOBRA CULT EQUIPMENT LIST

Only the models with the Kobra Cultist trait can purchase the following equipment.

0-2 For the Kali Yuga! (\$150): Model gains Expendable.

0-2 Magazine (\$200): +1 to Ammunition for one weapon.

0-2 Fervent Follower (\$150): This model produces 1 additional Faith Point at the start of the Raise the Plan phase.

0-2 Grapple-gun (\$300): Model gains the Batclaw/Grapple-gun rule.

0-1 Gas Mask (\$200): Model gains the Gas Mask rule.

0-2 Antidote (\$100): Model is immune to the Poison effect.

0-1 Bulletproof Vest (\$150): Model gains the Bulletproof Vest rule.