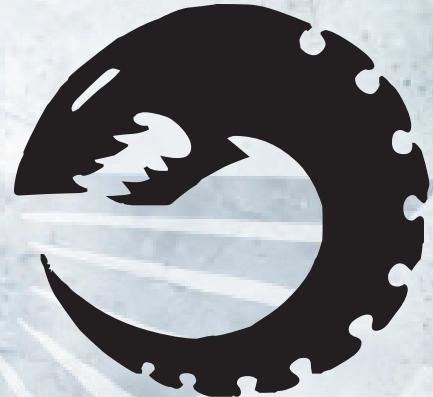


Bell of Lost Souls Presents:

GENESTEALER CULTS

Children of the Great Father v1.0



Fly Lords of Terra

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Dedicated to Paul Murphy, Tim Huckleberry and Phil Kelly

*Special thanks to all the regulars at Bell of Lost Souls and Battle Forge Games
(www.battleforgegames.com) for their enthusiasm and feedback. We couldn't have done it without your help!*

INTRODUCTION

Welcome, friend, to an index of forbidden lore. Find herein details of the nefarious Genestealer Cults, who lie in wait, patiently gnawing at the underbelly of the Imperium. Their number is unknowable; their determination is absolute. When the Children of the Great Father rise, calamity, destruction and despair walk in their wake.

FROM THE AUTHOR

We hope this will be an exciting and fun-filled Warhammer 40,000 supplement. The Genestealer Cult has been with us from as far back as Rogue Trader in the late 1980s. Back then, we had no idea of the connections between the utterly alien Genestealers and the Tyranid Hivefleets; one of the great "unveilings" GW has ever pulled off in the history of Warhammer 40,000. The list however has stuck with us and stayed in a nice warm part of our hearts.

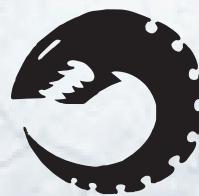
The Cult list saw several iterations over the years, starting with a couple of simple lists back in Rogue Trader (including a Chaos-infused Genestealer Cult variant, no less) and an update in the Citadel Journal many years later during 3rd Edition. The list saw its golden era during the days of Space Hulk and its expansion packs and it seemed back then that everyone and their brother had a bagful of genestealers and hybrids.

This list is an effort to refresh the Genestealer Cult for the first time since its link to the Tyranid Hivefleets was established, and in general to bring it forward into the "present" of Warhammer 40,000. The army has been updated and brought into the "new-style" codex layout we have seen out of GW of late.

The list will get your creative juices flowing and allow a set of enthusiast gamers and modelers a chance to dive into fun games with a host of exotic but very familiar (and probably dusty) units.

It is a labor of love and I sincerely hope you have a great time taking the Genestealer Cult out for a spin.

-bigred



WHY COLLECT A GENESTEALER CULT?

At the end of the day, the Genestealer Cult is an army for true believers. If you are looking for whiz-bang weapons, ceramite encased warriors or unstoppable tanks, you've found the wrong list. If however you have a bent towards the subversive, if you root for the underdog, or if you just want to show the Imperium what a band of raging fanatics backed up by their scheming masters can do, then look no further.

The Genestealer Cult is a list that combines some of the cheapest, lowest quality units in the game with some aggressive elites and heavy support choices. It is an army that can be built out in a great variety of ways and is a blast to play. As the Orks say; "If you win, you win and if you lose it don't count"...as you can always try, try again.

HOW THIS MINI-DEX WORKS

This mini-dex is split into three main sections that deal with different aspects of the army.

Children of the Great Father: This section goes over the background of Genestealer Cults, how they are formed, and how they fight. It describes the lifecycle of the cult from initial infection all the way through to planetary uprisings and assimilation by the Tyranid Hivefleets.

Hobby Section: This section shows the cult in action on the tabletop with an emphasis on painting and modeling the army.

Genestealer Cult Army List: This section covers the special rules and wargear available to the army and presents each unit arranged so you can easily choose an army for your games. A Force Organization chart is listed along with the point values of each unit so army construction can be done easily.

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CHILDREN of the GREAT FATHER

GENESTEALERS PAST AND PRESENT

The genestealers were once thought to be a race of xenos who sought to conquer the Imperium from within. They infiltrate planets then infect citizens with their genetic material, causing their children to be born genestealer-human hybrids. A genestealer and its victims form a secret cult on these planets. The creature's monstrous progeny mature in safety and secrecy until they are in a position to challenge the planet's rulers. These cults seek to gain control over the host planet subtly, through hidden manipulation of the populace and subversion of the planetary government. They can put a potent force into battle if threatened.

The actual truth is even more horrific. The genestealer is not the source of the problem facing an infected Imperial world, but only a harbinger. They are Tyranid seeding and infiltration organisms who range far afield from the Hivefleets seeking out new feeding grounds. Once genestealers have established a strong cult of infected followers on a world, it is only a matter of time before they attract the notice of their masters and a full Tyranid invasion is on the way.

GENESTEALER REPRODUCTION CYCLE

The genestealers method of reproduction is as alien as their appearance. As with other Tyranid organisms, there are no male or female genestealers. They do not mate with each other and do not bear their own young. Instead, genestealers infect members of other races with their genetic material.

Genestealers are equipped with oviposters, or egg-layers, in their tongues. They have the ability to mesmerise their victims with their gaze, in much the way some predators can paralyse their prey with terror. Once the victim is subdued, the genestealer pierces the victim's skin with its tongue and deposits an "egg" in the soft tissue beneath.

This egg never hatches - in fact, "egg" is something of a misnomer; it is more correctly considered a Tyranid cancer. When implanted, the Tyranid DNA begins to alter the host's genetic structure, cell by cell, organ by organ, wreaking particular damage to the victim's reproductive system. The victim shows no outward sign of the infection. To the contrary, they gain some of the genestealer's remarkable strength, resilience and longevity, becoming healthier than ever before. The damage however is horribly evident in the victim's children.

When a victim infected by a genestealer mates, his offspring are hybrids - part host organism, part genestealer - with the genestealer traits predominate. Once mature, these hybrids infect other victims. Their children are also hybrids, though they look more like the normal host organism; humans for the Imperium, but orkoid and other xenos examples have been seen.

The most horrifying aspect of the genestealer reproductive cycle is that the hosts appear not to notice or care that their children are monsters. The parents love and cherish their twisted hybrid children, above and beyond even normal parental affection. Whether this is because of some power of the child or because the parents are dominated by the latent power of the Tyranid Hive-mind is unknown.

Once the genestealers begin to infiltrate and infect a new world, its days are numbered. A single genestealer can infect hundreds and their hybrid children can infect millions. Unless the infection is spotted early and ruthlessly countered by Imperial authorities, in a short span of decades the original culture is all but extinct. This makes the genestealer cults terrible, implacable enemies to the Imperium of Man, as even a single creature left unchecked can threaten an entire world.

GENESTEALERS AND TECHNOLOGY

Though equipped with flexible, sensitive hands, purestrain genestealers are mentally incapable of using even the simplest of tools and weapons. The concept of manipulating their environment through tools is alien to their Tyranid psychology and they are not able to comprehend the workings of the lance or the bolter. This is extremely fortunate for their enemies, for in every other way they are deadly warriors.

Their hybrid children however are not so limited. The first generation tends to have the same mental shortcomings as purestrains, but further generations - where the host creature's genes apparently have more influence - gain some ability with tools and weapons. Though not technological innovators, these later hybrids can use equipment designed and built by others.

The cycle of infection continues until about the fourth generation, when the hybrids are all but indistinguishable from the original host creatures. The fourth generation hybrids have no oviposters and mate in the normal host organism's fashion, but they may spawn host creatures, hybrids, or purestrain genestealers seemingly at will.

SPACE HULKS

Space hulks are massive, derelict vessels, locked in a strange, eternal voyage through the Warp. These mysterious vessels appear rarely in Imperial space and they can bring either great wealth or havoc to those who happen upon them.

It is known that there are currents and eddies in the Warp, which can trap a vessel in warpspace forever or turn it from its course and deposit it back in realspace light years - or centuries - from its intended destination.

Space hulks suffer an even worse fate. They have been wrenched from their course and drift helplessly through the Warp, travelling wherever the currents take them. They may remain locked in Warpspace for centuries, or

drop back into realspace minutes after entering the Warp.

It is impossible to determine where or when (or if) a hulk will return to real space and even astropaths find it difficult to predict a hulk's movements. Once the hulk is returned to realspace, it is not free. Minutes, hours, days or years later it may be sucked back into the Warp, to endure another uncertain, endless voyage.

There appears to be a pattern to the movement of space hulks and periodically, two or more appear in realspace at the same place and time. If one is empty and dead and the other inhabited, the crew of the inhabited vessel scavenges the other for metal, energy and spare parts, seeking to repair their own dying ship or expand their living space by binding the two vessels together. Over the millennia, the patchwork constructs attain colossal size.

It is impossible to predict when a hulk will re-enter the Warp, so anyone who boards them risks eternal imprisonment. However, many are willing to take the risk. Some hulks have been in existence since the Dark Age of Technology or even earlier. Though their original inhabitants are long dead, these vessels are treasure troves of lost technology, containing secrets which could bring unimaginable wealth to those who dare plunder them.

INITIAL INFECTION

The Tyranid Hivefleets use space hulks to their advantage in their tireless onslaughts of consumption. They board any which cross their path, seeding them with Tyranid infiltration organisms. If the space hulk is abandoned, the seeding creatures enter a state of hibernation. If there are survivors trapped onboard the hulk, they are infected and the most powerful members of the new cult placed into whatever protective environs are available.

Once the seeding is complete, the Hivefleet moves on. The genestealers sleep and the hulk continues on its eternal voyage. Though it may take centuries, inevitably some day the space hulk will reappear in populated space. It will be discovered and boarded by foolhardy treasure-hunters.

When the space hulk is boarded, psychic triggers awaken the sleeping genestealers. The boarding party is attacked, infected and released. Several genestealers accompany the party back to their ship, infect the ship's crew as well and then hide themselves in the ship's cargo holds.

Psychically controlled by the genestealers, the ship's crew will not recall the attack and are not aware that they have been infected or that they are carrying their masters in their holds. When the ship reaches a populated planet or outpost, an implanted crewman disembarks, accompanied by a single genestealer. The vessel now becomes a Tyranid plague carrier, bringing its cargo of infection and despair to each planet it visits.

Once on the planet, the genestealer goes into hiding and the crewman under his control begins to form a genestealer cult.

GENESTEALER CULT GROWTH

There are many cults scattered throughout the Imperium. In a time where psykers are emerging with increasing frequency, when the Ruinous Powers and xenos stalk the galaxy and the Inquisition ruthlessly suppress all knowledge of these things, it is inevitable that the young, foolish or ambitious will seek this knowledge on their own. Such people often form religions, secret societies or hidden cults where they can experiment, plot or worship far from the prying eyes of the Imperial authorities.

Most of these cults are harmless, run by religious charlatans but some are more sinister. It is estimated that there are tens of millions of such cults scattered throughout the Imperium, with many dedicated to its destruction, including genestealer cults.

When they arrive on a human planet, the genestealer and its human thrall flee as far away as possible from civilization, settling in the most remote part of the planet. They travel either in the deep wilderness or in the bowels of an abandoned inner city or hive. The genestealer begins to prey on the humans around him and those he infects join the cult. The first generation hybrid children of the infected humans are well hidden from prying eyes.

A genestealer cult usually masquerades as a new religion with the original human thrall as titular head. In outward appearance the religion is completely harmless and often laudable promoting hard work, cherishing the young and respecting the old and encouraging extreme modesty. Most of the cult's priests and priestesses go about completely robed at all times. The religious message is simple, usually foretelling the coming arrival of the Blessed Children or the Great Father, who will lead their followers to eternal bliss.

As it grows in power and influence, the religion attracts converts who have no idea of the sinister cult hiding behind it. Eventually, these dupes are initiated into the deeper mysteries of the faith - and infected themselves.

Though genestealers are driven by a ferocious and instinctual need to infect victims to ensure the survival of their Tyranid sub-species, the original purestrain - now known as a Patriarch - restrains itself and its progeny from infecting too many humans too fast, recognizing that the religion's rapid growth will arouse the suspicion of Imperial authorities.

Years pass and eventually the third and fourth generation hybrids are born. Some are virtually indistinguishable from untainted humans. It is at this point that the cult begins to spread its power across the planet. The titular head of the religion, the original crewmember infected by the Patriarch, is removed and his place is taken by a fourth generation hybrid. The hybrid, having some of the Patriarch's psychic powers, literally mesmerises those who see him, gaining new and more powerful members for the cult.

Other fourth generation hybrids leave the close protection of the cult, masquerading as diplomats, religious missionaries, merchants or other travelers, and spread the infection across the planet. These hybrids often gain access to a planet's ruling class and military leadership.

HIVE FLEET INVASION

Once a new generation of Purestrains has grown to maturity, in the fifth generation, the brood-cycle is almost complete. It is now time for the Patriarch to call out to his Tyranid masters. By now ancient and hugely bloated in both size and psychic power, the Patriarch retreats to a secure location and enters into a long trancelike state. During this time, the creature is focusing the latent psychic power of all the cult followers, hybrids and other purestrain genestealers into a psychic beacon visible to the Hivefleets. As the power of the beacon is based on the size of the cult, the Hivefleets will respond by moving towards the worlds with the most powerful cults that represent the richest food source.

As the Hivefleets approach, they send forward a new wave of seeding creatures to explore the new world. The cult itself reaches a crescendo of activity. They rise up and overthrow whatever remnants of authority may remain and the Magus instills a rapturous joy and sense of wonder into his flock as they foretell of the "Blessed Children" returning to meet their Parents. Scattered Imperial astropathic fragments from such overrun worlds describe millions of infected cult members gladly marching into the Tyranid feeding pools to be broken down into raw DNA for their masters. None are spared and at last even the Magus and Patriarch are consumed as the Hivefleet strips the world to its mineral core and moves on toward new feeding grounds.

GENESTEALER CULTS IN BATTLE

Close combat is at the heart of a genestealer cult's battle tactic - a massive wave assault of genestealers, hybrids and human fanatics. If the attackers reach the enemy's position, the enemy is almost certainly doomed.

In battle, the cult is led by its Magus - a fourth generation hybrid who is the figurehead leader of the cult. The Patriarch continues to advise the Magus, but it leaves the actual generalship to someone who is better able to understand the opponent's weaponry.

The Magus and Patriarch are accompanied by the core of the cult, the coven, containing most of the early generation hybrids and a small number of purestrain genestealers recently born. The coven takes no part in the early stages of the battle, merely directing the other troops, providing a rallying point and awaiting the moment to spring.

The cult won't have a good deal of ranged weaponry at its disposal - the brood members are indifferent to such things and they are often difficult for any but legitimate military forces to attain. Whatever ranged weapons the cult has are concentrated in small coven units. On occasion the Genestealer Cult have infiltrated the planet's PDF forces and may have access to a small core of high quality military forces.

The bulk of the cult's fanatic members are provided with close assault weapons - hold out pistols if available, rocks, clubs, swords, and the like. Forming up in massive waves, they rush out onto the field, screaming wildly, firing indiscriminately and waving the cult's battle banner. This has two purposes: to work them up into an even

greater frenzy and to frighten and demoralize the enemy.

When the enemy is demoralized or the battle hangs in the balance, the coven itself enters the fray. Moving close behind the fanatical mobs, drawing protection from enemy fire by the seething mass of frenzied Cult Initiates and Brood Brothers, the Magus, the Patriarch and the coven move in for the kill, ripping their opponents apart in an orgy of blood and destruction.

Of course, specific details vary from battle to battle. The cult may have formal military troops from infected PDF forces. Other Tyranid seeding organisms such as lictors may be in the vicinity, particularly in the later stages of cult activity when they have attracted the attention of the roaming Hivefleets. If the cult has been discovered early in its life-cycle it may little to offer but hordes of fanatics and early-generation hybrids. Whatever the circumstances, the overall tactics remain the same: get in close and tear the enemy apart.

This text borrows heavily from Paul Murphy's "Genestealers" article from White Dwarfs 114, 115

Origins of the Deathwing

The Dark Angels Space Marine Chapter recruits from hundreds of worlds scattered about the Imperium. Their mobile base, *The Rock* will return to each of these worlds every few centuries to recruit a new wave of initiates.

Millenia ago, the First Company returned to their original homeworld to discover it had been desecrated and their nomadic people enslaved by a massive Genestealer Cult that had crash-landed on the primitive world decades earlier.

Cut off from their Chapter, the Dark Angel veterans decided to stand against this outrage and attempt to save their people. They painted their Terminator suits white in the funerary tradition of their nomadic people, knowing that few if any of them would return from this last task, and grimly marched to war.

Years later, *The Rock* returned from a long campaign to find a handful of their surviving veterans serving as tribal leaders for the world's fully restored culture. The First Company had purged every last taint of the Genestealer Cult from the world.

To this day the Dark Angels have kept their Terminator suits white in honor of their brother's noble sacrifice.

GENESTEALER CULT MODELING

A Genestealer Cult army provides a myriad of opportunities for modeling using minis old and new from ranges such as Imperial Guard, Tyranids, and even old Spacehulk models.



A Hybrid Brood prepares an ambush.



Brood Initiates on a rampage.

Brother Chavil

Brother Chavil is perhaps the most notorious Genestealer Magus known to the Inquisition. An individual of stunning charisma and charm, Chavil not only sought out high ranking officials to convert into his Coven, he slowly and patiently wormed his way into the ranks of the Ministorum.

Safely esconced in his high office, Chavil began a subtle war of words upon the loyal ruling family of his world of Adelphis IV. In time his words had spread far and wide, and resulted in a false War of Faith being called upon the planet's leaders. Taking this opportunity, Chavil's Genestealer Cult rose up in a planetary-wide revolution that threw Adelphis IV into utter chaos.

Such was his power, that even some forces of the Adeptus Sororitus fought in his name, and Brother Chavil was only discovered when reports of Genestealer attacks upon the noble family could no longer be covered up.

With righteous fury, the Ministorum forces onworld destroyed his cult in a vicious yearlong purge, but Chavil himself was never found.



A Patriarch strikes.

"Welcome brother. Toil, Piety, Love and Salvation are the gifts of the Four-Armed Emperor."



A Typical Cult Gun Truck



A Patriarch and bodyguard attack a nearby PDF tank.



Brood Comrade aiming a missile launcher.



A Brood Comrade Tank on the prowl.



A Brood Brother infiltrates a position.

**"The Great Father approaches.
Rise up my children and prepare
the way to Paradise!"**

The Arbitrators marched down the hallway, las-pistol fire bouncing off of their polished carapace breastplates. Their Proctor took aim carefully and with practiced motions emptied his bolter into the monstrous genestealer before him.

The creature slumped, causing two nearby cultists to turn in horror. They looked on in disbelief at the broken form of their grandfather, bleeding heavily from the ragged holes in its chitin. Their tears welled up as they fell to their knees beside him, gently taking his claws as they felt his life slipping away.

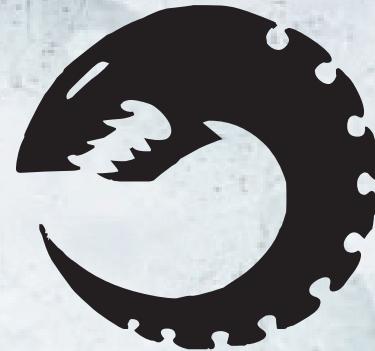
As they embraced the dying genestealer, their grief turned to anger. They spun suddenly and faced the Arbitrators who stood and watched with amazement. The pair struck suddenly, slipping their knives into the neck of the nearby Arbitrator Proctor.

They must make their grandfather proud of them...

GENESTEALER CULT ARMY LIST

The Genestealer Cult has the following units.

HQ	0-1 Genestealer Patriarch, 0-1 Genestealer Magus
ELITE:	Genestealer Brood, Genestealer Hybrids
TROOPS:	Brood Brothers, Brood Initiates
FAST ATTACK:	Brood Truckers, Brood Bikers, 0-1 Seeding Lictors
HEAVY SUPPORT:	0-1 Brood Comrade Tank, Brood Comrades Hybrid Monstrosity



Codex: Imperial Guard and Codex: Tyranids are necessary to use this armylist.

GENESTEALER CULT SPECIAL RULES

ARMY SPECIAL RULES

Blessed be the Father: Any Genestealer Cult units within 12" of a Patriarch or Magus may use their Leadership when making Leadership or Morale tests.

The Father has Fallen: The loss of the Genestealer Cult's leaders is an almost unimaginable concept for cult followers. As they are unshakable when defending their masters, a leaderless cult quickly loses focus and falls into disarray. All Genestealer Cult units in an army which has lost all of its Patriarchs and Maguses are at -1 Ld for the rest of the game.

UNIT SPECIAL RULES

Live to Fight. Cult Leaders have a strong sense of self-preservation. At the beginning of the Leader's movement phase, and for his Movement phase only, the model is not considered locked in close combat. This means that he can move normally; leaving an ongoing close combat, ignoring any units with which he was engaged. A Leader may not assault on the turn he uses the Live to Fight ability.

Devoted: The elite forces of a Genestealer Cult surround their masters, and willingly lay down their lives to defend them. If a Patriarch or Magus suffers a wound from any enemy source, he may allocate that wound to any model within 6" with the devoted rule. The wound is allocated before saving throws are attempted.

Civilian Vehicle: Genestealer Cult members use easily disguised civilian vehicles. To represent this, the vehicle or unit may always be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, in a mission with the Escalation special rule, the vehicle or unit would setup at the start of the battle instead of being placed in reserve. Civilian Vehicle models destroyed for any reason are removed from the tabletop due to their light construction.

PSYCHIC POWERS

Transfixing Gaze. Genestealer Patriarchs are possessed of a powerful force of will. They can harness their psychic power to dominate those near them with a disarming gaze.

This Psychic power is used in the assault phase. If

successful, then any enemy model in base contact with the Patriarch must make a Leadership test. If the test is failed, the model may not attack in the Assault Phase and will be hit automatically by any close combat attacks that are directed against it. Enemy models without a Leadership value cannot be affected by this power.

Voice of Reason. A Genestealer Magus is unnaturally charismatic. They are able to lull almost anyone into a false sense of security by focusing their potent psychic abilities into their voice.

Voice of Reason is a Psychic power used at the start of Magus' Movement phase. Select any single enemy unit within 12" and make a psychic test. The Magus may be in close combat at the time. If the psychic test is passed, the target unit is Pinned until the beginning of the Genestealer Cult player's next turn.

WARGEAR

Satchel Charge. Trusted cult members often strap improvised explosives to their bodies and hurl themselves at close-by enemies. These unstable home-made devices are as much a threat to the cult as to its foes.

A satchel charge may be used in the shooting phase instead of firing a ranged weapon or the assault phase instead of attacking. If used in close combat, the satchel charge is resolved at an effective Initiative of 5. Place the 3" Blast template anywhere in contact with the model using the satchel charge. All models, friend or foe, touched by the template suffer a S7 AP3 hit. Once the results are determined the model using the satchel charge is removed.

If used by a model in close combat, any wounds inflicted by the satchel charge count toward the combat result.

If a model carrying a satchel charge is killed before using it, it explodes on a 4+. Center the blast on the dead model and resolve it as above.

Cult Mortar. A heavy but simple improvised mortar is often mounted in cult vehicles. They pack a potent warhead, but have poor range.

Cult Mortar R:G24" S:5 AP:5 Heavy 1, Blast

HQ

0-1 GENESTEALER PATRIARCH COST: 90 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	6	0	5	5	3	5	3	10	4+

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Rending claws

Special Rules:

- Independent character
- Psyker
- Fearless
- Transfixing gaze
- Live to fight
- Inhuman strength

Biomorphs:

- May have one of the following Tyranid Biomorphs:
 - Reinforced Chitin for +10pts
 - Implant attack for +12 pts
 - Flesh hooks for +4 pts

Transport:

- The Patriarch and up to one Genestealer bodyguard brood may select a Coven Limousine as a dedicated transport vehicle for +35 pts

SPECIAL RULES:

Inhuman Strength. So powerful is the Patriarch that all wounds caused by it ignore armor saves in the same manner as power weapons.

Live to Fight. Cult Leaders have a strong sense of self-preservation. At the beginning of the Leader's movement phase, and for his Movement phase only, the model is not considered locked in close combat. This means that he can move normally; leaving an ongoing close combat, ignoring any units with which he was engaged. A Leader may not assault on the turn he uses the Live to Fight ability.

0-1 GENESTEALER MAGUS COST: 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Magus	3	4	3	3	2	4	1+1	9	-

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Refractor field
- Laspistol
- Power weapon

Special Rules:

- Independent character
- Psyker
- Fearless
- Voice of reason
- Live to fight

Transport:

- The Magus and up to one Hybrid bodyguard brood with no heavy weapons may select a Coven Limousine as a dedicated transport vehicle for +35 pts

Options:

- May replace lascannon with one of the following:
 - Bolt pistol for +1 pt
 - Plasma pistol for +10 pts

SPECIAL RULES:

Live to Fight. Cult Leaders have a strong sense of self-preservation. At the beginning of the Leader's movement phase, and for his Movement phase only, the model is not considered locked in close combat. This means that he can move normally; leaving an ongoing close combat, ignoring any units with which he was engaged. A Leader may not assault on the turn he uses the Live to Fight ability.

ELITES

GENESTEALER BROOD COST: 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	6	0	4	4	1	6	2	10	5+

Note: A Genestealer Cult that includes a Patriarch may also include one Genestealer Brood as a bodyguard. Only this unit gains the Devoted special rule. Additionally, the Genestealer bodyguard brood does not take up any Force Organization Chart selections but is otherwise treated as a separate HQ unit. The bodyguard's only transport option is the Patriarch's Coven Limousine.

Unit Composition:

- 3 Genestealers

Unit Type:

- Infantry

Wargear:

- Rending claws

Special Rules:

- Fleet
- Move through cover

Options:

- The unit may include up to three additional Genestealers for +16 pts each
- The entire squad may have any of the following biomorphs if they do not have a transport option:
 - scuttlers biomorph for +3 pts each
 - extended carapace biomorph for +4pts each

Transport:

- The squad may select a Coven Limousine as a dedicated transport vehicle for +35 pts

SPECIAL RULES (bodyguard unit only):

Devoted: The elite forces of a Genestealer Cult surround their masters, and willingly lay down their lives to defend them. If a Patriarch or Magus suffers a wound from any enemy source, he may allocate that wound to any model within 6" with the devoted rule. The wound is allocated before saving throws are attempted.

HYBRID BROOD COST: 45 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid	4	3	3	3	1	5	1+1	8	5+
Hybrid Acolyte	4	3	3	3	1	5	2+1	8	5+

Note: A Genestealer Cult that includes a Magus may also include one Hybrid Brood as a bodyguard. Only this unit gains the Devoted special rule. Additionally, the Hybrid bodyguard brood does not take up any Force Organization Chart selections but is otherwise treated as a separate HQ unit. The bodyguard's only transport option is the Magus's Coven Limousine.

Unit Composition:

- 3 Hybrids
- 1 Acolyte

Unit Type:

- Infantry

Wargear:

- Laspistol
- Frag grenades
- Scything talon

Special Rules:

- Infiltrate

Character:

- The Acolyte may have the rending claw biomorph for +5 pts
- The Acolyte may have a second scything talon biomorph for +3 pts

- Up to two Hybrids may use the following options:

Replace their lascannon with one of the following:

- Autocannon for +15 pts
- Missile Launcher for +15 pts
- Flamer for +8 pts

Options:

- The squad may include up to four additional Hybrids for +10 pts each

Transport:

- A squad with no heavy weapons may select a Coven Limousine as a dedicated transport vehicle for +35 pts. They lose the Infiltrate special rule.

SPECIAL RULES (bodyguard unit only):

Devoted: The elite forces of a Genestealer Cult surround their masters, and willingly lay down their lives to defend them. If a Patriarch or Magus suffers a wound from any enemy source, he may allocate that wound to any model within 6" with the devoted rule. The wound is allocated before saving throws are attempted.

TROOPS

BROOD BROTHERS

COST: 65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Brother	3	2	3	3	1	3	1+1	6	6+
Hybrid Acolyte	4	3	3	3	1	5	2+1	8	5+

Unit Composition:

- 9 Brothers
- 1 Hybrid Acolyte

Unit Type:

- Infantry

Wargear:

- Laspistol
- Close Combat Weapon (Brothers only)
- Frag grenades
- Scything talon (Acolyte only)

Special Rules:

- Infiltrate

Character:

- The Acolyte may be armed with a second scything talon for +3pts

- The Acolyte may have the rending claw biomorph for +5 pts

- The Acolyte may be armed with a satchel charge for +15 pts

Options:

- The squad may include up to ten additional Brothers for +6 pts each
- The entire squad may replace their lascannons and close combat weapons with shotguns for free
- One Brother may be upgraded with one of the following:
 - Heavy stubber for +5 pts
 - Grenade launcher for +5 pts
 - Flamer for +5 pts

- If the squad numbers twenty, a second Brother may replace his weapons with one of the following options
 - Heavy stubber for +5 pts
 - Grenade launcher for +5 pts
 - Flamer for +5 pts

Transport:

- The squad of ten models may select a Brood Truck as a dedicated transport vehicle for +25 pts. They lose the Infiltrate special rule.

BROOD INITIATES

COST: 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Initiate	2	2	2	3	1	2	1	5	-
Hybrid Acolyte	4	3	3	3	1	5	2+1	8	5+

A Genestealer Cult Army **MUST** field at least one Brood Initiates unit for every Brood Brother unit in it.

Unit Composition:

- 9 Initiates
- 1 Hybrid Acolyte

Unit Type:

- Infantry

Wargear:

- Laspistol
- Scything talon (Acolyte only)

Special Rules:

- Scout
- Furious charge
- Unwashed masses

Character:

- The Acolyte may be armed with a second scything talon for +3 pts
- The Acolyte may have the rending claw biomorph for +5 pts

Options:

- The squad may include up to ten additional Initiates for +3 pts each
- The squad may be armed with frag grenades for +1 pt each
- If the squad numbers twenty, one Initiate may be upgraded with a Flamer for +5 pts

SPECIAL RULES:

Unwashed Masses: The vast majority of a Genestealer Cult is made up of these recently initiated fanatical masses. They are as common as they are unreliable, making them little more than cannon-fodder on the battlefield. A Brood Initiate unit does not take up any Force Organization Chart selections but is otherwise treated as a separate Troops unit. If the unit fails a Morale test for any reason, they disperse in terror and are removed from play.

GENESTEALER CULT TRANSPORT OPTIONS

COVEN LIMOUSINE

COST: 35 POINTS

	BS	F	S	R
Limousine	3	10	10	10

Wargear:

- Forward heavy stubber (in disguised mount)
- Smokescreen (smoke launcher)

Special Rules:

- Fast
- Transport (8)
- Access Points (2 side doors)
- Civilian Vehicle

SPECIAL RULES:

Civilian Vehicle: Genestealer Cult members use easily disguised civilian vehicles. To represent this, the vehicle or unit may always be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, in a mission with the Escalation special rule, the vehicle or unit would setup at the start of the battle instead of being placed in reserve. Civilian Vehicle models destroyed for any reason are removed from the tabletop due to their light construction.

BROOD TRUCK

COST: 25 POINTS

	Type	BS	F	S	R
Brood Truck	Open-topped	2	9	9	9

Wargear:

- Turret mounted heavy stubber

Special Rules:

- Fast
- Transport (10)
- Civilian Vehicle

SPECIAL RULES:

Civilian Vehicle: Genestealer Cult members use easily disguised civilian vehicles. To represent this, the vehicle or unit may always be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, in a mission with the Escalation special rule, the vehicle or unit would setup at the start of the battle instead of being placed in reserve. Civilian Vehicle models destroyed for any reason are removed from the tabletop due to their light construction.

COMRADE CHIMERA

COST: 80

	Type	BS	F	S	R
Chimera	Tank	3	12	10	10

Wargear:

- Turret mounted multi-laser
- Hull mounted heavy bolter
- Smoke launcher
- Searchlight

Special Rules:

- Amphibious
- Transport (12)
- Access Point (1 rear door)
- Fire Points
 - 6 lasguns
 - 1 top-hatch

Vehicle Upgrades:

- Extra armor: +15 pts
- Pintle mounted heavy stubber: +12 pts
- Rough terrain modification: +5 pts
- Track guards: +10 pts

SPECIAL RULES:

Amphibious: Chimeras treat all water obstacles as clear when they move.

FAST ATTACK

BROOD BIKERS

COST: 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Biker	3	2	3	3(4)	1	3	1	6	5+
Hybrid Acolyte	4	3	3	3(4)	1	5	2+1	8	4+

Unit Composition:

- 4 Bikers
- 1 Hybrid Acolyte

Unit Type:

- Bikes

Wargear:

- Laspistol
- Frag grenades
- Scything talon (Acolyte only)

Special Rules:

- Civilian Vehicles

SPECIAL RULES:

Civilian Vehicle: Genestealer Cult members use easily disguised civilian vehicles. To represent this, the vehicle or unit may always be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, in a mission with the Escalation special rule, the vehicle or unit would setup at the start of the battle instead of being placed in reserve. Civilian Vehicle models destroyed for any reason are removed from the tabletop due to their light construction.

0-1 SEEDING LICTORS

COST: 60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Lictor	6	0	5	4	2	6	3	10	-

Unit Composition:

- 1-3 Seeding Lictors

Unit Type:

- Infantry

Wargear:

- Rending claws
- Flesh hooks

Special Rules:

- Secret terror
- Mimic
- Seeding Organism
- Hit & run
- Fearless

SPECIAL RULES:

Secret Terror. Seeding Lictors operate far ahead of the Hive-fleets and must survive unsupported for extended periods of time. They have adapted to their solitary role by enhancing their already formidable stealth and mimicing skills at the expense of raw brute force and thick chitin. Seeding Lictors deploy using the Reserves rule individually, regardless of mission, to represent them leaping out from concealment amidst unwary enemies. They must each be placed anywhere on the tabletop within 2" coherancy with an enemy infantry model. If no such model is available the Seeding Lictor will not be destroyed but instead is placed back into reserve and may appear on a later turn. A Seeding Lictor may not move, but may assault the turn it Reserves in.

Mimic. The Seeding Lictor's chameleonic scales and dexterity can approximate almost any nearby creature. It always receives a 5+ Invulnerable Save. Enemies who wish to fire on a Seeding Lictor must pass a Leadership test to do so. If the test is failed, they give up their ability to fire this turn.

Seeding Organism. A Seeding Lictor's role is to observe and evaluate, not conquer. They are not a Scoring Unit.

FAST ATTACK

COST: 30

Brood Truckers

Unit Composition:

- 2-4 Brood Gun Trucks

Wargear:

- Turret mounted twin-linked heavy stubber

SPECIAL RULES:

Civilian Vehicle: Genestealer Cult members use easily disguised civilian vehicles. To represent this, the vehicle or unit may always be deployed at the start of the battle, even in scenarios where they could not normally be deployed. For example, in a mission with the Escalation special rule, the vehicle or unit would setup at the start of the battle instead of being placed in reserve. Civilian Vehicle models destroyed for any reason are removed from the tabletop due to their light construction.

Hybrid Truckers: The drivers of this Gun Truck are Hybrids. The vehicle ignores Shaken and Stunned results altogether.

Type	BS	F	S	R
Open-topped	2	10	9	9

Special Rules:

- Fast
- Civilian Vehicle

- One Gun Truck may replace its twin-linked heavy stubber with an autocannon for +5 pts

Options:

- Replace twin-linked heavy stubber with
 - Cult Mortar for free

Vehicle Upgrades:

- Armored crew compartment for +10 pts
- Hybrid Truckers for +10 pts

HEAVY SUPPORT

0-1 BROOD COMRADE TANKS

COST: SEE BELOW

A Genestealer Cult army may take one of the following selections: Leman Russ, Sentinel Squadron.

COST: 145

Leman Russ

Type	BS	F	S	R
Tank	3	14	12	10

Wargear:

- Turret mounted battle cannon
- Hull mounted heavy bolter
- Smoke launcher
- Searchlight

Options:

- Replace hull mounted heavy bolter with lascannon for +10 pts
- Add a pair of heavy bolter or heavy flamer sponsons for +10 pts

Vehicle Upgrades:

- Extra armor for +15 pts
- Pintle mounted heavy stubber for +12 pts
- Rough terrain modification for +5 pts
- Track guards for +10 pts
- Hybrid crew for +20 pts

SPECIAL RULES:

Hybrid Crew: The crew of this tank has been replaced by Hybrids. The vehicle ignores Shaken and Stunned results altogether, but its BS is reduced to 2 due to unfamiliarity with the vehicle.

COST: 40

Sentinel Squadron

Type	WS	BS	S	F	S	R	I	A
Walker	3	3	5	10	10	10	3	1

Unit Composition:

- 1-3 Sentinels

Wargear:

- Heavy flamer
- Smoke launcher
- Searchlight

Special Rules:

- Scout

Vehicle Upgrades:

- Extra armor for +15 pts
- Armored crew compartment for +15 pts
- Hybrid crew for +10 pts

Options:

- Replace heavy flamer with
 - Multi-laser for +5 pts
 - Autocannon for +10 pts
 - Lascannon for +15 pts

SPECIAL RULES:

Hybrid Crew: The crew of this Sentinel has been replaced by Hybrids. The vehicle ignores Shaken and Stunned results altogether, but its BS is reduced to 2 due to unfamiliarity with the vehicle.

HEAVY SUPPORT

BROOD COMRADES

COST: 65 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Comrades	3	3	3	3	1	3	1	7	5+
Veteran Sergeant	3	3	3	3	1	3	2	8	5+

Unit Composition:

- 9 Comrades
- 1 Veteran Sergeant

Unit Type:

- Infantry

Wargear:

- Lasguns
- Laspistols
- Close combat weapon (veteran sergeant only)
- Frag grenades

Character:

- The Veteran Sergeant may replace his laspistol with a bolt pistol for +1 pts

- The Veteran Sergeant may replace his lasgun with a bolter for +1 pt or a storm bolter for +5 pts

Options:

- One comrade may replace his lasgun with one of the following options:
 - Meltagun for +10 pts
 - Plasmagun for +10 pts
 - Grenade Launcher for +8 pts
 - Flamer for +6 pts

- Two comrades may form a heavy weapon team with one of the following options:

- Missile launcher for +15 pts
- Lascannon for +25 pts
- Autocannon for +15 pts
- Mortar for +10 pts
- Heavy bolter for +10 pts

- The squad may be armed with krak grenades for +1 pts per model

Transport:

- The squad may select a Chimera as a dedicated transport vehicle for +80 pts

HYBRID MONSTROSITY

COST: 110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Monstrosity	5	0	6	6	4	3	4	8	4+

Unit Composition:

- 1 Hybrid Monstrosity

Unit Type:

- Monstrous Creature
 - moves as a Beast

Special Rules:

- Fearless
- Hyper Predator

SPECIAL RULES:

Hyper Predator: Hybrid Monstrosities are a result of Genestealer infection of a planet's larger predators. Normally free-ranging beasts, their will can be somewhat controlled by a nearby Patriarch or Magus. Herded into combat, the Hybrid Monstrosities charge directly into enemy lines causing terrible damage. Hybrid Monstrosities move as Beasts. Any Monstrosity misses in close combat are resolved as hits by the creature on friendly models of your choice in the same close combat. If no friendly models are available, these attacks are simply misses.

The Beast of Barilla

Upon the feral world of Barilla, far in the Ultima Segmentum a Genestealer Cult was rooted out by Ordo Hereticus Inquisitor Georges Kuster. Kuster and his retinue sent out priority requests for assistance and moved to cut out the heart of the Coven personally. His entourage was never heard from again.

In time, the Space Sharks Space Marine Chapter arrived to answer the Inquisitor's call and began immediate combat operations. After a grueling four-week purge, the Chapter had isolated the Patriarch, and launched a Terminator assault on its position. The so called "Beast of Barilla" was not easily felled. With its cult already dead it lashed out in an orgy of monstrous self-destruction, laying low over one third of the Space Shark's 1st Company and their Chief Librarian before being put to the torch.

It is a blow to the Chapter that will be slow to heal.

HQ SPECIAL CHARACTERS

THE BEAST OF BARRILA

COST: 135 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Beast	6	0	6	5	4	5	3	10	4+

Unit Type:

- Monstrous Creature

Number/squad:

- 1

Wargear:

- Rending claws

Special Rules:

- Psyker
- Fearless
- Transfixing gaze
- Cornered Beast
- Implant Attack Biomorph

SPECIAL RULES:

Cornered Beast. The Patriarch known as the Beast of Barilla had a monstrous will and no desire to run from its foes. It was at its strongest and most dangerous when finally cornered and forced to fight for both its life and the life of its Cult. An army led by the Beast of Barilla may not include a Magus, Brood Comrades, or Brood Comrade Tanks. The Beast of Barilla is immune from Instant Death, and gains +1A for every wound it has lost, determined at the beginning of the assault Phase.

BROTHER CHAVIL

COST: 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Chavil	3	4	3	3	3	4	1+1	10	-

Unit Type:

- Infantry

Number/squad:

- 1

Wargear:

- Rosarius
- Bolt pistol
- Power weapon

Special Rules:

- Independent character
- Psyker
- Fearless
- Voice of reason
- Live to fight
- Ministorum Contacts

Transport:

- Brother Chavil and up to one Hybrid bodyguard brood with no heavy weapons may select a Coven Limousine as a dedicated transport vehicle for +35 pts

SPECIAL RULES:

Live to Fight. Cult Leaders have a strong sense of self-preservation. At the beginning of the Leader's movement phase, and for his Movement phase only, the model is not considered locked in close combat. This means that he can move normally; leaving an ongoing close combat, ignoring any units with which he was engaged. A Leader may not assault on the turn he uses the Live to Fight ability.

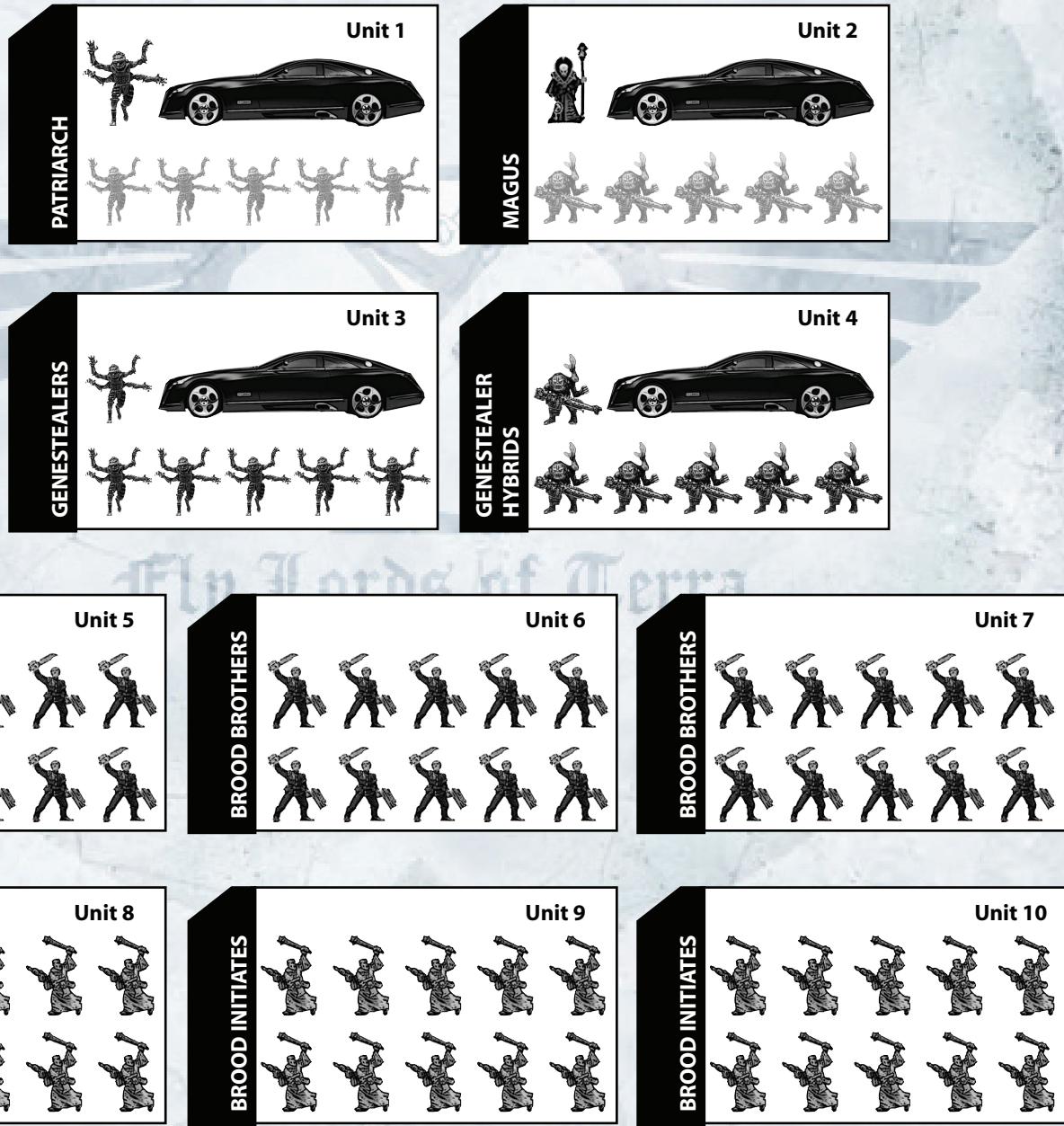
Ministorum Contacts. The infamous Genestealer Magus Brother Chavil wormed his way into the ranks of the Ministorum. He threw his world into rebellion in a false War of Faith against its loyal Imperial ruling family. An army led by Brother Chavil may not include a Patriarch, Genestealers, or Hybrid Monstrosities. It may additionally select Penetent Engines as Heavy Support choices and Sisters Repentia as Elites choices from Codex: Witchhunters.

GENESTEALER CULT UPRIISING

POINTS: 150 + MODELS

Genestealer Cults are among the most insidious threats to the Imperium. These secret covens spread their combination of false belief and Tyranid infection throughout a world's society, subverting it completely in mere decades. It is only through the unwavering vigilance of both the Inquisition and the Ministorum that the majority of these cults are uncovered and destroyed in brutal purges.

Once rooted out and brought to battle, a Genestealer Cult is a terrible foe. Led by their Patriarch and Magus leaders, hundreds of the infected followers take to the streets. The Cult throws itself at opponents in a mass of mob violence, backed up by the Cult's inner coven of Hybrids and Genestealers. Their enemy are often caught up in the sudden and chaotic civilian violence and find themselves surrounded and overrun by the seething masses.



FORMATION:

- 1 Patriarch (genestealer brood optional)
- 1 Magus (genestealer hybrid brood optional)
- 2-3 Genestealer or Genestealer Hybrid units
- 3-6 Brood Brother units
- 3+ Brood Initiate units

Note: All units must come from the Genestealer Cults army list.

SPECIAL RULES:

"Watch for Civies": All formation infantry units gain a 5+ cover save on turn one. Cult vehicles cannot be selected as targets on turn one unless they move, fire or no other target is in line of sight.

Jammers: The formation gains the *Jammers* strategic asset.



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