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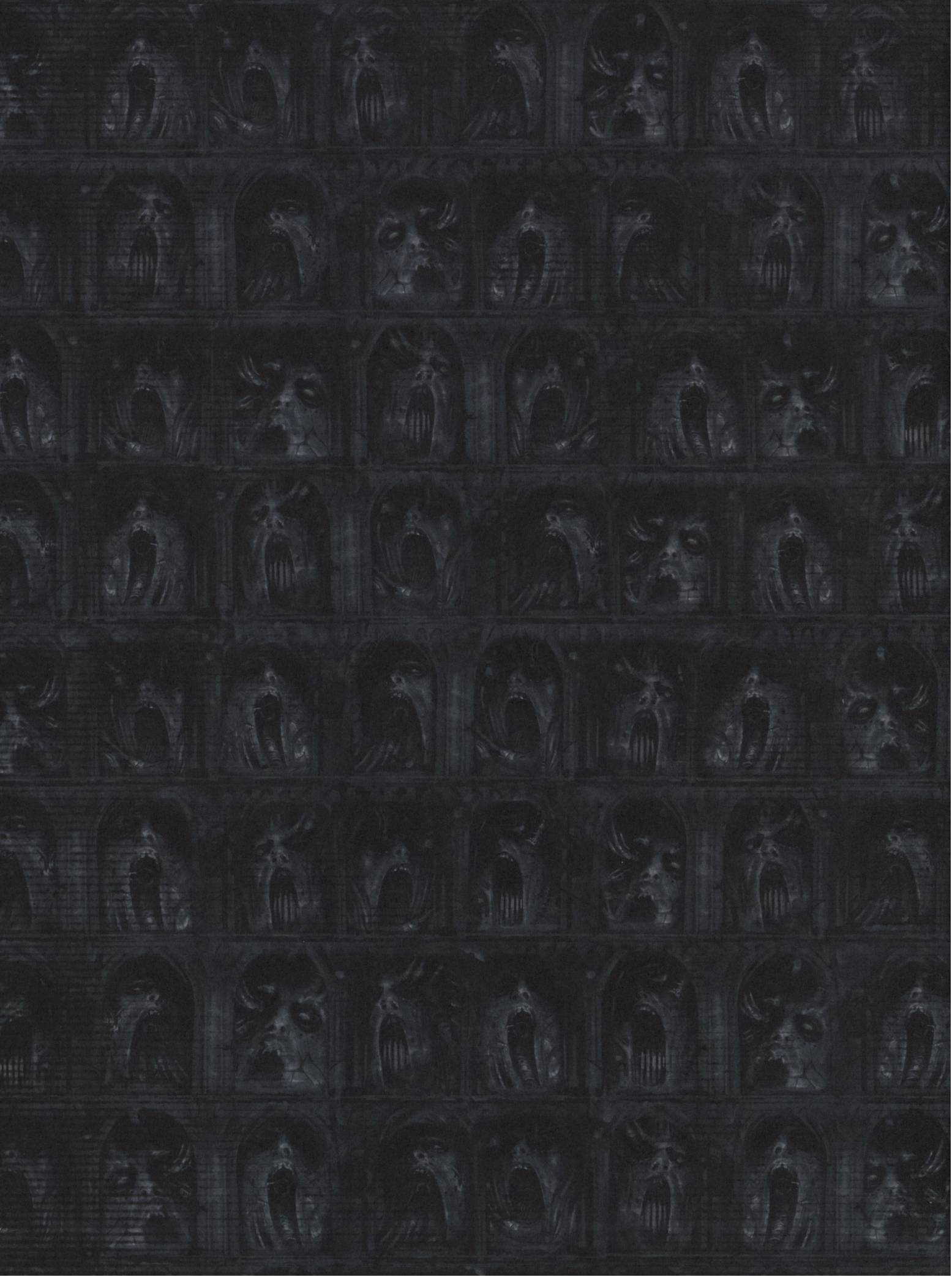
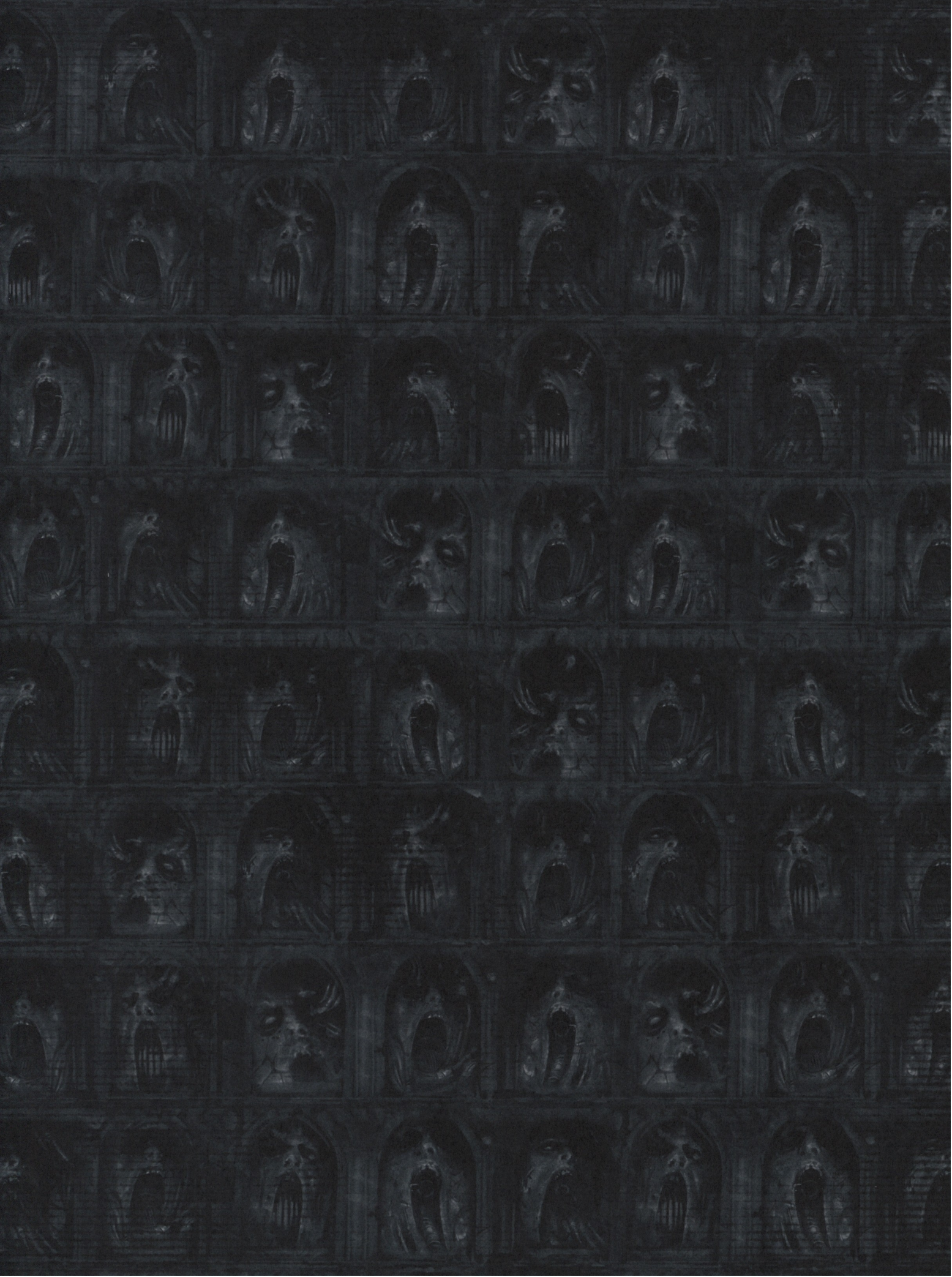
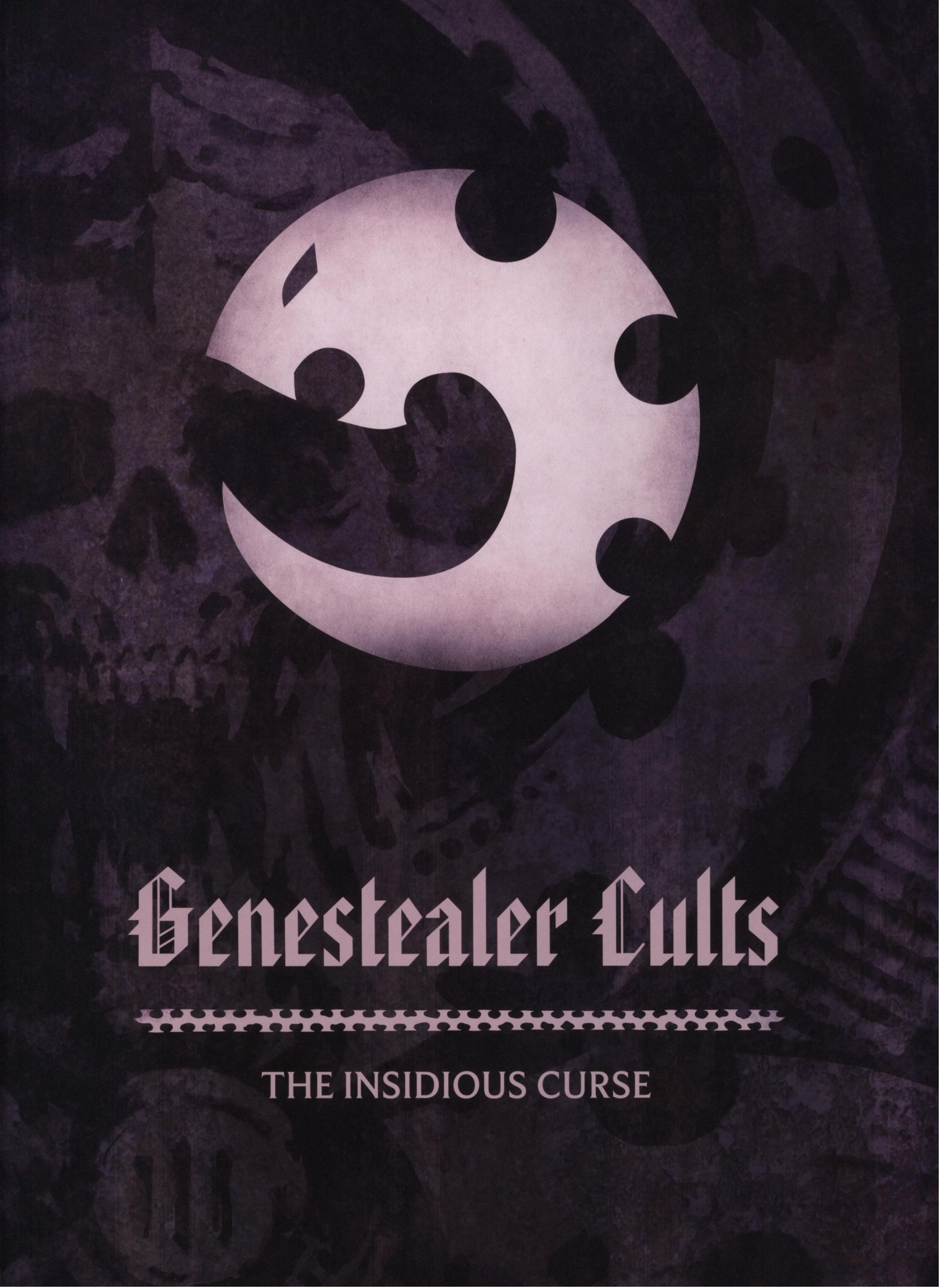
CODEX

GENESTEALER CULTS






Genestealer Cults
THE INSIDIOUS CURSE

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Vox-Trooper Murdt saw the signal from Sergeant Kroyle in the almost total darkness. The jab of two gauntleted fingers toward their quarry and the swift, economical nod of Kroyle's helmet were outlined in scratchy illumination by Murdt's visor. He kept his hot-shot lasgun level, the tip of its barrel following the slow turns of his head as he scanned left and right. His breathing was heavy, the chase and a sense of disquiet conspiring to exhaust him, and he fought to slow it. Murdt circled a pile of fallen shelving before stalking deeper into the benighted remains of Archive District Vendikus-II.

The rest of the Kasrkin squad fanned out, Sergeant Kroyle at their head and Murdt at their heart, in a precisely dispersed formation. The Kasrkin were deep enough now beneath the macro-sprawl of Ivvershon Civiship that the reverberations of its heavy industries, its millions of inhabitants and its hourly emissions of reverential chorales had faded beneath the soles of his boots.

When they had first descended into the crumbling network of passages, ducts and artificial caverns – supposedly the carcasses of ancient cities – Murdt had felt the thump of mass hammers and the grind of enormous cogs with every step and sensed the thrum of hymns whose reverberations shook dust down upon the hunting Kasrkin. They had welcomed the dank and stinking silence they now stalked through at first, as it allowed them to better home in on their heretic prey. But the oppressive sense of something else, down here with them, was setting Murdt's teeth on edge.

Ahead of Murdt, Kroyle had reached a junction of two crumbling archways, sculpted busts over their stone lintels worn away by time so that they no longer resembled anything Human. Along one passage, a series of bulging buttresses, losing a millennia-old war against the immense weight of Ivvershon above them, lined one wall before disappearing around a shallow curve. Down the other, a jumble of scrap iron and broken plasteel bars blocked the way some twenty feet ahead. In the glare of their helmet lamps, scuffs of wet filth reflected from the otherwise bone-dry junk, and a thin chain swung slowly.

A noise from the other direction came through Murdt's audio pick-up: a soft squelch, barely discernible. Before Kroyle could lead the squad to follow the signs of escape, the vox-trooper sent a warning sigil to the Sergeant's visor indicating a location past the sagging buttresses. Trusting Murdt's senses, Kroyle led them towards the source of the noise, but they had taken no more than two steps before the lurking heretic bolted from cover. The figure was quick, and Murdt was surprised when he saw it attempt to break its stride with random lunges to throw off the squad's aim.

It was futile. The first crimson beam of las-fire merely grazed the heretic's shoulder, but three others tore into its back; it pitched forward, dead before it hit the passage floor. No one lowered their weapons as they approached the smoking corpse; they all knew there were more of these traitors down here. As the other Kasrkin took up sentinel positions, Murdt joined Sergeant Kroyle, who had stooped to inspect the body, the third they had brought down since entering the Archive District.

Between Kroyle's shadow and the changing play of lamplight as Kasrkin turned to scan for threats around them, Murdt looked at their quarry. She wore the same scribe's robe as the others, patched together from varied fabrics to resemble those worn by the Order of Tormagos: adepts, clerks and financiers to Ivvershon's elite. Beneath the robe, however, were oversized grox-skin boots rather than scribe's sandals and the ribbed hazard suit common to the civiship's indentured labour corps. Murdt saw that the toughened thermoplas layers had absorbed most of the squad's fire. He glimpsed her face and saw a welt of what looked like thick scabbing across her forehead, where he guessed she'd smashed headfirst into the passage floor.

Kroyle held up what he'd found on the body: an illegal stub gun, two heavy serrated knives and a machine-stamped medallion in cheap metal. The icon matched those they'd discovered on the others, like some spined grub coiled on itself. The stub gun was a more advantageous lead, its mark of provenance showing where it had been manufactured. The Interrogator would want to know about that.

As if he had invoked the sinister Inquisitorial agent by the mere thought of her, Murdt's chronometer throbbed silently, indicating one of Youlen's scheduled contact times. He hit activation runes on his cuff unit, initiating another regular report with the Interrogator's forces on the surface. Sergeant Kroyle had delegated routine interactions with Youlen to Murdt, wishing to hear the agent's voice as little as possible.

When Murdt's vox-link finally connected, he frowned. His hardened vox-unit was battlefield grade, proof against all types of interference, so the Enginseers said. Whatever the Interrogator used, too, would be more capable still, yet the connection was poor, grainy with machine spirit grumbling and vox-echoes. Murdt gave Youlen the details of the stub gun's origins.

'*Good work, trooper,*' her voice hissed back. '*I will divert forces to that district's factorums. I expect to have the ringleaders rounded up for incineration shortly. The landing craft is on its way, but I need assurances from Sergeant Kroyle that those who disappeared into the Archive District were the last of the cowards. My master is particular that no heretics survive.*'

Murdt signed off, relieved at the news of the landing craft. He didn't bother informing Kroyle of the strange layered voices that had seemed to accompany Youlen's last words.

The squad hastened on, following the direction the last heretic had been moving. Where the upper levels of the Archive District had been like a dust-shrouded tomb, Murdt now curled his lip at the slurry of filth he could feel with every step, the sensation of things squirming around his shins. Foulness seemed to pool down here in the dark. *No wonder these thrice-damned traitors fled down here from Interrogator Youlen.*

The inches of muddy effluent made tracking the heretics easier. Several times, their tracks doubled back, were scuffed in attempts at obfuscation or appeared to be joined by many more than Murdt's squad had thought they were chasing. The Kasrkin caught another two of the heretics hunkered behind a rough barricade, the scum using automatic solid-shot weapons and shotguns that boomed in the enclosed space. Several volleys of pinpoint las-fire shredded their defence, but the delay had worked. From the rear, a muffled thump was followed by a deafening shock wave of exploding shrapnel. It was only by the grace of the God-Emperor that the ambush had failed with the heretics' poor aim. The ambusher was torn apart by the Kasrkin's return fire before they could reload.

When the reverberations died down, Kroyle signalled the advance again at speed. Murdt heard the hurried slaps of booted feet ahead, these were now surely the last of them. It disturbed him that the heretics had somehow acquired weapons of greater variety than the Interrogator had led them to believe.

Murdt tried to contact Youlen on the surface once more. This time the connection was worse and he could hardly hear her voice. Youlen's words were engulfed by the noise of gunfire and howls of what he assumed was vox-static. He caught her shout loudly about a rush of armed civilians closing on her position. The Interrogator snarled that xenocult forces were assaulting Ivvershon's manufactorum hubs and he heard something about the civiship's defence militias but the details were lost to static. Her voice and the noise of shots abruptly cut off, but the animalistic feedback remained along with a scratching that seemed to crawl inside Murdt's ear like a parasitic grub.

The deeper Murdt's squad moved through Archive District Vendikus-II, the more oppressive became the feeling around him. A threat hovered out of reach of his understanding and beyond the illumination of his stablight. It was not the darkness and dense spread of dead ends, blind junctions and obscured – intentionally and skilfully concealed, Kroyle had eventually agreed – passage entrances. Murdt had fought through more dangerous terrain, on battlefields against xenos wielding blasphemous technologies. Nor was it in the increasingly effective tactics the heretics appeared to be employing. Murdt's squad had discovered and evaded mass-reactive mines, deadfall pits opened up to archive levels fifty feet down and invitingly ajar hatches and doorways laced with chemical explosives. Fear had been trained out of Murdt and his comrades. He told himself that his wariness was not fear, that his feeling of being surrounded was the heretics' attempts to make their numbers appear greater than they were.

Ambushes followed where the heretics' traps had failed, from the side and behind, or assassins dropping from overhead niches. More than once, the Kasrkin almost became trapped in kill boxes and dead ends in the cloying darkness. Even Murdt's advanced visor seemed to be suffering some failure, its outlining of obstructions and enemy positions fading and stuttering the further the squad delved into the Archive District. He cursed the machine spirits and longed for daylight again.

At last, Murdt fell in with the rest of the Kasrkin squad as they rushed into a larger space, with crumbling mounds of debris, broken machinery and fallen rock providing possible cover ahead. The walls rose around them, dark alcoves yawning like open mouths. At Kroyle's silent signals, the squad spread out, preparing to encircle the outcrops of cover and execute anything that lay behind them. Murdt crouched near the chamber's entrance, covering the squad's exit.

Music and hymns slowly rose to Murdt's conscious hearing from the silent surround. They were not coming through his vox-bead, not echoing up through his boots this time. They were echoing softly from all around. It wasn't the industrial chorales of the surface, but different voices: male and female, young and old, others that were horridly inhuman.

His visor's feed finally gave up entirely. He ripped it off and felt a change in air pressure hit his exposed face. Something moved, up high. A blur of deeper shadow. Murdt turned to warn Kroyle, but the shadows had swarmed in amongst them too quickly for his shout. There were glints of light, reflections from teeth and talons and slick shells. Half the squad were ripped apart before any could fire a shot. With screams and shouts now, those who could fire failed to hit anything.

Murdt was knocked staggering, falling in a heap. He tried to raise his arm, to aim. There was nothing left beyond his shoulder. Blood pumped freely. Talons dug into his scalp. The grip was so strong it could have crushed his skull. Murdt couldn't breathe, let alone scream. He had time to see a fang-filled mouth as it rushed forward, opening wide enough to engulf his whole face.

Worshippers of the Xenos

BY THE TIME THE GENESTEALER CULTS ATTACK, THEY ARE ALREADY TEN STEPS AHEAD OF THEIR FOES. ENEMIES FIND THEIR SUPPLY LINES SEVERED AND THEIR COMMUNICATIONS DROWNED OUT BY SANITY-BLASTING ALIEN BROADCASTS. KEEN-EYED ASSASSINS GUN DOWN THOSE ENEMY COMMANDERS NOT ALREADY TURNED TO THE CULT'S SIDE. FROM BELOW COME UPRISINGS OF XENO-TAINTED FANATICS, FOLLOWING NOTORIOUS FREEDOM FIGHTERS AND PSYCHIC MASTERMINDS TO OVERRUN THEIR PANICKED ADVERSARIES.

PERHAPS THE UPRISING HAS BEEN TRIGGERED PREMATURELY, A HIVE OF FURIOUS INSECTS BROKEN OPEN BY UNWITTING INVADERS FROM THE STARS. PERHAPS THE DAY OF ASCENSION HAS COME, AND THE CULT'S FAITHFUL FOLLOW THEIR ALLOTTED PATHS TO GLORY. WHATEVER THE CATALYST, THE RESULT IS THE SAME – A WORLD SUDDENLY AND VIOLENTLY OVERWHELMED BY THE UNSEEN ENEMY WITHIN.

AS THE UPRISING GATHERS PACE, SO ITS PARASITIC MASTER EMERGES FROM THE DEPTHS. LONG HAS THE PATRIARCH HIDDEN ITS NIGHTMARE VISAGE FROM THE LIGHT OF DAY. NOW, THE ENTIRE WAR-TORN WORLD BECOMES ITS HUNTING GROUND AS THE ALIEN MONSTER LEADS ITS TEEMING BROOD TO VICTORY AND, ULTIMATELY, THEIR OWN NIGHTMARISH DOOM.

A PARASITIC ORDER

Genestealer Cults are amongst the most insidious dangers threatening Humanity's worlds. They are a xenos-tainted curse that takes root within a host population, spreading unseen through the host's vulnerabilities: the flesh and minds of its people. Over generations, a Genestealer Cult changes once-loyal citizens into psychically dominated thralls and replaces clean-limbed inhabitants with alien hybrids who unwittingly draw their world's doom ever closer.

It only takes a single Genestealer to reach the surface of a planet to risk the emergence of new cycles of xenos-human hybrids and the kernel of a new cult. These clawed xenos are intelligent, lightning-fast and incredibly resilient. Imperial investigators have discovered – often too late – that the number of ways in which Genestealers have managed to reach a world undetected are shockingly numerous. These creatures can fold into the compartments of voidships or hibernate in virtual vacuums aboard space hulks. They may have been smuggled in by already tainted cultists or hidden inside grox carcasses, surviving their frozen transit.

Genestealers are vanguard organisms of the Tyranids, a ravenous alien species that has invaded the galaxy from beyond its edges. They rove far ahead of the Tyranid hive fleets, driven by the xenos' overriding will – the ineffable cosmic entity called the Hive Mind – whose imperatives force the Genestealers towards prime sources of biomatter. Most Genestealers seek out heavily populated planets while others embed themselves in crowded orbital stations, within huge mining rigs that plumb the depths of gas giants or amongst the teeming crews of voidships.

However a Genestealer reaches a population centre, it immediately goes to ground and begins its instinctive task. It learns about the world and the society it has entered, identifying strengths and weaknesses. It snatches its first victims, hypnotising them with an unnatural psionic telepathy and using its speed and stealth to remain undetected by others. The xenos infects the captives with its genetic material using a barbed ovipositor that slides from its fanged maw. This transfer of microscopic bio-structures cements its hold over its Human prey. They are enthralled, body and soul, to the Genestealer's will and perceive it as a divinely appointed saviour. These first victims go on to aid the xenos directly, helping to abduct others for it to inject with its ovipositor, a process sometimes obliquely referred to as the Genestealer's Kiss.

As the number of enthralled subjects grows, so too does the xenos monster who links them all as the object of their increasingly complex reverence. If a brood of several Genestealers arrives together, the individual xenos that first infected a host is affected by the catalyst. A new genetic imperative begins to tell upon its body; its claws lengthen, and it becomes larger, possessed of an even greater alien cunning as well as more powerful telepathic energies. This is the Patriarch, a nightmarish idol of alien menace at the centre of a spreading web of enslaved inductees.

The Patriarch's telepathic will continually grows and reaches out further and further as the creature becomes more powerful. The myriad Humans under its dominion – in their naive attempts to understand – apply ingrained social and religious structures to the overwhelming sense of fellowship they feel towards each other and the awe with which they perceive the Patriarch. Slowly and secretly, the infected Humans accrue several practices and ceremonies, hidden sigils and whispered chants. Step by step, the group becomes a Genestealer Cult.

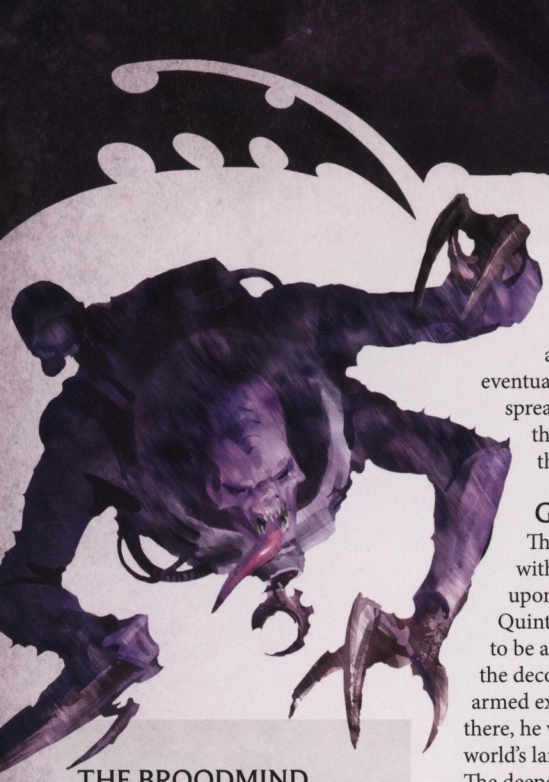
It is a mark of the Patriarch's wholly alien origins that no matter how far apart and unconnected any two such groups may be or how contrastingly different the host societies, the resulting Genestealer Cults are disturbingly similar. All form around the fanatical belief that they have been chosen to throw off the chains of Imperial oppression. All work in secret to further the cult's aim of total insurrection. All are convinced that the Patriarch is a glorious envoy of angelic beings the cultists call the Star Children, who will raise the faithful up in an apotheosis where the fear, pain and drudgery of their existence under Imperial rule will be swept away. Such a moment may be years or even centuries away, but the cultists are taught

GENESTEALERS

The Imperium's first known encounter with Genestealers was upon the moons of Ymgarl. Because these creatures were operating so far ahead of the hive fleets that spawned them, no link to the Tyranids was initially drawn by Imperial xenobiologians, who believed them to be a native species of super-predator. Who knows how many other Imperial worlds were lost to these creatures without any record remaining to tell of their fall. It was only later, when broods of Genestealers were seen fighting amongst waves of Tyranid invasions, that the horrible truth of their origins emerged. But even then, Humanity did not grasp the full extent of the threat that Genestealers pose.

Genestealers' strengths as shock troops are obvious at a glance. Their six limbs are dense with corded muscle and end in vicious talons, dexterous humanoid hands or savage living blades in seemingly endless variations. Their bodies are protected by a casing of hardened chitinous material and thick skin. Their jaws are filled with fangs, powerful enough to bite through ceramite power armour.

Yet for all these advantages, it is the Genestealers' cunning that renders them so deadly. While their minds are utterly divorced from anything that could compare to the Human psyche, they are easily Mankind's equal in intellect, albeit turned entirely to infiltration and predation. In turn, Humanity offers much that Genestealers can exploit. Humans have ships to take them from world to world. They propagate new generations relatively quickly and have the propensity to display psychic ability. They gather in teeming societies and perpetuate widespread ignorance and fear. As a species, Humanity is an ideal host.



THE BROODMIND

The Patriarch unites its genetic progeny and hypnotically enslaved thralls in an overwhelming psionic mesh. This gestalt sentience is known as the Broodmind. A few cults, layering their own world's myths or their society's practices upon this synaptic link, refer to it by other terms such as the Begetter's Nimbus or the Gether-ward.

The Broodmind creates an unshakeable bond between all of a cult's members. It strengthens their comradeship, selflessness and loyalty to one another, especially towards the cult's leaders. The Patriarch itself, as the source of the Broodmind's psychic symphony, is loved and adored with ferocious devotion; if it or its senior servants are in danger, any cultist will gladly give their life in sacrifice.

The Broodmind is the conduit through which the Patriarch projects its will, accesses its servants' sensations and controls the cult's activities. With psionic imperatives, the xenos places its wordless commands directly in the minds of its loyal minions. The Broodmind does not override individuality or control their every action; it is up to the cultists to conceive how to enact the command, yet they can no more resist the desire to fulfil the Patriarch's wishes than they could stop their own hearts.

that there is much work to be done before they – or their descendants – are proven worthy to receive such a gift. They must amass the strength and strategy by which to ensure the eventual uprising succeeds, and they must spread their kind so widely and deeply that it is nigh on impossible to root them out.

GHOSAR QUINTUS

The first confirmed Imperial engagement with a Genestealer Cult occurred upon the mining colony of Ghosar Quintus. Investigating what appeared to be a perversion of the Imperial Creed, the decorated Inquisitor Chaegryn led an armed expedition to Ghosar Quintus. Once there, he ventured into the depths of the delver world's largest mining colony, the Great Pit. The deeper Chaegryn ventured, the more evidence of deviance he found. Strangely, his last communiqué stated that all was well. He concluded that the ruling Trysst Dynasty, who had led the mining colony with an exemplary service record for countless generations, should be left to its own devices.

It was a full year before Chaegryn's fellows noticed that something was deeply wrong. Not only had the details of his final missive been uncharacteristic of his usual transmissions, the Inquisitor himself had not been heard of since. A five-strong kill team of Deathwatch Space Marines was sent on a follow-up mission of lethal investigation, yet they too were never seen again. Only when the steel-willed Chaplain Cassius mustered his own hand-picked kill team was the truth unearthed – Ghosar Quintus was home to a xenos infestation. Cassius' conviction proved the best weapon of all, and he furiously cut through the web of secrecy and misdirection that protected the Tryssts' workings. The mutant workers of the cult moved to attack, and layer by layer the vile truth was unearthed as the Deathwatch ventured deeper. Chaegryn himself was never found, though his servo-skull yielded more of the picture that Cassius and his team were slowly putting together.

Kill Team Cassius fought through hundreds of Genestealer Cultists as they plumbed the depths of the Trysst Dynasty's corrupted world. Though they made it out, the Space Marines were changed forever by the gruesome ordeal. Most shocking of all was not the Genestealer Patriarch that lurked at the heart of the cult but the damning evidence in the shipping holographs. Under the guise of industry, the xenos-tainted Trysst Dynasty had spread its curse across not only the Ghosar System but throughout the sector. The implications were staggering.

DEEPENING THE CURSE

With a firm hold on its host population, a Genestealer Cult seeks to strengthen its numbers with every brood cycle. It keeps to the shadows, lurking on the fringes of society. A cult is wary at this stage of being discovered, but its members are already endowed with the tools to ensure any who do chance upon them do not live long enough to raise the alarm.

In time, those infected with the Patriarch's genetic material give birth to hybrids of xenos and Human. Those born of the first victims are unmistakably alien, with domed craniums and razor-sharp talons. These first-generation hybrids have curved spines and hunched gaits, made all the more sinister by a third or fourth arm. They bear chitinous extrusions, elongated fangs, skin colouration that echoes that of the Patriarch and some even sport vestigial tails.

Next to emerge are the second-generation hybrids, born to unions of earlier hybrids and Humans. First- and second-generation hybrids are referred to as Acolytes. In comparison to the physically unchanged Humans in the cult, these creatures are far closer to the Patriarch and are seen as blessed in form. These Acolyte Hybrids are the foremost cultists of the Patriarch and the vigilant guardians of its lair. Though their minds are wholly alien, they are imbued with an echo of their Human parents' consciousness. This grants them an instinctive comprehension of Imperial technologies and language, skills that aid them in the shadowy raiding and assassination campaigns they often undertake.

These hybrids are hidden and protected by the cult, the Broodmind compelling them to love and dote on the twisted creatures. The hybrids are incapable of joining the host society in full, as they are so physically divergent. Yet every hive city, orbital platform or voidship has its dark shadows, those regions that are ignored and shunned. Hive scum stricken with poverty or disease, cells of political malcontents, packs of mutants terrified of vigilante mobs and criminal enterprises are present on countless Imperial worlds, lurking on societies' fringes.

It is among these people that a Genestealer Cult usually makes its first forays as a cohesive social construct. Sufficiently disguised, even first-generation hybrids can skirt the edges, while those first cultists who were infected but physically unchanged work to inveigle the cult amongst them. The cult will continue to abduct individuals, but the Patriarch's focus now drives its thralls to establish a network of contacts. Members help to conceal and facilitate gunrunners while carefully accruing knowledge of the criminals' operations. Hybrids may be

smuggled via bribed overseers into isolated labour corps, accessing tools and obtaining a hold over the overseers themselves. Others offer shelter to mutants or abhumans, or attempt to join groups with forbidden beliefs. They intend either to sway them to the Patriarch's cause or betray them to Imperial authorities, removing a potential rival and showing themselves to be upstanding intolerant Imperial citizens.

A cult's religious practices are cautiously deepened at the Patriarch's urging. Reinforced by the Broodmind, the cult's creed of selfless comradeship, of working towards the divine goal of preparing for the Star Children and their raising up of the faithful, is believed with absolute conviction. To the downtrodden of Imperial society, such an ideology is intoxicating even without psychic domination and many are drawn in. Clandestine prayer groups sprout in numerous locations. Ambiguous hymns are composed and subtle signals of devotion devised. Sigils are drawn or crafted, first as hidden tattoos or scrawled graffiti, later as more elaborate icons. Where Ordo Xenos agents have located a Genestealer Cult, they have established an eerie commonality between cult icons seen all across known space. Each cult has its own variant of the coiling, insecto-serpentine glyph known as the wyrm-form.

All expressions of the cult's creed serve to deepen it in the minds of the faithful, but they also have other purposes. Symbols can serve as encrypted warnings or messages to a protected region for recruits. Amongst heavily militarised Genestealer Cults, such as the Hivecult, talismanic variants of the wyrm-form icon have sharpened edges, doubling as combat blades.

Larger icons have roles in a Genestealer Cult's rituals, with some used to signal an attack or to draw those cultists that lurk in the shadows together. The most elaborate is borne by an Iconward, the strongest and most intelligent of the Acolyte Hybrids. Each of these blessed icons is festooned with grotesque parodies of holy relics. Vials of bioluminescent matter emit pheromonal waves that drive the broodkin of a cult to a killing frenzy. Chitinous blades from the Patriarch's exoskeleton hang from others, resonating a fortifying psychic signature. The cumulative impact of these tainted treasures upon cult morale is little short of supernatural.

3RD BROOD CYCLE
BA 46704 LABOUR SHIFTS

Thousands of labour shifts – almost two local centuries – before their prophesied Ascension, the Silvered Gyre had already sown agents amongst the dock guilds of New Trentis' largest undersea port city, Gypatris. The cult incited a riot that took three days to quash. Under the turmoil's cover, Silvered Gyre Neophyte Hybrids in the orange environment suits of ordinary guild workers fought their way to a cogitator subcore. When order was finally restored, port city enforcers found the corpses of dozens of guards at the subcore and an apparent motive surge that had slagged several logic shrines: sabotage that hid the theft of one logic shrine by the Neophytes.

INSIDIOUS INFILTRATION

Years can pass with a Genestealer Cult increasing its numbers and spreading the Patriarch's influence into more of a host society's organs. Between the ingenuity of its Human elements and the unnatural and cohesive drive of its xenos taint, a cult's manipulation of others becomes more complex and deadly.

Once matured, a Genestealer Cult's second-generation hybrids breed with indoctrinated Humans, the resulting hybrids repeating the process in their turn. The hybrids of the third and fourth generation are typically referred to as Neophytes. They are much closer in appearance to the parasitised livestock: that is, the host world's Human inhabitants. In low light and with the most extreme mutations disguised, many Neophyte Hybrids can pass for Human.

Eventually, a fifth generation will be born. In horrific contrast to their almost Human parents, these are not hybrids at all, but Purestrain Genestealers. The pervasive Broodmind causes a cult's members, its hybrids and Human thralls alike, to perceive these creatures' monstrousness as blessed. They are seen as angelic heralds in the mould of the Patriarch. The cult's xenos leader usually remains sequestered in its throne room, a hidden chamber of chitinous extrusions and bubbling gene-gruel. Few broodkin ever see it in person while the cult remains hidden, so for many the fifth generation are the most visible example of the Star Children's holy truth.

Like the Patriarch, Purestrain Genestealers are capable of inducting others with their genetic material. So does the brood cycle begin anew, with the cult's influence and numbers spreading further with each iteration. The rate at which every new cycle commences, the interbreeding between hybrids of different cycles and the maturation and longevity of individuals varies immensely from world to world, and cult to cult. Centuries can pass with the Genestealer Cult remaining undetected, spreading its filaments further. At the Patriarch's urging, they smuggle Purestrain Genestealers to other cities or off-world to establish new gene-sects of the parent cult or even entirely new cults.

Each populous area of a world can propagate many full brood cycles. All the cultists in a given population centre are known as a gene-sect. Some populations are only numerous enough to support one gene-sect, but on those worlds that teem with life, several can co-exist. Though each may utilise different markings and practices, they all ultimately descend from the same ancient Patriarch and usually work together seamlessly.

Whilst evading detection as xenos-tainted mutants, the broodkin work tirelessly to prepare for the time their creed prophesies as its Day of Ascension. Armed groups slip through the shadows on assassination missions, killing key impediments to their insurgency. Workers in factorums or forge complexes secretly fabricate armaments and syphon shipments of raw materials to the cult's workshops. Saboteurs initiate disasters, many of which are subtly destabilising with long-term implications, appearing as tragic accidents or as the handiwork of other subversives.

The cult capitalises on the appearance of its Neophytes and Human agents, seeding them into positions where they can be of most use. They work their way into labour corps, enforcer patrols and local council chambers. They serve as stevedores at spaceports and join gangs of hive scum or congregations of the Imperial Creed. Such positions enable them to pave the way for the more aberrant of their kind. They also steal codes and manuals, record the rotations of guards and establish multiple hidden routes to move unseen. As workers in macro-quarries, algal farms, feed stations and countless other industries, the selfless determination of a Genestealer Cult means that its brothers and sisters soon outperform their Human colleagues. They are productive and diligent, capable of appearing humble and subservient, all of which ensure any irregularities are overlooked.

Amongst the most potent of a Genestealer Cult's weapons is a specialist bioform known as the Magus. Born of at least one psychically sensitive parent during the later generations of a brood cycle, the Magus is possessed of supernatural charisma and telepathic gifts. Within their cult, a Magus is revered as its high priest and a prophet of the Patriarch, an authority on spiritual matters and a mastermind behind the cult's spread, yet their true value is more sinister. Usually almost entirely Human in appearance, a Magus fosters links with the host society's aristocracy, government and trading houses. Using honeyed words or their hypnotic powers to manipulate and dominate, a gene-sect's Magus can swiftly obtain highly placed agents for the cult's cause. Amongst them, scriptorum adepts smooth away bureaucratic difficulties. Enforcer captains supply weapons and legal loopholes. Preening nobles pour wealth and influence the cult's way and even lay preachers can be tainted to espouse the cult's creed to the uninitiated.

8TH BROOD CYCLE
BA 21339 LABOUR SHIFTS

The Silvered Gyre infiltrate the private clubs of New Trentis' wealthy elite. Presentable Neophyte Hybrids secure staff positions and the cult's Magus, Troichim Konstan, is hailed as a worthy patron to many clubs for his charm, politics, wealth and intelligence. The clubs offer relative luxury for transit route owners, guild masters and union overseers, away from the poverty and deep ocean reek endured by the port cities' other inhabitants. It is among them that deals and contacts are made that enable New Trentis' ore trade to be highly profitable. Konstan aligns the clubs' ceremonies, expands their influence and strengthens a bond of communion between them.

NIGHTMARE VISITATIONS

Though some of the cult's most horrific broodkin work in mines or tunnels far from the sight of the authorities, others are cultivated and trained to become competent assassins. When the need arises, a Magus or Primus will dispatch these creatures on missions of murder, conferring their target's scent or psychic spoor to their bestial minions. The thuggish hybrids are sent out at night, swathed in sackcloth, hessian or industrial webbing to lumber through sewers and undercrofts in search of the foolish individual who would work against the cult's agendas. Under lambent moonlight, they climb up to the surface world and into the hab-quarters of their victim.

Once the fresh scent of their mark is in their nostrils, all stealth is abandoned. With hammer and pick, the murderous beasts smash and gouge a path to their prey, the last few moments of their victims lives spent in abject horror and confusion. Once the red deed is done, the hybrids hack their way back into the underworld and vanish as swiftly as they appear. Many long years can slide past before such creatures can vent their pent-up fury once more. When the day of the grand uprising arrives, these gruesome giants immerse themselves in wanton butchery at the first opportunity.

BROOD BROTHERS

The agents a Genestealer Cult seeds into Imperial organisations are hailed as its Brood Brothers. Usually, the first Brood Brothers to infiltrate an institution will be Human – those infected by the Patriarch and those merely under its hypnotic thrall – all under the sway of the Broodmind. Some Brood Brothers infiltrate groups of transit workers, slip aboard voidships or inveigle themselves into bureaucratic officios. Others spread the cult's influence into priestly delegations, financial institutions, trade guilds or the political elite. As their infiltration progresses, Brood Brothers in positions of power pave the way for the more physically aberrant of their kind to slip into crucial and high-powered roles.

Brood Brothers are celebrated by their cult comrades for their seamless infiltration into a world's martial forces. They work their way into the private armies or enforcer patrols used by a world's rulers to maintain order, paramilitary companies in service to guild officials or underworld kingpins, and into regiments of the Astra Militarum. The longer an Astra Militarum regiment remains stationed on a cult's world – whether mustering and preparing to ship out or deployed in force – the more a gene-sect will seek to permeate its ranks. By posing as loyal soldiers, tank crews and artillery operators, Brood Brothers gain access to military-grade weapons and equipment, alongside the training to use them effectively.

A cult will infiltrate a regiment's higher ranks given the chance. Once in place, such an officer can ensure the most xenos-tainted soldiers go unnoticed through falsified records. Vigilant comrades who glimpse xenos flesh or cult tattoos are viciously silenced, their bodies finding their way into blast furnaces or – still alive – into sewage plants full of gnaw-beetles. If uncovered, a hybrid's features will not necessarily ring the alarm bells of alien infestation. The Imperium perforce suppresses knowledge of xenos species so few Imperial Guardsmen will have heard of the Tyranid threat or their corrupting cults; fewer still will recognise a hybrid as tainted by them. Discoverers who hesitate or delay due to doubts do not live to report their findings.

Like their brother and sister cultists, Brood Brothers are diligent while they remain hidden. They are assiduous in their duties and respectful to their officers. To fellow soldiers they may be viewed as especially pious, clasping hidden talismans and mouthing prayers – worship that is actually in praise of the Patriarch or the Star Children. All the while, they prepare to support the cult with reliable weapons, powerful military technology and stolen materiel.

PREPARATION FOR WAR

When a cult reveals itself, there can be no mistaking it for anything but an army bred entirely for battle. Long years of planning, surgical strikes, thefts, murders and sabotage finally culminate in an uprising of inhuman coordination generations in the making.

When the time comes to rise up openly, the cult's Magus usually cedes authority to the Primus, who then stands as the Patriarch's most senior servant in all-out war. The result of an inevitable quirk in the cult's brood cycle, the Primus is an ambush leader and front-line general who masterminds many of a cult's most brilliant strikes in the years before Ascension. Each gene-sect's armed forces form warbands known as claws and these are masterfully wielded by the Primus. They dispatch claws with mining tools and heavy explosives to chew through abandoned arcology networks. Others rig power conduits or atmospheric processing shrines to blow remotely. Bands of Atalan Jackal bikers roar towards frontier outposts to sever their ability to call for aid. Kill teams of hybrids assassinate beloved community leaders to stir up anxiety and anger. Comms arrays are made to fail. Food shipments are delayed. Larger claws intercept convoys of reinforcing troopers or materiel. The Primus executes more and more ploys, each one timed to maximise the benefit to the cult and stoke fear and unrest amongst the Human population.

Foretold by a Genestealer Cult's sacred creed, longed for by generations of its brother and sister cultists, the Day of Ascension is the start of an overwhelming insurrection, a war that could last months or years. Different cults know this pivotal beginning by other names, such as the Time of Seeding or Flood's Call. On the hive world of Vrestagard, the Cult of the Sky Serpent that spread amidst the nobility of its cities' spires knew their uprising as the Season of Delving, a time when their hosts of aristocratic cultists and liveried serf thralls would surge downwards to overrun the lower cities.

The trigger for a Genestealer Cult's uprising is the pulsing stimulus of the Broodmind, a psychic signal transmitted by the Patriarch to its descendants. Ascension may also be triggered early, in response to a cult being unmasked by Imperial authorities, or they may rise up to counter an invasion of their world by Chaos devotees or other xenos species.

Whatever the cause, when the Day of Ascension arrives, the broodkin strike at multiple targets with uncanny cohesion. With masterful guerrilla tactics, squads of hybrids take position in ready-made defensible redoubts, armed to a far greater degree than any rebellion the world's leaders have previously known. Indoctrinated labour gangs overpower their Human comrades, gifting sudden control of production over to the cult. Detonations rock the population centres, wrecking transport arteries to impede the shocked defenders.

If somehow a frantic plea for aid manages to reach the wider Imperium, this is an eventuality that has been prepared for. Punitive Imperial armies arrive to find orbital weapons platforms in the cult's hands. Spaceports and landing sites become scenes of crossfire massacres. Snipers and assassins execute commanders who would otherwise mobilise effective defences. Purestrain Genestealers strike from the shadows, hunting down the foe's elite warriors. Air defence networks, recalibrated by compromised adepts, turn on incoming fighter wings after allowing them close enough that they cannot evade being torn apart. Even the Imperium's most powerful forces arrive only to be mired in raids, deceptions and lures that sap them of all support before the cult lunges in for the killing blow. This is the Genestealer Cult's world; they know every inch and will make any invader pay in blood for each step they take.

THE STAR CHILDREN DESCEND

Genestealer Cults believe themselves freedom fighters, breaking the chains of oppression. They hold that the Star Children will arrive to raise them in glory. The Star Children are indeed approaching, but there will be no rapturous Ascension. They are a hive fleet of Tyranids, intent on consuming every scrap of biomatter in their path, and a Genestealer Cult serves the Tyranids in two ways. By their insurrection, they destabilise planets and whole regions of Imperial space, weakening them. Even worse, the Broodmind acts as a synaptic beacon, drawing a hive fleet to the cultists' world.

Some Cults fail in their war, destroyed outright by vengeful armies or driven into hiding to plot anew. Others succeed, but never see the ineffable alien gods they fought for. The hive fleet may have suffered some calamity, or the beacon of the Broodmind might have been disrupted. In many cases, however, the Tyranids arrive. There will be a moment of joy when the cultists witness their deities. Then, the Broodmind is broken. The Patriarch and its Purestrain scions fall under the control of the all-encompassing Hive Mind of the Tyranids. Those cultists still alive understand the horror of what they have wrought and the xenos reality of the Star Children before they are ripped apart and consumed.

12TH BROOD CYCLE
BA 9 LABOUR SHIFTS

A year of costly tragedies and disappearances across New Trentis closes with the death of Lanakre port city, a rival of Gypatris. Lanakre's high masters had claimed the rising chaos was the work of an organised enemy of New Trentis, rather than ungrateful labour scum as most leaders believed. Lanakre's generatoria explosively fail in the midst of a tectonic rupture that swallows the port city. Honouring its high masters' conviction, newly appointed Steward of Gypatris, Konstan, motions that half the defence militias be relocated to orbit to defend against the external enemy Lanakre had perceived.

OUTRIDER BROODS

A Genestealer Cult always seeks to expand its horizons. Its Patriarch and hybrid strategists demand eyes at the fringes of a cult's territory and beyond, watching for agents of the oppressors, potential new converts and opportunities to gain new footholds. For much of these tasks, a cult relies upon its broods of Atalan Jackals: prospectors, scouts and explorers who have uncanny abilities to pick out the best positions from which to launch killing strikes. They ride varieties of Atalan-branded exploratory machines such as dirtcycles and heavier wolfquads, swift yet rugged vehicles which can be acquired on almost every Imperial world. Jackal Alphuses often lead their comrades on raids, recon or assassination missions. They scout out ambush sites, mark priority targets for the rest of the cult and, with their sniper rifle from atop their dirtcycle, execute enemy leaders.

Achilles Ridgerunners are another form of exploration and survey vehicle common throughout the Imperium. Genestealer Cults steal them from mining guilds, geologus clans or asteroidal explorators. These rugged scout vehicles are fitted with heavy weaponry and carry all manner of augurs and data-processing instruments, enabling crews to identify and relay enemy movements and defensive weak points.

ARSENAL OF ASCENSION

From its earliest years, a Genestealer Cult is driven to amass the tools needed for its eventual uprising. Firearms and war engines; simple blades and advanced ordnance; repurposed tools; sentient xenos symbiotes; all of these and more are pressed into the service, hands and claws of the faithful.

The Imperium of Mankind is beset on all fronts. Every world is at war, whether fighting for its very existence or desperately supplying those that do. War is ingrained in Humanity, such that weapons can be found or made on every planet, at all strata of society and a Genestealer Cult need not look far to arm itself. Besides intercepting weapons smugglers, broodkin bribe or kill some of the countless lawless gangs, paramilitary companies or legitimate mercenaries that lurk on the same world, and will target armed Imperial organisations in whose ranks they have agents.

Solid-shot weapons such as autopistols and autoguns are relatively easy to manufacture or steal. They are favoured for their high rate of fire and uncomplicated mechanisms, can be modified to accept locally made ammunition or synthetic black powders of dubious quality, and their origins can be masked. Large-bore shotguns are also common amongst Neophyte Hybrids, with their relatively short range offset by their stopping power. Much larger solid-shot weapons can be scavenged and are easily repaired or maintained. Heavy stubbers are noisy and fairly primitive, but spit out hails of shot that can chew through infantry and hastily erected flak barriers. They are large and cumbersome, usually fixed to vehicle mounts, but blessed with xenos strength, and sometimes an additional arm, Genestealer hybrids easily drag them to war through networks of altered sewers or newly dug passages.

Far rarer weapons may come into the cult's hands from a variety of sources. Weighty power mauls and axes, and crystalline-tipped power picks, each sheathed in a crackling disruption field, for example, may have once been noble heirlooms. Disgruntled scions and frustrated libertines are amongst the wealthy who find their way into the Magus' inner circle, helping to supply the growing cult from their family vaults. Bolt pistols that fire mass-reactive shells

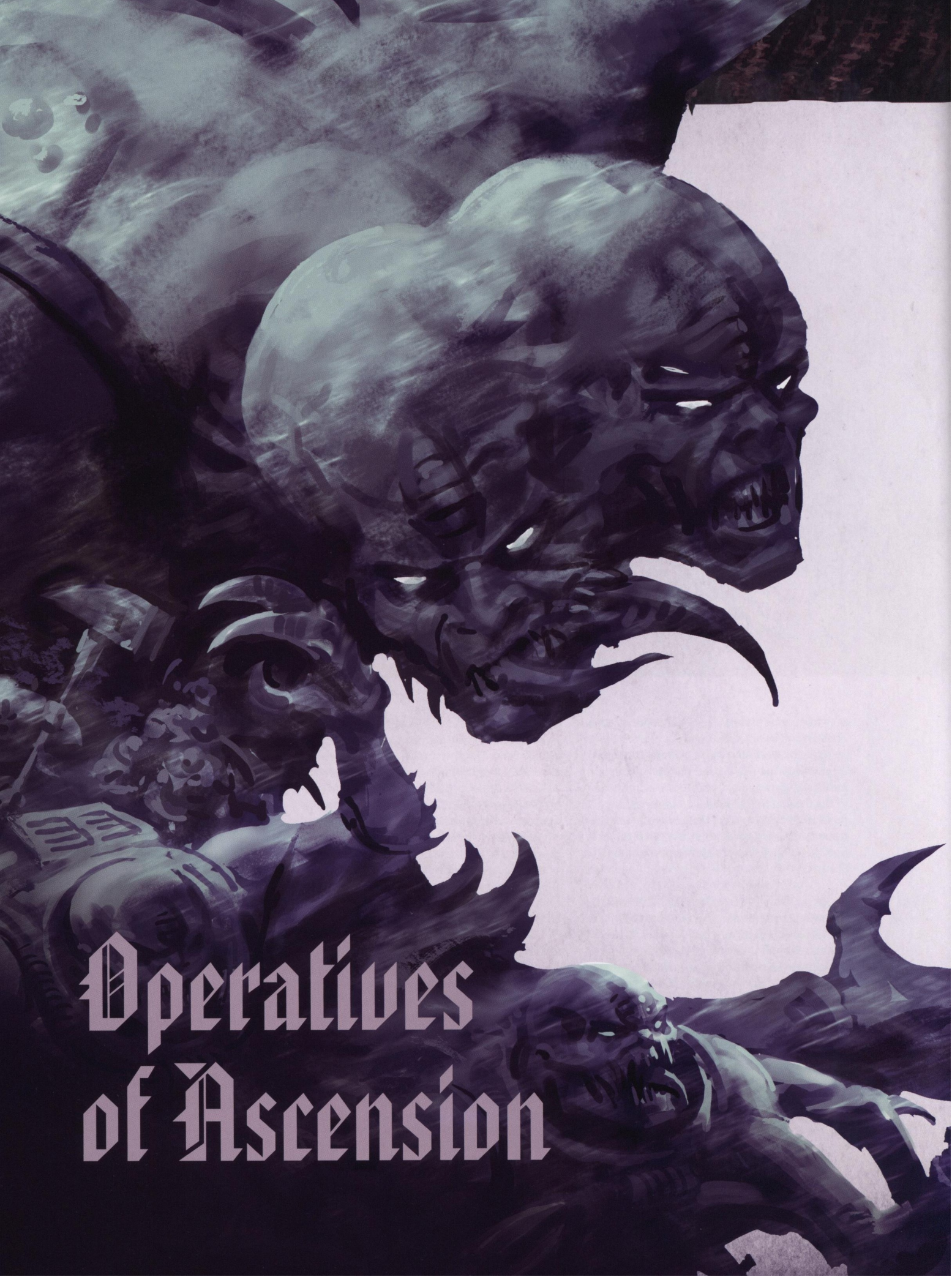
may have been plucked from the cooling corpse of a careless Inquisitorial agent, while web pistols capable of spurting a powerful chemical immobiliser may have been modified from an industrial applicator stolen from a laboratorum in the dead of night. With a blessing recited over them from the Magus or daubed with material from the genesis pools, such anointed pistols find their way to proven cult leaders as a sign of trust.

Larger webbers – particularly the wide-muzzled Andreloid-pattern web gun – are often plundered from enforcer patrol vaults. The tough, sticky strands they hurl constrict on contact with air, throttling or suffocating those trapped in their cloying embrace, or merely paralysing them for later induction into the cult. Such examples may be old and reclaimed, all that local enforcers can afford, but some cults manage to isolate, encircle and execute squads of dreaded Arbitrators, from whom they acquire more advanced versions as well as powerful combat shotguns. It is with righteous satisfaction that cult veterans bear these powerful weapons into ambushes and traps, turning them against the very oppressors who used them.

Much of a cult's arsenal was not originally a weapon but has been turned to the Patriarch's bloody cause. Their world's heavy industries are a source not only of meagre employment to a cult's broodkin, but also provide access to large groups of potential converts, to mass transport networks and, perhaps most useful, to heavy equipment. Drills, saws, cutters and other tools, designed to cleave through tempered plasteel or solid rock, are repurposed into horrifically effective weapons that slice or grind through armour, flesh and bone. Explosives, incinerators and hardy vehicles are also readily acquired. The Goliath design of rugged transports has spread to countless locations, put to use in archive complexes, the harvest-forts of agri worlds, the macro-transitways running through voidships, and in mining colonies of many kinds. Variants of the trucks, known as Rockgrinders, are modified to carry huge armoured bulldozer slabs fitted with whirring drill blades and servo-grinders that can clear collapsed girders or chew through bedrock. Neophyte Hybrids eagerly seek to train with such equipment, recognising how the tough vehicles can be put to use clearing new hideouts and, when the Day of Ascension dawns, ploughing through any enemy that tries to stop them.

13TH BROOD CYCLE PA 16 ANNULI GLORIAM

Upon declaring Ascension on New Trentis, the Silvered Gyre mark the age's progression with annuli gloriam, preaching that duties in this era could never be labour. In the 16th Annulus, Purestrain Genestealers of the cult endured the toxins and crushing pressure of the Phulto Trench to tear their way into Vaernol. They unlocked the gates to the Grand Transit that had been sealed by Vaernol's high masters, a pressurised seabed route in which convoys of Goliath Trucks and packs of loping Aberrants had waited to flood the port city.



Operatives of Ascension

BLESSED IN FORM

The melding of Tyranid and Human gene structures produces broods of chimeric grotesques, whose alien otherness is rendered all the more disturbing for being tinged with humanoid anatomy and intellect. Such beings form the shock troops of the cult, their xeno-augmented speed and strength rendering them as dangerous to fight as they are hideous to look upon.

The more strangely formed servants of the Patriarch remain hidden during the cult's gestation. If seen, they would likely be hunted as mutants. While the Imperium's suppression of knowledge about xenos works to a cult's advantage, ensuring almost no citizens would suspect the broodkin's alien heritage, Humanity's fear and intolerance of mutants is just as much a threat. Worse still, these deformed cultists could draw the notice of some vigilant Imperial agent, one who recognises the true peril they represent. No Patriarch would risk a full-scale purge being unleashed upon its progeny, and so these beings lurk in the prey world's darkest depths – or are forcibly hidden away if of limited intellect – until the time is right. Even before the Day of Ascension, certain clandestine missions may call for these creatures' unusual skills.

Until that time, they are sequestered in the most inaccessible extremities or fortified centres of a cult's territory. These may be abandoned or newly dug tunnel complexes disguised to deter local citizens or the shunned ruins of elder colonies sheltered by dust storms or biophagic hazards. They may be dripping grottoes in the depths of hive cities, bilge warrens of voidships frequented only by incurious servitor teams, or anywhere where they can remain out of sight. There they worship the Patriarch and the Star Children. Their inhuman chanting, issuing strangely from deformed vocal cords and through uneven and fang-filled jaws, echoes amongst dank caverns and around alien idols of iron and bone. They prowl the boundaries of the cult's inner sanctum as tireless guardians or slink through the gloom on covert tasks of sabotage and assassination. Many toil endlessly in deep workings and foetid undersumps like grim folkloric horrors, brooding upon the day they will claim the surface realms from those who walk in the light as they gnaw upon grisly offerings from their merely hybrid kin.

The rest of a cult's broodkin view these grotesques with a hushed reverence. While bodily they are outliers along the spectrum from Human to Genestealer, they are nonetheless seen as blessed by the Star Children in some manner that is not within the gift of the broodkin to understand. The perception-altering effects of the Broodmind ensure that creatures who would be damned as blasphemies by all others are hermetic figures of awe to the rest of the broodkin. Their limited cognition and speech may make them unsuitable for many of a cult's most complex schemes but also provoke a responsibility to shelter and care for them in all those in thrall to the Patriarch's psychic web.

On the Day of Ascension, all this changes. These most monstrous broods are loosed at last to rampage through the world so long denied to them. Filled with inhuman cruelty and fervently loyal to the Patriarch, they surge to the forefront of the most crucial battles. Here the very alien mutations that might previously have made these creatures a liability instead render them the most fearsome of their gene-sect's warriors.

HYBRID METAMORPHS

The occurrence of Hybrid Metamorphs is hailed as an omen of holy import. The creatures mutate from specimens of the first or second generation of a brood cycle, their arms transforming into claws that can crush ferrocrete, whips of barbed sinew or hooked chitinous blades. Some develop gruesome tentacles that fringe their maws or quivering throat-sacs that turn their bile to bio-acid. Many amongst the cult make offerings to appease the Metamorphs, believing that to do so is to curry favour with the Star Children.

In truth, Metamorphs usually mutate as a result of a hive fleet drawing close. Sensing a developed Genestealer Cult, the Hive Mind sends a synaptic imperative and triggers dormant gene-codes buried within the bodies of the faithful that bear hideous fruit in the next generation. In this way, Hybrid Metamorphs' forms echo not only that of their direct Genestealer ancestry but also that of the wider unnatural and deadly adaptations of the Tyranids. Those amongst them that inevitably rise to positions of instinctive command often bear symbiotic organisms in the form of thrashing tendrils and sentient chitinous blades. Most Metamorphs also retain the dexterity and intellect to wield rapid-fire pistols or hand-held incineration devices alongside their biological weapons. Between their symbiotes and mutations, the raw power of the Tyranids and their Human knowledge, they provide the cult with ferocious comrades to overthrow the prey world.

Occasionally, Metamorphs also spawn as an instinctive defence mechanism. Be it the onset of a warp storm, the peril of discovery or an alien invasion, premature mutation is forced on these creatures to help defend the Patriarch in times of great need.

FAMILIARS

Sooner or later diminutive figures begin to appear amongst a Genestealer Cult. They are nimble and scuttling, lurking in the dark, their beady eyes ever watching. These familiars bear many characteristics of the Patriarch, but they are neither true Genestealers nor any kind of hybrid. Their origins are varied, where they are known by the cult at all. Some, such as the psychic familiars that attend the Patriarch and its Magus, coalesce from coils of psionic shadow. Other familiars have crawled out of the pool of gene-gruel under the Patriarch's throne, were created in a Biophagus' surgical experiments or are believed to have budded as a conjoined organism from an Aberrant and torn themselves free.

These clawed imps exhibit many different qualities, from the powerful telepathic bond psychic familiars share with their masters to the precision and dexterity of alchemicus familiars, from the strange sensorium of a soulsight familiar to the domineering sentience of a mindwyrm familiar. All, however, are viewed by the broodkin as blessings from the Star Children and as a sign of favour upon those they serve.

BIOPHAGUSES

Masters of gene-manipulation and bio-alchemy, Biophaguses are responsible for industrialising the process of indoctrination and infection by their cult. Often emerging from amongst a brood cycle's more physically Human generations, a Biophagus' mind is nonetheless awash with inhuman curiosity and insights into the hidden secrets of the organic. They concoct contaminants that infect swathes of the cult's host society with xenos biomatter, rendering the victims susceptible to the sinister influence of the cult. They also search for ways in which to harden the rest of the broodkin against toxic threats and brew poisonous philtres of their own that they do not hesitate to field test.

Biophaguses often pose as medicae specialists in slum hospitals, alchemical distilleries or med-paste factories. Others lurk in positions of authority, running discreet tests and procedures upon the local populace as well as upon pliant broodkin. A Patriarch instinctively values the work of its Biophaguses. To this end, they are often granted a familiar, a scuttling assistant to aid in the synthesising and dispersal of xenos biomatter.

BENEFICTUSES

No matter how well planned a cult's raids, the militarised nature of many Imperial worlds means that the broodkin's ploys will often come up against obstacles they cannot breach with the tools to hand. Doors to munitions vaults that are proof against simple chemical explosives; fortified bunkers containing a city's astropathic shrine preparing to call for aid; main battle tanks of punitive Imperial armies; even stolen industrial saws, lasers and drills are of limited use against these and a cult's resources cannot always be brought to bear against them all. To such conundrums, it is a Benefictus who often supplies the solution, delivering it like a miraculous gift from the Star Children. Where Hybrid Metamorphs use their twisted appendages and alien-augmented muscle, a Benefictus draws upon the power of the Broodmind to unleash blasts of searing psionic energy that can obliterate almost anything in their path.

A Benefictus possesses a heaving mass of brain matter and twitching alien lobes that have swollen outwards in an extreme exaggeration of a typical hybrid's enlarged cranium. This mass pulses, seeping with protoplasmic drool as it concentrates the Broodmind's power. When a target presents itself, the Benefictus unleashes the accumulated psychic potential, which lances outwards from their cranial mass. At its touch, enemies disintegrate, armour crumples and sloughs away, and rockcrete ruptures in a geyser of powdered remains. The physical destruction is followed by something more eerie. The concentration of the Broodmind's telepathic energies is so powerful that psionic shock waves of alien horror roll outwards from the point of impact in a sickening flood that leaves survivors clutching their skulls and screaming in terror. Hallucinations and other sensory phantasms can disrupt even disciplined troops and vehicle crews, leaving them exposed or out of position and easier prey for other cultists.

There is nothing subtle about a Benefictus. Where a Magus is an artful manipulator, a Benefictus has been likened to little more than a walking artillery piece. Those broodkin who accompany it to battle are seen as forming an honour guard for a revered weapon of the Patriarch rather than fighting alongside an inspirational hero. But in the cultists' eyes, a Benefictus is without doubt blessed by the Star Children and they are honoured as extensions of the Patriarch's power.

The trigger for the birthing of a Benefictus aligns with that of Hybrid Metamorphs. Several of these living weapons appear within well-established gene-sects in the years leading up to the appearance of a Tyranid hive fleet at the cult's world. Yet they also mature amongst much younger cults, often in a reaction to local factors limiting the cult's growth and potential success. Benefictuses of early cycles can wipe out inquisitive patrols of Enforcers so suddenly that no distress call ever gets out. They can tear through blast shields sealing off their hive city district from another that is teeming with potential recruits. Others slay tank-sized xenofauna that compete with the cult for the sorts of underbelly territories they operate in. It is probable that these strange hybrids are manifesting in greater numbers thanks to the opening of the Great Rift. Most Imperial worlds have seen large numbers of psykers swell beyond the authorities' ability to round them up. Many escape into society's cracks, and a hidden Genestealer Cult is always ready to capitalise on such potent genetic stock.

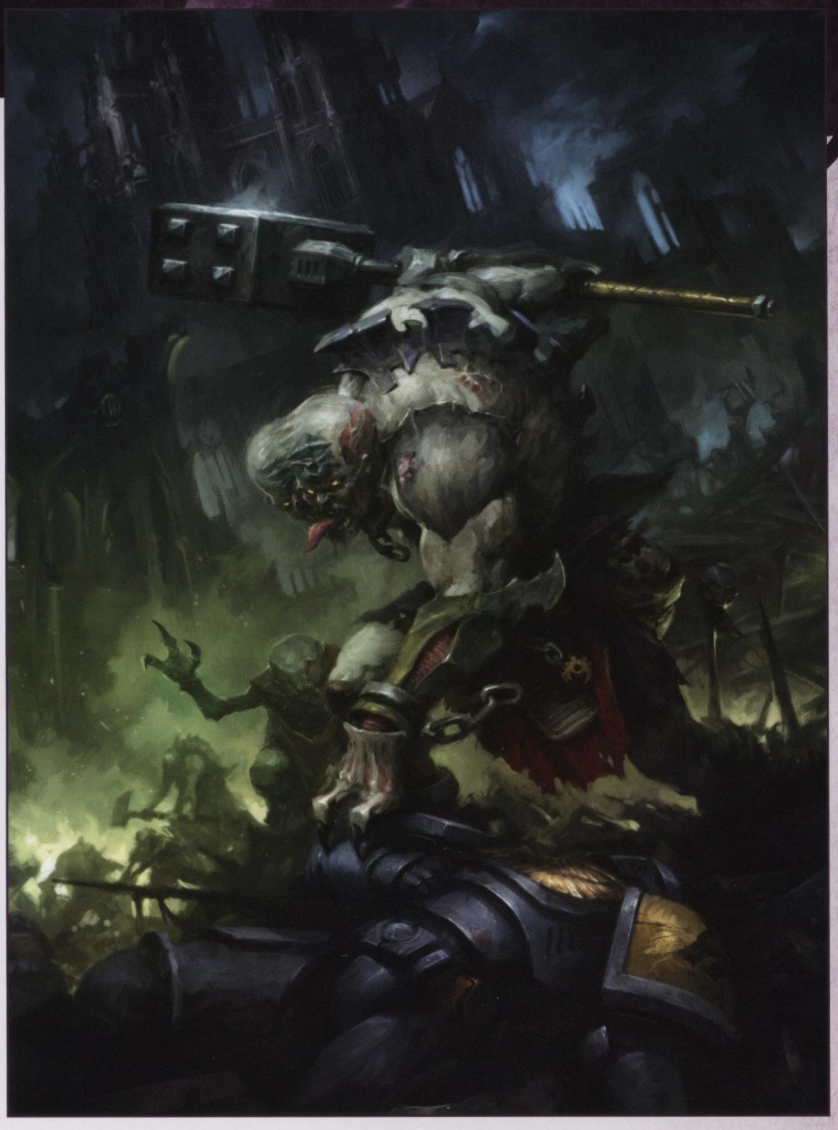
ABERRANTS AND ABOMINANTS

What errors in the brood cycle give rise to Aberrants, none can say. Imperial xenobiologians desperately seeking some hidden weakness in their biology have posited everything from injection with a damaged ovipositor or failures of bio-experimentation to the influence of encroaching warp storms. Some have suggested hyper rad-saturation or even the residual Human spirit rebelling against its xenos bondage to the detriment of its host body. Where a xenobiologian sees detriment, however, an Aberrant's broodkin sees only strength and the sacred blessing of the Star Children.

Whatever their origins, these lumpen and simple-minded monsters grow to boast enormous muscle mass. They seek out a cult's leaders, looking for purpose and direction, and often end up in the entourage of a Biophagus whose bidding they follow without question. Indeed, some Aberrants become the favoured experimental subjects of those deranged gene manipulators.

Genestealer Cults make ready use of Aberrants' tireless strength. The beasts are set to work hacking out new tunnels to connect cult hideouts, breaking open ancient caches of resources and weaponry, or excavating sappers' works under Imperial strongholds that Reductus Saboteurs then pack with explosives. Others are yoked to haul bulky power cells into the cult's lair for installation, armoured containers into position to block pursuit or are even chained onto cheaply fabricated walls or barred hatches to tear them down and reveal their terrified prey. The most cunning of their kind are dispatched on brute force assassination missions, lumbering from the sewers in the dead of night swathed in offcuts of dark webbing or smeared in chemical filth to shroud their advance. Using their strength, or with the skilled assistance of another cult agent, they make their way into their target's hab-block, scriptorum cell or meditation annexe, and there make a broken and bloody example of one who has proved an obstacle to the cult. When the uprising begins, however, these relatively subtle methods are cast aside. Aberrants make for exceptional line breakers and living shields, and can be cast into battle as carelessly – and with the same destructive impact – as a cluster of heavy blasting charges.

To better herd its Aberrant shock troops to battle, the Patriarch visits further augmentations upon a chosen Aberrant in each gene-sect. From the bubbling liquids of the genesis pools is birthed a mindwyrm familiar – a scuttling creature infused with the Patriarch's own sentience and a portion of its biomass – that scurries to inject its master's gift into the chosen Aberrant using its diminutive ovipositor. Over agonising nights and days, rampant gigantism and mutagenic regeneration reshape the Aberrant's already hulking physique into something more freakish and powerful still. So simple-minded are these Abominants that they can be kept quiet with a few pilfered playthings or discarded carcasses, but when war calls each becomes a terrifying force of destruction. Then does its skittering mindwyrm familiar, ever at the Abominant's side, guide and direct its hulking ward with screeches and hissed whispers toward the cult's most intractable foe. Other Aberrants follow in the Abominant's destructive wake, lumbering after what they see as a saintly figure of elemental power, albeit one who is even simpler than they are. With its amusements taken away, the Abominant is driven to a rage that can last for days. All its attendant mindwyrm familiar need do is point it towards the cult's foes. Once loosed, the Abominant thunders into battle, swinging huge crushing weapons in destructive arcs, its rippling flesh healing as swiftly as the enemy can damage it.

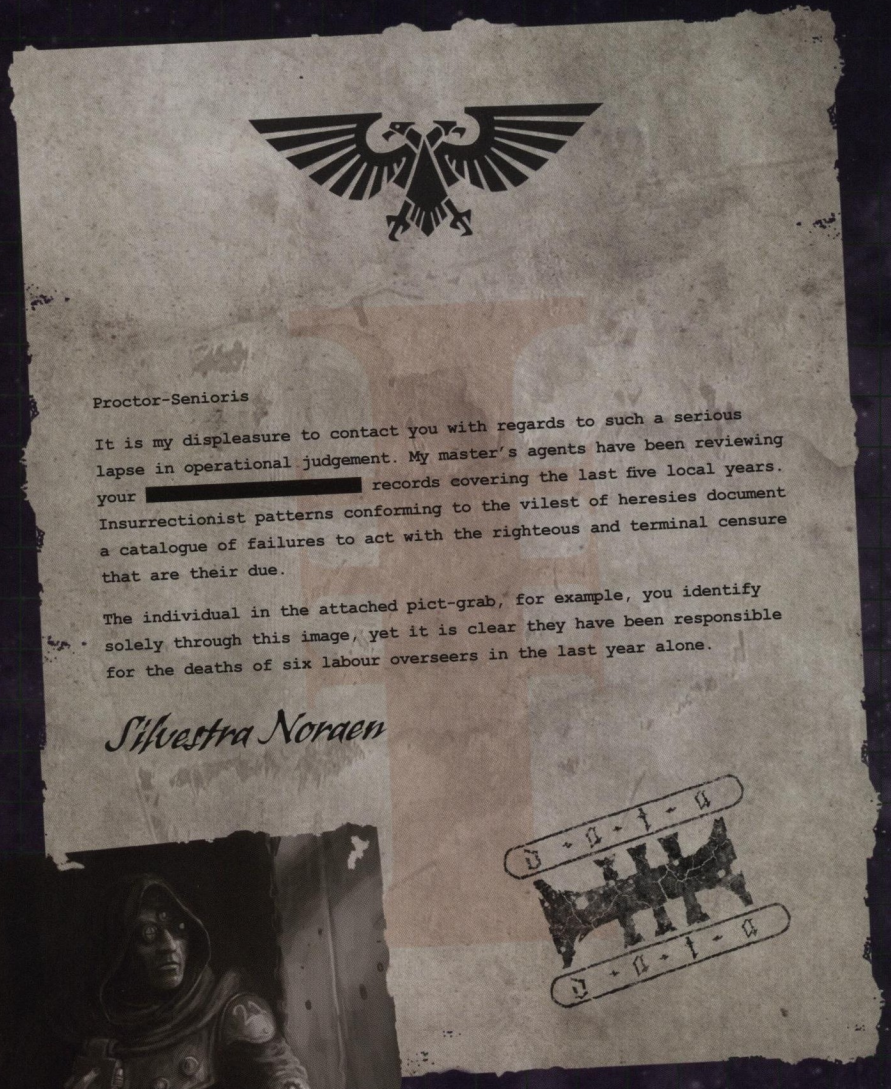


14TH BROOD CYCLE
PA 5035 ANNULI GLORIAM

Word of the insurrection on New Trentis escapes and a force of Astra Militarum and Questor Imperialis arrive. From surface landing sites they descend via macro-conveyor to the port cities. Thousands of hybrids die in the first assaults at Yrvah and Preshkat, but the cult's sacrifice lures Imperial command into overreaching. Battle tanks sent off course at Devas subdock by false orders from the cult's Clamavus are torn apart in massed crossfires. Two Knights are obliterated in Mineral IV Transit when Reductus Saboteurs seal them inside and breach the tunnel's roof. The cult's Primus retakes the macro-conveyors, trapping the Imperial force at the seabed with the rest of the Silvered Gyre.

AGENTS OF THE CULT

Simply gathering manpower and materiel is not enough to ensure the cult victory. During its latter generations, the brood cycle produces many specialised bioforms whose instinctive expertise and remarkable abilities render them more valuable to their gene-sect than entire hordes of fanatical soldiers or squadrons of stolen tanks.

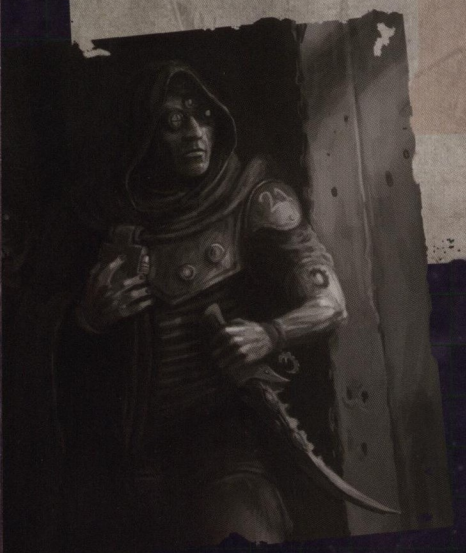


Proctor-Senioris

It is my displeasure to contact you with regards to such a serious lapse in operational judgement. My master's agents have been reviewing your [redacted] records covering the last five local years. Insurrectionist patterns conforming to the vilest of heresies document a catalogue of failures to act with the righteous and terminal censure that are their due.

The individual in the attached pict-grab, for example, you identify solely through this image, yet it is clear they have been responsible for the deaths of six labour overseers in the last year alone.

Silvestra Noraen

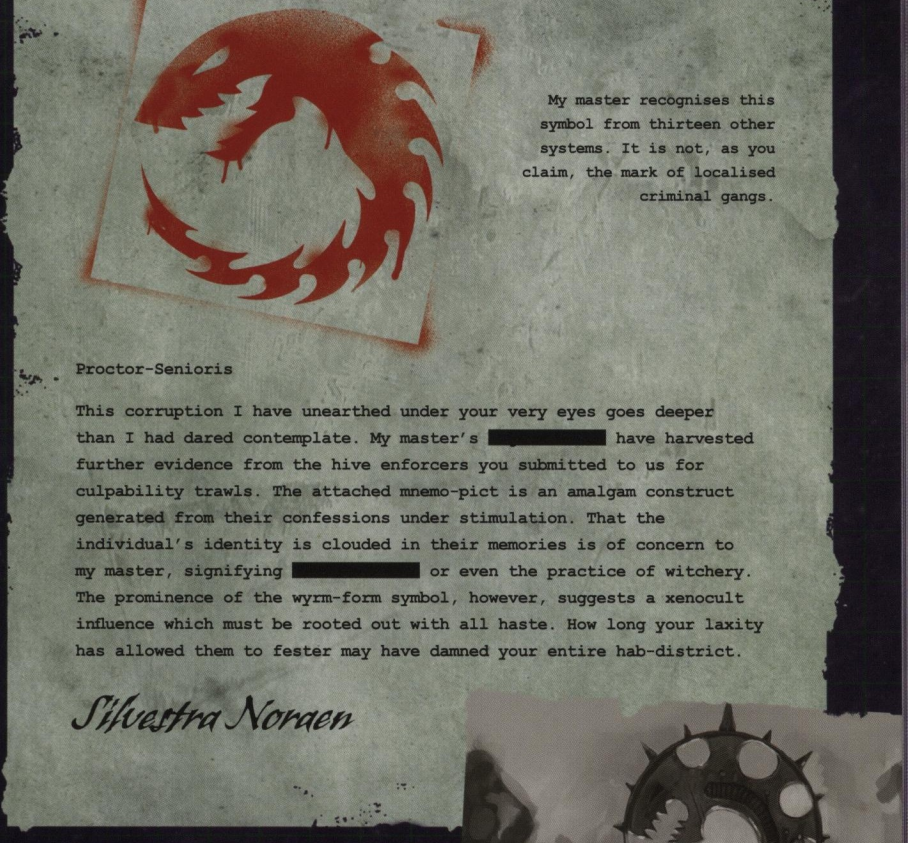


MARTIAL LEADERS

A gene-sect's Primus typically emerges from the brood cycles when a Tyranid hive fleet draws near, or when the cult requires unwavering martial leadership. Robust, they command their brood siblings with the instinctive confidence needed to rally even the most disparate of cult forces. It is no wonder, therefore, that many Primuses are idolised by their gene-sect as revolutionary heroes. Before the Day of Ascension, the Primus draws up meticulous plans for the uprising to come. It is their duty to oversee the seizure of transport vehicles and voidships by which splinter sects can be seeded throughout the cult's star system. As the moment nears, the Primus takes over military leadership of their gene-sect's forces, becoming the personification of their Patriarch's strength and an iconic war leader. Even before the main coordinated assault, the Primus masterminds raids deep behind enemy lines, frequently commanding them in person. In battle, the Primus employs toxins distilled from their blood, injecting them into the enemy via needle pistols and vicious injector claws. Those not felled by these repellent fluids are soon cut down by the psychically charged blade of living bone the Primus wields, a sentient shard capable of sucking the life from their victims, leaving them as lifeless husks.

Amongst most cults, the Primus is aided in their ruthless strategies by a Nexos. This hybrid emerges from the brood cycle as the cult's numbers swell, to aid the cult in coordinating its teeming members. Physically, they appear frail, with veins visible beneath pale papery skin and a slight tremor in their every movement. These are not symptoms of weakness, however, but rather the physical strain imposed by the Nexos' incredible mental abilities. Nexoses are invaluable coordinators and logisticians. By laying their hands upon a fellow broodkin, the Nexos absorbs a full sensory imprint of that being's life and experiences. They compartmentalise and cross-reference each of these psychometric records to build a multi-dimensional mental map. In this way, the Nexos becomes an expert on the cult's territories and capabilities, and the sprawling planetary battlefield across which it engages its foes. Armed with this knowledge, the Nexos acts as the gene-sect's strategic nervous system, directing entire claws of warriors to outmanoeuvre and overrun the cult's foes.

The influence of the Kelermorph, meanwhile, can be seen in the vivid folk tales of the labouring classes and the defiant set of their shoulders against the lash of Imperial rule. It is evident in the graffiti motifs of a three-armed gunfighter with a billowing cloak, and the trails of bullet-riddled corpses strewn in the creature's wake. To the masses, the Kelermorph is a heroic symbol of revolution; to those in power, it is a mutant anarch and a threat to the peace of the Emperor's realm. In truth, this bioform is something darker and more cynical than either of these anthropocentric interpretations.



My master recognises this symbol from thirteen other systems. It is not, as you claim, the mark of localised criminal gangs.

Proctor-Senioris

This corruption I have unearthed under your very eyes goes deeper than I had dared contemplate. My master's [redacted] have harvested further evidence from the hive enforcers you submitted to us for culpability trawls. The attached mnemo-pict is an amalgam construct generated from their confessions under stimulation. That the individual's identity is clouded in their memories is of concern to my master, signifying [redacted] or even the practice of witchery. The prominence of the wyrm-form symbol, however, suggests a xenocult influence which must be rooted out with all haste. How long your laxity has allowed them to fester may have damned your entire hab-district.

Silvestra Noraen

The Kelermorph is a third-generation cult hybrid fashioned from cultured gene-strains of the local populace. It is genetically tailored to exploit the Human psyche, preying upon the hopes and hatreds of the downtrodden, and the desires for adventure and rebellion rife amongst criminal elements and bored dilettantes alike. From its boosted reaction speed and phenomenal sensory acuity to its unnatural agility and perfect poise, the Kelermorph's superhuman aptitudes place it beyond the grasp of heavy-handed Imperial justice. Driven by instinct and the will of the Patriarch, this defiant one-cultist army strikes wherever its victories will win it the greatest renown as a figure of liberation and hope. The hails of gunfire from its liberator autostubs become the stuff of local legend as they mow down legions of faceless oppressors, and reduce even armoured war engines to blazing wrecks. So enduring does the legend of the three-armed gunfighter become that many idolise or even seek to emulate its achievements. Thus anarchy spreads through the underbelly of the prey world, as the disaffected from all walks of life are drawn unwittingly into the embrace of the cult.

VECTORS OF THE BROODMIND

Born of psychically gifted cult inductees, Maguses possess an outwardly Human aspect coupled with tremendous charisma and a formidable intellect. Behind this facade, they are first and foremost an extension of their Patriarch's will, steeped in alien taint and wholly devoted to the rise and spread of the cult. They are agents of subtle misrule, content to operate from the shadow of their master's throne until the uprising begins in full. During the cult's gradual gestation, each gene-sect's Magus wages a war of honeyed words and psychic domination. Treading carefully to avoid disaster, they forge into the otherwise unassailable strata of the aristocracy, the Ecclesiarchal elite and the inner circles of planetary governance. A single audience with a Magus can transform a staunch opponent of the cult into a valuable agent of its cause, or else see them reduced to inexplicable insanity should they prove intractable. On more populous worlds with multiple gene-sects, Maguses may even seek to outdo one another in their endeavours. Such characters compete for their Patriarch's favour with all the determination of rival siblings. Once the Day of Ascension arrives, however, all such notions of personal ambition fall away in favour of absolute obedience to the Patriarch's wishes. Each Magus becomes a focal point for cult forces, a potent battle psyker who can drive their brothers and sisters into frenzied violence while manipulating the foe like blank-eyed puppets, compelling them to fall upon one another with guns blazing.

By comparison, the Clamavus' utterances are echoes of the Patriarch's own holy voice, and when they roll like thunder through the spires and manufactorums of a hive city they can compel millions to take up arms. Clamavuses are masterful agents of misinformation who use their vox-interceptor arrays to hack into communications networks, stealing vital intelligence and replacing it with ominous broadcasts laced with psycho-resonant Broodmind feedback. During the years of the cult's gestation, it is the task of each Clamavus to spread fear and confusion through every available channel. To this end, they pervert vox-exchanges, distort vid-feeds and work to undermine popular confidence in the ruling elite. The Clamavus feeds corrupted psalms and religious primers into the lower levels of Imperial society, each replete with insidious double meanings. They have even been known to taint the minds and souls of Astra Militarum soldiery by distributing doctored copies of the Imperial Infantryman's Uplifting Primer.

When war comes, the Clamavus' link to the gestalt psychic aura of the cult makes them a valuable front-line asset. Unlike a Magus, a Clamavus cannot wield this power as a precise instrument. Instead, they transmit the nullifying resonance of the Shadow in the Warp, a smothering and lethal phenomenon usually associated with the Tyranid hive fleets. Each hiss of the Clamavus' scrambler array is attuned to the consciousness of billions of indoctrinated organisms, a choir of abnormal minds howling in supplication to the Hive Mind. When overheard at proximity, this audial virus causes a devastating psychic overload that can boil the brains of any foes that stumble into earshot.

We must know the location of this individual. My agents are currently analysing the spectroscopic layers of the holofilth data for evidence.

Proctor-Senioris,

Your suggestion to investigate the hab-district's other institutions is both a blatant attempt to share your personal guilt and revealing of your tardiness of thought. My master's [redacted] have already dug into the info-layers of guild houses, labour clades and Ecclesiarchal sub-shrines. It is amongst a fringe laity of the latter that we discovered talk of a mythical folk hero. Crude etchings and fragments of plainsong paint this [redacted] with divine powers, but my master has dug the truth from the falsehoods. This is a criminal with the taint of the xenos that conducts its heresy in brazen actions against the Emperor's loyal servants. The creature has so far evaded our purge-trawls – as it escaped your knowledge entirely – but it will not do so for much longer.

Silvestra Noraen

SUBTERRANEAN UPRISING

It is the duty of a Primus to be at the forefront, uniting their broodkin when the overriding impulses of the Patriarch and Magus are elsewhere. It takes great confidence and talent to be able to lead so disparate a force as that of the cult, uniting Neophyte work groups alongside broods of ravening Purestrain Genestealers and hulking Aberrants. Primuses ensure they fight as one in an overlapping network of opportunistic assaults and long-planned ambushes. When the business of war is at hand, a Magus will usually cede authority to their gene-sect's Primus, knowing that their peer is literally born for war. Should that war be triggered before the cult's voidborne masters descend from space, the Primus might lead their fellows from victory to victory, becoming a focus of their gene-sect's adoration whilst the Magus works in the shadows.

A Primus' preferred method of attack is to burst from an underground lair with scores of hand-picked warrior organisms at their side. They move the most physically powerful of the gene-sect's hybrids into preordained positions before bursting onto the battlefield to deliver a critical blow to a valuable target – a command node, psychic choir, or well-defended artillery battery perhaps. The Primus and their killers erupt from sewer grates and hidden crypts with claws clacking and weapon-limbs thrashing.

The enemy, previously oblivious, scrambles to react to the sudden ferocity of the Primus' secret strike. So swift and certain is the assault that few foes land a telling blow before they are cut to pieces.

SHADOW OPERATIVES

Reductus Saboteurs amass the cult's accumulated knowledge of explosives and destructive engineering. As a result, these hybrids can fashion demolition devices, booby traps and lightweight battlefield charges from even the most unlikely components. Indeed, they are driven to experiment and build in this fashion by an instinctive compulsion. Whether distilling volatile solutions from seemingly harmless chemicals or looting scrap heaps and Servitor graveyards for components, their goal is to build an ever more versatile explosive armoury for the cult. While some of their creations boast massive power, others rely upon being easy to conceal or are so complex in their fail-safes that they are impossible to disarm. Others still are so easy to mass-produce that entire broods of cultists can be equipped with them, while some devices are so reliable that they can be immersed for days in salt water, chemical sumps or the blistering heat of forge temples yet still detonate when they are required to.

To the Reductus falls the duty of toppling the machinery and physical symbols of oppression. This may see them squirming through pipes and ducts to cripple weapon batteries or shield generators, or planting bombs to fell towering statues of the false God-Emperor. It may lead them to stalk through the shadows of vehicle hangars, tainting fuel supplies or wiring concealed bombs to the tracks of battle tanks, or publicly assassinate the cult's most prominent opponents with concealed booby traps. Upon the battlefield the Reductus Saboteur lives up to its name, sabotaging entire combat engagement areas with nigh-invisible devices. Equally deadly in direct assault, they will flit from the shadows just long enough to clamp a handful of demolition charges to the hull of an enemy tank, then vanish again before the explosions begin.

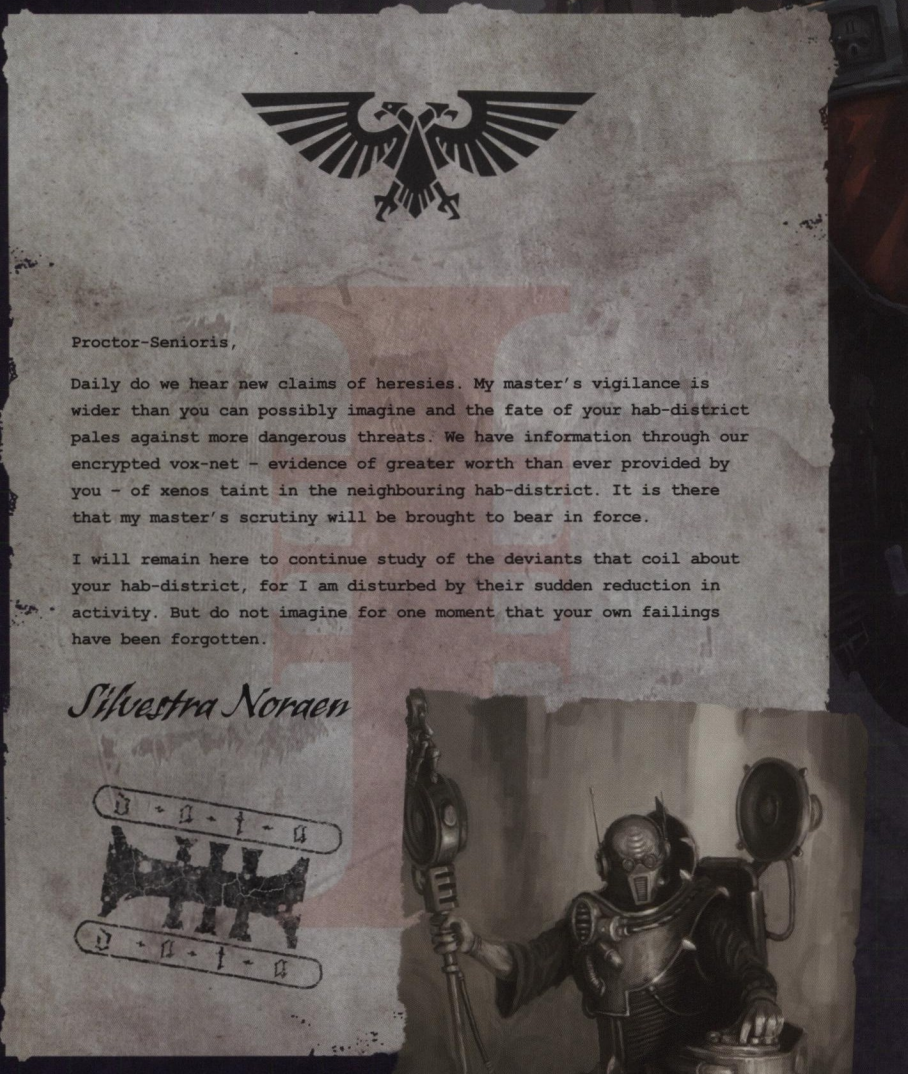
The Sanctus, too, slinks through the shadows on missions for the cult, but their weapons are those of the assassin. When not hunting, the Sanctus lurks in the gloom surrounding its gene-sire's throne. From this vantage point, the Sanctus watches tirelessly for threats to the Patriarch. None can escape its notice; those not detected by its formidable olfactory senses are often revealed by stolen multi-spectral goggles, themselves taken from the Departmento Munitorum or plucked from the corpse of some elite Imperial soldier. No foe can flee from a Sanctus, for the Patriarch impresses the psychic spoor-scent of each fresh victim upon the

bioform's consciousness. Following this trail, the Sanctus can track its quarry across worlds and even through the vast nothingness of the void.

The Sanctus works alone but for a single soulsight familiar, spawned from the steaming bio-gruel of the genesis pools. This diminutive creature acts as the Patriarch's eyes and ears, allowing its consciousness to accompany the Sanctus upon each deadly mission. So supported, the Sanctus employs its wiry strength and grotesquely jointed anatomy to full advantage, scaling the most inaccessible vantage points or squeezing into apparently impregnable boltholes. Once in position, it is only a matter of time before the Sanctus delivers death to its prey, either by the slashing assault of its bio-dagger or with a pinpoint round shot from its whisper-silent sniper rifle.

The Locus, meanwhile, is a gene-bred bodyguard that conceals its powerful xeno-mutated form beneath heavy cowled robes. Inhumanly patient, these creatures stand at the shoulder of many a Magus or Nexos, still as statues but unblinkingly aware of the slightest threat to their master. Should assassins strike, the Locus embodies the cult's riposte, exploding into a sudden whirlwind of motion with the speed of a striking Tyranid Lictor. Robes part to reveal vestigial weapon-limbs and a lashing tail with a chitinous barb. Yet it is the Locus' twin sabres that serve as its most fearsome weapons. One swings out, lightning fast, to parry the descending knife or whistling bolt shell of the killer; the other takes the attacker's head neatly from their shoulders. Only once the Locus' master is safe do the creature's blades return to their back scabbards, its robes settling back over the nightmare form that lurks beneath. It is common for a Locus to accompany their gene-sect's Magus during diplomatic parleys with the great and the good of Imperial society. Here they back their master's words with a sense of watchful menace or simply fade into the background as required. Should negotiations prove troublesome, the Locus will subtly twist the head of the neurotraumal rod that it carries like a staff of office. This cruel device radiates a mental disruption field that can induce splitting migraines or terrifying hallucinations in those not inducted into the cult. In this way, the Locus helps its master to bludgeon into compliance those who might otherwise refuse to see things the Magus' way.

More shadow agents are known or suspected by the Inquisition to operate for a Genestealer Cult. Amongst them are blind hunters that snuffle through foetid sewers, horrors that infiltrate organisations wearing the hollowed-out skins of their victims, and the almost certainly fabricated Gurgureth of the Cult of Grey Favour, a sinuous insectile nightmare said to interface with cogitators and bend them to its will.



Proctor-Senioris,

Daily do we hear new claims of heresies. My master's vigilance is wider than you can possibly imagine and the fate of your hab-district pales against more dangerous threats. We have information through our encrypted vox-net – evidence of greater worth than ever provided by you – of xenos taint in the neighbouring hab-district. It is there that my master's scrutiny will be brought to bear in force.

I will remain here to continue study of the deviants that coil about your hab-district, for I am disturbed by their sudden reduction in activity. But do not imagine for one moment that your own failings have been forgotten.

Silvestra Noraen

CALL TO ASCENSION

Some cults, such as those of Graumont V, rise only after decades of careful planning. Others, such as those of Telioth, find their Day of Ascension accelerated by events beyond their control.

GRAUMONT V

GR05.01
Orb. Dist. 0.9AU
0.89G/Temp 19.7ºC
Hive World
Aestimare: B076
Tithe Grade: Decuma Particular

Uninhabited and with no useful resources, the anonymity of GR05.03 saw the Withercult work hard to set up a hidden cell encampment there.

Irolon is viewed by the workers of Graumont V as little better than a penal colony. Its ill-maintained quarries and the rad wastes between them made it an ideal incubator for the cult's promised ideals.

1 VHEGA-SECUNDIS

Having long stoked tensions with misinformation, the Withercult's Clamavuses feed lies into the factorum's vox-shrines that incite vicious riots amongst the labour clades at the very moment that the cult's hybrids rise up.

2 HEPTRINE HIVE

Ration shipments to Heptrine's defence militia and enforcer patrols, laced with subtle poisons for many local months, have built up a cumulative effect that lays low hundreds to coincide with the Day of Ascension.

3 CINDRAMO HIVE

The nobles of Cindramo have been in the thrall of the cult's Magus for years. Their bondservant militias heed their masters' orders without question, killing their way through the hive in what the militias believe is a political coup.

4 MACRO-QUARRY XITIL

Ordnance smuggled in ore convoys from Xitil ruptures the space port on the moon of Irolon at the moment of Ascension. Already equipped to survive, hybrid space port workers use the landing fields to launch strafing runs.

5 HALLAN VOX-SHRINE

The Withercult's Ascension was triggered by the Broodmind, but its faithful coordinate uprisings across the planet with the powerful vox-transmitters at Hallan, its guardians betrayed and murdered by their own comrades.

6 HORESTER ORBITAL

Food, weapons and equipment, stored on the orbital in preparation for off-world transport, is shuttled back to the surface as the xeno-tainted crews begin the supply of their kin on the surface.

Imperial Record: X55741/XCH-7701+

TELIOTH

PL04.01
Orb. Dist. 1.3AU
1.17G/Temp 24.5ºC
Ocean World/Mining World
Aestimare: A732
Tithe Grade: Solutio Secundas

1 UERANTIS HIVE

A diplomatic mission from the xenos T'au Empire is furiously rejected by Telioth's rulers. Within days, a T'au fleet blockades the world. The prospect of invaders – and the possibility of an Imperial reprisal fleet – prompts the lurking Cult of the Shriven to accelerate their plans for Ascension. As part of backup ploys prepared by the Primus, teams of Acolyte Hybrids and Aberrants break into the capital hive's astropathic choir chamber and butcher those within. This delays contact with the wider Imperium, giving the cult more time.

2 CL-II AQUAMINE

Brood Brothers of the defence militias attack T'au infiltration cadres at the undersea installation. Their fanatical heroism in pushing the xenos back, amidst heavy casualties, earns them the praise of the Imperial overseer.

3 SEXTUS TRENCH HUB

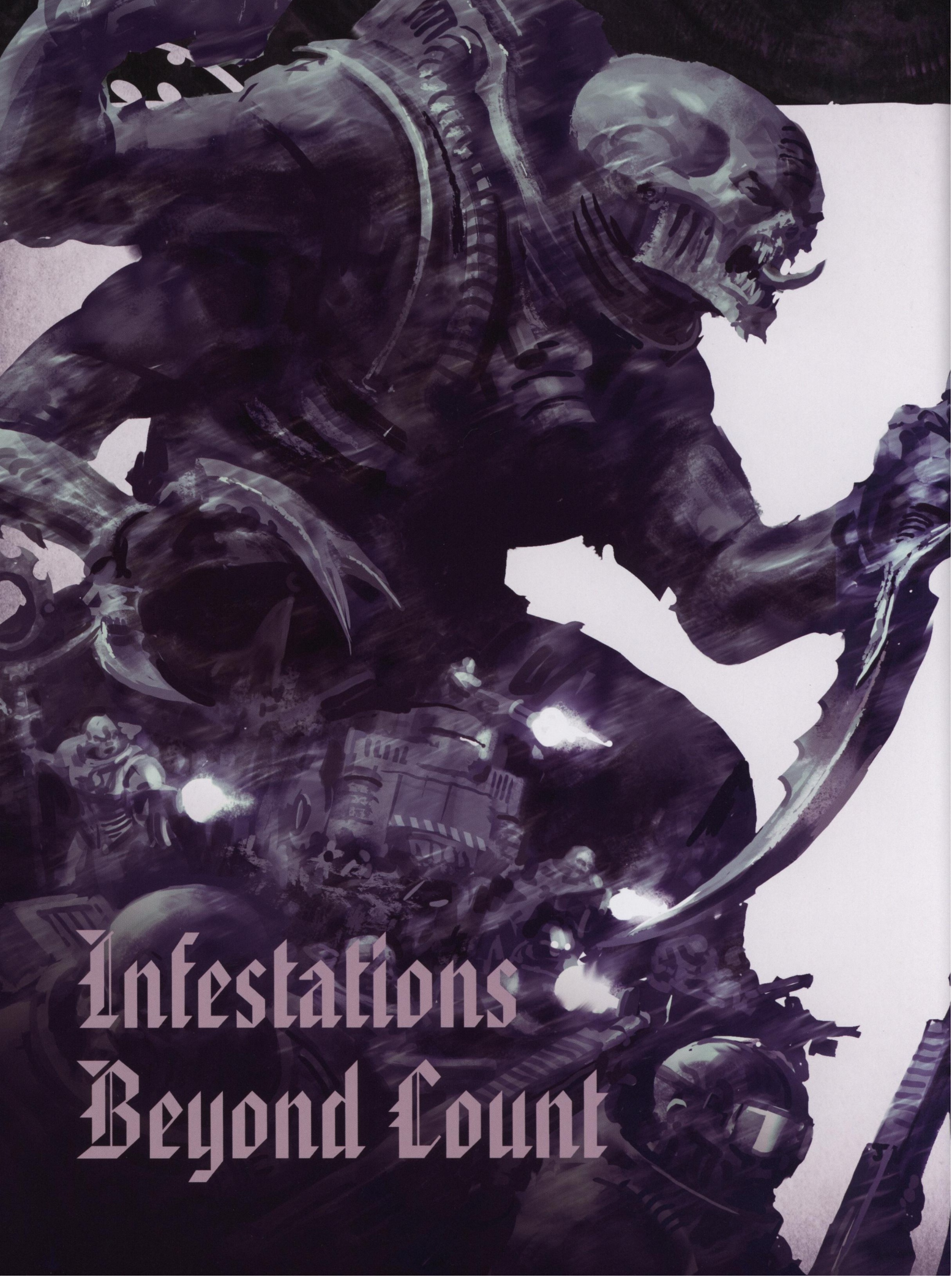
Without munitions the cult had planned to syphon from shipments passing through the Chalnath Expanse, Neophyte Hybrids ransack the hub enforcers' store of pacification weapons and use them in a bloody takeover.

4 VOIDYACHT JIGON

The cult's Magus learns of an escape attempt by wealthy elites. The nobles' voidship – without warp engines or weapons – is allowed to slip through the T'au cordon and makes for an outer planet, neither side aware that a brood of Purestrain Genestealers are aboard too.

5 EVERDEN HIVESPIRE

The T'au incarcerate defeated soldiers and citizens together as prisoners of war. Cultists in the throng are quick to take advantage, passing their creed to the soldiers in terms of Imperial vengeance.



Infestations Beyond Count

ARISING CULTS

Exactly how long the curse of Genestealer Cults has lurked, proliferated and spread amongst Humanity is impossible even to estimate. Each cult is unique. Every one is an autonomous entity, a cancerous virion embedded within its host society. They are shaped and sustained by that society's fabric, as different from each other as one world is to the next.

Very few worlds settled by the Imperium are homogenous expanses. Each is a complex of biomes and physical environments. Changed and mutated by Human manipulation, split by varieties of industries, social ranks, types of trade, the ravages of ever-present war or the responsibilities of sustaining some distant bloodshed, every Human world is a roiling melange capable of harbouring every expression of the Human spirit's will to survive and spread.

Between the intelligence and assimilation of its founding Patriarch and the ingrained social propensities of the monster's inducted victims, Genestealer Cults are experts at camouflaging their operations. These xenos cults share several disturbingly similar characteristics – the wyrm-form sigil, the physical signs of their alien heredity and the selfless unity of the broodkin, for example – and Watchmasters or Ordo Xenos Inquisitors hold to the hope that these signifiers will betray nests of these xenos hybrids. The truth, however, is that the sheer breadth and diversity of Imperial worlds make early identification of a cult's presence near impossible, even for the Imperium's foremost alien hunters.

Many Genestealer Cults cement their hold on a host society from within the grimy hubs of industry. Factorum townships, refinery installations, mine complexes and similar sprawls offer large worker populations amongst which the broodkin can pass unnoticed as well as gain access to tools and mechanisms easily turned to the cult's advantage. Worker guilds and toil lodges are also targeted in societies with lower technological bases, such as logging clans or protein reclamators. The fighters of such cults wear varieties of rib-suits, environmental support seals or haz-tabards: rugged protective gear that serves as a disguise and doubles as durable body armour. Cults that arise in other sections of their host society readily adopt other forms of protection, from the ragged armour scrounged by hive gangs to the plasteel mail of guardian fellowships protecting a city's nobility.

All cults strive to hide their existence until the moment of Ascension, and so elite cells of hybrids typically undertake their daring raids and sabotage missions unadorned by obvious cult sigils. Their heavy suits usually bear a commonality of colour and design born of the organisation or people they have infiltrated, but what markings they carry are often ambiguous or discreet. When the cult's uprising begins, however, broodkin will brazenly display the symbology of their hideous faith, defacing signifiers of Imperial loyalty, daubing stolen vehicles with lurid xenos liveries and bearing coiling brands and tattoos on their often pale hybrid flesh.

By the very nature of Human population centres on Imperial worlds, most Genestealer Cults are sedentary. They spread through static settlements, gaining control of installations and the workings of government while growing in strength and numbers. Others are far more mobile and predatory. Cults have arisen amongst nomadic hunters operating beneath the surface of methane seas, within the ranks of transient beast herders and circuit congregations of roving preachers. Untethered, such cults usually travel in large numbers of swift vehicles. They can exploit little-known transitways and forgotten migration paths to stay one step ahead of any pursuit. At larger settlements where they openly ply their everyday trade, they secretly loose the cult's Purestrain Genestealers to snatch new victims to swell their ranks. On the move, far from prying eyes, any frontier outposts, isolated scouting force or fellow wanderers are run down and overwhelmed, never being heard from again.

The nature of a Genestealer Cult is limited only by the Humans that feed its growing stock of loyal insurrectionists. The Jaundiced Fang operate as waste claimants and parasite dredgers in the toxic atmosphere of a gas giant, having infiltrated the thousands-strong crews of three harvester stations. The Cult of the Monarch's Echo began as a splinter cult, reaching the moon of their gene-sect's world. Their parent cult was discovered and destroyed before it could rise up, but Monarch's Echo stayed hidden, slowly gathering its strength and nurturing vengeance against the world as a core of their creed.

There are Genestealer Cults that embrace the divine adaptation of the Star Children. They stay one step ahead of discovery by repeatedly changing their core tactics and sites of infiltration, altering in the space of a couple of generations from a cult embedded in a city's hab-districts, to one rooted in that city's grav-lifter unions and then again to form the system's interplanetary traders. There are others whose infiltration focuses on religious, noble or scholarly societies, using whatever vulnerability and usefulness their Patriarch has identified to spread its progeny most effectively.

THE VOIDBORNE CURSE

The biomass of habitable worlds is a Genestealer's primary target, yet voidcraft can also offer suitable infestation sites. Some have been discovered not only unknowingly transporting a hiding Genestealer waiting to reach a biomatter-rich world, but also housing an entire cult.

Most Human warp-capable craft are miles-long vessels, the largest containing more passages and chambers than several hive cities put together, and housing crews of many thousands. A single Genestealer can instigate a cult of broodkin amongst these teeming societies of labourers, gunnery crews and officers. They toil in cramped conditions for years on end, generations of them that never see the surface of a world. There are countless dank and lonely sections of a ship in which a cult can take root and grow. If not discovered in time, their numbers can swell to overcome the entire craft. Some vessels and orbital stations may become populated by broodkin entirely, others merely in their grip, with their officers, navigators and astropaths manipulated into believing they continue to follow credible orders.

THE CULT OF THE FOUR-ARMED EMPEROR

THE BURROWERS BENEATH, THEY WHO SHALL RISE AS ONE

The Cult of the Four-armed Emperor is cunning, wily, and endlessly patient. Its cultists are the masters of the subterranean assault. Wherever one of their devoted walks in the open, a thousand more lurk beneath, ready to surge up for the kill.

The Imperium first grasped the true threat presented by the Genestealer Cults during operations on the delver world of Ghosar Quintus. The discovery was made by renowned Chaplain Ortan Cassius and his Deathwatch kill team, who were investigating the mysterious disappearance of Inquisitor Chaegryn on that world. The Space Marines fought their way through a cauldron of bloodshed and xenos horror, uncovering the corruption of the planet's ruling Trysst Dynasty and eventually escaping with crucial information extracted from Ghosar Quintus' shipping holographs. This evidence revealed a nightmare pattern of splinter-spread that had already moved far beyond a single world.

Rather than merely spreading in secret, the Cult of the Four-armed Emperor works so hard to increase its industrial output that its members are actively recruited by legitimate bodies. Blind to the consequences, the adepts of the Departmento Munitorum have shipped the cult's agents far and wide as exemplars of an efficient Imperial workforce. Within weeks of each transfer, the cult's operation begins anew, its leaders preparing the way for an import of Purestrain Genestealers once the transit connection is established.

In this way, the Trysst Dynasty has spread the Cult of the Four-armed Emperor across half of the galaxy. As consummate miners and subterranean explorators, its followers have learned well how to thrive in the darkness, keeping their secrets buried beneath layers of respectability. The Cult of the Four-armed Emperor is a galactic infection rather than a local one, for of all the cults it is they who are the big thinkers, the plotters in the shadows. Despite the Deathwatch's best efforts to track them down and purge them from existence, the cult's warrens now honeycomb hundreds of delver worlds.

The war leaders of the Cult of the Four-armed Emperor fight as much in the daylight as in the dark. They seek out the schematics for every building and conurbation they reach, maximising the potential of each underground network and altering plans so that new areas are built. They then erase all record of these works and ensure that all those involved in their creation who are not broodkin are relocated or slain. These visionaries push their tendrils into every level of society, but make particular use of the countercultures and underground elements who may know the territory better than any surface dweller.

Of all the cults, it is this brotherhood that best uses the techniques of undermining and ambush from below. They have industrialised their way of war, turning the lumbering giant of the Imperial workforce against its masters. To strike against them is to kick a termite nest, only to find that those who crawl across the surface are but the tiniest fraction of a teeming colony dwelling in the cavities beneath. Few indeed are those who survive such a deadly mistake; those who do spread chilling tales of risen horrors, and tides of subterranean nightmares seething up to claim the surface world.

THE BLADED COG

MAN, MACHINE AND ALIEN IN GLORIOUS UNITY

The Cult of the Bladed Cog is born as much of metal as it is of raw Human stock, and is further augmented by the extragalactic anatomies of the Tyranids. This great blend of Human, xenos and war machine is a deadly threat to its Adeptus Mechanicus hosts.

Feinminster Gamma was once a humble planet, its people often referring to it as a cog in the great machine. Since its oppressed masses embraced new rulers from beyond the stars, that mantra has been abandoned, and the metaphorical cog has turned into an entire manufactorum of war.

The seeds of this change were planted with the coming of Tech-Priest Dominus Ovid Threnslom, who would become known to the locals as the Great Miser. When it became clear that Feinminster Gamma's struggling power grid could not resupply Threnslom's forces, the Tech-Priest opted to harvest bioelectricty from the planet's populace instead. Civil unrest was inevitable. Slave workers rose up in their thousands, but their improvised weapons were no match for Threnslom's clades of cyborg killers. The uprising was crushed, but in his greed for more energy the Tech-Priest spared many of the insurgents, leaving the embers of rebellion glowing.

Into this fertile breeding ground came a Purestrain Genestealer, and a New Deliverance movement soon followed. The code-brands and electoos borne by citizen workers were altered in illicit inker-dens to jibe with the new imagery of the emergent cult, and the Omnissiah's Cog was adapted to better resemble the creed's jag-spined emblem. Every hour, the planet's forge temples produced a new clutch of battle tanks and servitor-pattern transports – these too were taken by the cult and daubed with its rebellious insignia. Though it took the mental onslaught of the Patriarch itself to achieve it, many Skitarii were also turned, their binharic dogmas subtly twisted. Their electro-spoor signatures and noospheric auras gained them entry into many areas that should have been forbidden, and allowed the cult to spread unchecked.

The Day of Ascension was triggered only when every parameter, run through exhaustive simulations by the former Skitarii Alpha who acted as the cult's Nexos, pointed towards victory. With mathematical precision, Threnslom's electrophagic regime was overthrown, the Tech-Priest himself slain by a Sanctus' bio-mutative bullet. On that day, the broodkin of the Bladed Cog swapped one set of cruel masters for another.

The Cult of the Bladed Cog now seeks to blend the stuff of the alien with that of the machine. Cyborgised bodies are common, their tortured anatomies as much metal, wire and hydraulics as they are chitinous flesh and fused Human bone. The bionic creatures that form the vanguard of the cult's uprisings are blasphemies against the Omnissiah. The cult's quest can never reach true fruition, for the Tyranid is as alien and distant from the Holy Machine as it is possible to be. Yet this does not stop the Bladed Cog from pursuing their crazed agenda with the fervour of fanatics.

Bladed Cog cultists depict their deity, the Clawed Omnissiah, as having robotic pincers alongside the primary talon-limbs that would be familiar to many Ordo Xenos Inquisitors. Some even go so far as to join their armaments with their own bodies, undergoing painful surgery until they become one with their weaponry. Others focus on defiling the mechanical bounty of the Omnissiah by employing it in the cult's name. The machine spirits of battle tanks and artillery platforms are forced into unwilling compliance, while blasphemous scavenging and wanton innovation see the machinery of oppression converted into deadly explosives and industrial-scale weapons to be borne to battle against the oppressive Cult Mechanicus.

THE HIVECULT

THEY WHO TAKE UP THE GUN AGAINST THE TYRANT

The Hivecult are militant, organised and hierarchical. They infiltrate not only the criminal underworlds and hive gangs of their host planets, but also place special emphasis upon subverting the Astra Militarum regiments that recruit from them. To the Hivecult, it is a divine duty to be armed and dangerous.

The Hivecult's leaders prioritise recruiting warriors, regardless of their provenance. Should a convert have access to a sword, a gun or – even better – a tank, their contribution to the uprising will be all the more formidable on the Day of Ascension. Each gun stolen is worth two when the insurrection begins.

The genesis infestation of the Hivecult began on New Gidlam, a hive world with thirteen ancient mountain cities upon its pollution-blasted surface. Each of these vast mountains harbours tens of billions of souls, and all bar one has been conquered by the power of the Hivecult. Only Hive Tharanex holds out, its lessons learnt at the expense of every other population centre. Even so, its lower levels are constantly besieged, and its future bleak.

The cult's emergence on New Gidlam began with a spate of ritual killings. A warlike underhive family sprang up around a brood of Purestrain Genestealers. These xenos specimens were purchased from a self-appointed xeno-tzar and smuggled into the city by furtive gangers looking for a secret weapon to use against their enemies. Brought swiftly into the sway of the Genestealer they called the First Father, the gangers went on the warpath and soon overran their rivals. In the meantime, the aristocracy of the hive had also been infected by the cult's savage ambition. Its Magus, Vockor Mai, was at the centre of this shadowy operation. He brought the ruling dynasties into line one by one, swaying them with his psychic influence and uncanny charisma. Those who proved intractable or too powerful were dispatched with subtle acts of murder – first by Mai himself, later by other cult operatives, such as the Sanctus – sowing the urban legend of the White Creeper amongst the hive's aristocrats.

New Gidlam's principal Human exports – skilled roachworm silkers and recruits for the Astra Militarum – spread the infection of the Hivecult from the outer worlds of the Segmentum Solar to its heartlands. With many Imperial Guard regiments recruiting from the gangers of those worlds, the Hivecult spread ever further. Hidden gang signs and electoos worn under the skin enabled those of the Hivecult to identify one another, and to spread their creed in the endless hours of inactivity that typified life between engagements.

When the Hivecult carry out an insurrection, many of the Astra Militarum regiments sent to put down the uprising include thousands of members bearing the wyrm-form. These agents of the cult betray their regiments from within, and with armoured squadrons and even super-heavy tanks turning to fight alongside the rising tide of the underworld, the loyalists are often overcome in a matter of a few bloody days.

The Hivecult's chillingly efficient manner of taking over territory has proved incredibly effective. Coordinated by gifted Nexos strategists who marshal and distribute their faithful with military precision, the cult has endless ranks of soldiery marching to the beat of the First Father's drum. They have unparalleled access to warships, aerial assets and troop transports, and with thousands of infected gangers working in the lower levels of Imperial cities to undermine their planets from the bottom up, they can attack host societies at every level simultaneously. Some even whisper that the Sol System itself has come under threat from the Hivecult, for reports of their presence in the Segmentum Solar are becoming more common, hauntingly familiar to reports from fallen systems.

THE RUSTED CLAW

WHEN ALL ELSE ROTS, THE CULT ALONE WILL SURVIVE

The weather-beaten, rugged survivalists of the Rusted Claw are more at home on the open wastes than they are in the claustrophobic confines of an Imperial underhive. They are the pioneers and nomads of their kind, and their greatest weapon is endurance. They wear their enemies down in attritional guerrilla wars that play to the cult's cynical strengths.

The Cult of the Rusted Claw is constantly on the move. Its adherents thrive on the fringes of Imperial society, for they exemplify the cult's need to expand and infest fresh host populations. Their willingness to roam across the most hostile reaches of the Imperium in search of settlements has seen them become hardy and resilient in the extreme. Despite their dishevelled appearance, a cultist of the Rusted Claw is a formidable opponent; they can go for weeks without food or water, work tirelessly under a volatile star, or take a bullet and keep on fighting till day's end without slowing once.

The cult traces its beginnings to the arid wastes of Newseam, a planet on the eastern edge of the Ultima Segmentum. Here a team of oppressed miners excavated a buried voidship, accidentally waking the Genestealer hibernating within. From humble beginnings, the cult spawned by this entity spread from one frontier world to the next, their expansion aided by tainted Rogue Traders.

Cultists of the Rusted Claw embrace their disdain for material possessions to the point that it becomes a bitter refusal to accept that anything has lasting value – not even themselves. They are nihilists all, believing they are but corroding material in a universe riddled with entropy. Only by being subsumed, by being remade by the unknowable entities they worship, can they ever become something more. Until that day they are just ambulatory scraps of flesh and bone, tattered cloth and rusting metal. Some elements of the cult can even rust the metal they touch. There are pict-feeds of Maguses of the Rusted Claw reducing Imperial vehicles to corroded hulks simply by laying hands upon them. Those agents of the Ordo Xenos who have witnessed this phenomenon believe the cult's most alien adherents harbour a nano-organism symbiote, perhaps contracted from the Tyranids themselves; metallophagic and ravenous, this invisible predator can consume even bulkhead doors in a matter of minutes. Naturally, the cult sees this phenomenon as a divine miracle.

Typically, every Rusted Claw gene-sect soon breeds a Kelermorph. These pistol-wielding figures quickly become folk heroes amongst their kin, leading daring strikes against the pillars of the establishment until the downtrodden masses unite behind them. Being largely nomadic, the cult also has a high proportion of Atalan riders, who roam under the unforgiving suns of the frontier worlds in large motorised gangs and fall upon the cult's enemies like meat-starved scavengers.

THE PAUPER PRINCES

FROM GREAT SACRIFICE COMES IMMORTALITY

The Pauper Princes believe that greatness can only be found in self-sacrifice and humility. Zealous to the point of mania, they bring the edifice of the Imperium low to ensure the new order can thrive – even if it costs every life save that of the Patriarch itself.

The Pauper Princes are devoted worshippers of the Star Children. They also revere their own prophets and living saints, whom they protect with fierce dedication. They are selfless to an almost alien degree, so faithful to their creed that they will gladly take a bullet for those closer to the Patriarch. They never hesitate to give their lives to protect their war leaders. This self-sacrifice, this utmost loyalty, is not enforced so much as inspired, for the martyrdom of their first Magus sent ripples throughout the cult's psyche that define its members hundreds of years later.

The Pauper Princes originally hail from the ochre-hued slum world of Chancer's Vale, which although still listed as an Imperial-held planet is almost entirely under the cult's sway. The first and most talented demagogue of the cult, Magus Marovitch Tenndarc, spoke with such conviction about a new life amongst the stars that thousands of the world's impoverished citizens joined the cult in the space of a few short weeks. Swathes of the world's populace united in their devotion to their Patriarch, the Star Saviour. Every Emperor's Day, the Magus sermonised to rapturous applause about the glories to come. Tenndarc died saving the Star Saviour himself by diving in front of a Ratling sniper's bullet. The abhuman assassin was torn to pieces within the hour, Tenndarc attained the status of saint, and the cult's flock quadrupled in size.

If any cult embodies unthinking obedience to the Broodmind, it is the Cult of the Pauper Princes. The zealots of the cult would do literally anything to save their masters. There are reports in Ordo Xenos files of a hundred extreme incidences of self-sacrifice, some so shocking they seem more like the behaviour of an insectile hive than a group of Humans. It is near impossible to bring the tactic of military decapitation to bear against this cult, for in addition to the selflessness of its broodkin, it also demonstrates a strange prescience when it comes to danger. This is especially true when the heart of its dark organisation is threatened. With their war leaders living what amount to charmed lives as a result, their extreme methods have proved to be incredibly successful. As they say amongst the faithful flock, to be one of the Pauper Princes is to live forever – though none admit that it may not always be in the same body, or even anatomy, as that of their birthright.

Claws hailing from this cult typically include vast throngs of lowly faithful, tides of chanting Neophyte Hybrids more than willing to serve as living barricades behind which their leaders can shelter. These warriors fight all the more fervently around their Acolyte Iconwards and Clamavuses, whose mere presence drives their brothers and sisters into near paroxysms of zealous ferocity. Chancer's Vale remains prominent in the cult's sermons, even amongst those gene-sects whose faithful never set foot there. Cult agents will sometimes arise with the wrinkled and salt-encrusted skin attributed to that world's people, and their appearance is hailed as a miracle.

THE TWISTED HELIX

THEY WHO SWALLOWED THE BITTEREST PILL

The cultists of the Twisted Helix did not have the Genestealer Curse thrust upon them, but instead voluntarily took it into their society through extreme medical experimentation. They harbour unnumbered bio-horrors amongst their ranks, and take as their symbol a grotesque corruption of the hermetic symbol employed by Imperial medicae institutions.

The Cult of the Twisted Helix spreads through the most sinister of methods, using the Imperium's limited understanding of medical science against it. The cult originated on Vejovium III, a civilised world in the Segmentum Obscurus long ago overtaken by the industry of the macro-alchemical distilleries that manufacture its exported medicines. So influential have these complexes become – and the dynastic corporations that rule over them – that everywhere the skyline is ridged with enormous medifactoria.

The war leaders and Biophaguses of the Twisted Helix view themselves as self-bred deities – their clay the flesh and blood of those around them, their creations a blend of Human, alien and voidstuff. These they see as nothing more than experimental subjects, and every skirmish, hostile takeover and large-scale uprising purely another test bed from which to draw firmer conclusions about their experiments. Using chemical compounds, they have dulled the minds of their world's populace to bovine levels of obedience, and continue to avoid serious investigation thanks to the importance of Vejovium's vast yield of medicae supplies and void sickness pills.

Purestrain Genestealers were first brought to Vejovium not as invaders, but as experimental subjects, and they were subsequently dissected. Over the course of hundreds of exhaustive experiments, the medicae overseers learned how to extract the germ-seed of the Purestrain from those who have been blessed by the Genestealer's Kiss. At the behest of the shadowy individual known only as the Prime Specimen, the implications of this discovery were exhaustively researched. It was eventually concluded that they stood on the threshold of a new evolution – that the xenos gene-pattern was the path to true perfection, and perhaps even immortality. Under strict test conditions, the aristocracy of Vejovium injected the stuff of the alien into their veins, and began their transformation into something resembling Neophyte Hybrids.

Sure enough, after many hideous by-blows and aborted experiments, they birthed a new clutch of Genestealers with which to further their agenda, albeit a brood given life in the sterile tubes of a secret medifactoria. These in turn infected new infestation sites, and the Vejovians began to resemble a cult like any other. Subsequent experimentation led to methods of incorporating the germ-seed into the curative syringe vials that form a major part of Vejovium's medical exports. In this way, the curse was intended to spread into the veins of millions of unsuspecting citizens. Most of these vials, however, merely killed their recipients or resulted in unstable mutations, the cult's expertise being far inferior to that of the Hive Mind itself.

Over the years, the imperfections of these bio-alchemical experiments have resulted in a great many monstrosities lurching from the laboratories of the Twisted Helix. Aberrations, multi-limbed hybrids and hunchbacked brutes are common in the ward-cells in which the cult keeps its shocking secrets. In times of insurgency, when the Prime Specimen can only achieve its aims through violence rather than subtlety, these monstrous hybrids are released by the thousands, full of steroidal serums and pain-killing salves. They make excellent shock troops, and the Biophaguses who goad them to battle learn much from their performance in live fire exercises or from their grisly demise, should their tortured metabolisms finally give in to the experimental adaptations heaped upon them.

CULTS BEYOND COUNTING

The further the Imperium looks for signs of Genestealer Cult infestation, the more diverse and widespread nightmares it discovers. Here is a curse well able to adapt itself to whatever environment and population it infests, fashioning a seemingly endless variety of cults ready to rise up against the Emperor's realm.

MIDNIGHT'S CHILDER

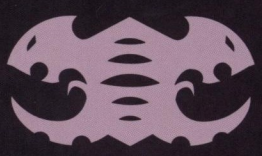
The Clamavuses of Midnight's Childer broadcast the deeds of their progenitor in whispered hymns that hiss from sabotaged vox-emitters. Their Patriarch, Midnight, leads its Purestrain kin in gory massacres through the hive cities the cult infiltrates, and its monstrous legend is magnified by power outages that conceal its hunts in the dead watches of the night. Midnight's Childer race in its wake, in roving claws of black-clad hybrids that flow through enemy lines like tendrils of shadow, and exalt Midnight with acts of ruin and fear. Acolyte Hybrids torch outposts of barricaded soldiers. Sabotage cells squirm through underducts to reach command posts and broods of hybrids equipped with industrial tools sever power lines and breach life-support systems, dooming hundreds to gruesome deaths in the dark. Every venting of people through air locks, every cry of fear they wrench from the oppressors' throats is an ode to the Star Children.

THE SEDIPAROUS SAINTS

The shrine world of Tephrys was dedicated to the sub-sector's fallen heroes. There, the Cult of the Sediparous Saints arose amongst the adepts who tend the world's osteo-shrines, its plazas of polished skulls and its powder-white meadows of ground femurs. Splinter cults have since wormed their way onto a dozen other Imperial shrine worlds, buying passage along the Martyr's Road, a network of warp channels favoured by generations of pilgrims. The cult's broodkin are fanatical in their creed's defence, which tells of a pallid saviour arising from its throne. They honour this tenet with the hard-wearing hauberks formed of blessed bone shards they wear under mouldering robes. The Maguses of the Sediparous Saints lead many of the cult's raids. They are hailed as bearers of divine words, able to coax undying loyalty from the most vehement of unbelievers, or else flense the minds of those they deem unworthy of Ascension.

THE TOOTHED COIL

Though they first came to Imperial attention on the world of Abundantia, the Cult of the Toothed Coil had long since spawned splinter cults in other systems throughout the Octarius Sector. Gene-sects of the Toothed Coil are nomadic butchers and beast wranglers. They operate caravans of immense harvester engines with attendant swarms of bikers, herd-monitor buggies and rugged trucks based on Goliath Rockgrinders, employed to shred the carcasses of megafauna. When they strike on the arid plains or wind-scoured grasslands that are their core territories, it is as a nest of wirevipers, using their mobility to coil around their foe, slashing from several directions at once and springing ambushes from disguised ditches. Against dug-in targets, convoys of the Toothed Coil slink forward disguised as simple herdsmen before uncovering their heavy weapons and roaring forward in a lightning strike.



COMPANIONS KORONAL

The cultists of the Companions Koronal see themselves as inheritors of an angelic martial empire beyond the stars. It is one they believe must be fought for step by step, so theirs is a creed of military precision marshalled by a rigid hierarchy. The Koronal of the cult's name refers to the symbolic crowns worn by the cult's leaders during their rituals, exaggerated versions of the cranial ridges of its broodkin. The cult's many gene-sects are heavily armed, and raids planned by their Primus and Nexos frequently target munitions stockpiles, arsenal vaults and war engine depots to accrue yet more for their Day of Ascension. Many of the cult's gene-sects seed agents into locally mustered Astra Militarum regiments, enforcer patrols and defence companies. These fight alongside their guerrilla kin in massed formations of Brood Brothers when the time comes, adding the weaponry and battle tanks seized from the Imperium to the cult's own firepower.

ENDOCULT FELLOWSHIP

None of the far-flung gene-sects of the Endocult Fellowship have ever set foot on a planet. They are a curse of the void, parasitising the dense societies within Imperial ships. The cult's faithful squirm in bilges, through disused pipes and along forgotten under-decks, like a tapeworm in their hosts' bellies. They take converts and prey among the thousands-strong crews that mass within even modest voidships, and when they rise up to claim their host they usually already count experienced officers amongst their number. Most cult members wear varied forms of envirosuits and pressure tunics, usually stained by the filth that collects in the shunned places of every ship. The Endocult Fellowship arose in the Chalnath Expanse, fighting against both Imperial and T'au forces. It has prospered so well amongst the countless isolated fleets fleeing worlds or racing to save them that many Ordo Xenos Inquisitors fear that the cult could well have amassed a naval armada of its own.

THE LINEAGE RETURNED

For some planets, contact with the Imperium is a once-in-a-generation event and the divine heroes of Humanity are a distant ideal. The Cult of the Lineage Returned changed that on Mervidda where it first arose. They believe the Star Children are the Emperor's greatest servants, who will reforge the shrivelled wretches Humanity has become into the glorious forms described in tales of legend. The divinely touched amongst the cult are especially favoured. Hybrid Metamorphs, Benefictuses, Aberrants and Purestrain Genestealers are hailed as living embodiments of the heights to which Humans can reach, with absolute perfection embodied in the cult's Patriarch. Garbed in cheaply produced robes evoking the gilded crimson seen in Imperial frescos, the Lineage Returned drive their oppressors back with vicious fanaticism and roared chorales, denouncing Imperial forces sent against them as deviant genetic throwbacks.

Showcase

THE FAITHFUL THRONG

A GENESTEALER CULT IS A MACABRE MIX OF THE UNDERBELLY OF THE IMPERIUM WITH THE GENETIC TAINT OF THEIR XENOS HERITAGE. THEY LAYER RAGGED ROBES AND RUBBERISED BODYSUITS OVER HYBRIDISED FLESH AND CHITINOUS PLATES. THE PARAPHERNALIA OF THEIR CREED HINTS AT THEIR RELIGIOUS FANATICISM. REBREATHERS, GOGGLES AND INDUSTRIAL EQUIPMENT LEAVE NO DOUBT THAT MANY LED HIDDEN LIVES AS SIMPLE LABOURERS, BUT SOME FIGHT ALONGSIDE THE UNIFORMLY OUTFITTED BROOD BROTHERS OR THE MUCH MORE MONSTROUS ARM OF THE CULT.

1

2

Acolyte Iconward of the Cult of the Four-armed Emperor

Primus of the Cult of the Four-armed Emperor

Kelermorph of the Cult of the Four-armed Emperor

Acolyte Hybrids with autopistols of the Cult of the Four-armed Emperor

When the Day of Ascension finally dawns, those cultists who have lived to see it rise up with joy and fury in equal measure. At long last, they can vent their malice against their hated oppressors, yet they do not do so in a reckless berserker flood. Dedication to long years of planning sees them attack with a calculated and many-pronged strategy.

1 A commandery of Battle Sisters, sent to purge a suspected heretic nest in the District Thelso docklands on Ghaer, have been stalked instead by xenos hybrids. The first shot kills a Battle Sister, but it is also the signal to the rest of the cult. With the docks lit only by eerie chemoluminescent mist, the cultists surge out of the gloom in a prepared ambush. Industrial tools and stolen weaponry roar to life – an uproar the cult's heroic assassins use to close with their targets unseen.

2 The vermilion-class clearance plea for aid that drew battle-brothers of the Deathwatch to Uin Fallas was not false, merely tragically out of date. What the elite warriors had expected to be a hunt for a Genestealer Cult's hidden core swiftly turns into a fighting extraction. Uin Fallas is already in the grip of the Cult of the Rusted Claw, its entire hybrid population boiling out of the frontier township to overrun the Space Marines.

Though the Broodmind links all cultists with instinctive solidarity and purpose, their alien religion fuels the zealotry and fanaticism with which they fight for the Star Children.

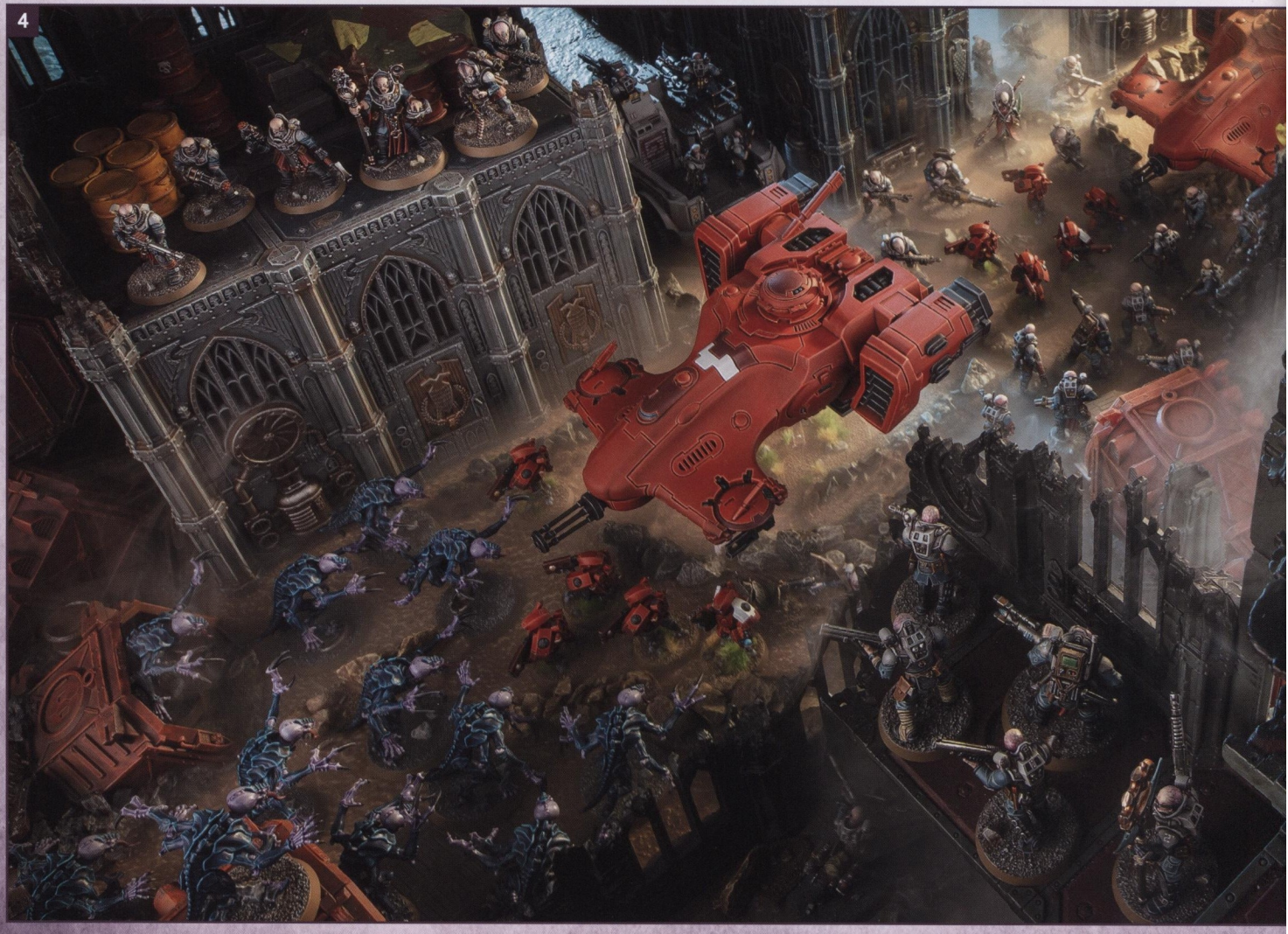
3 Hidden half a mile beneath the surface sprawl of Dheris' primary manufactorum, a conclave meets. These luminaries lead a gene-sect of the Cult of the Four-armed Emperor, interpreting the will of the Patriarch through strategic, bio-chemical, demagogic and political prisms. They are the nexus of their creed, the central knot of controlling truths and ploys whose filaments – their devoted broodkin – are spread throughout Dheris' unknowing populace.

4 A Genestealer Cult will bear no philosophy but that of the Star Children. The Farsight Enclaves cadre that drops onto Hayeth's World are more of a dedicated invasion force than a proselytic mission. Still, they seek to coerce the world into serving them as a resupply base with claims of reciprocal defence. With shouts of castigation from the cult's leaders driving them on, the hybrid and gene-blessed broodkin strike the T'au column from every direction.

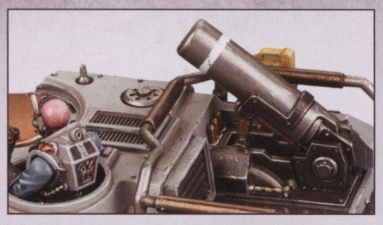
Clamavus of the Cult of the Four-armed Emperor

Nexos of the Cult of the Four-armed Emperor

Magus of the Cult of the Four-armed Emperor



Neophyte Hybrids of the Cult of the Four-armed Emperor



Achilles Ridgerunner of the Cult of the Four-armed Emperor

Jackal Alphus of the Cult of the Four-armed Emperor

6

A Genestealer Cult constantly scouts new horizons: other levels of a hive city, distant frontier settlements, off-world habitats and stations. Not only do they allow a cult to spread, but they can provide the means to hide the movement of a cult's masses, whether that be escape, encirclement or reinforcement.

5 After weeks of travelling through harsh rad-wastes north of the fortified Castrum Valogeth, their trails masked by chemical storms and magnoferric anomalies, an Outlander Claw of the Cult of the Four-armed Emperor breached the Endurant Wall. Cracked with demolition charges by specialist cultists, the final chunks of reinforced rockcrete are pulverised seconds later by Goliath Rockgrinders. Neophyte Hybrids scale the battlements, catching the shocked Cadian defenders in crossfires as broods of Atalan Jackals pour through the breach.

6 A raiding prospect of Kin hailing from the Ymyr Conglomerate delves into the pressurised labyrinth of caverns beneath the surface of a nameless moon in the Ihlvyk System. Due to their supreme confidence in superior technology, the Kin's blunt attack is soon surrounded and isolated by the moon's infestation of Genestealer Cultists. Atalan Jackals jink and skid round crevasses and piles of scree, firing point-blank as their Ridgerunners and Wolfquads hammer the Kin's war engines with heavier shots.

Benefictus of the
Cult of the Four-armed Emperor

Hybrid Metamorph of the
Cult of the Four-armed Emperor

Aberrants of the Cult of the Four-armed Emperor

The genetic curse of the Tyranids lurks in every Genestealer Cult, within the cells of every hybrid – no matter how Human they may appear. To those who know what to look for, even subtle reactions betray it. Yet it manifests most obviously – and frighteningly – in those a cult deems most blessed.

7 With a psionic cascade of abhorrent alien power, the Benefictus of the House Garstein gene-sect ruptures a hulking battle tank standing in the way of her cult's Ascension. Incandescent eldritch power immolates it from the inside out as she contemptuously turns away, already searching for new oppressors on which to turn the divine power of the Star Children, the hiss of her gene-sire's Purestrain progeny a sacred approbation in her ears.

8 Crenellated balconies clinging to the edifice of Pyrolation Endofurnace 234-IV judder as the hulking masses of a cult's Aberrants plough into the armoured bulk of the Adeptus Astartes. Purestrain Genestealers scuttle up sheer surfaces in their urge to rip the Space Marines apart. The Guardians of the Covenant believe they have triggered a last show of force from a doomed xenos foe. Yet to the observing Biophagus, the resulting experimental data will only allow him to breed better-adapted horrors for the true uprising.

BROOD BROTHERS

Using the Warhammer 40,000 Kill Team Brood Brothers kit is an excellent way of representing squads of Cadian Shock Troops in your Brood Brother Auxilia Detachment that look appropriately unsettling and alien in appearance.

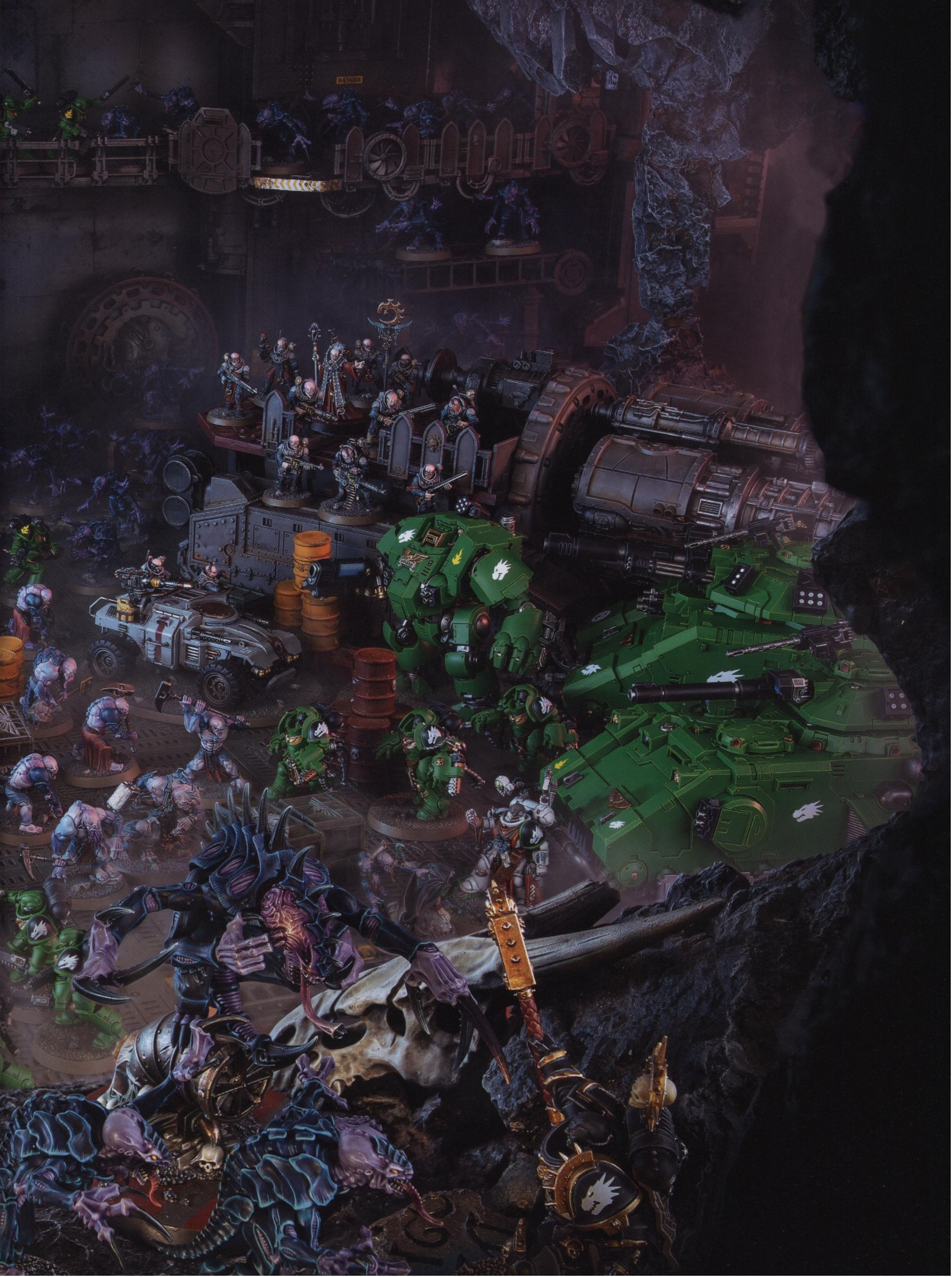
Psychic Familiar

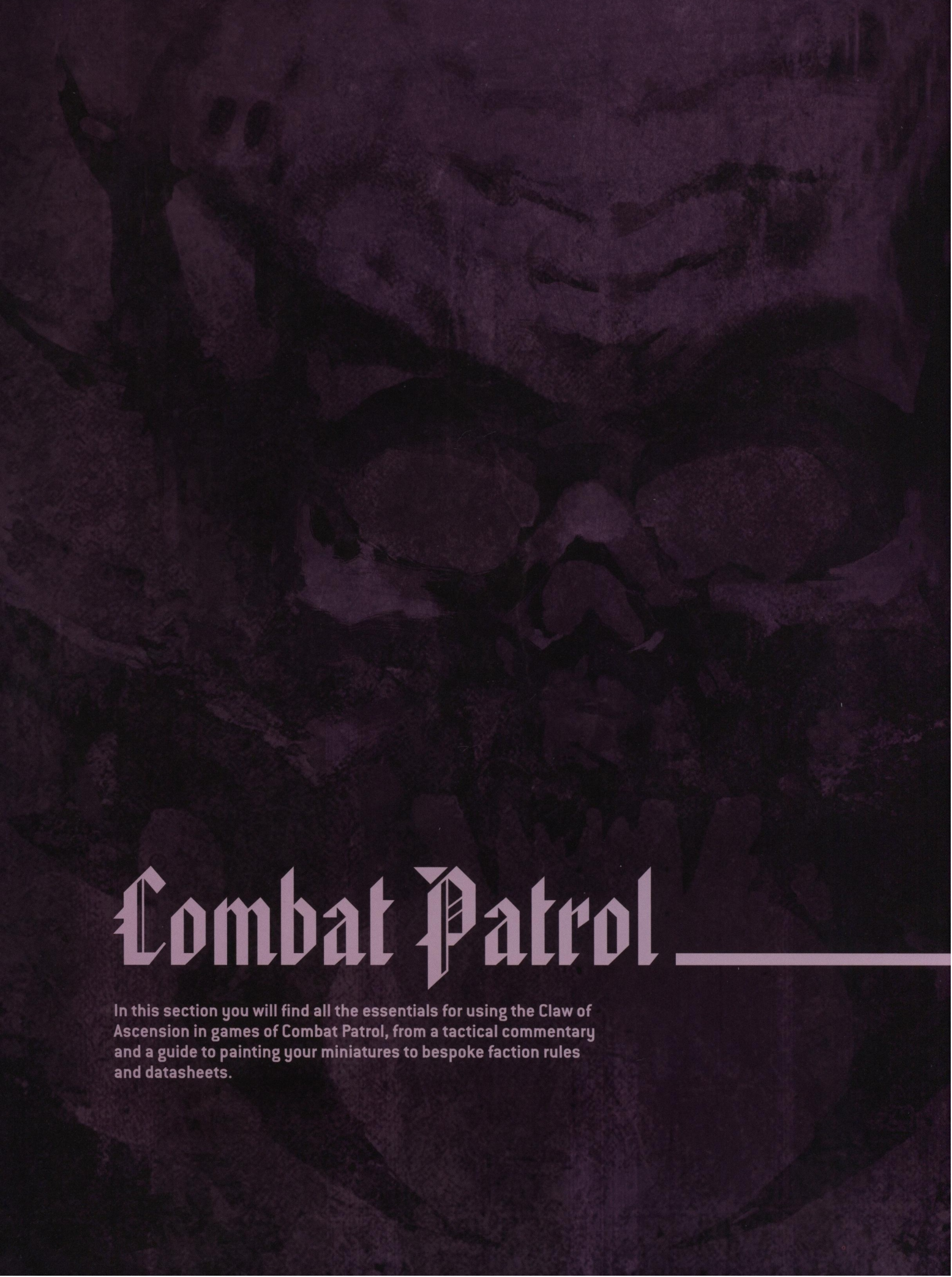
Patriarch

Psychic Familiar

Genestealer Cults seed Brood Brother agents into most local and planetary institutions. Amongst the most important vectors of their infiltration are those that target defence forces and Astra Militarum regiments. There, Brood Brothers have access to far more potent weapons than a cult could usually scavenge, and they ready themselves to use them for the cult's Ascension.

9 In the records of Imperial sector command, the defence of Janister's Gate was hailed as a triumph of logistics and discipline. As an invading World Eaters warband devastated much of Hivesprawl Quintus, the 78th Company of the 325th Cadian Armoured Regiment fought to throw the heretics back. An unconventional decision by the 78th's commander to integrate the ruined sprawl's surviving labour corps into the soldiers' ranks was rewarded by their seamless cohesion. With blistering barrages and timely rapid sorties by mechanised labourers, the World Eaters' mortal followers were bloodied and thrown back again and again. Only later, when the 78th Company turned on Imperial survivors, did the truth surface.





Combat Patrol

In this section you will find all the essentials for using the Claw of Ascension in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.

CLAW OF ASCENSION

SHANUS DASKOVIAN (1 MODEL)

- **This model is equipped with:** autopistol; cult sniper rifle; close combat weapon.

Both Enhancements available to your Jackal Alphus enable you to offset some of your force's limitations. Priority Kill Order can be used to counteract the weaker Ballistic Skill of the Achilles Ridgerunner's otherwise very potent weaponry, making for a stronger early strike, while Master of Suppression can be used to boost the durability of your wider force. Whichever you go with, the Jackal Alphus is best used to support and empower the other elements of your army, rather than primarily as a damage dealer – unless, that is, your opponent exposes a fragile character to the deadly **[PRECISION]** shots of this model's cult sniper rifle!

HYBRID METAMORPHS (5 MODELS)

- **The Metamorph Leader is equipped with:** autopistol; Leader's bio-weapons.
- **1 Hybrid Metamorph is equipped with:** Metamorph mutations.
- **3 Hybrid Metamorphs are equipped with:** hand flamer; Metamorph mutations.

Should your Hybrid Metamorphs find themselves threatened by enemy melee units, the Metamorphic Spasm Stratagem can be put to great effect, especially against well armoured targets less susceptible to hand flamer fire. Used at the right moment, this Stratagem will be well worth the CP investment, maximising the combat punch of your models even as they are slain.

ATALAN JACKALS (5 MODELS)

- **1 Atalan Jackal is equipped with:** Atalan small arms; Atalan power weapon.
- **3 Atalan Jackals are equipped with:** Atalan small arms; close combat weapon.
- **The Atalan Wolfquad is equipped with:** Atalan small arms; mining laser; close combat weapon.

The Atalan Jackals are primarily a harassing unit that can be utilised to pick apart already damaged enemies, but be careful not to throw them away wastefully, as in Combat Patrol they lack the Cult Ambush rule. Instead, it is often best to marshal them carefully, exploiting their swiftness to make daring dashes for objective markers (particularly helpful if you select the Safeguard the Sanctuary secondary objective). They are also an excellent target for the Point-blank Ambush Stratagem, being able to move into close proximity with key targets then inflict extra damage as a result of the **[LETHAL HITS]** ability.

ACHILLES RIDGERUNNER (1 MODEL)

- **This model is equipped with:** Achilles missile launcher; twin heavy stubber; armoured hull.

Most of your force's ability to deal with larger, more heavily armoured threats comes in the form of the Hybrid Metamorphs' melee weapons, but getting these attacks to where they need to be is easier said than done. This is where the Achilles missile launcher comes in. This weapon is ideally suited to dealing early damage to enemy vehicles or monsters, before you find yourself having to commit your infantry to the fight. In addition, should your opponent be fielding more of an armoured infantry force, this model's Crossfire ability can really help the attacks of friendly models cut through their targets, be that to support ranged firepower or to set up a lethal melee ambush.

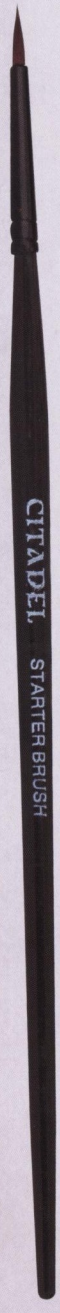
HYBRID METAMORPHS (5 MODELS)

- **The Metamorph Leader is equipped with:** autopistol; Leader's bio-weapons.
- **1 Hybrid Metamorph is equipped with:** Metamorph mutations.
- **3 Hybrid Metamorphs are equipped with:** hand flamer; Metamorph mutations.

The Hybrid Metamorphs comprise the main backbone of this Combat Patrol, featuring a high number of Torrent weapons that naturally lend themselves to the Fire Overwatch Stratagem. These are backed up with very adaptable melee weapons, which can be turned upon most infantry threats and even some bigger foes. Though the Hybrid Metamorphs have some durability through both the Feel No Pain ability and the Cult Ambush rule, neither of these can be completely relied upon, so it is crucial to use their Scout move to gain an early positioning advantage, making good use of terrain to keep them out of sight of enemy ranged units.

PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your Genestealer Cults Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Cult of the Four-armed Emperor to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.



You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- ADMINISTRATUM GREY
- AGRAX EARTHSHADE
- MOURNFANG BROWN
- CORAX WHITE
- LEADBELCHER
- ABADDON BLACK
- THUNDERHAWK BLUE
- CASANDORA YELLOW
- REIKLAND FLESHSHADE
- KHORNE RED
- MAGOS PURPLE
- ASTROGRANITE

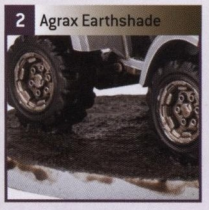
Top Tip

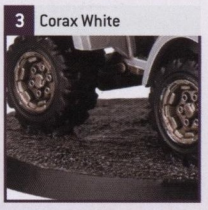
Before you follow any other steps, we suggest priming your models with an even coat of Grey Seer Spray paint. You can use multiple thin coats of Corax White Base paint instead.

Bare Metal Details

1 Basecoat the metal areas with Leadbelcher. As well as the larger areas on vehicles, you can also paint any boot buckles and pouch fastenings. 2 Once dry, shade these areas with Agrax Earthshade.

Basing





1 Apply a neat layer of Astrogranite, being careful near the edges. 2 Once the Astrogranite is completely dry, apply a shade of Agrax Earthshade to the entire base. 3 Drybrush the base gently with Corax White then apply multiple thin coats of Abaddon Black to the base edge to finish.

Armour Panels and Body Armour

1 Apply a basecoat of Administratum Grey over all the armoured areas of the cultists and vehicles. 2 Carefully shade the recesses of the armour with Agrax Earthshade, tidying any mistakes with Administratum Grey. 3 Highlight the edges and raised areas with Corax White. If this stage is done first, a gentle drybrush can be used to achieve a soft highlight without spoiling other painted areas.

Rubber and Claws

1 Basecoat any boots, wheels, piping, gloves, claws and rubberised areas with Abaddon Black.

Envirosuits

1 Basecoat the envirosuits with Thunderhawk Blue. 2 Carefully recess shade these areas with Agrax Earthshade. You can tidy up any pooling with Thunderhawk Blue if needed.

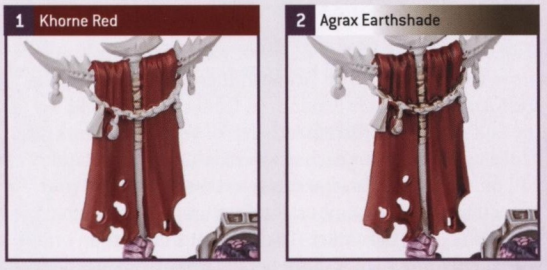
Skin

1 Basecoat all skin with thinned Corax White. 2 Layer the skin of the Hybrid Metamorphs with Magos Purple, being careful to not let it pool. 3 Layer the skin of the other models with Reikland Fleshshade. You can also use this to paint strips of cloth on their arms, as well as the cord and fuse of any bundles of explosives.

Alien Carapaces

1 Basecoat the ridged carapace areas of the Hybrid Metamorphs with Thunderhawk Blue. 2 Once dry, layer these areas with Magos Purple. You can layer these areas twice to make the blue darker, but make sure each stage is fully dry beforehand.

Fabrics, Explosives and Vehicle Markings



1 Basecoat these areas with thinned Khorne Red. If you feel confident, you can also paint some of the wires, cables and strips of cloth with the same colour. 2 Carefully shade these areas with Agrax Earthshade, focusing on the recesses.

Pouches, Holsters and Saddlebags

1 Basecoat any leather details with Mournfang Brown. 2 Once dry, shade the recesses with Agrax Earthshade. You can tidy any mistakes by re-applying Mournfang Brown to the upper surfaces if needed.

Lights, Canisters and Gun Mounts

1 Basecoat the lights and other details such as canisters and gun mounts with Corax White. At this stage, you can also paint the teeth and eyes. 2 Shade these areas – except the teeth – with Casandora Yellow. 3 With the edge of a brush, carefully paint the grille over any lights with thinned Leadbelcher.

COMBAT PATROL
CLAW OF ASCENSION

ABILITIES

The datasheets required to use the Claw of Ascension can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. In some cases this will include a Faction ability – Cult Ambush – which is described below.

CULT AMBUSH

Genestealer Cults keep their fighting strength carefully hidden from their oppressors until the glorious Day of Ascension arrives. Even as most rise up amidst raging battle, reinforcements slip from the shadows or spill up from the dark places below, called to war by the Broodmind.

Each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is the first or second battle round. On a 5+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been shot. While a unit is in Cult Ambush, it is also considered to be in Reserves. Then place one Cult Ambush marker* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

If an enemy model (excluding **AIRCRAFT**) ends any kind of move within 9" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of the Reinforcements step of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush and set up that unit using that Cult Ambush marker. To do so, set that unit up on the battlefield more than 9" horizontally away from all enemy units, with at least one model in that unit touching that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield).

CHARACTERS that are attached to a unit with this ability are not returned alongside that unit should it return to the battlefield as described above (only the Bodyguard unit returns).

Designer's Note: *Each time a unit with this ability is destroyed, it triggers all rules that apply when a unit is destroyed. For example, if a rule awards a player 1VP each time an enemy unit is destroyed, and a unit with this ability is destroyed, returned using this ability then subsequently destroyed again, it would award the opponent 2VP.*

** A circular 32mm diameter marker should be used for Cult Ambush markers.*

ENHANCEMENTS

Your **JACKAL ALPHUS** model is your **WARLORD** and has the Priority Kill Order Enhancement. You can replace this with Master of Suppression.

DEFAULT ENHANCEMENT

PRIORITY KILL ORDER

With a combination of encrypted vox-hails, skilful strategic prioritising and the authoritative pulse of the Broodmind, this outrider commander transmits firing coordinates and enemy movement vectors. Their chosen target is doomed as the cult brings their hatred to bear from every direction.

At the start of your Shooting phase, select one enemy unit visible to the bearer. Until the end of the phase, each time a friendly **GENESTEALER CULTS** model makes an attack that targets that enemy unit, you can re-roll the Hit roll.

OR

OPTIONAL ENHANCEMENT

MASTER OF SUPPRESSION

Every member of a Genestealer Cult has their role in the uprising and their worthy contribution to the eventual arrival of the Star Children. Selflessly safeguarding one's broodkin is as vital as slaying the oppressors, for those that survive have their missions of murder, sabotage and rebellion to enact.

In your Shooting phase, after the bearer's unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

SECONDARY OBJECTIVES

You will use the Infiltration Agenda secondary objective. You can replace this with Safeguard the Sanctuary.

DEFAULT SECONDARY OBJECTIVE

INFILTRATION AGENDA

The Patriarch's telepathic urging has implanted the true goal in its broodkin: breaching enemy lines. From there, the cult can wreak havoc with sabotage, taint the oppressors' supply lines or amass a cache of vital military intelligence.

At the end of your turn, you score 4VP if one or more **GENESTEALER CULTS** units from your army (excluding Battle-shocked units) are within your opponent's deployment zone.

OR

OPTIONAL SECONDARY OBJECTIVE

SAFEGUARD THE SANCTUARY

The faithless are not worthy to learn the shadowy secrets of the cult. Whether a hidden tunnel network to outmanoeuvre the foe, a senior cult leader to safeguard or perhaps a cache of stolen munitions for future missions, we must defend these secrets and keep them from discovery at all costs.

At the end of the battle, you score 10VP if you control the objective marker closest to your battlefield edge.

STRATAGEMS

You can use the following Stratagems:

METAMORPHIC SPASM

CLAW OF ASCENSION – BATTLE TACTIC STRATAGEM

1CP

Should they be struck down, those cultists most blessed by the Star Children in their biological extremities thrash with paroxysms of vengeance. With a final lash of tendrils and talons, they pull down their killers with instinctive fury.

WHEN: Fight phase, just after an enemy unit has selected its targets.

TARGET: One **HYBRID METAMORPHS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time a model in your unit is destroyed, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking unit has finished making its attacks, and is then removed from play.

POINT-BLANK AMBUSH

CLAW OF ASCENSION – BATTLE TACTIC STRATAGEM

1CP

Scrambling in close with pistols blazing and talons slashing or roaring past in a blitzing drive-by, the broodkin target their enemies' weak points in a deluge of attacks.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GENESTEALER CULTS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, weapons equipped by models in your unit have the **[LETHAL HITS]** ability while targeting enemy units within 12".

SWARM THE OPPRESSORS

CLAW OF ASCENSION – STRATEGIC PLOY STRATAGEM

1CP

When they have the foe in their sights, the cult's zealous insurrectionists rush them in a chillingly coordinated assault.

WHEN: Start of your Charge phase.

TARGET: One or more **GENESTEALER CULTS** units from your army.

EFFECT: Select one enemy unit. Until the end of the phase, each time one of your units declares a charge, if that enemy unit is a target of that charge, add 1 to the Charge roll.

SHANUS DASKOVIAN

M	T	SV	W	LD	OC
12"	4	5+	4	7+	1

Combat Patrol Datasheet

Shanus Daskovian is a skilled Jackal Alphus who commands her fellow cultists from the saddle of a dirtcycle. She is the deadliest and fastest amongst her kin, with the focus of a true assassin. Should a foe fall beneath the crosshairs of Daskovian's cult sniper rifle, its life expectancy can be measured in moments.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Cult sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

LEADER

This model can be attached to the following units: **ATALAN JACKALS**

ABILITIES

CORE: **Leader, Scouts 9", Stealth**

Master Outrider: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

KEYWORDS: **MOUNTED, CHARACTER, GREAT DEVOURER, JACKAL ALPHUS, SHANUS DASKOVIAN**

FACTION KEYWORDS: **GENESTEALER CULTS**

HYBRID METAMORPHS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	1

Combat Patrol Datasheet

Triggered by the approach of a hive fleet or a sudden trauma to the cult, Hybrid Metamorphs mutate from early generations of the brood cycle. Dormant gene-codes burst to life, bestowing them with weaponised limbs, ghastly bio-acidic glands and other so-called blessings, making them devastating shock troops.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Leader's bio-weapons	Melee	5	3+	5	-1	2
Metamorph mutations – strike	Melee	3	3+	5	-1	2
Metamorph mutations – sweep	Melee	5	3+	4	-1	1

ABILITIES

CORE: **Feel No Pain 5+, Scouts 6"**

FACTION: **Cult Ambush**

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, GREAT DEVOURER, HYBRID METAMORPHS**

FACTION KEYWORDS: **GENESTEALER CULTS**

ACHILLES RIDGERUNNER

Combat Patrol Datasheet

M	T	SV	W	LD	OC
12"	7	3+	8	7+	3

The operators of these lightweight but rugged scout vehicles serve as the eyes and ears of the uprising and coordinate lethal armoured ambushes that eliminate isolated foes or sever communication and supply lines. Achilles Ridgerunners can utilise varied heavy weapons to serve the needs of the Patriarch.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Achilles missile launcher	36"	3	4+	9	-2	3
Twin heavy stubber [TWIN-LINKED, RAPID FIRE 3]	36"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

ABILITIES

CORE: **Deadly Demise 1, Scouts 9"**

Crossfire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **GENESTEALER CULTS** unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

KEYWORDS: **VEHICLE, GREAT DEVOURER, ACHILLES RIDGERUNNER**

FACTION KEYWORDS: **GENESTEALER CULTS**

ATALAN JACKALS

Combat Patrol Datasheet

M	T	SV	W	LD	OC	
12"	4	5+	2	7+	1	ATALAN JACKAL
12"	4	5+	4	7+	1	ATALAN WOLFQUAD

Atalan Jackals share a mental link that allows them to coordinate in hunting packs and ride in tight formations at high speeds with no risk of mishap. They harass the foe with hit-and-run strikes, their Wolfquads unleashing heavy firepower to augment the guns and bludgeons of their packmates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Atalan small arms [PISTOL]	12"	2	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1

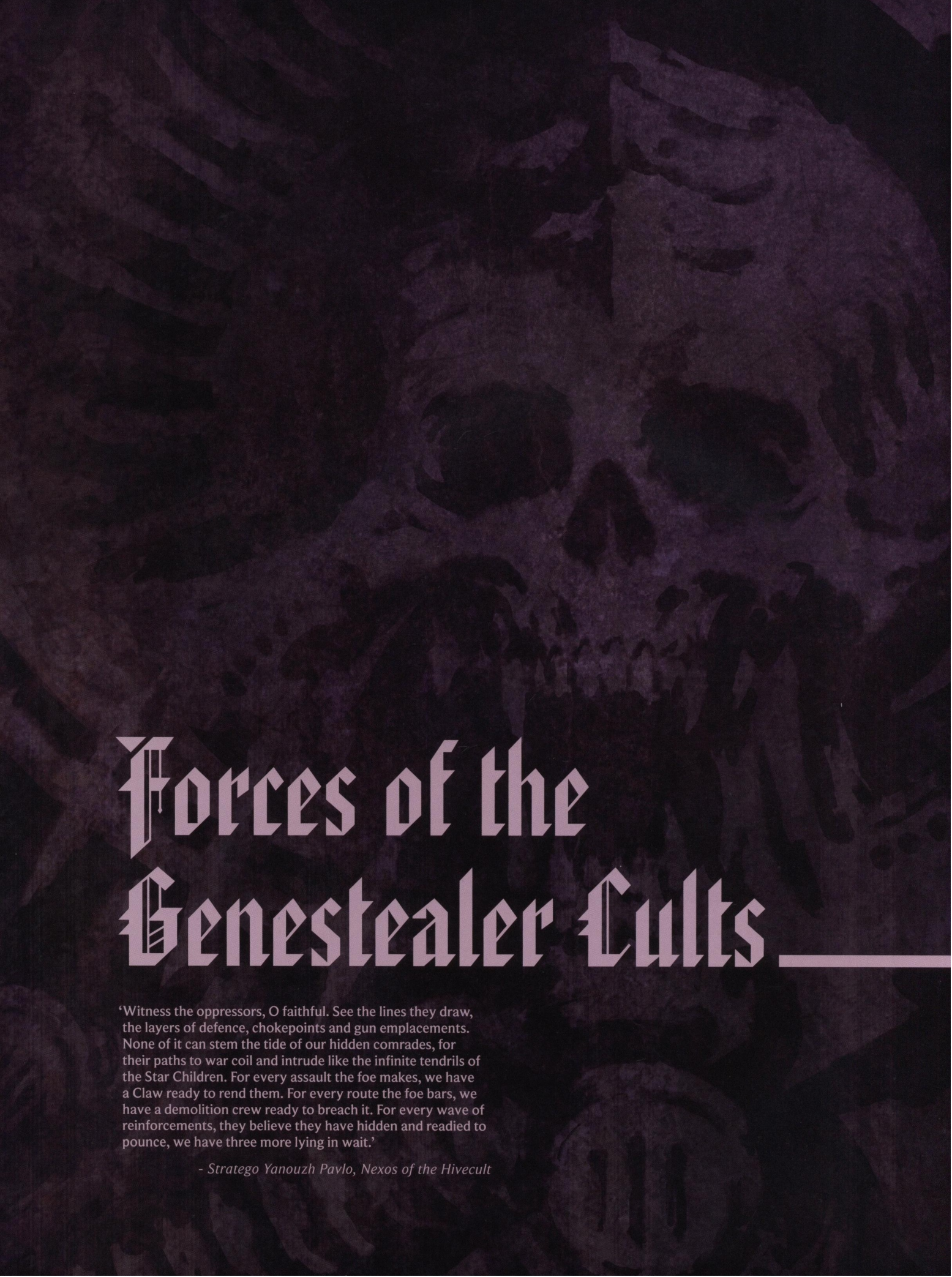
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

ABILITIES

CORE: **Scouts 9", Stealth**

KEYWORDS: **MOUNTED, GREAT DEVOURER, ATALAN JACKALS**

FACTION KEYWORDS: **GENESTEALER CULTS**



Forces of the Genestealer Cults

'Witness the oppressors, O faithful. See the lines they draw, the layers of defence, chokepoints and gun emplacements. None of it can stem the tide of our hidden comrades, for their paths to war coil and intrude like the infinite tendrils of the Star Children. For every assault the foe makes, we have a Claw ready to rend them. For every route the foe bars, we have a demolition crew ready to breach it. For every wave of reinforcements, they believe they have hidden and readied to pounce, we have three more lying in wait.'

- Stratego Yanouzh Pavlo, Nexos of the Hivecult

INTRODUCTION

Welcome to the rules section of *Codex: Genestealer Cults*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your Genestealer Cults collection to life on the tabletop.

These include Detachment rules that Genestealer Cults armies can use, along with the Genestealer Cults army rule – Cult Ambush – which is common to many of your units. This section also includes datasheets for Genestealer Cults units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.

On the following pages you will find several **GENESTEALER CULTS** Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the Genestealer Cults – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include additional units your army can include.

2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.

ARMY RULE

CULT AMBUSH

Genestealer Cults keep their fighting strength carefully hidden from their oppressors until the glorious Day of Ascension arrives. Even as most rise up amidst raging battle, reinforcements slip from the shadows or spill up from the dark places below, called to war by the Broodmind.

If your Army Faction is **GENESTEALER CULTS**, each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is the first or second battle round. On a 5+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been shot. While a unit is in Cult Ambush, it is also considered to be in Reserves. Then place one Cult Ambush marker* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

If an enemy model (excluding **AIRCRAFT**) ends any kind of move within 9" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of the Reinforcements step of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush and set up that unit using that Cult Ambush marker. To do so, set that unit up on the battlefield more than 9" horizontally away from all enemy units, with at least one model in that unit touching that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield).

CHARACTERS that are attached to a unit with this ability are not returned alongside that unit should it return to the battlefield as described above (only the Bodyguard unit returns).

** A circular 32mm diameter marker should be used for Cult Ambush markers.*

Designer's Note: *Each time a unit with this ability is destroyed, it triggers all rules that apply when a unit is destroyed. For example, if a rule awards a player 1VP each time an enemy unit is destroyed, and a unit with this ability is destroyed, returned using this ability then subsequently destroyed again, it would award the opponent 2VP.*

HOST OF ASCENSION

DETACHMENT RULE

A PERFECT AMBUSH

The insidious broodkin of the cult lurk hidden within the shadows, tirelessly tracking their enemies as predatory beasts stalk their prey. Only when their position is perfect do they strike. Worming into the fight from hidden tunnels, ducts and sewers, they rise to engulf their victims in a hail of unexpected firepower and a flurry of stabbing blades and raking talons.

Each time a **GENESTEALER CULTS** unit from your army is set up on the battlefield as Reinforcements, until the end of your next Fight phase, weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** and **[IGNORES COVER]** abilities.

ENHANCEMENTS

PROWLING AGITANT

No matter how often the oppressors seek to trap or silence this leader, they always find themselves left empty-handed and foolish, their elusive quarry long gone.

GENESTEALER CULTS model only. Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, if the bearer's unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6".

A CHINK IN THEIR ARMOUR

Every oppressor has a weak spot. This savant of tactical analysis pinpoints fractured armour plates, exposed cabling or unshielded flesh with a glance and directs the cult's fire to shatter the enemy's greatest assets.

GENESTEALER CULTS model only. Each time the bearer is set up on the battlefield as Reinforcements, until the end of your next Fight phase, ranged weapons equipped by models in the bearer's unit have the **[LETHAL HITS]** ability.

OUR TIME IS NIGH

Infused with transcendent zeal, this insurrectionist and their chosen cultists are assured by telepathic whispers that they are the Star Children's avatars and that now is the moment to strike.

GENESTEALER CULTS model only. Once per battle, when the bearer's unit declares a charge, the bearer can use this Enhancement. If it does, until the end of the phase, add 2 to Charge rolls made for the bearer's unit.

ASSASSINATION EDICT

With an impulse of the Broodmind pulsing in their brain, this holy avenger stalks the battlefield, seeking to slay generals, preachers and all those the foe looks to for salvation and inspiration.

GENESTEALER CULTS model only. Each time a model in the bearer's unit makes an attack that targets a **CHARACTER** unit, add 1 to the Hit roll.

The Day of Ascension begins the war to wrest the faithful's home from the grip of tyranny. When a Genestealer Cult rises up, it is often after years of planning. Yet even premature uprisings are fought with honed strategy and expert knowledge. As part of a Host of Ascension, the cult's broodkin fight in meticulously prepared ambushes. Every ruined hab-tower can become an eyrie for a hybrid sniper; every darkened alleyway can hide lurking broods of guerrillas; every smoky transitway entrance can veil a column of stolen trucks. When they attack, it is like the many tendrils of a singular alien horror. Coordinated assaults by Purestrain Genestealers supported by heavily armed Neophyte Hybrids drive the enemy into planned crossfires. Other broods fall back to lure vengeful enemies into kill zones before vanishing down prepared escape routes. Still, others wait, ready to spring their own traps and surge out of hiding to strike at a foe already reeling from countless attacks.

COORDINATED TRAP

HOST OF ASCENSION – BATTLE TACTIC STRATAGEM

A tenet of guerrilla warfare is the concentration of even inferior firepower to inflict maximum harm.

2CP

WHEN: The start of your Shooting phase or the start of the Fight phase.

TARGET: Two **GENESTEALER CULTS** units from your army that have not been selected to shoot or fight this phase.

EFFECT: Select one enemy unit (if this Stratagem is used in the Fight phase, that enemy unit must be within Engagement Range of both of your units). Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target for that attack), and when resolving that attack, add 1 to the Wound roll.

PRIMED AND READIED

HOST OF ASCENSION – BATTLE TACTIC STRATAGEM

The broodkin have been trained and equipped for this moment, with weapons readied for Ascension.

1CP

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **GENESTEALER CULTS** units from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

TUNNEL CRAWLERS

HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

The cult can expertly assail seemingly impregnable enemy positions.

1CP

WHEN: Your Movement phase.

TARGET: One **GENESTEALER CULTS** unit from your army that is arriving using the Deep Strike ability this phase.

EFFECT: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, or more than 3" horizontally away if your unit has the **BATTLELINE** keyword.

RESTRICTIONS: A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

LYING IN WAIT

HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

The brood lurks invisibly as the enemy approaches. Not until the last second do they burst from cover to strike.

1CP

WHEN: Your opponent's Movement phase.

TARGET: One **GENESTEALER CULTS BATTLELINE** unit from your army in Cult Ambush.

EFFECT: Until the end of the phase, when setting your unit up using a Cult Ambush marker, set your unit up anywhere on the battlefield wholly within 6" of that Cult Ambush marker and not within Engagement Range of one or more enemy units.

RETURN TO THE SHADOWS

HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

With their task of drawing the oppressors' fire complete, the surviving cultists melt away, ready to strike again.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **GENESTEALER CULTS INFANTRY** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

A DEADLY SNARE

HOST OF ASCENSION – STRATEGIC PLOY STRATAGEM

An enemy's fervour to strike down the faithful of the cult can be turned against them, luring the foe into a region laced with hidden traps and primed explosives.

1CP

WHEN: Your opponent's Charge phase, just after an enemy unit declares a charge.

TARGET: One **GENESTEALER CULTS INFANTRY** unit from your army that was selected as a target of that charge.

EFFECT: Roll one D6: on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+, that enemy unit suffers 3 mortal wounds.

XENOCREED CONGREGATION

DETACHMENT RULE

UNQUESTIONING FANATICISM

Downtrodden by the oppressors for so long, a cult's lowly broodkin are fanatically devoted to their leaders, for those hallowed individuals serve the Patriarch's will more directly. The masses draw upon energy reserves in their desire to heed their masters' wishes, surging selflessly into the fray, ready to hurl themselves in harm's way for the Patriarch's chosen.

For each **ACOLYTE HYBRIDS**, **HYBRID METAMORPHS** and **NEOPHYTE HYBRIDS** unit from your army, while one or more **CHARACTER** models are leading that unit, you can re-roll Advance and Charge rolls made for it. If that **CHARACTER** model is a **MAGUS**, **PRIMUS** or **ACOLYTE ICONWARD**, that model has the Feel No Pain 3+ ability while leading that unit.

ENHANCEMENTS

GENE-SIRE'S RELIQUANT

This war leader carries a gift from their Patriarch: a talismanic shard of a chitinous claw, a vial of the liquid that seeps into the genesis pools or a psionic growth within the chosen one's brain. Its form matters less than its effect, for it radiates an inspirational wave of the Broodmind that focuses the minds of the faithful on their duties to the cult above all else.

MAGUS, **PRIMUS** or **ACOLYTE ICONWARD** model only. You can re-roll Battle-shock tests taken for the bearer's unit.

DENUNCIATOR OF TYRANTS

With vitriol and passion do the cult's leaders castigate the foe's champions, casting them as the most hated architects of oppression and inciting their comrades to murderous intent.

MAGUS, **PRIMUS** or **ACOLYTE ICONWARD** model only. Each time a model in the bearer's unit makes an attack that targets a **CHARACTER** unit, add 1 to the Hit roll and add 1 to the Wound roll.

DEEDS THAT SPEAK TO THE MASSES

This agent of the Star Children is a living legend known amongst the entire cult. Their reputation as a spiritual orator, undefeated liberator or sanctified warden is mythic, and their very presence draws the faithful to their side for a chance to fight alongside them.

MAGUS, **PRIMUS** or **ACOLYTE ICONWARD** model only. Once per turn, when rolling for a **BATTLELINE** unit for the Cult Ambush army rule, if the bearer is on the battlefield, you can re-roll the result.

INCENDIARY INSPIRATION

This insurgent is a font of aggressive encouragement. As some supernatural vitality their broodkin feel in their souls, the leader's words and deeds rouse them with fresh energy and stir them to charge forth in blind fury.

MAGUS, **PRIMUS** or **ACOLYTE ICONWARD** model only. The bearer's unit is eligible to declare a charge in a turn in which it Advanced.

Many are the tools wielded as weapons of Ascension by a Genestealer Cult's armed forces. Foremost amongst the arsenal of a Xenocreed Congregation is its warriors' fanaticism for their alien religion. The mouthpieces of the Patriarch whip up the cult's masses into a frenzy of adoration and inspired heroism. Through the power of the Broodmind, every lowly hybrid carries a conviction of their worth to the holy cause. If their death can safeguard the cult's leaders, then they will gladly throw themselves forward, reaching their talons for their enemies' throats. They hiss psalms in praise of the Star Children as they pile onward at their masters' urging, and as news spreads of the holy crusade, more of the faithful swarm from hiding to overwhelm the unbelievers. Industrial engines, talon-etched with scriptural passages, give supporting fire. Those blessed with the Patriarch's holy form are cheered with hails as they rip the enemy apart. With every hurt the foe inflicts, the zealous faithful become more lethal, fuelled by devoted conviction.

VENGEANCE FOR THE MARTYR!

XENOCREED CONGREGATION – EPIC DEED STRATAGEM

Should one of the Patriarch's inner coven fall, those that remain are swift to call for lethal retribution.

1CP

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit destroys a **GENESTEALER CULTS CHARACTER** model from your army.

TARGET: One other **GENESTEALER CULTS CHARACTER** model from your army.

EFFECT: Until the end of the battle, each time a friendly **ACOLYTE HYBRIDS**, **HYBRID METAMORPHS** or **NEOPHYTE HYBRIDS** model makes an attack that targets that enemy unit, re-roll a Hit roll of 1. If the destroyed model was a **MAGUS**, **PRIMUS** or **ACOLYTE ICONWARD**, you can re-roll the Hit roll instead.

FRENZIED DEVOTION

XENOCREED CONGREGATION – BATTLE TACTIC STRATAGEM

The faithful will gladly hurl themselves into harm's way, frenziedly dragging the foe down.

1CP

WHEN: Fight phase.

TARGET: One **ACOLYTE HYBRIDS**, **HYBRID METAMORPHS** or **NEOPHYTE HYBRIDS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, improve the Attacks and Weapon Skill characteristics of melee weapons equipped by models (excluding **CHARACTERS**) in your unit by 1 and those weapons have the **[HAZARDOUS]** ability.

TIRELESS FERVOUR

XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM

When the cult's leaders demand devotion, danger and exhaustion are forgotten in the rush to serve.

1CP

WHEN: Your Charge phase.

TARGET: One **ACOLYTE HYBRIDS**, **HYBRID METAMORPHS** or **NEOPHYTE HYBRIDS** unit from your army that has not declared a charge this phase.

EFFECT: Until the end of the phase, your unit is eligible to declare a charge in a turn in which it Advanced or Fell Back. When doing so, if it targets an enemy unit within Engagement Range of one or more friendly **CHARACTER** units, you can re-roll the Charge roll.

TRANSCENDENT CELERITY

XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM

Owing to their hypersensory reactions, the cult's rate of fire increases.

1CP

WHEN: Your Shooting phase.

TARGET: One **ACOLYTE HYBRIDS**, **HYBRID METAMORPHS** or **NEOPHYTE HYBRIDS** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[ASSAULT]** ability.

THE DOWNTRODDEN RISE

XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM

Such is the creed's inspirational call to arms that as the foe foil one incursion, another rises for the cause.

2CP

WHEN: End of the Reinforcements step of your opponent's Movement phase, if you have no Cult Ambush markers on the battlefield.

TARGET: One **ACOLYTE HYBRIDS**, **HYBRID METAMORPHS** or **NEOPHYTE HYBRIDS** unit from your army in Cult Ambush.

EFFECT: This phase, you can set up your unit on the battlefield without using a Cult Ambush marker. When doing so, set up your unit anywhere on the battlefield that is more than 9" horizontally away from all enemy units, not within your opponent's deployment zone, and wholly within 9" of one or more battlefield edges.

THE PATH OF ANGUISH

XENOCREED CONGREGATION – STRATEGIC PLOY STRATAGEM

Bloody persecution by the oppressors is grist for the mill of the cult's violent and zealous creed.

1CP

WHEN: Your opponent's Shooting phase, just after an enemy unit has shot.

TARGET: One **ACOLYTE HYBRIDS** or **NEOPHYTE HYBRIDS** unit from your army that had one or more of its models destroyed as a result of the attacking unit's attacks.

EFFECT: Your unit can make a move of up to D6", but it unit must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, models in your unit can be moved within Engagement Range of that enemy unit.

BIOSANCTIC BROODSURGE

DETACHMENT RULE

HYPERMORPHIC FURY

Little can assuage a Genestealer Cult's least Human instincts, behaviours made even more ferocious under provocation. Stimulated by psionic pulses of the Broodmind or fuelled by alchemical concoctions delivered from alien grafts, impulses drive the blessed to acts of increased savagery.

Add 1 to Charge rolls made for **ABERRANTS**, **BIOPHAGUS** and **PURESTRAIN GENESTEALERS** units from your army. In addition, each time such a unit is selected to fight, if it made a Charge move this turn, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

ENHANCEMENTS

PREDATORY INSTINCTS

With alien senses and instincts augmented with hyper-adaptive gene-strands, this chosen of the cult leads the way deep into enemy lines, like a toxic barb working its way to the heart.

ABOMINANT, **BIOPHAGUS** or **PATRIARCH** model only. Models in the bearer's unit have the Infiltrators ability and, once per battle round, you can target the bearer's unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

BIOMORPH ADAPTATION

The power of the Star Children flows through this creature's veins, their physiology showing unnatural gifts and lethal enhancements.

ABOMINANT or **PATRIARCH** model only. Improve the Armour Penetration and Damage characteristics of melee weapons equipped by the bearer by 1.

MUTAGENIC REGENERATION

Though the truth may lie with cocktails of alchemical enzymes or xenos hormones triggering ferocious metabolic renewal, the cult's masses see this nigh-immortal leader as a vessel of divine favour.

ABOMINANT, **BIOPHAGUS** or **PATRIARCH** model only. In each Command phase, one model in the bearer's unit regains 1 lost wound.

ALIEN MAJESTY

An aura of palpable grandeur surrounds this individual, their mere presence a powerful stimulant to the nerve of their followers and a cowing nimbus to subjugate tyrannical foes.

ABOMINANT, **BIOPHAGUS** or **PATRIARCH** model only. While an enemy unit is within Engagement Range of the bearer's unit, subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 1).

When insidious subtlety alone cannot secure a cult's ambitions, a Biosanctic Broodsurge is released to overcome the most stubborn of impediments to the spread of a Patriarch's progeny or to savage the oppressor's behemoths of war as they try to stamp the cult out. The most monstrous elements of the cult fight at the fore, using their gene-twisted muscle and hyper-adapted claws to tear the enemy apart in shock assaults. Packs of Aberrants lumber instinctively towards the foe, severing limbs and spilling gore with every sweeping weapon blow. Hybrid broodkin blessed by the insane alchemy of Biophaguses rush alongside them, their bodies seething with newly grown mutations. Some of these forces are honoured with the presence of the Patriarch itself, darting from the shadows with its Purestrain scions to rip through flesh and armour alike. The cult's creed roars out while imperatives wash through the minds of reinforcements fighting in the blessed ones' wake, the faithful inspired to witness such a gathering of holy forms.

EVASIVE VANGUARD

BIOSANCTIC BROODSURGE – STRATEGIC PLOY STRATAGEM

1CP

Adaptive and intelligent, the purest of a cult's broods can evade their foes to find new avenues of ingress.

WHEN: Any phase, just after an enemy unit ends a move within 9" of one or more of your Cult Ambush markers, before removing those markers from the battlefield.

TARGET: One **PURESTRAIN GENESTEALERS** unit from your army in Cult Ambush.

EFFECT: Select one of those Cult Ambush markers. You can move that Cult Ambush marker up to 6". If that marker is still within 9" of one or more enemy units, it is removed from the battlefield; otherwise, until the end of the battle, you can only select **PURESTRAIN GENESTEALERS** units from your army to be set up using that Cult Ambush marker.

SAINTLY PAROXYSM

BIOSANCTIC BROODSURGE – EPIC DEED STRATAGEM

1CP

There are few more holy virtues in the cult's eyes than to use one's final act to lay low the oppressor.

WHEN: Fight phase, just after an enemy unit destroys a **GENESTEALER CULTS CHARACTER** model from your army.

TARGET: That destroyed **CHARACTER** model. You can use this Stratagem on that model even though it was just destroyed.

EFFECT: Roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds. If that **CHARACTER** model is an **ABOMINANT** or **PATRIARCH**, that enemy unit suffers 2D3 mortal wounds instead.

GENE-TWISTED MUSCLE

BIOSANCTIC BROODSURGE – BATTLE TACTIC STRATAGEM

1CP

The raw strength of those infused with the Patriarch's distilled power is undeniable when directed against the foe's hulking tools of tyranny.

WHEN: Fight phase.

TARGET: One **ABERRANTS**, **BIOPHAGUS** or **PURESTRAIN GENESTEALERS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets a **MONSTER** or **VEHICLE**, add 1 to the Wound roll.

HYPER-METABOLIC VIGOUR

BIOSANCTIC BROODSURGE – BATTLE TACTIC STRATAGEM

1CP

Evidence of the bio-horror taint in their veins, the most blessed of a cult exhibit an inhuman swiftness.

WHEN: Fight phase.

TARGET: One **ABERRANTS**, **BIOPHAGUS** or **PURESTRAIN GENESTEALERS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, it does not need to end that move closer to the closest enemy model, provided it ends it as close as possible to the closest enemy unit.

STIMULATED BIO-SURGE

BIOSANCTIC BROODSURGE – BATTLE TACTIC STRATAGEM

1CP

Triggered by xenos bio-stimms flooding their bodies, when the cult's predators spring their trap, the jaws close inescapably.

WHEN: Your Charge phase.

TARGET: One **ABERRANTS**, **BIOPHAGUS** or **PURESTRAIN GENESTEALERS** unit from your army that has not declared a charge this phase.

EFFECT: Until the end of the phase, each time your unit declares a charge, if the closest eligible enemy unit is selected as one of the targets of that charge, add 1 to the Charge roll for each selected target of that charge (including the closest eligible enemy unit), to a maximum of +3.

BIO-HORROR REVELATION

BIOSANCTIC BROODSURGE – STRATEGIC PLOY STRATAGEM

1CP

Face to face with hideous genetic monstrosities, their full horror can shake even the most stoic soul.

WHEN: Start of your opponent's Shooting phase.

TARGET: One **ABERRANTS**, **BIOPHAGUS** or **PURESTRAIN GENESTEALERS** unit from your army.

EFFECT: Until the end of the phase, each time an enemy unit within 9" of your unit is selected to shoot, it must take a Leadership test, subtracting 1 from the result. If that test is failed, until the end of the phase, each time a model in that enemy unit makes an attack that targets your unit, subtract 1 from the Hit roll.

OUTLANDER CLAW

DETACHMENT RULE

RAPID TAKEOVER

Whether forming loose clans of wandering nomads or militarised rapid-reaction corps, the cultists of Outlander Claws use their experience to launch assaults on prominent targets. Swiftly exploiting or rigging them with proximity charges, they can deny resources to the enemy without yoking themselves to a static defence.

Double the Objective Control characteristic of **GENESTEALER CULTS MOUNTED** and **GENESTEALER CULTS VEHICLE** models from your army. In addition, at the end of your Command phase, if one or more **ATALAN JACKALS** units from your army are within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

ENHANCEMENTS

SERPENTINE TACTICS

With a chilling focus enabling them to identify ideal firing positions at a glance, this frontier assassin leads their brood in a coiling evasion from their enemies that suddenly changes into a lunging strike back.

GENESTEALER CULTS MOUNTED model only. The bearer's unit is eligible to shoot in a turn in which it Fell Back.

CARTOGRAPHIC DATA-LEECH

This parasitic, cybernetic implant allows its host to tap into the survey augurs and proximity detectors of the cult's industrial transports. They use this leeched data to guide their comrades' fire from vision slits and hatches, even at high speed.

GENESTEALER CULTS model only. While the bearer is embarked within a **TRANSPORT**, each time that **TRANSPORT** is selected to shoot, until the end of the phase, improve the Ballistic Skill characteristic of ranged weapons equipped by that **TRANSPORT** as a result of the Firing Deck ability by 1.

STARFALL SHELLS

When they hit, these hand-crafted sniper bullets radiate with a supernatural aura redolent of the void's numbing chill. Muscles seize, fingers cramp and thought slows as the sinister saturation takes effect.

GENESTEALER CULTS MOUNTED model only. In your Shooting phase, after the bearer has shot, select one enemy unit hit by one or more of those attacks made with a cult sniper rifle. Until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll.

ASSAULT COMMANDO

An expert in rapid attacks from speeding vehicles, this veteran has drilled their insurrectionist cell, readying them to leap into the fray with stolen weapons blazing.

GENESTEALER CULTS model only. Each time a model in the bearer's unit makes a ranged attack, if it disembarked from a **TRANSPORT** this turn, you can re-roll the Hit roll.

Outlander Claws are rapid attack and exploitation formations drawn primarily from a Genestealer Cult's swiftest assets, though some cults hold their aggressive mobility as a core precept of their entire creed. The cultists of these forces typically exhibit a strong frontier spirit, used by their Patriarch to scout for resources and avenues of expansion and to identify and eliminate threats to the cult. These rugged pioneer bands employ numerous broods of Atalan Jackal bikers and squadrons of light attack vehicles such as Achilles Ridgerunners. These use their speed to outflank and encircle enemy positions and their heavy firepower to enfilade the foe and rake their vulnerable flanks. Broods of Neophyte Hybrids race into position aboard heavy-duty Goliath Trucks, firing point-blank volleys even as they disembark and deploy. The crews of the Claw's vehicles are praised as cult heroes. Their skills in evading the oppressors' clutches, rapidly jinking onto unanticipated vectors and plunging back into the foe's heart are second to none.

ALONG SHADOWED TRAILS

1CP

OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM

With raw speed and subtle misdirection, Atalan Jackals outflank those who believe them trapped.

WHEN: Any phase, just after an enemy unit ends a move within 9" of one or more of your Cult Ambush markers.

TARGET: One **ATALAN JACKALS** unit from your army in Cult Ambush.

EFFECT: Select one of those Cult Ambush markers. You can set up that Cult Ambush marker anywhere on the battlefield that is more than 9" horizontally away from all enemy units and wholly within 6" of one or more battlefield edges. Until the end of the battle, you can only select **ATALAN JACKALS** units from your army to set up using that Cult Ambush marker.

DEVOTED CREW

1CP

OUTLANDER CLAW – BATTLE TACTIC STRATAGEM

With evasive manoeuvres and split-second repairs, Outlander Claws marshal their rugged vehicles through the worst the foe can throw at them.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One **GOLIATH ROCKGRINDER** or **GOLIATH TRUCK** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Damage characteristic of that attack.

CLOSE-RANGE SHOOT-OUT

1CP

OUTLANDER CLAW – BATTLE TACTIC STRATAGEM

A cult's experienced outriders are experts in hit-and-run attacks and close-range firefights. These skills are deadly when combined.

WHEN: Your Shooting phase.

TARGET: One **GENESTEALER CULTS MOUNTED** or **GENESTEALER CULTS VEHICLE** unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, ranged weapons equipped by models in your unit have the **[LETHAL HITS]** ability while targeting an enemy unit within 18".

RAPID FEINT

1CP

OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM

An Outlander Claw's skilled riders and crews can use their enhanced hybrid reactions to rapidly alter speed and course, roaring after fleeing prey or luring enemy out of position and leaving them flat-footed.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **ACHILLES RIDGERUNNERS** or **ATALAN JACKALS** unit from your army that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to 6".

DEFT MANOEUVRING

1CP

OUTLANDER CLAW – BATTLE TACTIC STRATAGEM

Serpent-fast, jinking and swerving with incredible skill, the cult's light vehicles appear to slide through the oppressors' gunfire.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **ACHILLES RIDGERUNNERS** or **ATALAN JACKALS** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, models in your unit have a 4+ invulnerable save.

ENCIRCLING THE PREY

1CP

OUTLANDER CLAW – STRATEGIC PLOY STRATAGEM

Skirting the edge of battle, an Outlander Claw's raiders watch keenly for vulnerabilities, ready to throw themselves back into the fight to exploit any weaknesses in the enemy.

WHEN: End of your opponent's Fight phase.

TARGET: One **GENESTEALER CULTS MOUNTED** or **GENESTEALER CULTS VEHICLE** unit from your army that is not within Engagement Range of one or more enemy units and is wholly within 9" of one or more battlefield edges.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

BROOD BROTHER AUXILIA

DETACHMENT RULE

INTEGRATED TACTICS

Coordinating with their militant allies via stolen vox equipment or signalling with cult icons, the insidious broodkin engulfs the hated foe in overlapping fields of fire.

Each time an **ASTRA MILITARUM** unit from your army (see below) is selected to shoot, you can select one enemy unit within 18" of and visible to that unit. If you do, until the end of the phase, models in that **ASTRA MILITARUM** unit can only target that enemy unit (and only if it is an eligible target) and that enemy unit is caught in overlapping fire. While an enemy unit is caught in overlapping fire, each time a **GENESTEALER CULTS** model from your army targets that enemy unit with a ranged attack, add 1 to the Hit roll.

BROOD BROTHERS

You can include **ASTRA MILITARUM** units in your army, even though they do not have the **GENESTEALER CULTS** Faction keyword. The combined points cost of such units you can include in your army is:

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

No **ASTRA MILITARUM** models from your army can be your **WARLORD**, and they lose the Voice of Command ability if they have it. You cannot include units with any of the following keywords in your army using this rule: **AIRCRAFT**; **COMMISSAR**; **EPIC HERO**; **MILITARUM TEMPESTUS**; **OGRYN**; **RATLING**; **TECH-PRIEST ENGINSEER**; **MINISTORUM PRIEST**.

ENHANCEMENTS

MARTIAL ESPIONAGE

With access to Imperial data-logs and servo-scry records, this cult leader feeds the stolen information to their professional allies, enabling them to immediately exploit weak points in the enemy.

GENESTEALER CULTS INFANTRY model only. Once per turn, when a friendly **ASTRA MILITARUM INFANTRY** or **ASTRA MILITARUM MOUNTED** unit within 9" of the bearer is selected to shoot, the bearer can use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in that unit by 1.

ADAPTIVE REPRISAL

Whether through intensive cross-training with tainted officers or some symbiotic neuro-mimicry, this insurrectionist is adept in daring tactical manoeuvres.

GENESTEALER CULTS INFANTRY model only. Once per turn, you can target a friendly **GENESTEALER CULTS** unit within 9" of the bearer with the Heroic Intervention Stratagem for 0CP.

THE HERO RETURNED

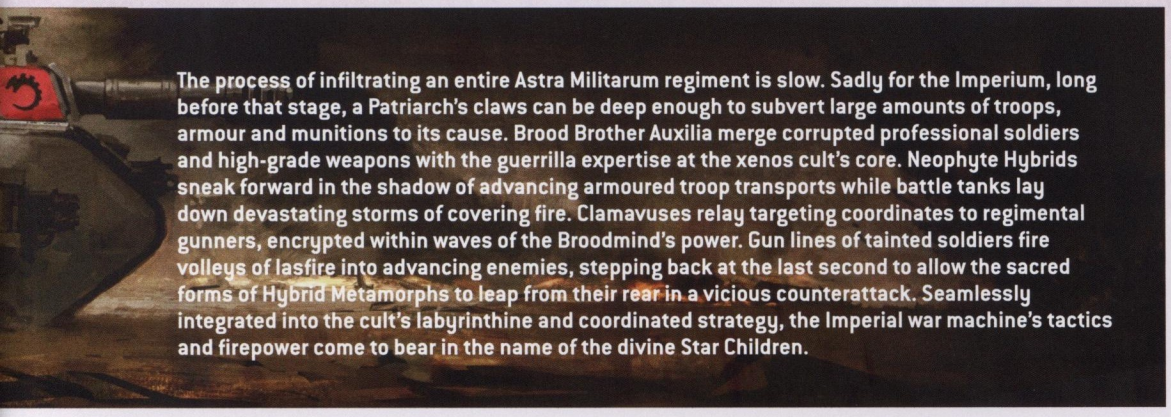
Hidden for years within a xeno-tainted regiment, this feted commander has returned to lead their guerrillas, donning once more the garb of the insurgent. Respected with reverent awe, they instil a disciplined professionalism and focus in their cult comrades.

GENESTEALER CULTS INFANTRY model only. Improve the Leadership and Objective Control characteristics of models in the bearer's unit by 1.

FIRE-POINT COMMANDER

Taking a righteous vindication in turning the oppressor's tactics against them, this war leader coordinates their broodkin's last-second fire into effective volleys to drive back the foe.

GENESTEALER CULTS INFANTRY model only. Each time you target the bearer's unit with the Fire Overwatch Stratagem, while resolving that Stratagem, hits are scored on unmodified Hit rolls of 5+.



The process of infiltrating an entire Astra Militarum regiment is slow. Sadly for the Imperium, long before that stage, a Patriarch's claws can be deep enough to subvert large amounts of troops, armour and munitions to its cause. Brood Brother Auxilia merge corrupted professional soldiers and high-grade weapons with the guerrilla expertise at the xenos cult's core. Neophyte Hybrids sneak forward in the shadow of advancing armoured troop transports while battle tanks lay down devastating storms of covering fire. Clamavuses relay targeting coordinates to regimental gunners, encrypted within waves of the Broodmind's power. Gun lines of tainted soldiers fire volleys of lasfire into advancing enemies, stepping back at the last second to allow the sacred forms of Hybrid Metamorphs to leap from their rear in a vicious counterattack. Seamlessly integrated into the cult's labyrinthine and coordinated strategy, the Imperial war machine's tactics and firepower come to bear in the name of the divine Star Children.

IN THE SHADOW OF IRON

BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM

1CP

Hulking armoured war engines provide ideal cover to launch a well-timed ambush.

WHEN: Any phase, just after an enemy unit ends a move within 9" of one or more of your Cult Ambush markers.

TARGET: One **ASTRA MILITARUM VEHICLE** unit from your army.

EFFECT: Select one of those Cult Ambush markers. You can set up that Cult Ambush marker anywhere on the battlefield that is more than 9" horizontally away from all enemy units and wholly within 6" of your unit.

ACCEPTABLE LOSSES

BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM

2CP

With martial pragmatism and the cult's victory at stake, Brood Brothers will willingly open fire on the foe even if it endangers infiltrating cells of allies.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM** unit from your army.

EFFECT: Select one enemy unit within Engagement Range of one or more **GENESTEALER CULTS** units from your army. Until the end of the phase, your unit can make ranged attacks that target that enemy unit. If it does, after it has resolved those attacks, roll one D6 for each of those **GENESTEALER CULTS** units: on a 5+, the unit being rolled for suffers D3+1 mortal wounds.

REGIMENTAL REINFORCEMENTS

BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM

1CP

Xeno-tainted soldiers have long learned to lurk in the shadows, ready to attack when the cult calls.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an **ASTRA MILITARUM INFANTRY REGIMENT** unit from your army (excluding **ARTILLERY** and **CHARACTER** units) is destroyed.

TARGET: That **INFANTRY** unit. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Roll one D6: on a 3+, your unit is placed into Cult Ambush and you can place one Cult Ambush marker anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

SYMBIOTIC DESTRUCTION

BROOD BROTHER AUXILIA – BATTLE TACTIC STRATAGEM

1CP

As the Broodmind coordinates their timing, martial and insurrectionist comrades target their chosen victims in volleys of mutually supportive firepower.

WHEN: Your Shooting phase.

TARGET: One **ASTRA MILITARUM** and one **GENESTEALER CULTS** unit from your army that have not been selected to shoot this phase.

EFFECT: Select one enemy unit that is visible to both of those selected units and within range of at least one ranged weapon from each of those units. Until the end of the phase, models in those units can only make attacks that target that enemy unit (and only if it is an eligible target). When doing so, each time such a model makes an attack, re-roll a Wound roll of 1.

SUPPRESS AND OVERWHELM

BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM

1CP

Disciplined salvoes of fire can drive the foe into cover, leaving them vulnerable to the rest of the cult.

WHEN: Your Shooting phase, just after an **ASTRA MILITARUM** unit from your army has shot.

TARGET: That **ASTRA MILITARUM** unit.

EFFECT: Select one enemy unit hit by one or more of those attacks. Until the end of the turn, that enemy unit cannot be targeted with the Fire Overwatch Stratagem and each time a **GENESTEALER CULTS** unit from your army selects that enemy unit as a target of a charge, you can re-roll the Charge roll.

A DARK NETWORK

BROOD BROTHER AUXILIA – STRATEGIC PLOY STRATAGEM

1CP

Forewarned of the enemy's sudden onset by spies in their ranks or by the Brood Brothers' own strategos, the cult's faithful evade potential catastrophe.

WHEN: Reinforcements step of your opponent's Movement phase, just after an enemy unit is set up on the battlefield from Reserves.

TARGET: One **ASTRA MILITARUM** or **GENESTEALER CULTS** unit from your army (excluding **MONSTERS** and **VEHICLES**) within 12" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to 6".

EXAMPLE ARMIES

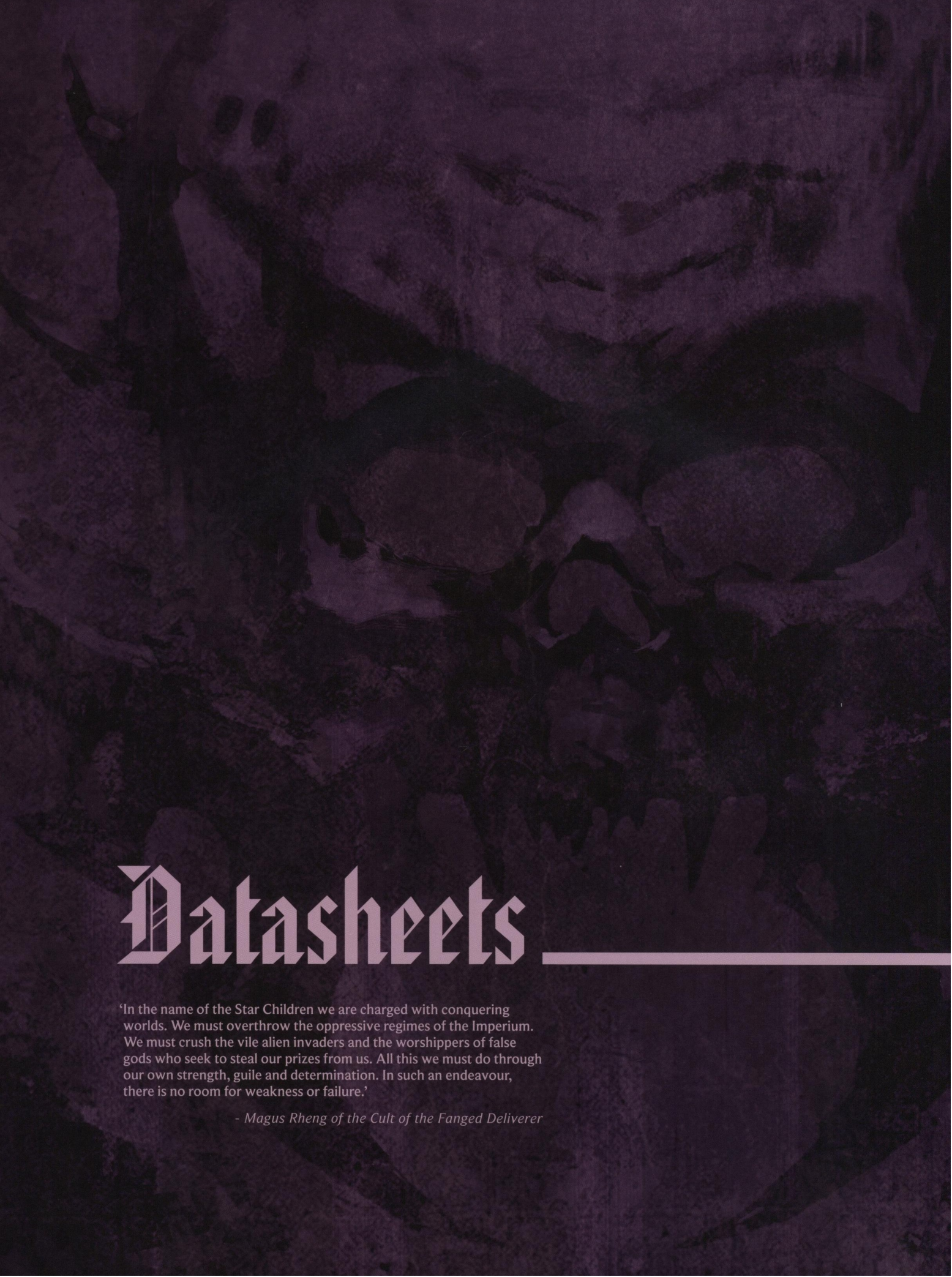
There are many ways to collect a Genestealer Cults army, whether you use an existing paint scheme and cult background, or invent your own. Here you will find examples to inspire your collecting journey.

1 Jes sees his force as a gene-sect of the Cult of the Four-armed Emperor. The industrial yellow of their mantles reflects their mining heritage. He imagines the more alien cult members deploy as shock troops to overwhelm heavier resistance, all the better to usher in the arrival of the Star Children.

2 James' Quarry Rats arose from a conscripted mining enterprise that extracted rare and luxurious minerals. When their uprising spread, an Astra Militarum force arrived to snuff them out, but the Quarry Rats spread amongst their ranks, and now co-opted battle tanks and artillery pieces support the cult.

3 Nyle credits a Combat Patrol challenge and Citadel Contrast paints with helping him assemble his Rusted Claw gene-sect quickly. He used all manner of extras on his bases – from guitar wire to dressmakers' pins – and painted them to show the grimy look of their rusted industrial world of origin.

3



Datasheets

'In the name of the Star Children we are charged with conquering worlds. We must overthrow the oppressive regimes of the Imperium. We must crush the vile alien invaders and the worshippers of false gods who seek to steal our prizes from us. All this we must do through our own strength, guile and determination. In such an endeavour, there is no room for weakness or failure.'

- Magus Rheng of the Cult of the Fanged Deliverer

PATRIARCH

M	T	SV	W	LD	OC
8"	5	4+	6	6+	1

4+ INVULNERABLE SAVE

Psychic abomination, alpha predator, parasitic demigod – the Patriarch is all these things and worse. They are the source of the bio-corruption that spawns each Genestealer Cult cell. Moreover, when the Day of Ascension comes, they are the cult's deadliest killer, prowling the shadows of embattled worlds to rip and slay.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Patriarch's claws [DEVASTATING WOUNDS, TWIN-LINKED]	Melee	5	2+	6	-2	2

LEADER

This model can be attached to the following unit: **PURESTRAIN GENESTEALERS**

SUPREME COMMANDER

- You cannot include more than one **PATRIARCH** model in your army.
- If this model is in your army, it must be your **WARLORD**.

ABILITIES

CORE: **Deep Strike, Infiltrators, Leader**

Might From Beyond: While this model is leading a unit, melee weapons equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

Cosmic Horror (Psychic): At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test.

Psychic Familiar: Once per battle, at the start of the Fight phase, this model can use its psychic familiar. If it does, until the end of the phase, add 6" to the range of its Cosmic Horror ability.

Designer's Note: *Place a Psychic Familiar token next to the model, removing it once this ability has been used.*

UNIT COMPOSITION

- **1 Patriarch**

This model is equipped with: Patriarch's claws.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, PATRIARCH**

FACTION KEYWORDS: **GENESTEALER CULTS**

PURESTRAIN GENESTEALERS

M	T	SV	W	LD	OC
8"	4	5+	2	7+	1

5+ INVULNERABLE SAVE

Vanguard organisms for the Tyranid hive fleets, Purestrain Genestealers are one of the most lethal life forms in the galaxy. They combine the cunning of an apex predator with inhuman speed and agility, closing with their prey in the blink of an eye before tearing their victims to bloody tatters.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cult claws and talons	Melee	4	2+	4	-2	1

ABILITIES

CORE: **Deep Strike, Infiltrators**

FACTION: **Cult Ambush**

Swift and Deadly: This unit is eligible to declare a charge in a turn in which it Advanced.

UNIT COMPOSITION

- **5-10 Purestrain Genestealers**

Every model is equipped with: cult claws and talons.

KEYWORDS: **INFANTRY, GREAT DEVOURER, PURESTRAIN GENESTEALERS**

FACTION KEYWORDS: **GENESTEALER CULTS**

PRIMUS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1

5+ INVULNERABLE SAVE

Occupying a role somewhere between guerrilla general and shadowy symbol of resistance, the Primus is a Genestealer Cult's ultimate military commander. Besides being deadly combatants in their own right, their mastery of insurgent tactics transforms their followers from a rebellious mob into a lethal military machine.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Scoped needle pistol [ANTI-INFANTRY 2+, IGNORES COVER, PISTOL]	18"	1	2+	1	0	D3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cult bonesword	Melee	5	2+	5	-2	1
Toxin injector claw [ANTI-INFANTRY 2+, EXTRA ATTACKS]	Melee	2	2+	2	0	D3

LEADER

This model can be attached to the following units: **Acolyte Hybrids, Hybrid Metamorphs, Neophyte Hybrids**

ABILITIES

CORE: **Deep Strike, Leader**

Cult Demagogue: While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

Decoys and Misdirection: If your army includes one or more models with this ability, after both players have deployed their armies, select up to three **Genestealer Cults** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

UNIT COMPOSITION

- **1 Primus**

This model is equipped with: scoped needle pistol; cult bonesword; toxin injector claw.

KEYWORDS: **Infantry, Character, Great Devourer, Primus**

FACTION KEYWORDS: **Genestealer Cults**

MAGUS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1

5+ INVULNERABLE SAVE

The Magus acts as their Patriarch's vizier, and as the head of that alien monstrosity's deviant church. Each one is a powerful psyker, their formidable will enhanced by the gestalt powers of the Star Children until they can manipulate enemies' minds and bodies like puppets – or tear them apart from within.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Force stave [PSYCHIC]	Melee	3	3+	5	-1	D3

LEADER

This model can be attached to the following units: **Acolyte Hybrids, Hybrid Metamorphs, Neophyte Hybrids**

UNIT COMPOSITION

- **1 Magus**

This model is equipped with: autopistol; force stave.

ABILITIES

CORE: **Deep Strike, Leader**

Spiritual Leader: Once per battle, at the start of any phase, you can select one friendly **Genestealer Cults** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Mind Control (Psychic): At the start of your opponent's Shooting phase, one **Psyker** model from your army with this ability can use it. If used, select one enemy unit within 18" of that **Psyker** model and roll one D6: on a 1, that **Psyker** model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Psychic Familiar: Once per battle, at the start of your opponent's Shooting phase, this model can use its psychic familiar. If it does, until the end of the phase, add 6" to the range of its Mind Control ability.*

*** Designer's Note:** *Place a Psychic Familiar token next to the model, removing it once this ability has been used.*

KEYWORDS: **Infantry, Character, Psyker, Great Devourer, Magus**

FACTION KEYWORDS: **Genestealer Cults**

BENEFICTUS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+ INVULNERABLE SAVE

A Benefictus uses the swollen mass of their brain to focus the will of the Broodmind. They unleash it in a lancing beam of incredible power that has the potential to carve through battle tank armour. Where the psionic strike hits, intense shock waves of nauseating alien horror spread out, leaving survivors vulnerable to lurking broodkin.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Psionic Cascade – witchfire [IGNORES COVER, PSYCHIC]	18"	1	3+	12	-3	D6+1
Psionic Cascade – focused witchfire [HAZARDOUS, IGNORES COVER, PSYCHIC]	18"	2	3+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

LEADER

This model can be attached to the following units: **ACOLYTE HYBRIDS, HYBRID METAMORPHS, NEOPHYTE HYBRIDS**

ABILITIES

CORE: **Deep Strike, Leader**

Bio-horror Disruption (Psychic): While this model is leading a unit, ranged weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Psionic Shield (Psychic): Once per battle, at the start of any phase, this model can use this ability. If it does, until the end of the phase, this model has a 4+ invulnerable save.

UNIT COMPOSITION

- **1 Benefictus**

This model is equipped with: Psionic Cascade; close combat weapon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, BENEFICTUS**

FACTION KEYWORDS: **GENESTEALER CULTS**

SANCTUS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+ INVULNERABLE SAVE

A Sanctus is an inescapable assassin who can track by psychic spoor and squirm through the smallest gaps. Its bio-dagger – spawned from the Patriarch's genesis pools – unleashes the psychic might of the Broodmind with the slightest cut, while the Sanctus' cult sniper rifle allows it to strike down prey from afar.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cult sniper rifle [ANTI-PSYKER 2+, HEAVY, PRECISION]	36"	1	3+	7	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Sanctus bio-dagger [ANTI-INFANTRY 3+, PRECISION]	Melee	6	2+	3	-2	2
Close combat weapon	Melee	2	3+	3	0	1

WARGEAR OPTIONS

- This model's Sanctus bio-dagger can be replaced with 1 cult sniper rifle and 1 close combat weapon.

ABILITIES

CORE: **Deep Strike, Infiltrators, Lone Operative, Stealth**

Creeping Shadow: If this model is equipped with a cult sniper rifle, once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, if this model is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

Cloaked Assassin: If this model is equipped with a Sanctus bio-dagger, enemy units cannot use the Fire Overwatch Stratagem to shoot at this model.

Psychic Spoor: At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets its prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Sanctus**

This model is equipped with: Sanctus bio-dagger.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, SANCTUS**

FACTION KEYWORDS: **GENESTEALER CULTS**

NEXOS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

Engineered to share a portion of the Patriarch's cerebral might, the Nexos acts as their cult's central nervous system. They use their comrades' memories to craft strategic instructions and deployment orders. When they require a first-hand view of an engagement, they emerge into the light accompanied by cult bodyguards, directing assaults with all the expertise of a skilled field marshal.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

LEADER

This model can be attached to the following units: **ACOLYTE HYBRIDS, HYBRID METAMORPHS, NEOPHYTE HYBRIDS**

You can attach this model to an **ACOLYTE HYBRIDS** *or* **NEOPHYTE HYBRIDS** *unit, even if a* **PRIMUS, MAGUS** *or* **ACOLYTE ICONWARD** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Deep Strike, Leader**

Battlefield Analysis: Once per battle round, when you target the bearer's unit with a Stratagem, reduce the CP cost of that usage of that Stratagem by 1 (to a minimum of 0CP).

Cult Infiltration: At the start of each player's Command phase, if this model is on the battlefield, you can select one of your Cult Ambush markers that is on the battlefield and has not been moved this turn and move it up to 6".

UNIT COMPOSITION

- **1 Nexos**

This model is equipped with: autopistol; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, NEXOS**

FACTION KEYWORDS: **GENESTEALER CULTS**

CLAMAVUS

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1

Vox-hacker and information assassin supreme, the Clamavus scythes into enemy communications networks and plunders them for intelligence. It seeds the amplified psychic signal of the Broodmind through the foe's comms to spread dismay from a distance, while up close it can rupture its victims' brains with its savage audial symphony.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

LEADER

This model can be attached to the following units: **ACOLYTE HYBRIDS, HYBRID METAMORPHS, NEOPHYTE HYBRIDS**

You can attach this model to an **ACOLYTE HYBRIDS** *or* **NEOPHYTE HYBRIDS** *unit, even if a* **PRIMUS, MAGUS** *or* **ACOLYTE ICONWARD** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Deep Strike, Leader**

Voice of New Truths: In your Command phase, one model from your army with this ability can use it. If it does, select one enemy unit within 18" of it; that enemy unit must take a Battle-shock test.

Scrambler Array: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

UNIT COMPOSITION

- **1 Clamavus**

This model is equipped with: autopistol; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, CLAMAVUS**

FACTION KEYWORDS: **GENESTEALER CULTS**

LOCUS

M	T	SV	W	LD	OC
6"	4	5+	3	7+	1

4+ INVULNERABLE SAVE

An unassuming bodyguard, the Locus may be overlooked by the foe until the exact moment it abandons calm stillness for lightning-fast attack. Robes thrown back, the Locus' whipping tail barb and vestigial limbs are revealed even as its twin blades flash out to neutralise any threats to its ward.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Locus blades	Melee	5	2+	5	-2	2

LEADER

This model can be attached to the following units: **ACOLYTE HYBRIDS, HYBRID METAMORPHS, NEOPHYTE HYBRIDS**

You can attach this model to an **ACOLYTE HYBRIDS** *or* **NEOPHYTE HYBRIDS** *unit, even if a* **PRIMUS, MAGUS** *or* **ACOLYTE ICONWARD** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Deep Strike, Fights First, Leader**

Sudden Assault: While this model is leading a unit, models in that unit have the Fights First ability.

Bodyguard: While this model is leading a unit, other **CHARACTER** models attached to that unit have the Feel No Pain 4+ ability.

UNIT COMPOSITION

- **1 Locus**

This model is equipped with: Locus blades.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, LOCUS**

FACTION KEYWORDS: **GENESTEALER CULTS**

REDUCTUS SABOTEUR

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+ INVULNERABLE SAVE

There is no engine of the oppressors that a Reductus Saboteur cannot lay low, and few materials they cannot fashion into a bomb given a little time to tinker. Flitting through the shadows, they lace the battlefield with booby traps and deploy powerful explosives that make short work of enemy armour.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Demolition charges [ASSAULT, BLAST, ONE SHOT]	6"	D6	3+	9	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Remote explosives [BLAST, INDIRECT FIRE]	24"	D6+3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

ABILITIES

CORE: **Deep Strike, Infiltrators, Lone Operative, Stealth**

Primed and Ready: In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for 0CP, provided that model has not already been the target of that Stratagem this phase.

Planted Explosives: Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model, this model can use its Reductus mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3+3 mortal wounds. Only one model from your army with this ability can use it in the same battle round.

Designer's Note: *Place a Reductus Mine token next to the model, removing it once this ability has been used.*

UNIT COMPOSITION

- **1 Reductus Saboteur**

This model is equipped with: autopistol; demolition charges; remote explosives; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, GREAT DEVOURER, REDUCTUS SABOTEUR**

FACTION KEYWORDS: **GENESTEALER CULTS**

BIOPHAGUS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

The Biophagus is a scientist-surgeon whose injector goad can be used to enhance the unholy might of Aberrants and other favoured cultists, or to dose enemies with a mutagenic cocktail that rapidly dissolves them from within. Coupled with hurled vials of bio-acids, this arsenal renders the Biophagus a deadly agent of biological warfare.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Chemical vials [ANTI-INFANTRY 2+]	6"	1	3+	1	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Injector goad [ANTI-INFANTRY 2+]	Melee	1	3+	2	0	D3

WARGEAR ABILITIES

Alchemicus Familiar: Once per battle, when the bearer's unit is selected to fight, the bearer can use its alchemicus familiar. If it does, until the end of the phase, each time a model in the bearer's unit makes an attack that targets an **INFANTRY** unit, add 1 to the Wound roll.

Designer's Note: *Place an Alchemicus Familiar token next to the bearer, removing it once this ability has been used.*

LEADER

This model can be attached to the following units: **ABERRANTS, ACOLYTE HYBRIDS, HYBRID METAMORPHS, NEOPHYTE HYBRIDS**

You can attach this model to an **ACOLYTE HYBRIDS** *or* **NEOPHYTE HYBRIDS** *unit, even if a* **PRIMUS, MAGUS** *or* **ACOLYTE ICONWARD** *model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

ABILITIES

CORE: **Deep Strike, Leader**

Twisted Science: While this model is leading a unit, melee weapons equipped by models in that unit have the **[LETHAL HITS]** ability.

Biological Warfare: Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, improve the Attacks and Damage characteristics of its injector goad by 3.

UNIT COMPOSITION

- **1 Biophagus**

This model is equipped with: autopistol; chemical vials; injector goad.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, BIOPHAGUS**

FACTION KEYWORDS: **GENESTEALER CULTS**

KELERMORPH

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1

5+ INVULNERABLE SAVE

This gunfighter is a living icon of rebellion, moulded to exploit the psyche of fractured Human societies. Whip-fast reactions and hypersensory acuity lend the Kelermorph lethal reaction speeds and help it unleash withering volleys from its iconic liberator autostubs, whose depleted volonium rounds can even punch through tank armour.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Liberator autostubs [DEVASTATING WOUNDS, PISTOL]	12"	6	2+	6	-2	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

ABILITIES

CORE: **Deep Strike, Lone Operative**

Heroic Fusillade: Once per turn, after one model from your army with this ability has shot, you can select one **INFANTRY** unit hit by one or more of those attacks. That unit must take a Battle-shock test.

Hypersensory Abilities: Once per turn, in your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 12" of this model, if this model is not within Engagement Range of one or more enemy units, it can shoot at that unit as if it were your Shooting phase and then make a Normal move of up to D6" (it cannot embark within a **TRANSPORT** as part of this move).

UNIT COMPOSITION

- **1 Kelermorph**

This model is equipped with: liberator autostubs; close combat weapon.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, KELERMORPH**

FACTION KEYWORDS: **GENESTEALER CULTS**

ACOLYTE ICONWARD

M	T	SV	W	LD	OC
6"	4	5+	3	6+	1

It is a great honour to bear the cult's sigil aloft, out in the open for all to see. These banners are hung with pseudo-sacred artefacts, some stemming from the secretions or body of the Patriarch itself. The effect of the Acolyte Iconward's presence upon nearby cult warriors is electrifying, driving them to new heights of violence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cult claws	Melee	4	3+	4	-1	1

LEADER

This model can be attached to the following units: **ACOLYTE HYBRIDS, HYBRID METAMORPHS, NEOPHYTE HYBRIDS**

UNIT COMPOSITION

- **1 Acolyte Iconward**

This model is equipped with: autopistol; cult claws.

ABILITIES

CORE: **Deep Strike, Leader, Scouts 6"**

Nexus of Devotion: While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability. If that unit has the **HYBRID METAMORPHS** keyword, models in that unit have the Feel No Pain 4+ ability instead.

Summon the Cult: Once per battle, when you have to remove a Cult Ambush marker because your opponent has moved too close to it, if one or more models from your army with this ability are on the battlefield, you can use this ability. If you do, instead of removing that marker, you can place it anywhere on the battlefield that is within 12" of a model from your army with this ability and more than 9" horizontally away from all enemy units (if this is not possible, this ability is not considered to have been used and that marker is removed as normal).

KEYWORDS: **INFANTRY, CHARACTER, GRENADES, GREAT DEVOURER, ACOLYTE ICONWARD**

FACTION KEYWORDS: **GENESTEALER CULTS**

ACOLYTE HYBRIDS *WITH HAND FLAMERS*

M	T	SV	W	LD	OC
6"	4	5+	1	7+	2

Equipped with hand flamers and using their hulking strength and xenos dexterity to wield pilfered explosive charges, Acolyte Hybrids excel in bold missions of arson and ruination. Denying the oppressors any opportunity of a foothold, their destructive acts are often so wholesale that few witnesses survive their operations.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolition charges [ASSAULT, BLAST, HAZARDOUS, ONE SHOT]	6"	D6	5+	9	-2	2
One Shot: The bearer can only shoot with this weapon once per battle.						
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Leader's bio-weapons	Melee	5	3+	5	-2	1

WARGEAR ABILITIES

Cult Icon: In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed **CHARACTER** models in Attached units and any **[ONE SHOT]** weapons equipped by returned models that were shot before they were destroyed are still considered to have been shot.

WARGEAR OPTIONS

- One Acolyte Hybrid's hand flamer can be replaced with 1 cult icon.
- For every 5 models in this unit, up to 2 Acolyte Hybrids can each have their hand flamer replaced with 1 demolition charges.
- The Acolyte Leader's cult claws and knife can be replaced with 1 Leader's bio-weapons.

ABILITIES

CORE: **Deep Strike**

FACTION: **Cult Ambush**

Industrialised Destruction: Each time a model in this unit makes an attack, re-roll a Wound roll of 1. If the target of that attack is an enemy unit within range of an objective marker, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Acolyte Leader**
- **4-9 Acolyte Hybrids**

Every model is equipped with: hand flamer; cult claws and knife.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, ACOLYTE HYBRIDS, ACOLYTE HYBRIDS WITH HAND FLAMERS**

FACTION KEYWORDS: **GENESTEALER CULTS**

Alchemicus Familiar

Kelermorph

Biophagus

Acolyte Iconward

ACOLYTE HYBRIDS *WITH AUTOPISTOLS*

M	T	SV	W	LD	OC
6"	4	5+	1	7+	2

Acolyte Hybrids comprise the earliest generations of a cult's brood cycles, and they are monstrous in body and mind. Some equip themselves with an array of automatic pistols and repurposed heavy tools, applying industrialised might to the battlefield in acts of sabotage or resource acquisition.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Heavy mining tool [ANTI-VEHICLE 4+]	Melee	2	3+	5	-2	3
Leader's bio-weapons	Melee	5	3+	5	-2	1

WARGEAR ABILITIES

Cult Icon: In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed **CHARACTER** models in Attached units and any **[ONE SHOT]** weapons equipped by returned models that were shot before they were destroyed are still considered to have been shot.

WARGEAR OPTIONS

- One Acolyte Hybrid's autopistol can be replaced with 1 cult icon.
- For every 5 models in this unit, up to 3 Acolyte Hybrids can each have their autopistol and cult claws and knife replaced with 1 heavy mining tool.
- The Acolyte Leader's cult claws and knife can be replaced with 1 Leader's bio-weapons.

ABILITIES

CORE: **Deep Strike**

FACTION: **Cult Ambush**

Claimed for the Cult: At the start of your Command phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it. If one or more of the results is a 4+, you gain 1CP.

UNIT COMPOSITION

- **1 Acolyte Leader**
- **4-9 Acolyte Hybrids**

Every model is equipped with: autopistol; cult claws and knife.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, ACOLYTE HYBRIDS, ACOLYTE HYBRIDS WITH AUTOPISTOLS**

FACTION KEYWORDS: **GENESTEALER CULTS**

Cult of the Rusted Claw

Cult of the Bladed Cog

Cult of the Twisted Helix

Cult of the Pauper Princes

The Hivecult

NEOPHYTE HYBRIDS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2

Making up the bulk of their cult's ranks, Neophyte Hybrids are the least alien in appearance of all the Patriarch's brood. They are no less dangerous for this, however, and what they lack in weaponised bio-adaptations they make up for in numbers, massed firepower and zealous revolutionary fanaticism.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Anointed pistol [PISTOL]	12"	1	4+	4	0	1
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hybrid firearm [RAPID FIRE 1]	24"	1	4+	3	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Grenade launcher – krak	24"	1	4+	9	-2	D3
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Mining laser [HEAVY]	24"	1	5+	10	-3	D6+1
Seismic cannon [HEAVY, RAPID FIRE 2]	24"	2	5+	6	-1	D3
Webber [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Chainsword	Melee	2	4+	3	0	1
Power weapon	Melee	1	4+	4	-2	1
Close combat weapon	Melee	1	4+	3	0	1

WARGEAR OPTIONS

- One Neophyte Hybrid equipped with a Hybrid firearm can be equipped with 1 cult icon.
- For every 10 models in this unit, up to 2 Neophyte Hybrids can each have their Hybrid firearm replaced with one of the following:
  - Heavy stubber*
  - Mining laser*
  - Seismic cannon*
- For every 10 models in this unit, up to 2 Neophyte Hybrids can each have their Hybrid firearm replaced with one of the following:
  - Flamer*
  - Grenade launcher*
  - Webber*
- The Neophyte Leader's Hybrid firearm and close combat weapon can be replaced with 1 of the following:
  - 1 anointed pistol and 1 chainsword
  - 1 anointed pistol and 1 power weapon

** To a maximum of 1 per 10 models in this unit.*

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike**

FACTION: **Cult Ambush**

A Plan Generations in the Making: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

WARGEAR ABILITIES

Cult Icon: In your Command phase, you can return up to 3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to D3+3 destroyed models to that unit instead. This ability cannot be used to return destroyed **CHARACTER** models in Attached units and any **[ONE SHOT]** weapons equipped by returned models that were shot before they were destroyed are still considered to have been shot.

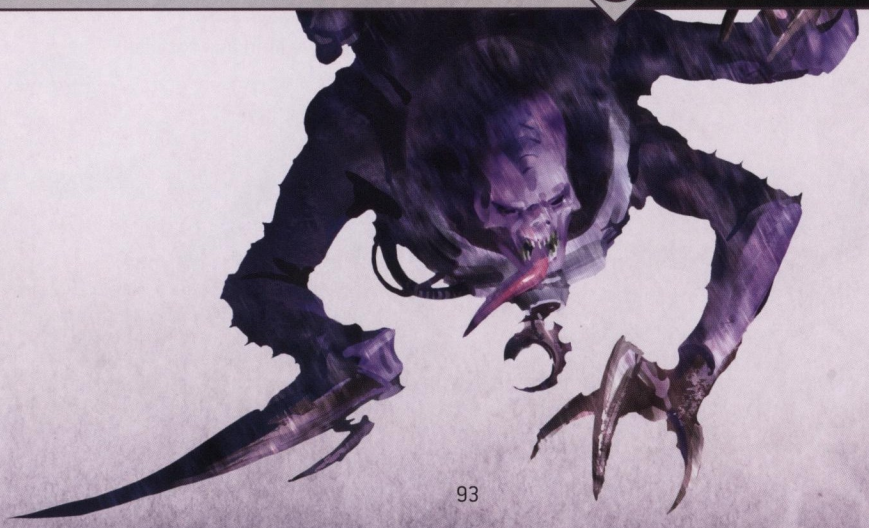
UNIT COMPOSITION

- **1 Neophyte Leader**
- **9-19 Neophyte Hybrids**

Every model is equipped with: autopistol; Hybrid firearm; close combat weapon.

KEYWORDS: **INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, NEOPHYTE HYBRIDS**

FACTION KEYWORDS: **GENESTEALER CULTS**



HYBRID METAMORPHS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	1

Triggered by the approach of a hive fleet or a sudden trauma to the cult, Hybrid Metamorphs mutate from early generations of the brood cycle. Dormant gene-codes burst to life, bestowing weaponised limbs, ghastly bio-acidic glands and other so-called blessings upon these creatures, transforming them into devastating shock troops for the cult.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Leader's bio-weapons	Melee	5	3+	5	-1	2
Metamorph mutations – strike	Melee	3	3+	5	-1	2
Metamorph mutations – sweep	Melee	5	3+	4	-1	1

WARGEAR ABILITIES

Cult Icon: In your Command phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed **CHARACTER** models in Attached units and any **[ONE SHOT]** weapons equipped by returned models that were shot before they were destroyed are still considered to have been shot.

WARGEAR OPTIONS

- Any number of models can each have their autopistol replaced with 1 hand flamer.
- One Hybrid Metamorph's autopistol can be replaced with 1 cult icon.

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Deep Strike, Feel No Pain 5+, Scouts 6"**

FACTION: **Cult Ambush**

Brood Surge: Each time an enemy unit is selected to shoot, after that unit has shot, if any models from this unit were destroyed as a result of those attacks, this unit can make a Brood Surge move. To do so, roll one D6: this unit can be moved a number of inches up to the result, but it must end that move as close as possible to the closest enemy unit (excluding **AIRCRAFT**). When doing so, those models can be moved within Engagement Range of that enemy unit.

If, at the start of the battle, every model in this unit is equipped with an autopistol, each time this unit makes a Brood Surge move, it can be moved up to 6" instead of up to D6". A unit cannot make a Brood Surge move while it is Battle-shocked.

UNIT COMPOSITION

- **1 Metamorph Leader**
- **4-9 Hybrid Metamorphs**

The Metamorph Leader is equipped with: autopistol; Leader's bio-weapons.

Every Hybrid Metamorph is equipped with: autopistol; Metamorph mutations.

KEYWORDS: **INFANTRY, GRENADES, GREAT DEVOURER, HYBRID METAMORPHS**

FACTION KEYWORDS: **GENESTEALER CULTS**

Abominant with power sledgehammer

Aberrants with Aberrant weapons

Hybrid Metamorphs with Metamorph mutations and hand flamers

Hybrid Metamorph with Metamorph mutations and autopistol

Metamorph Leader with autopistol and Leader's bio-weapons

ABOMINANT

M	T	SV	W	LD	OC
6"	6	5+	5	7+	1

Born from the sting of a mindwyrm familiar, the Abominant is an Aberrant tainted with the Patriarch's own gene-mass. This transforms the beast into a mountain of mutated chitin and muscle that can regenerate as swiftly as its foes can harm it, and whose raw might is a lethal battlefield asset.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Power sledgehammer	Melee	4	3+	12	-2	D6+1

LEADER

This model can be attached to the following units: **ABERRANTS**

ABILITIES

CORE: **Deep Strike, Feel No Pain 5+, Leader**

The Chosen One: While this model is leading a unit, each time a model in that unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 4+, do not remove the destroyed model from play; it can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Regenerating Gene-mass: The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

UNIT COMPOSITION

- **1 Abominant**

This model is equipped with: power sledgehammer.

KEYWORDS: **INFANTRY, CHARACTER, GREAT DEVOURER, ABOMINANT**

FACTION KEYWORDS: **GENESTEALER CULTS**

ABERRANTS

M	T	SV	W	LD	OC
6"	6	5+	3	7+	1

No-one truly knows what causes Aberrants to spring up amidst the brood cycle, yet the uses of these lumpen gene-deviants are obvious. Possessed of immense strength and resilience coupled with simplistic loyalty to the cult, they are hurled into battle as line breakers or massed as hulking, expendable bodyguards.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Aberrant weapons	Melee	3	3+	7	-2	2

ABILITIES

CORE: **Deep Strike, Feel No Pain 5+**

FACTION: **Cult Ambush**

Hulking Bodyguards: While a **CHARACTER** is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

UNIT COMPOSITION

- **1 Aberrant Hypermorph**
- **4-9 Aberrants**

Every model is equipped with: Aberrant weapons.

KEYWORDS: **INFANTRY, GREAT DEVOURER, ABERRANTS**

FACTION KEYWORDS: **GENESTEALER CULTS**

JACKAL ALPHUS

M	T	SV	W	LD	OC
12"	4	5+	4	7+	1

The Jackal Alphus rides their dirtcycle to commanding battlefield vantage points. With their long-range vox, the Alphus calls in strike missions against tougher, armoured targets. Should a foe fall beneath the cross hairs of their cult sniper rifle, its life expectancy can be measured in moments.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Cult sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

LEADER

This model can be attached to the following unit: **ATALAN JACKALS**

ABILITIES

CORE: **Leader, Scouts 9", Stealth**

Priority Target: In your Shooting phase, after this model's unit has shot, select one enemy unit hit by one or more of those attacks made with a cult sniper rifle. Until the end of the phase, each time a friendly **GENESTEALER CULTS** model makes an attack that targets that enemy unit, re-roll a Hit roll of 1.

Master Outrider: In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

UNIT COMPOSITION

- **1 Jackal Alphus**

This model is equipped with: autopistol; cult sniper rifle; close combat weapon.

KEYWORDS: **MOUNTED, CHARACTER, GRENADES, GREAT DEVOURER, JACKAL ALPHUS**

FACTION KEYWORDS: **GENESTEALER CULTS**

ATALAN JACKALS

	M	T	SV	W	LD	OC
ATALAN JACKAL	12"	4	5+	2	7+	1
ATALAN WOLFQUAD	12"	4	5+	4	7+	1

Atalan Jackals share a mental link that allows them to coordinate in hunting packs and ride in tight formations at high speeds with no risk of mishap. They harass the foe with hit-and-run strikes, their Wolfquads unleashing heavy firepower to augment the guns, bludgeons and mining charges of their packmates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Atalan incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Atalan small arms [PISTOL]	12"	2	4+	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Grenade launcher – krak	24"	1	4+	9	-2	D3
Heavy stubber [ASSAULT, RAPID FIRE 3]	36"	3	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

WARGEAR OPTIONS

- For every 4 Atalan Jackals in this unit, up to 2 Atalan Jackals' close combat weapons can each be replaced with 1 Atalan power weapon.
- For every 4 Atalan Jackals in this unit, 1 Atalan Jackal's Atalan small arms can be replaced with 1 grenade launcher.
- Any number of Atalan Wolfquads can each have their heavy stubber replaced with one of the following:
  - 1 Atalan incinerator
  - 1 mining laser

Before selecting targets for this weapon, select one of its profiles to make attacks with.

ABILITIES

CORE: **Scouts 9", Stealth**

FACTION: **Cult Ambush**

Outrider Gangs: Each time you use the Cult Ambush ability to set this unit back up on the battlefield, in addition to the normal rules, all of its models must be set up wholly within 9" of a battlefield edge and at least one of its models must be touching one of your Cult Ambush markers (that marker is then removed from the battlefield). If this cannot be done, this unit cannot be set back up.

Demolition Run: Once per turn, in your Movement phase, when this unit ends a Normal, Advance or Fall Back move, you can select one enemy unit within 6" of and visible to this unit and roll one D6 for each **ATALAN JACKALS** model in this unit: for each 4+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).

UNIT COMPOSITION

- **4-8 Atalan Jackals**
- **1-2 Atalan Wolfquads***

** This unit can only contain 2 Atalan Wolfquads if it also contains 8 Atalan Jackals.*

Every Atalan Jackal is equipped with: Atalan small arms; close combat weapon.

Every Atalan Wolfquad is equipped with: Atalan small arms; heavy stubber; close combat weapon.

KEYWORDS: **MOUNTED, GRENADES, GREAT DEVOURER, ATALAN JACKALS**

FACTION KEYWORDS: **GENESTEALER CULTS**

Atalan small arms

Heavy stubber

Atalan small arms

Atalan Jackal with grenade launcher

Atalan Wolfquad with mining laser

Atalan Jackal with Atalan power weapon

ACHILLES RIDGERUNNERS

M	T	SV	W	LD	OC
12"	7	3+	8	7+	3

The operators of these lightweight but rugged scout vehicles help to coordinate lethal armoured ambushes that eliminate isolated foes or sever communication and supply lines. They can mount a versatile range of heavy weapons, and their speed and manoeuvrability enable them to skirt enemy ranks before unleashing their payloads at a more vulnerable quarter.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Achilles missile launcher	36"	3	4+	9	-2	3
Heavy mining laser [BLAST]	36"	D3	4+	12	-3	D6+1
Heavy mortar [BLAST, INDIRECT FIRE]	48"	D6+3	4+	6	0	1
Twin heavy stubber [TWIN-LINKED, RAPID FIRE 3]	36"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	5	0	1

WARGEAR ABILITIES

Flare Launcher: The bearer's unit has the **SMOKE** keyword and you can target it with the Smokescreen Stratagem for 0CP.

Spotter: The bearer's ranged weapons have a Ballistic Skill characteristic of 3+.

Survey Augur: Each time the bearer's unit has shot, select one enemy unit that was hit by one or more attacks made by the bearer this phase. Until the end of the phase, each time a friendly **GENESTEALER CULTS** model makes an attack against that unit, that attack has the **[IGNORES COVER]** ability.

WARGEAR OPTIONS

- Any number of models can each have their heavy mining laser replaced with one of the following:
  - 1 Achilles missile launcher
  - 1 heavy mortar
- Any number of models can each have their flare launcher replaced with one of the following:
  - 1 spotter
  - 1 survey augur

ABILITIES

CORE: **Deadly Demise 1, Scouts 9"**

Crossfire: In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the turn, each time a friendly **GENESTEALER CULTS** unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per turn.

UNIT COMPOSITION

- **1-2 Achilles Ridgerunners**

Every model is equipped with: heavy mining laser; twin heavy stubbers; armoured hull; flare launcher.

KEYWORDS: **VEHICLE, GREAT DEVOURER, ACHILLES RIDGERUNNERS**

FACTION KEYWORDS: **GENESTEALER CULTS**

GOLIATH ROCKGRINDER

M	T	SV	W	LD	OC
12"	10	3+	10	7+	3

The drilldozer blade fitted to the Goliath Rockgrinder is intended for gouging tunnels deep into solid rock faces in search of mineral riches. However, it works just as well as both an ablative shield and a hideously bloody line-breaking weapon, mangling a crimson path through the luckless foe.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Clearance incinerator [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Demolition charge cache [ASSAULT, BLAST, HAZARDOUS]	6"	D6	5+	9	-2	2
Heavy mining laser [BLAST]	36"	D3	4+	12	-3	D6+1
Heavy seismic cannon [RAPID FIRE 2]	24"	4	4+	8	-2	D3
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Drilldozer blade	Melee	8	3+	10	-2	2

WARGEAR OPTIONS

- This model's heavy mining laser can be replaced with one of the following:
  - 1 clearance incinerator
  - 1 heavy seismic cannon

TRANSPORT

This model has a transport capacity of 6 **GENESTEALER CULTS INFANTRY** models.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 6**

Grinding Line-breaker: Each time an enemy unit (excluding **MONSTERS** and **VEHICLES**) that is within Engagement Range of this model Falls Back, all models in that enemy unit must take a Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

UNIT COMPOSITION

- **1 Goliath Rockgrinder**

This model is equipped with: heavy mining laser; heavy stubber; drilldozer blade; demolition charge cache.

KEYWORDS: **VEHICLE, TRANSPORT, GREAT DEVOURER, GOLIATH ROCKGRINDER**

FACTION KEYWORDS: **GENESTEALER CULTS**

GOLIATH TRUCK

M	T	SV	W	LD	OC
12"	9	3+	10	7+	2

Robust and versatile, the Goliath Truck is the armoured transport of choice for many Genestealer Cults. These vehicles boast thick armour and capacious holds, and their heavy stubber and twin autocannon allow the crew to lay down a hail of supporting fire as the broodkin passengers disembark into battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Demolition charge cache [ASSAULT, BLAST, HAZARDOUS]	6"	D6	5+	9	-2	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

TRANSPORT

This model has a transport capacity of 12 **GENESTEALER CULTS INFANTRY** models.

ABILITIES

CORE: **Deadly Demise D3, Firing Deck 6**

Fire Support: In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

UNIT COMPOSITION

- **1 Goliath Truck**

This model is equipped with: heavy stubber; twin autocannon; demolition charge cache; armoured hull.

KEYWORDS: **VEHICLE, TRANSPORT, DEDICATED TRANSPORT, GREAT DEVOURER, GOLIATH TRUCK**

FACTION KEYWORDS: **GENESTEALER CULTS**

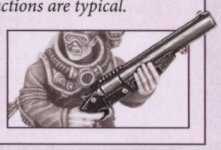
WEAPONS OF THE GENESTEALER CULTS

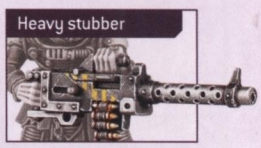
INQUISITION FILE REFERENCE: XX-GQIV-884/21-09

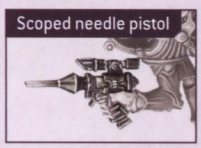
STOLEN OR CULT-MANUFACTURED WEAPONS

HYBRID FIREARMS

Neophyte Hybrids commonly arm themselves with all manner of simple shot or slug-firing weapons, which are easy to produce or otherwise acquire. Varying patterns of autoguns and shotguns with double barrels or pump-actions are typical.

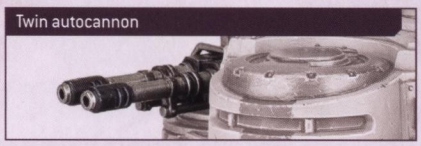




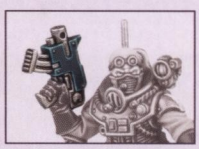


ATALAN POWER WEAPONS

On their roving missions, Atalan Jackals acquire varied potent weapons fitted with energy fields that disrupt matter on contact. Power axes, power hammers and power picks are swung in deadly arcs by these bikers as they roar past their enemies.



ANOINTED PISTOLS



POWER WEAPONS

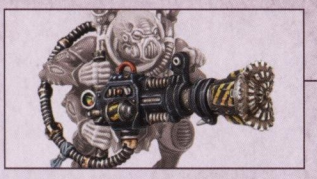
ATALAN SMALL ARMS

Atalan Jackals employ a multitude of firearms packed into the saddlebags and holsters of their dirtcycles. Simple autopistols and rare bolt pistols are lethal sidearms while rapid-firing autoguns or sawn-off shotguns are effective even at high speed.

GOLIATH TRUCKS

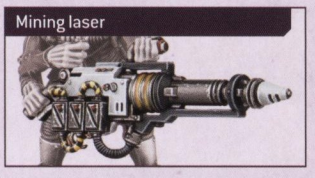
Built to the blueprint of an STC template, the Goliath Truck has been modified and altered countless times across the industrial worlds of the Imperium. They are rugged and adaptable, and for these reasons are sought after by an ascendant Genestealer Cult. With numerous hard points on which to fit heavy weapons and easily customisable to add yet more, they can be retro-fitted into mobile gun emplacements. Most mount autocannons in paired turrets and a cupola-mounted heavy stubber that can be fired from the upper hatch. Whatever damage they suffer to their dense outer construction and folded layers of chemically treated permasteel, they can usually be relied on to convey their cargoes of cultists and explosive ordnance into battle in relative safety, if not comfort.

INDUSTRIAL WEAPONS



Seismic cannon

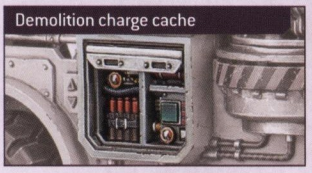
Mining laser



Remote explosives

Atalan incinerator

Demolition charge cache



Drilldozer blade

HEAVY MINING TOOLS

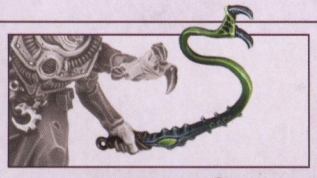
Whether used by planetary mining clans, asteroidal survey teams or even naval gangs tasked with breaking through petrofungal accretions in the bowels of star ships, all equipment is readily claimed and repurposed by a cult. The buzzing blades of heavy rock saws, the hydraulic shears of heavy rock cutters and the grinding bits of heavy rock drills are all turned to far bloodier acts on the battlefield.

ABERRANT WEAPONS

DEMOLITION CHARGES

GIFTS OF THE STAR CHILDREN

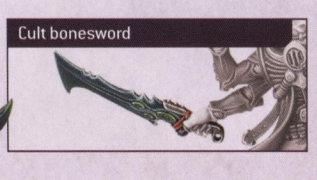
Chemical vials



Sanctus bio-dagger

Cult claws and knife

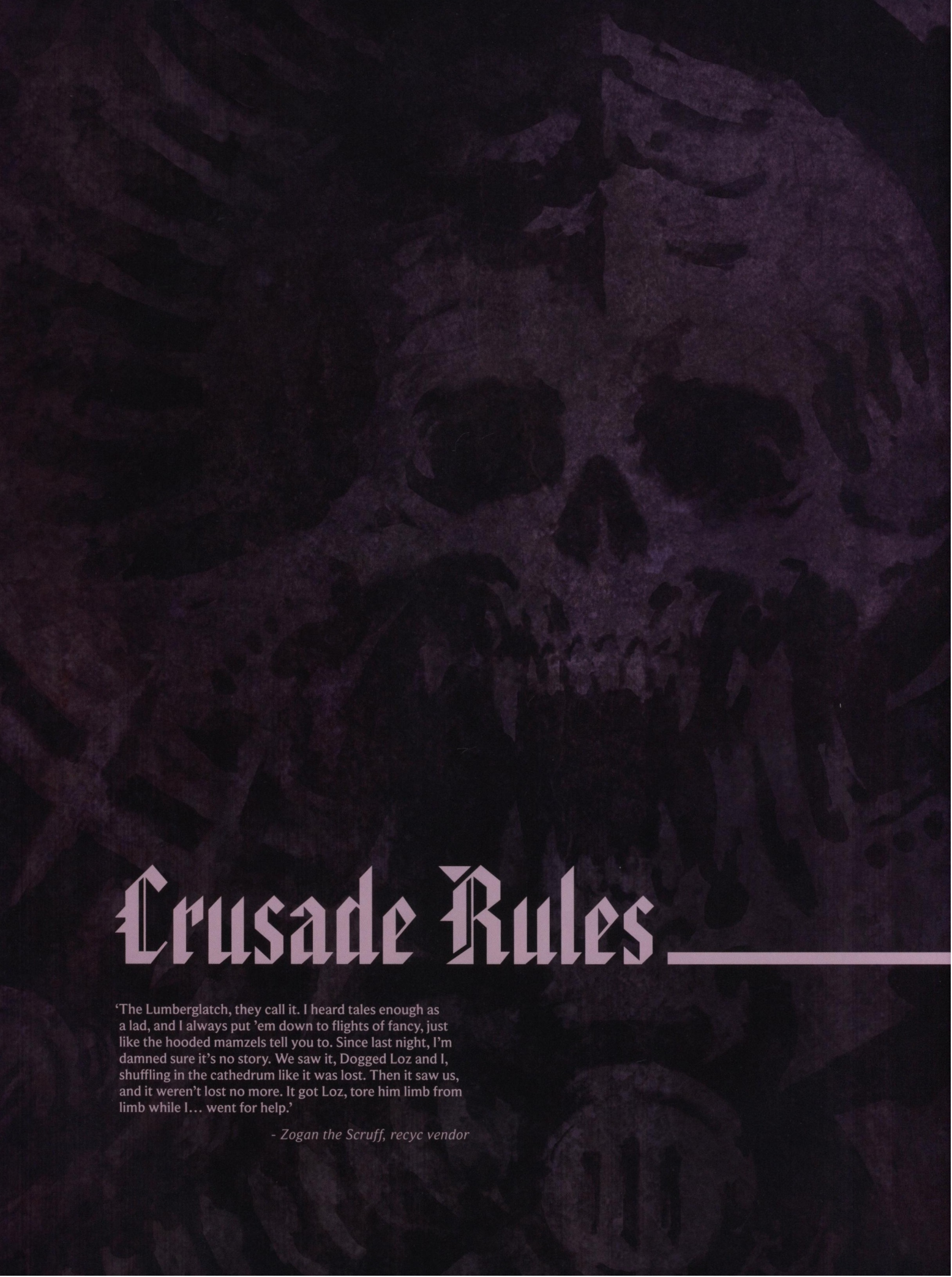
Cult bonesword



LEADER'S BIO-WEAPONS

The bio-weapons sometimes wielded by the favoured leaders of Acolyte Hybrids and Hybrid Metamorphs are alien symbiotes. Amongst them are boneswords – sometimes grown from the Patriarch's osseous throne – and writhing lash whips of sinew, but all are sinister, sentient weapons.

METAMORPH MUTATIONS



Crusade Rules

'The Lumberglatch, they call it. I heard tales enough as a lad, and I always put 'em down to flights of fancy, just like the hooded mamzels tell you to. Since last night, I'm damned sure it's no story. We saw it, Dogged Loz and I, shuffling in the cathedrum like it was lost. Then it saw us, and it weren't lost no more. It got Loz, tore him limb from limb while I… went for help.'

- Zogan the Scruff, recyc vendor

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to GENESTEALER CULTS units. You can find out more about Crusade armies in the main Crusade rules.

This section contains the following additional rules:

AGENDAS

GENESTEALER CULTS armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

PATH OF ASCENSION

The rules presented in this section represent the efforts of a Crusade force, having prepared and fought in the shadows, now attempting to openly assume control of a planet. Here you will find ways to create a world, methods by which you can assume control of it and unique rewards for doing so.

REQUISITIONS

GENESTEALER CULTS armies have access to a number of bespoke Requisitions in addition to those found in other publications.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **GENESTEALER CULTS CHARACTER** models can claim one of the Crusade Relics found here.

BATTLE SCARS

Themed to the unique nature of the Genestealer Cults, these Battle Scars represent long-lasting effects units from your Crusade force may come to carry.

BATTLE TRAITS

As they gain experience and prowess, **GENESTEALER CULTS** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.

AGENDAS

If your Crusade army includes any GENESTEALER CULTS units, you can select Agendas from those presented here.

GENESTEALER'S KISS

Those who cannot be snatched away and infected with the gene-curse of the cult must be slain without mercy.

Each time a **PATRIARCH** or **PURESTRAIN GENESTEALERS** unit from your Crusade army destroys an enemy unit, it gains 1XP.

If your Crusade force is on a Path of Ascension, at the end of the battle, if your units gained a total of 3 or more XP from this Agenda, add 1 to your next Setback roll (pg 107).

SILENCE DETRACTOR

Those who have seen too much or possess the means to threaten the cult's glorious Ascension must be swiftly dispatched to secure their silence.

At the start of the first battle round, select one **CHARACTER** unit from your opponent's Crusade army. If a unit from your Crusade army destroyed that **CHARACTER** unit during the battle, that unit gains 2XP.

If your Crusade force is on a Path of Ascension and the unit from your Crusade army that destroyed that **CHARACTER** unit contains a **SANCTUS**, **LOCUS**, **KELERMORPH** or **JACKAL ALPHUS** model, your Crusade force has silenced a detractor (make a note of this on your Order of Battle). You can then subtract 1 from your next Setback roll; when you do, remove the above note from your Order of Battle.

TELEPATHIC DOMINATION

By extending the tendrils of the Broodmind into the psyche of the enemy, we will open their eyes and win allies to our cause.

In your Shooting phase, you can select one or more **GENESTEALER CULTS PSYKER** units from your Crusade army that are not Battle-shocked and are eligible to shoot. Until the end of your turn, the selected units are not eligible to shoot or declare a charge.

At the end of your turn, each of those selected units that is within 18" of your opponent's battlefield edge gains 1XP. If your Crusade force is on a Path of Ascension, at the end of the battle, if your units gained a total of 2 or more XP from this Agenda, add 1 to your next Setback roll.

PREPARE FOR THE ORDEAL

Plans must be made against any threats. Tunnels must be dug, supplies cached and traps set.

In your Shooting phase, you can select one or more **GENESTEALER CULTS BATTLELINE** units from your Crusade army that are not Battle-shocked and are eligible to shoot. Each unit you select must be within a different terrain feature that has not been Prepared (see below). Until the end of your turn, the selected units are not eligible to shoot or declare a charge.

At the start of your next turn, each of those selected units that is still within the same terrain feature gains 2XP, and each unit that gains XP in this way is said to have Prepared that terrain feature.

If your Crusade force is on a Path of Ascension, at the end of the battle, if you Prepared 3 or more terrain features, your Crusade force is Prepared for the Ordeal (make a note of this on your Order of Battle). When fighting in the Great Ordeal (pg 109), if your Crusade force is Prepared for the Ordeal, increase your starting number of Command points by 2. When your current Path of Ascension ends, your Crusade force is no longer Prepared for the Ordeal.

TOPPLE THE FALSE TEMPLE

From heathen fane to hated fortification, all must be cast down.

After determining the Attacker and Defender, your opponent must select one **RUINS** terrain feature on the battlefield to be a false temple.

In your Shooting phase, you can select one **GENESTEALER CULTS BATTLELINE** unit or **REDUCTUS SABOTEUR** unit from your Crusade army that is not Battle-shocked and is eligible to shoot. The unit you select must be within your opponent's false temple and more than 3" away from all enemy units (excluding **AIRCRAFT**), and your opponent's false temple must not have been Toppled (see below). Until the end of your turn, the selected units are not eligible to shoot or declare a charge.

At the start of your next Command phase, if the unit you selected is still within your opponent's false temple, that false temple has been Toppled; until the end of the battle, true line of sight applies to that terrain feature instead of the visibility rules for **RUINS**, and the unit you selected gains 4XP.

PATH OF ASCENSION

When the Day of Ascension arrives, a Genestealer Cult strikes at its oppressors openly. By this time, its agents have infiltrated a world's society, weakening institutions to help the cult's broodkin to seize control of them through force. The cultists must be wary, remaining one step ahead of their foes lest the glorious Ascension be strangled before its moment of victory. When enough institutions are controlled, the world will belong to the Genestealer Cult. Success in such circumstances will earn the cult powerful Ascension rewards, but failure will bring about ignominy. Alternatively, a cult may choose to use what limited control they have secured to spread the Patriarch's progeny and the cult's creed to the stars.

Hive World

Forge World

Cardinal World

Fortress World

Agri/Mining World

Frontier/Feudal World

THE PATH BEGINS

If your Crusade force includes a **PATRIARCH**, **PRIMUS** or **MAGUS** model and is not otherwise on a Path of Ascension, it can begin a Path of Ascension.

When your cult begins a Path of Ascension, you must first create the world your cult will attempt to assume control of. To do so, you must first determine its classification; you can randomly generate one by rolling one D6 and consulting the classifications shown on the left, or you can select the classification that best represents the type of world you would like your cult to assume control of.

Each classification of world has various institutions. These are the layers of society your cult can attack in order to assume control of that world. Once you have determined your world's classification and institutions, you should name your world and begin a Path of Ascension Tracker for it (pg 117).

Next, choose which institution your uprising has already infiltrated, from those shown below. This represents the hidden activities of your cult's more insidious members to gain an advantage in a particular sector. Make a note of this on your Order of Battle.

INFILTRATED INSTITUTION	
INDUSTRY	
MILITARY	
COMMUNITY	
POLITICS	
RELIGION	
RESOURCES	

WALKING THE PATH

Before each battle, if you do not already control three institutions, select one of your world's three institutions to attack. You cannot select an institution you already control and have received the benefit from. After each battle, walk the Path of Ascension as shown below.

EXPLOIT ADVANTAGE

If your uprising has infiltrated your target institution, each unit that was part of your Crusade army and survived the battle gains 1XP.

GAIN ASCENSION POINTS

Roll one D6 and apply the modifiers below: on a 4-7, you earn 1 Ascension point; on an 8+, you earn 2 Ascension points.

+1 If you won the battle.

+1 If your uprising has infiltrated your target institution.

+1 If one or more units from your Crusade army earned XP from Genestealer Cults Agendas.

GAIN CONTROL

If you have fewer than 3 Ascension points, skip this step.

If you have 3 Ascension points, spend all 3 to increase your Control count by 1. If you have a target institution, you gain control of that institution.

Then, if your Control count is 4, you win a Glorious Ascension victory (pg 108). Otherwise, you either gain the Controlled Institution benefit that matches your target institution (see right) or 1 Requisition point.

CONTROLLED INSTITUTION BENEFITS

CONTROLLED INSTITUTION	BENEFIT
Industry	Use the Rearm and Resupply Requisition up to two times without spending any Requisition points.
Military	One **INFANTRY** unit (excluding **CHARACTER** units) with fewer than 6XP gains XP until it has 6XP.
Community	Use the Fresh Recruits Requisition up to two times without spending any Requisition points.
Politics	You gain influence. While you have influence, subtract 1 from your next Setback roll, then you no longer have influence.
Religion	One **CHARACTER** unit with fewer than 6XP gains XP until it has 6XP.
Resources	Use the Increase Supply Limit Requisition up to two times without spending any Requisition points.

SETBACK

The enemy are closing in, and the uprising might not be going entirely to plan. Make a Setback roll by rolling 2D6, applying the modifiers below: on a 13+, you have been set back, triggering the Great Ordeal (pg 109).

+1 If you lost the battle.

+1 If no units from your Crusade army earned XP from Genestealer Cults Agendas.

+X Where X is your Control count.

PROPAGATE

You can skip this step. If you do not, you can attempt to accelerate your uprising by making a Propagation roll. To do so, roll one D6 and add your Control count to the result: on a 5+, increase your Propagation count by 1 and, if your Control count is higher than 0, reduce your Control count by 1.

Then, if your Propagation count is 5, you win a Seed the Stars victory (pg 108).

PATH'S END

There are four possible ends to your Path of Ascension, as presented here.

GLORIOUS ASCENSION

Ascension on this world has succeeded, and the cult has crushed their oppressors. As the cult ready the world for the Star Children, new horizons beckon.

If your Control count reaches 4, you win a Glorious Ascension victory! You have claimed this world by crushing its defences, casting invaders back and seizing control of the oppressors' institutions.

You can select one **PATRIARCH** model from your Order of Battle to gain 2XP. In addition, you can claim a permanent Ascension reward for your Crusade force based on the classification of world you have assumed control of, as shown below.

Then set your Ascension points, Propagation count and Control count to 0. If you start a new Path of Ascension after winning a Glorious Ascension victory, select two infiltrated institutions for your uprising, instead of one.

SEED THE STARS

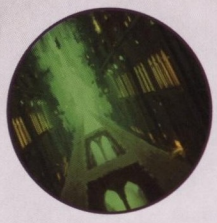
Though some areas remain controlled by the oppressors, the cult has outmanoeuvred its foes to ensure the Patriarch's legacy spreads to other worlds.

If your Propagation count reaches 5, you win a Seed the Stars victory! Your cult's influence spreads far beyond your world, bringing the word of the Star Children to a benighted galaxy.

You can select up to three **GENESTEALER CULTS CHARACTER** units from your Order of Battle to gain 2XP each.

Then set your Ascension points, Propagation count and Control count to 0. If you start a new Path of Ascension after winning a Seed the Stars victory, select two infiltrated institutions for your uprising, instead of one.

ASCENSION REWARDS



Hive World

Strength of the Masses: After each Crusade battle, each **BATTLELINE** unit that was part of your Crusade army and survived the battle gains 1XP.

Fortress World

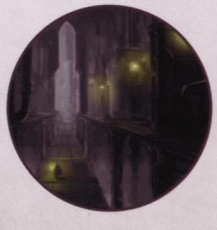
Looted Armoury: When a unit from your Crusade force gains the Weapon Modifications Battle Honour, you can roll 3D6 (instead of 2D6) to randomly determine three Weapon Modifications for the weapon to gain.

Forge World

Prized Acquisition: Each time you add a **VEHICLE** unit to your Order of Battle, that unit gains 6XP (and therefore gains the Blooded Rank); select one Battle Honour for it as normal.

Agri/Mining World

Hard Graft: After each Crusade battle, roll one D6: on a 4+, you gain 1 additional Requisition point.



Cardinal World

Will of the Faithful: After each Crusade battle, you can ignore your first failed Out of Action test.

Frontier/Feudal World

Cult of Personality: Each time you select a unit to be Marked for Greatness, that unit gains 1 additional XP.

Each time you claim an Ascension reward, add it to the Information section of your Order of Battle. After mustering your Crusade army for each battle, for the purposes of determining Crusade Blessings, add 1 to your total Crusade points for that battle for each Ascension reward your Crusade force has.

THE GREAT ORDEAL

The cult's foes are closing in. Perhaps they have won a stinging victory, killed cult agents, found its caches or razed its hideouts. The cult preaches this is a test of faith and orders a final, overwhelming assault.

If you have been set back, you must fight in the Great Ordeal. The Great Ordeal is a Crusade battle in which your cult makes a final, fanatical effort to crush their circling foes and take the world in a show of faith worthy of the Star Children. Make sure you find a suitable opponent for such a momentous event!

When you fight in the Great Ordeal, your cult fights with zealous fury, but is not as prepared as it could be. As such, for that battle, the following rules are in effect:

Zealous Fury

Each time you take a Battle-shock test for a **GENESTEALER CULTS** unit from your Crusade army, add your Control count to the result of that test.

Persecuted

Your opponent starts the battle with a number of CP based on your Control count and the battle size, as specified in the table below.

BATTLE SIZE	YOUR CONTROL COUNT			
	0	1	2	3
Combat Patrol	1CP	1CP	0CP	0CP
Incursion	2CP	1CP	1CP	0CP
Strike Force	3CP	2CP	1CP	1CP
Onslaught	3CP	3CP	2CP	1CP

Prepared

If your Crusade force is Prepared for the Ordeal (pg 105), you start the battle with 2CP.

If you lose the Great Ordeal battle, you must abandon your current Path of Ascension (see right).

If you win the Great Ordeal battle, you have won a Great Ordeal victory! You can select one **PATRIARCH** unit from your Order of Battle to gain 2XP. In addition, you can claim a permanent Ascension reward for your Crusade force based on the classification of world you have assumed control of, as shown opposite.

Then set your Ascension points, Propagation count and Control count to 0 and you can start a new Path of Ascension.

THE CYCLE BEGINS ANEW

Many of the faithful have fallen, but the cult's core survives. Whether it escapes to infest a new world or slinks into the shadows to re-grow, the cult will rise anew.

You may find that your attempt to infiltrate and assume control of a world is proving to be unsuccessful. In such cases, before or after a battle, you can abandon your current Path of Ascension. Equally, if you lose the Great Ordeal battle, you must abandon your current Path of Ascension.

Each time you abandon your current Path of Ascension, that Path of Ascension ends and you must select one of the following Ignominies:

- Each **PATRIARCH**, **PRIMUS** and **MAGUS** model from your Order of Battle gains a Battle Scar. You can only select this Ignominy if at least one model would gain a Battle Scar.
- Remove one Ascension reward from your Order of Battle (see opposite).

If you cannot select one Ignominy, either because you do not have a **PATRIARCH**, **PRIMUS** or **MAGUS** model, or because you do not have an Ascension reward, then you do not need to select an Ignominy; such a force has already suffered enough!

Then set your Ascension points, Propagation count and Control count to 0 and you can start a new Path of Ascension.

REQUISITIONS

If your Crusade force includes any GENESTEALER CULTS units, you can spend Requisition points (RP) on any of the following Requisitions.

BLESSED LEADER 1RP

As the Genestealer Curse spreads and the brood grows, so new leaders emerge from the brood cycle already possessed of inherent knowledge and martial skill.

Purchase this Requisition when you add a **GENESTEALER CULTS CHARACTER** unit (excluding **PATRIARCH** units) that your Crusade force does not already include to your Order of Battle. If your Crusade force includes a **PATRIARCH** unit of at least Battle-hardened rank, that **CHARACTER** unit added to your Order of Battle gains 6XP (and therefore gains the Blooded rank); select one Battle Honour for it as normal.

PROFICIENT PLANNING 1RP

Just as important as grand strategy is the tactical approach to every individual engagement, from the most meagre skirmish to grand offensives and onslaughts. All must be planned with equal cunning and determination in order for the cult to emerge victorious.

Purchase this Requisition before a Crusade battle. During that battle, you can use one of the following abilities once:

Lying in Wait: Use this ability when you set up an **INFANTRY** unit, other than during the Deploy Armies step. When you do, you can set that unit up anywhere on the battlefield that is more than 3" horizontally away from all enemy units. Until the end of the turn, that unit is not eligible to declare a charge.

A Trap Sprung: Use this ability when you set up a unit, other than during the Deploy Armies step. When you do, until the end of the turn, when you make a Charge roll for that unit, roll one additional dice, then discard one of the dice.

Perfect Ambush: Use this ability when you set up a unit, other than during the Deploy Armies step. When you do, select one enemy unit within 12" of and visible to that unit. Until the end of the turn, the unit you selected cannot have the Benefit of Cover.

BELOVED OF THE CULT 1RP

Suitably heroic and bloody deeds can win a brood the status of folk heroes in the eyes of their fellows. The faithful idolise such icons of the revolution, seeking to emulate their deeds of canny daring.

Purchase this Requisition either before or after a Crusade battle. Select one **GENESTEALER CULTS** unit from your Crusade army with the Heroic rank or higher. That unit is upgraded to be beloved of the cult (make a note of on its Crusade card); add 1 to that unit's Crusade points.

Each time a unit that is beloved of the cult gains 1 or more XP in a Crusade battle and survives that battle, after that battle, roll one D6 for each other unit from your Crusade army that survived that battle: on a 6, the unit you rolled for gains 1XP.

Only one unit from your Crusade army can be beloved of the cult at the same time; each time you use this Requisition, first remove that upgrade from any other unit from your army that has it, and subtract 1 from that previously upgraded unit's Crusade points.

FLAWLESS INCURSION 1RP

Through tireless effort and keen foresight, a localised victory for the cult can be exploited to open new doors and generate fresh opportunities for the faithful.

Purchase this Requisition after a Crusade battle, if your Crusade force is on a Path of Ascension. If all of the following apply, you gain 1 Ascension point:

- You won that battle.
- Every Agenda you selected for that battle was a Genestealer Cults Agenda.
- **GENESTEALER CULTS** units from your Crusade army earned XP from each of those Agendas.

You can only use this Requisition once after each Crusade battle.

THE CULT GROWS 1RP

For all the lives it may cost to subjugate an entire world, still the ranks of the faithful are swelled by such conquests as the blessings spread through the populace.

Purchase this Requisition after a Crusade battle, if your Crusade force is on a Path of Ascension. You can do one of the following (choose before making either roll):

- Add 1 to your next Propagation roll.
- Add 1 to your next Setback roll.

You can only use this Requisition once after each Crusade battle.

PURESTRAIN 1RP

As the brood cycle turns and turns again, each new fifth generation spawns Purestrain Genestealers to act as living weapons and vectors of transmission for the cult.

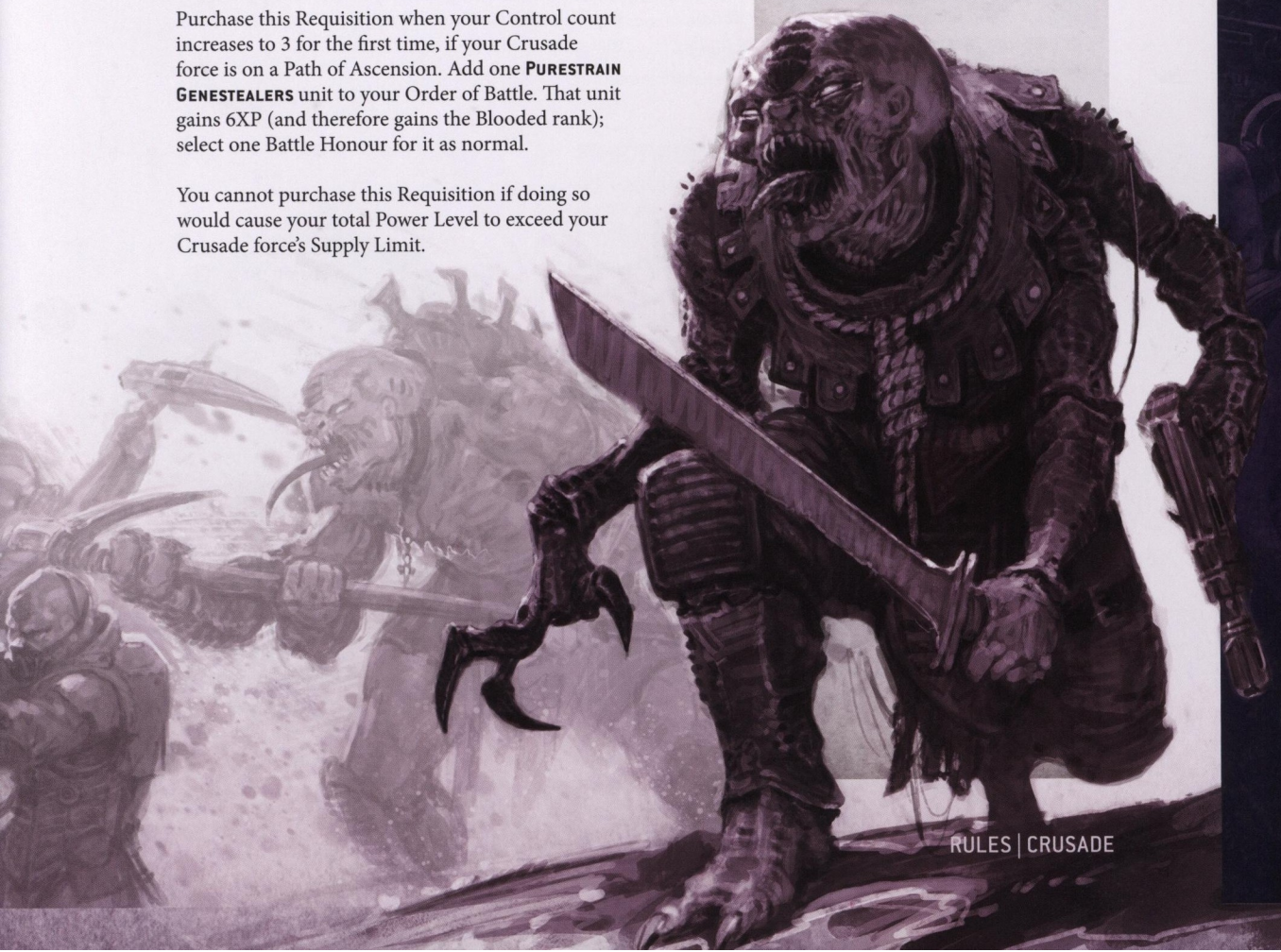
Purchase this Requisition when your Control count increases to 3 for the first time, if your Crusade force is on a Path of Ascension. Add one **PURESTRAIN GENESTEALERS** unit to your Order of Battle. That unit gains 6XP (and therefore gains the Blooded rank); select one Battle Honour for it as normal.

You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

'I carry the blade that my father bore before me, and my grandmother before him. For them, it was a tool of the shadows, used only to kill lone oppressors in darkened sewers, to prise open stolen ration crates that the faithful might not starve, or to train for an uprising they would not live to enjoy.

In my hand does that lineage finally bear fruit, for I have been blessed not only with a sliver of the Chosen One's holy form but have lived to see the Day of Ascension. I can feel the pride of my forebears, every generation of them, as I kill and kill again with this sacred blade to liberate our world from tyranny.'

- Petruk Ol'Ramus, Acolyte of the Starsire Cult



CRUSADE RELICS

When a GENESTEALER CULTS CHARACTER model gains a Crusade Relic, you can select one of the Crusade Relics presented here.

ARTIFICER RELICS

PERVASION VEIL

The Pervasion Veil is, at first glance, merely a tattered cloak that even the most destitute vagrant might cast aside as worthless. Yet one who dons it seems to fade somehow into the shadows, their image flickering half-seen in every dark corner, there in peripheral sight then gone as quickly as it was glimpsed.

INFANTRY model (excluding **PATRIARCH** models) only.

Add 3" to the bearer's Move characteristic, and the bearer gains the following ability:

Pervasion Veil: Once per battle, at the end of any phase, provided this model is not leading a unit, it can use this ability. If it does, remove it from the battlefield and set it up again anywhere on the battlefield more than 9" horizontally away from all enemy units.

VECTOR TALON

Some myths say this blade is a literal claw, lengthening from the bearer's flesh; others that it is the chitinous spur of a martyred Metamorph. Whatever the truth, the Vector Talon whispers with a chittering sibilance of its own and twitches when it touches prey, finding weakness and digging into it.

Improve the Armour Penetration and Damage characteristics of melee weapons equipped by the bearer by 1.

ANTIQUITY RELICS

REVERBERATION COIL

This cranial device enhances the host's integration with the Broodmind, granting them a truly alien perspective and devotion – but at a cost.

Improve the Leadership characteristic of models in the bearer's unit by 2. Each time the bearer's unit fails a Leadership test, the bearer suffers 1 mortal wound.

THE MAGORRAN LOGS

This info-wafer records the last days of the survivors of Magorra, a system conquered by simultaneous Genestealer Cult uprisings on every world. Its revelations serve to offer great strategic insights.

Each time you select the bearer's unit as the target of a Battle Tactic Stratagem, you can select one other unit within 12" of the bearer's unit that is also an eligible target for that Stratagem; that selected unit is also affected by that Stratagem.

LEGENDARY RELICS

PENNANT OF ASCENSION (AURA)

Stitched together from the tattered remains of enemy banners, then dyed and daubed over with cult sigils, this banner stands as a testament to the conviction and savage conquests of the cult.

ACOLYTE ICONWARD model only. While a friendly **GENESTEALER CULTS INFANTRY** or **GENESTEALER CULTS MOUNTED** unit is within 6" of the bearer, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

SEDITION FIELD (AURA)

Cult artificers, working to revelatory fever dreams fuelled by the Broodmind, created this psycho-empathic projector. Small enough to conceal within its bearer's robes, it emits an irresistible psionic pulse that wears down mental fortitude. The faithless in its reach begin to question their every conviction: every truth they hold and every belief they cleave to.

While an enemy **BATTLELINE** unit is within 9" of the bearer's unit, worsen the Leadership characteristic of models in that enemy unit by 1, and subtract 1 from the Objective Control characteristic of models in that enemy unit (to a minimum of 0).

BATTLE SCARS

When a GENESTEALER CULTS CHARACTER model gains a Battle Scar, you can use the table presented here to determine which Battle Scar that model has gained.

BATTLE SCARS D6

OUT OF FAVOUR

Failing the Star Children has consequences, with ostracism from the ranks of the faithful being amongst the worst.

Each time you allocate an attack to a model in this model's unit, you must allocate it to this model.

RELEARN THE CREED

Even those bolstered by the Broodmind can forget the teachings of their faith in the heat of battle.

You cannot target this model's unit with Stratagems other than Core Stratagems.

MENTAL FAILINGS

Neural trauma has weakened this revolutionary's mind, causing them to freeze in moments of crisis.

Each time you target this model's unit with a Stratagem, roll one D6: on a 4+, until the end of the turn, you cannot target this model's unit with that Stratagem (do not spend any CP).

GENE AFFLICTION

Debilitating mutations afflict this warrior, their part-alien anatomy turning against them.

- Subtract 1 from the Toughness characteristic of this model.
- Worsen the Weapon Skill and Ballistic Skill characteristics of weapons equipped by this model by 1.

FRACTIOUS AGGRESSION

Left angry and in pain from their wounds, this warrior must fight constantly not to give in to monstrous and mindless ferocity.

In your Charge phase, if this model's unit is eligible to declare a charge and is within 7" of one or more enemy units, you must declare a charge with this model's unit.

IN THE SHADOW OF YOUR BETTERS

One too many defeats have seen this warrior slip down the invisible psychic hierarchy asserted through the Broodmind.

- This model cannot be attached to a unit that has another model attached to it, and no other models can be attached to a unit this model is attached to.
- At the start of the Fight phase, if this model's unit is within Engagement Range of one or more enemy units and within 9" of one or more other friendly **GENESTEALER CULTS CHARACTER** units that are also within Engagement Range of one or more enemy units, this model's unit is not eligible to fight until after those other friendly **GENESTEALER CULTS CHARACTER** units that are eligible to fight have done so.

BATTLE TRAITS

When a GENESTEALER CULTS unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.

INFANTRY UNITS D3

GUERRILLAS

Experience has taught this brood the best ways in which to exploit the landscape around them for cover and concealment.

Each time a ranged attack targets this unit, this unit has the Benefit of Cover against that attack.

INSURGENTS

These warriors are practised in defending even the most ruined structures, be they bunkers or fallen hab-stacks.

Once per turn, if this unit is wholly within a terrain feature, you can target this unit with the Fire Overwatch or Heroic Intervention Stratagem for 0CP.

INSURRECTIONISTS

Filled with hatred for their oppressors and enemies, these warriors are only too happy to rise up in violent rebellion.

Each time this unit is selected to shoot, if you select the closest enemy unit as the target of all of those attacks, add 1 to the Hit roll when resolving each of those attacks. In addition, each time a model in this unit makes a melee attack, add 1 to the Hit roll.

MOUNTED AND VEHICLE UNITS D3

ELUSIVE RAIDERS

Those who pilot light vehicles into battle soon learn to jink, swerve and use their own dust clouds for concealment.

Models in this unit have a 5+ invulnerable save against ranged attacks.

CHARGED ENGINES

There are advantages to having underhive engine-fixers and outcast mechanists amongst the faithful, as the many blasphemous upgrades on cult combat vehicles attest.

Each time this unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

ABLATIVE PLATING

Bolting on extra armour is a wise precaution when fresh armoured vehicles are in short supply.

Each time an attack targets this unit, worsen the Armour Penetration characteristic of that attack by 1 (to a minimum of 0).

THE GENE-BLESSED — D3

PATRIARCH, **PURESTRAIN GENESTEALERS**, **ACOLYTE HYBRIDS** and **HYBRID METAMORPHS** units only

XENOS SAVAGERY

As final ascension looms, the mightiest and most genetically alien of the cult exhibit the blessings of inhumanly swift reactions and almost animalistic savagery in battle.

Once per battle, at the start of the Fight phase, this unit can use this Battle Trait. If it does, until the end of the phase, this unit has the Fights First ability.

FAST REFLEXES

No mere Human could possibly dodge their enemies' blows with such bewildering, horribly insectile speed and precision.

Each time a melee attack targets this unit, subtract 1 from the Hit roll.

AGGRESSIVE STRAIN

Even amongst the inner circle of the cult, some display a predatory eagerness to tear into their enemies.

Each time this unit Piles In or Consolidates, models in this unit can move an additional 2".

CHARACTER MODELS — D3

BROOD PROPHET (AURA)

Command of the faithful comes as naturally to this revolutionary orator as breathing.

Improve this model's Leadership characteristic by 1. While a friendly **GENESTEALER CULTS** unit is within 12" of and visible to this model, models in that unit can use this model's Leadership characteristic instead of their own.

SYNAPTIC IMPETUS

This cult agent draws strength from the Broodmind, becoming an avatar of destruction in the presence of the faithful.

Each time this model makes an attack, add 1 to the Hit roll if this model is leading a unit of 5 or more models, and add 1 to the Wound roll as well if this model is leading a unit of 10 or more models.

UNBREAKABLE BOND

This folk hero and their followers have fought so long together for the cause that they are now inseparable comrades.

When this model gains this Battle Trait, select one **GENESTEALER CULTS** unit on your Order of Battle for this model to form an unbreakable bond with. While this model is leading that unit, once per turn, you can re-roll one Hit roll, one Wound roll or one saving throw made for that unit.

CRUSADE BADGES

When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.

UPRISING HERO

The cult's broods hail you as a folk hero of the creed, and under your leadership, the broodkin's devoted insurrectionists have proven worthy of their holy task. With each victory in the name of the Star Children, their prophesied arrival draws ever nearer. The oppressors who have dared to stand in your path – though they have struck down many loyal servants of the cult – now lie bloody and broken. Yet this is only the beginning. There are many more who might greet the Star Children, awaiting only the breaking of their shackles and the opening of their eyes to new truths.

- You have successfully completed one Path of Ascension.
- You have won at least two battles.

PROPAGATOR OF LIBERATION

You are the architect of Ascension. The oppressors of one world after another have fallen to your masterful strategies and labyrinthine ploys. More than that, you have seeded the cult's creed and the Patriarch's progeny into the heavenly domains and wrested spaceports, ships and crews from the faithless to take the Star Children's blessings still further. Now is not the moment to rest, for the divine labour cannot be laid down until the chains wielded by every tyrannical overlord lie broken with them.

- You have successfully completed three Paths of Ascension.
- You have won at least one Glorious Ascension victory.
- You have won at least six battles.

SAINT OF ASCENSION

Your Claws and gene-sects now march or incubate across entire systems and stellar trading routes. The oppressors' religion is shown to be a hollow sham as the holiness of the Star Children declares its triumphs at every stage, from the whispered hiss to the clarion call of battle. You are truly a vessel of angelic divinity!

- You have successfully completed five Paths of Ascension, on at least three different classifications of world.
- You have won at least one Seed the Stars victory, one Glorious Ascension victory and one Great Ordeal victory.
- You have won at least 10 battles.
- A **CHARACTER** from your Crusade force has reached Legendary rank.

PATH OF ASCENSION TRACKER

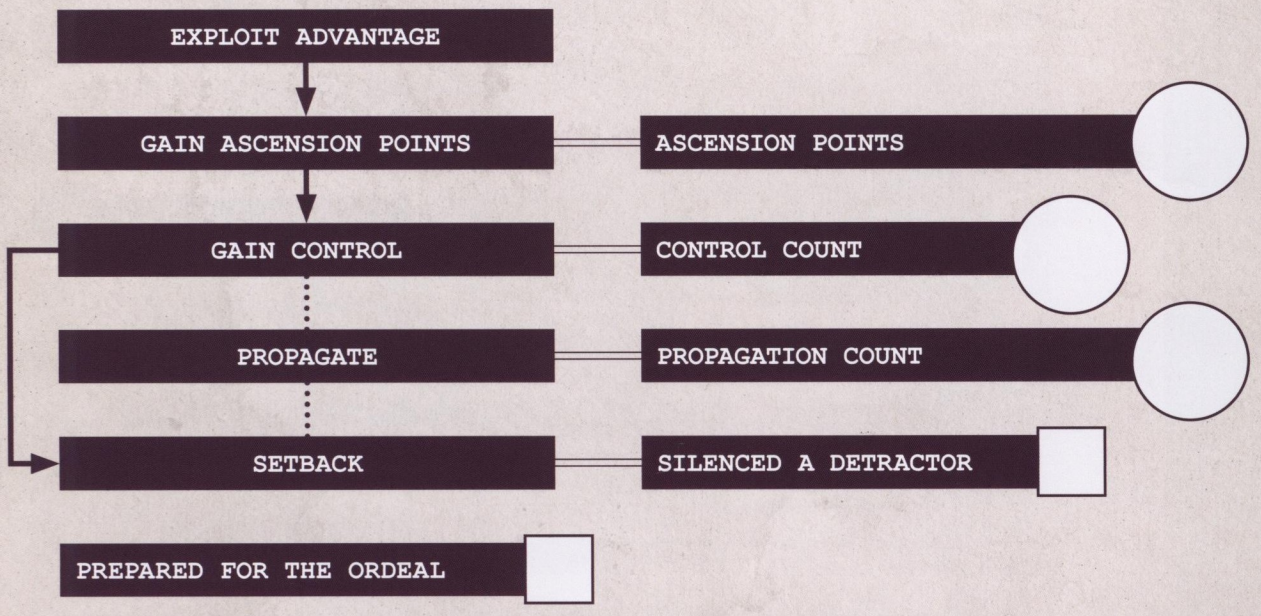
TARGET WORLD	
CLASSIFICATION	

INSTITUTIONS Mark three available institutions and infiltrate one.

Available | Infiltrated

CONTROLLED						

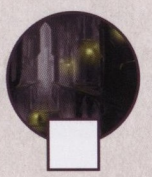
WALKING THE PATH



ASCENSION REWARDS

Hive World
Strength of the Masses

Forge World
Prized Acquisition



Cardinal World
Will of the Faithful

Fortress World
Looted Armoury

Agri/Mining World
Hard Graft

Frontier/Feudal World
Cult of Personality

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GENESTEALER CULTS NAME GENERATOR

If you wish to create a name for one of your Genestealer Cultists, you can use the tables below, picking your preferred components or rolling a D66 to determine a name – or even a string of them. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

IMPERIAL NAME	D66
Karsk	11
Reeve	12
Hektor	13
Thenmann	14
Erlen	15
Kreel	16
Ackerman	21
Mortens	22
Feodor	23
Kolson	24
Krauss	25
Sammer	26
Sonnen	31
Farestein	32
Graf	33
Viers	34
Bask	35
Zorbech	36
Drisso	41
Tarnright	42
Madrach	43
Novek	44
Svodnor	45
Onderghast	46
Lhaska	51
Carleon	52
Seifer	53
Xyben	54
Arnalt	55
Helm	56
Garrick	61
Vitgham	62
Kalark	63
Yvester	64
Corind	65
Preece	66

CULT NAME	D66
Keeper of the Crypt	11
the Becrowned	12
Creedwarden	13
of the Pure Soul	14
Depths-walker	15
of the Blessed Limb	16
Veil of Innocents	21
Architect of Apotheosis	22
the Genesis Factor	23
the Favoured	24
Chosen of the Cult	25
the Hive Liberator	26
Guardian of Truth	31
the Whispered Grace	32
Underway Marshal	33
the Crusader	34
Host-born	35
Twilit Knight	36
the Star-wrought	41
Hero of the Tumult	42
Bane of Tyrants	43
the Stars' Light	44
Child of Ascendance	45
(cult)'s Shield	46
Shadow Walker	51
the Haloed Servant	52
of the Third Coil	53
Kithguard	54
Hand of the Creed	55
of the Sacred Ridge	56
the Saviour of District IV	61
the Uplifted	62
Throne Defender	63
Custodian of the Dark	64
the Gatherer in Grey	65
the Blade that Sings	66

CULT NAMES

The cultists of a gene-sect will usually carry a name that is common to their home world or city: as varied and everyday as that of any Imperial citizen. Some may have a secret name in addition, one known only to the faithful of their creed. Such cult names frequently evoke their status as folk heroes or revered defenders of the cult's lofty ambitions of liberation and divine apotheosis.

PATRIARCH NAME	D6
the Conquering Wyrm	1
Elder Angelus	2
Sire Divinitus	3
the Patermine	4
the Emperor Revealed	5
Prime Gene-twyst	6

PATRIARCH NAMES

The Patriarch, as a wholly alien monstrosity – or an angelic envoy, in the cult's eyes – has no use for a Human identity. Its adherents often ennoble it with a suitably magisterial title, such as Grandsire Draknos, the Founder or the Shepherd of Ascendance. You can use the table above to name your Patriarch, picking your preferred name or rolling a D6, or you can create a unique name of your own.

BROOD BROTHERS

Brood Brothers who have infiltrated an Astra Militarum regiment continue to use the uniforms and equipment issued to them by their unknowing quartermasters. When they are ready to reveal themselves, however, many openly sport alien sigils and proudly bear their xenos genetic heritage.

If you use Astra Militarum models as part of the Brood Brother Auxilia Detachment, and would like them to appear more alien, you can use the ideas shown here. These examples show how separately available Brood Brothers components can be used to augment models from the Astra Militarum range. You could also use parts from other Genestealer Cults kits, as well as unify your models with a cult colour scheme.

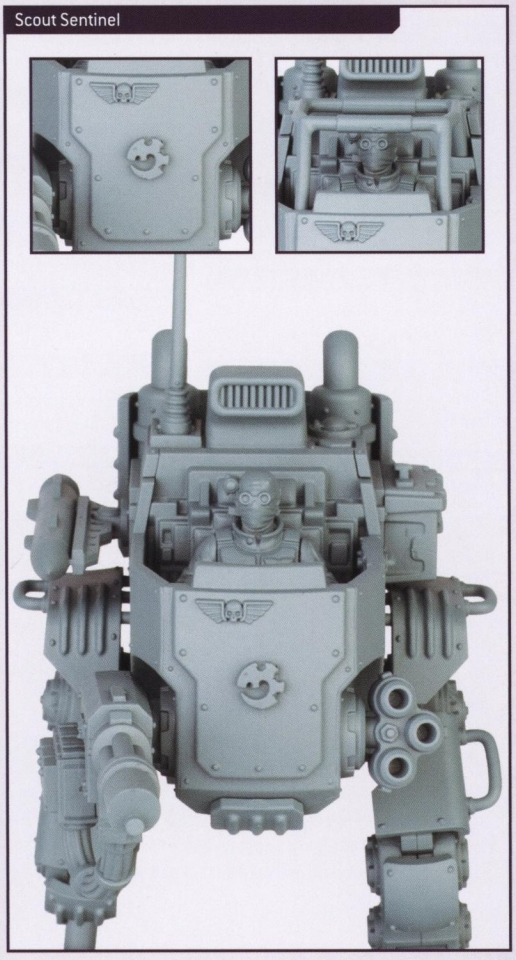
Cadian Castellan

This Cadian Castellan has been given a simple head swap, alongside a new sword arm and pistol holster with wyrm-form sigil.

Heavy Weapons Team

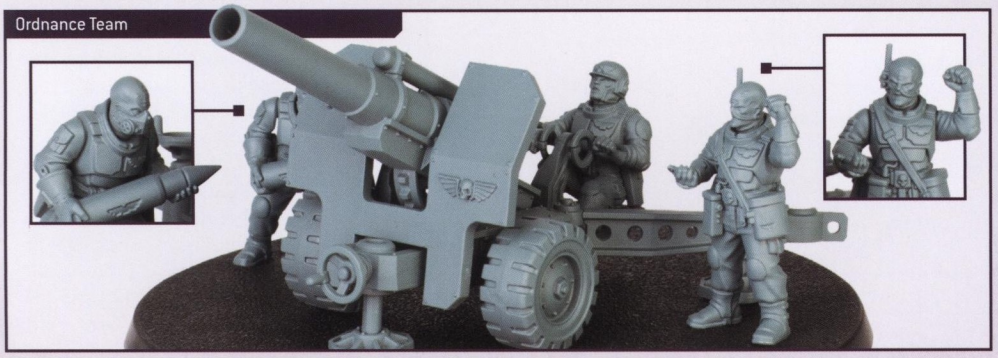
Though intended to work with the Cadian Shock Troops, these heads and the clawed arm needed no cutting to fit.

Scout Sentinel



The head used for the pilot of this Scout Sentinel is a simple swap with no extra cutting or filing needed. The wyrm-form sigil was neatly snipped from a Brood Brother hand.

Ordnance Team



On this Ordnance Team, two of the crew's heads have been swapped. Using these examples as a starting point, you might decide to leave most of your Astra Militarum models as Human-looking or go as far as adding a third arm to them all. You could try to paint cult graffiti on the larger flat panels, using slogans praising the Star Children or simple geometric shapes like crescents and circles to slowly build up a wyrm-form design.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Aberrants
5 models ..... 150 pts
10 models ..... 300 pts

Abominant
1 model ..... 75 pts

Achilles Ridgerunners
1 model ..... 85 pts
2 models ..... 170 pts

Acolyte Hybrids with Autopistols
5 models ..... 85 pts
10 models ..... 170 pts

Acolyte Hybrids with Hand Flamers
5 models ..... 75 pts
10 models ..... 150 pts

Acolyte Iconward
1 model ..... 50 pts

Atalan Jackals
5 models ..... 85 pts
10 models ..... 170 pts

Benefictus
1 model ..... 80 pts

Biophagus
1 model ..... 45 pts

Clamavus
1 model ..... 40 pts

Goliath Rockgrinder
1 model ..... 155 pts

Goliath Truck
1 model ..... 85 pts

Hybrid Metamorphs
5 models ..... 80 pts
10 models ..... 160 pts

Jackal Alphus
1 model ..... 60 pts

Kelermorph
1 model ..... 55 pts

Locus
1 model ..... 60 pts

Magus
1 model ..... 55 pts

Neophyte Hybrids
10 models ..... 70 pts
20 models ..... 140 pts

Nexos
1 model ..... 45 pts

Patriarch
1 model ..... 75 pts

Primus
1 model ..... 75 pts

Purestrain Genestealers
5 models ..... 85 pts
10 models ..... 170 pts

Reductus Saboteur
1 model ..... 65 pts

Sanctus
1 model ..... 50 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values and rules updates so that you can enjoy the most balanced and exciting games of Warhammer 40,000. To access these resources, scan this QR code or check the Warhammer 40,000 app.

DETACHMENT ENHANCEMENTS

Biosanctic Broodsurge
Alien Majesty ..... 10 pts
Biomorph Adaptation ..... 15 pts
Mutagenic Regeneration ..... 20 pts
Predatory Instincts ..... 30 pts

Brood Brother Auxilia
Adaptive Reprisal ..... 10 pts
Firepoint Commander ..... 20 pts
Martial Espionage ..... 30 pts
The Hero Returned ..... 15 pts

Host of Ascension
A Chink in Their Armour ..... 35 pts
Assassination Edict ..... 25 pts
Our Time Is Nigh ..... 20 pts
Prowling Agitant ..... 15 pts

Outlander Claw
Assault Commando ..... 25 pts
Cartographic Data-leech ..... 15 pts
Serpentine Tactics ..... 10 pts
Starfall Shells ..... 20 pts

Xenocreed Congregation
Deeds That Speak to the Masses ..... 15 pts
Denunciator of Tyrants ..... 25 pts
Gene-sire's Reliquant ..... 10 pts
Incendiary Inspiration ..... 20 pts

Genestealer Cults are fanatical sects of alien hybrids that infest Human worlds beyond count. They lurk unseen for generations, hiding and preparing in the dark until their Day of Ascension arrives. Then they rise up in a tide of mutated acolytes, turncoat soldiery and predatory xenos monstrosities to tear down those they see as oppressors. They outmanoeuvre their foes with infiltration, clawed horrors and grimy militia alike squirming through sewers and pipe networks to reach their prey. They prepare ambush sites and kill zones, flotillas of repurposed vehicles and dirtcycles roaring forth from obscured flanks to crush their reeling enemies. Specialist cult agents employ mind control or assassination to eliminate the foe's leaders. The cult's faithful raise their wyrm-form icons high and chant praise to their Star Children gods, fighting alongside gene-twisted abominations they see as their divinely blessed kin.

INSIDE YOU WILL FIND:

- The horrific origin of Genestealer Cults that lurk on countless worlds, their fanaticism for their alien masters along with details of their guerrilla campaigns that culminate in global uprising.
- All the rules you will need to assemble your collection of Genestealer Cults Citadel miniatures into a xenos-corrupted tabletop army ready to engage in Combat Patrol, Crusade or Matched Play games of Warhammer 40,000.
- An unsettling showcase of expertly painted Citadel miniatures that displays the Genestealer Cults in their hybridised body horror, as well as a step-by-step painting guide to get your own collection Battle Ready and into action on the tabletop battlefield.

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