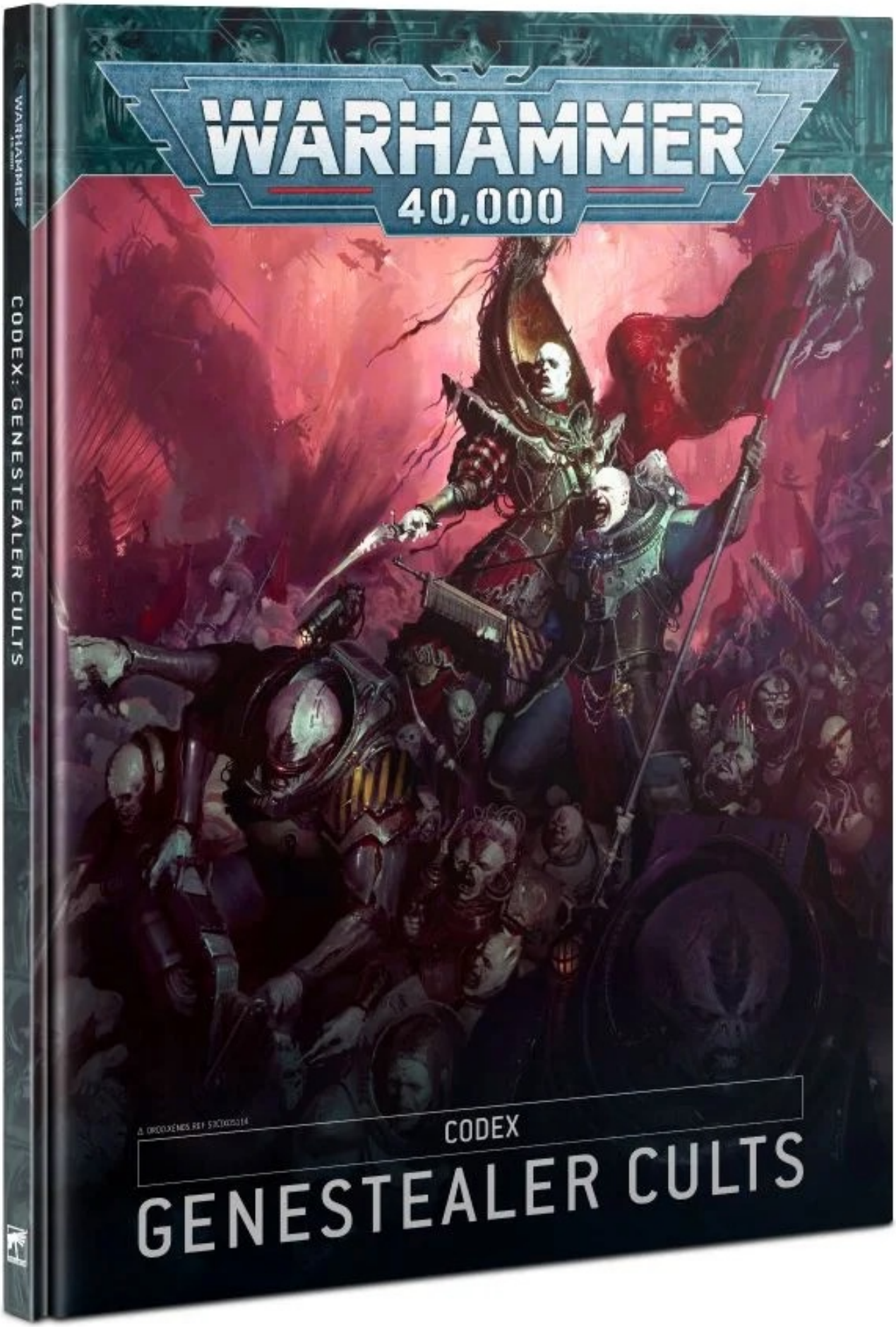

WARHAMMER
40,000
CODEX: GENESTEALER CULTS
CODEX
GENESTEALER CULTS

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INTRODUCTION

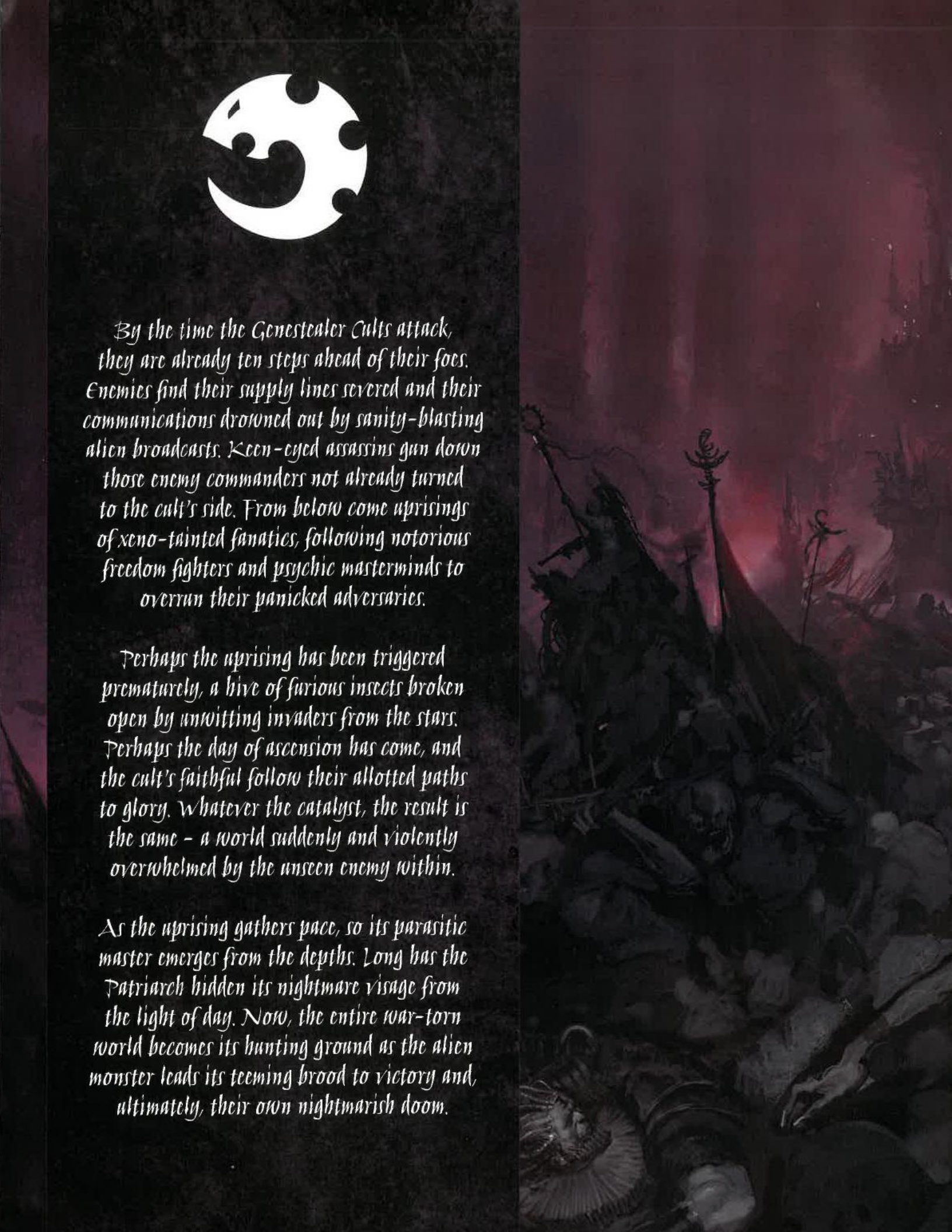
Welcome to the uprising! In your hands is the key to insurrection, and to the overthrow of the Imperial oppressors. Within this proscribed primer you will find insights into the nature of the Genestealer Cults, the monsters and zealots that fill their ranks, and all the rules you will need to trigger your own day of ascension.

No other faction in the Warhammer 40,000 galaxy mingles the cunning, fanaticism and monstrous alien horror of the Genestealer Cults. Wild-eyed hordes of cult warriors burst from sewers, mine workings and rusted ducts to ambush their shocked victims. Merciless xeno-tainted specialists trigger concealed explosives or lead death-or-glory strikes into the heart of the foe. Hideous hybrid beasts and purestrain xenos shock troops hit the enemy lines with sudden ferocity, even as the insidious presence of the Broodmind seeks to squirm its way through mental defences and twist the foe to its own terrible designs.

This is an army enslaved to the will of an uncaring xenos parasite, mutated into walking nightmares by the taint pulsing through their veins, yet utterly convinced of their selfless fight for freedom against their oppressive overlords. They are the ingenuity, fervour and potential of Humanity warped into a terrifying weapon and directed against the God-Emperor's realm.

Genestealer Cults are also a remarkably unusual and rewarding force to unleash on the tabletop. They present a unique strategic challenge, employing secretive deployment methods to strike at the enemy from unexpected directions and catch them in withering crossfires. They have access to a wide range of specialist units and armoured fighting vehicles; this – coupled with fanatical massed infantry – means what they may lack in resilience, they more than compensate for with guile and ferocity. Whether you are new to the Warhammer 40,000 hobby or have collected a set of sizeable armies in your time, you are bound to enjoy perfecting this distinctive guerrilla play style over countless games.

The aesthetic of a Genestealer Cults army is both striking and highly varied. Each cult has its own wyrm-form insignia and colour scheme, against which the tainted mauve flesh and chitinous talons of its cultists stand out starkly. Furthermore, the sheer variation of units within the Genestealer Cults range is vast. Mutated miners clad in rubberised bodysuits ride to battle in hulking industrial rigs repurposed for war. Tainted Astra Militarum soldiery bring heavy firepower and war engines to the attack, and wild prospector gangs speed past on dirtcycles as bioengineered alien monsters spring from the deepest shadows. No matter your painting ability, Genestealer Cults miniatures offer a deeply satisfying hobby experience, and with even a few simple techniques you can quickly create an army that looks cohesive and terrifying on the tabletop battlefield.



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.



HERALDS OF THE GREAT DEVOURER

The Tyranid hive fleets push deeper into the galaxy with every passing year. The open ferocity of their planetary onslaughts is terrifying enough, yet the xenos also possess other, more insidious means by which they can assail their prey. The Genestealer Cults are one such subtle ploy, and arguably the most nightmarish.

The Genestealer Cults are perceived by Imperial authorities to be a relatively recent threat. Their existence within the Emperor's realm was not detected until alarm bells were sounded by Chaplain Cassius and his Deathwatch kill team on the mining world of Ghosar Quintus, yet how far the rot has truly spread is still a mystery. The Imperium is unimaginably vast – the most powerful galactic empire in existence – yet one thinly spread across the infinite blackness of the void. Many of its worlds labour under repressive regimes, the questionable necessity of their cruelty unappreciated by those who toil beneath the overseer's lash. Rebellion is nothing new to such planets. Beyond count are the separatist uprisings, the schisms within the Imperial faith, the power-grabs by petty warlords or crime cartels, not to mention the spread of shadowy Chaos cults or the attempted annexations by alien races such as the T'au. It was thanks to all these factors, and the cunning and patience of the broodkin themselves, that it took the Imperium so long to recognise the danger of the Genestealer Cults. On many worlds it still remains an unknown and unlooked for scourge. This, of course, only renders the cults all the more dangerous.

The first hints of Genestealer Cult infestation may come from inexplicable disappearances, thefts of equipment or materiel, or the appearance of sinister graffiti praising the Star Children, the three-armed gunman or the wyrm-form. Occasionally, some incautious cult operative may be unmasked while attempting to infiltrate the higher echelons of Imperial society, but the gene-cults they serve are as subtle and patient as the Tyranids from whose germ-seed they spring. Thus a cult's presence may be discernible only through mysterious improvements, or an abnormal lack of trouble. Tithe quotas may improve markedly due to the efficiency of uncomplaining workers. Underhive crime may drop off sharply as the cult seeks to claim territory and prevent detection before they are ready for the uprising. Should an especially observant agent of the Ordo Xenos or Deathwatch note these signs, armed intervention may see the cult brought to battle and potentially wiped out. Equally, should the infested world be subject to invasion from without, the Genestealer Cult may launch its plans prematurely, like an insect colony swarming to drive off those who threaten the nest.



Most often, however, the rulers of a parasitised Imperial world remain blissfully unaware of the threat growing behind their walls and beneath their feet. They have no warning until the day of ascension comes and the long-hidden Genestealer Cult reveals its subterfuge and rises to attack.

What follows is a nightmare insurrection that rapidly shows just how far the rot has spread. From the lowest strata of civilisation come tides of miners, labour gangs, manufactorum serfs and cult-corrupted underhivers. They are organised. They are armed. They are fanatical in their belief that they are throwing off the chains of Imperial oppression, and that the Star Children might grace their world with their divine presence, elevating all true believers to a state of divine oneness. These hordes wear the stigmata of their alien mutation like a badge, and revel in unveiling their banners and icons in broad daylight at long last.

From wilderness and wasteland come prospector clans and nomads who have long concealed their true nature behind dust shrouds and goggles. Now, they race to aid the uprising. Amongst the masses swarm broods of larger, more monstrous beings – their aspect more xenos than Human – who wield industrial tools as lesser Humans would brandish cudgels and blades. The rebels are led by hybrid war leaders, dynamic folk heroes and potent psykers. They move rapidly to seize supply lines, capture command and control centres and sabotage or secure vital sites such as shield generatora and spaceports. The speed and surety with which they do this reveals just how meticulously the cult has planned its onslaught.

Local law enforcers, planetary militia and even garrison Astra Militarum regiments are mobilised to crush the uprising. As the machinery of war grinds into motion, cultists amidst the Imperial ranks turn on their still-loyal companions. Adeptus Arbites precinct fortresses fall from within. Defence regiments are paralysed by savage infighting, or turn wholesale to

GENESTEALERS

The Imperium first encountered Genestealers 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 Ymgarlian species of super-predator. It was only later, when broods of Genestealers were seen fighting amongst the leading waves of Tyranid invasions or infesting the depths of huge voidborne space hulks, 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. Their bodies are protected by a casing of chitinous armour that can turn aside las-blasts and bullets. Their jaws are filled with needle fangs, and are powerful enough to bite through ceramite power armour. Yet for all these natural weapons, it is the Genestealers' cunning that renders them so exceptionally deadly. While the creatures' minds are utterly divorced from anything that could even remotely compare to the Human psyche, they are easily Mankind's equal in intellect, albeit turned entirely to the tasks of infiltration and predation. Genestealers are possessed of inhuman patience and remarkable subtlety; they can compact their bodies into seemingly impossible gaps, are neurologically incapable of feeling any form of fear, and their alien biology can endure sustained periods of deep hibernation – even in conditions of absolute vacuum or the cold of the interstellar void. Employing these bioengineered abilities, Genestealers can infiltrate even the most vigilant enemy strongholds.

Ordo Xenos reports speak of Genestealers folding themselves into pipes, ducts or conduits before crawling or climbing, sometimes for days, in order to emerge from locations their foes could never have predicted. There are tales of Genestealers reaching worlds while frozen within captured ice-comets, compacted into the cavities in void ship superstructures, lurking in cargo containers or refrigerated grox carcasses, and by countless other devious means. And these, of course, are only the methods that have been detected and recorded.

What follows many such cunning infiltrations is bloodshed, as the shock troops of the Tyranid swarms burst from cover to slaughter all in their path. Yet it is when a single organism reaches an Imperial planet in secret that the Genestealers wreak the worst havoc, by seeding a gene-cult that will eventually rise to threaten entire worlds.

Give praise to the Star Children! Give praise to the Master Below! Give praise for deliverance, and freedom, and ascension! Give praise! Give praise! Give praise!

the side of the insurgents. In some cases, even the most highly placed Imperial servants throw off their disguises and are revealed as agents of the Genestealer Cult. Such figures use their purloined power to sow disinformation and anarchy through what remains of the loyalist defenders.

As the uprising gathers momentum, isolated islands of Imperial rule are drowned by the rising tide. Citizens not even indoctrinated by the cult may be swept up in the fervour of flinging off the Imperial yoke. Population centres fall one by one. Fortifications are captured, and their weapon batteries turned upon still-loyal forces or Imperial void craft and shield platforms in low orbit.

As the nightmare reaches its crescendo, the Patriarch itself leaves its throne amidst its bubbling genesis pools and emerges from the shadows to hunt. The parasitic demigod at the heart of the uprising, this monster leads the final assault against those loyalist elements still battling to cleanse the infestation. Often, it is not the only overtly Tyranid organism to join this final campaign. A smothering psychic shroud falls across the world, seeding torment and dread as a tendril of the hive fleets draws nigh. The skies darken with invasion spores and gargantuan tentacles as the xenos swarms descend. The faithful are enraptured, for surely here are their Star Children deities come to elevate their worshippers in glorious unity. Only at the last, when the Patriarch itself falls back under the direct control of the Tyranid Hive Mind and abandons its brood, do the cultists perceive the horror of their so-called victory. By this time it is far too late, both for them and for whatever remains of the planet's overrun defenders.

LIGHTS IN THE DARKNESS

In truth, the Genestealer Cults are not the enlightened freedom fighters they believe themselves to be. Instead, they unwittingly serve two specific purposes for the Tyranid hive fleets. The first of these is destabilising regions of Imperial space ready for Tyranid attack. However beleaguered Humanity might be, the Imperium still dominates great swathes of the galaxy and possesses ample armies and navies with which to resist the inexorable advance of the hive fleets. Every world hollowed out from within by a Genestealer Cult is therefore another centre of resistance undermined, another hidden crack in the seemingly formidable Imperial defences. Every Human settlement that drops mysteriously out of contact with sub-sector command is another lost source of Imperial tithes, not to mention another potential threat that costs manpower and machines to investigate. In this way do the Genestealer Cults leech the vitality from Imperial sub-sectors – parasites that render their hosts too weak to defend themselves when the time comes.

Worse still, the cults themselves project a psychic signal that not even the myriad faithful are aware of. As the power of the cult's shared synaptic Broodmind grows, it becomes a glimmering beacon in the darkness, a disharmonic choir that the Tyranid hive ships home in on. This signal promises a world overthrown, or else in the last stages of collapse. Sometimes it signals entire systems that have fallen to the curse of the Genestealer Cults, or even larger regions still. It is an indication of vast quantities of ready biomass, offered up in willing sacrifice to ineffable alien gods. These gods view their worshippers as nothing more than another source of nourishment – raw materials with which to fuel fresh invasions.

THE GENESTEALER CURSE

Should a Genestealer slip through the defences of an Imperial world, it will go to ground amidst that planet's deepest shadows. Whether immersed in the claustrophobic underbelly of a hive city, the depths of a labyrinthine forge complex or the remote caverns of an agri world, the alien's curse soon takes hold.

The Imperial oppressor believe that you are weak. Show them your strength, and the truth is soon revealed – it is they, not you, that cower, and wither, and beg.

The Genestealer begins its task by snatching unlucky victims and hypnotising them. These first targets are infected with Tyranid genetic structures by way of the Genestealer's ovipositor, which enthrals them body and soul to its will. Perceiving the alien as a messianic saviour, these thralls abduct further victims to be implanted – a process they term the Genestealer's Kiss.

Within a few years, successive generations will be born within the cult. The first-generation hybrids are monstrous things, utterly alien and possessed of bulging mauve craniums, chitinous extrusions and multiple additional limbs. These beings in turn beget the second-generation hybrids. Still grotesque, the second generation are hunched creatures with bestial features and typically an extra arm. Wholly alien though they remain, they nonetheless can communicate in Low Gothic and possess a more Human comprehension of Imperial technology, along with the dexterous digits with which to manipulate it. Third-generation hybrids are more humanoid still, for their posture is now upright and their additional arm, if it exists at all, is typically vestigial and hidden.



Yet it is with the fourth generation that the cult produces beings so close to Human that they can pass undetected in Imperial society. They are still hairless, and might look somewhat strange to the careful observer, but their peculiarities are easy enough to conceal. It is during these latter generations also that various cult agents are born to the brood; specialised individuals such as the psychic Magus, the lordly Primus and the scientifically-minded Biophagus, who all help to cement and coordinate the increasingly complex and established gene-sect.

Offspring born to the fourth generation are not untainted Humans, but Purestrain Genestealers. Even so, their parents perceive their nightmare progeny as blessed cherubs, and would die for them in a heartbeat. So does the brood cycle begin anew, with the cult's influence and numbers spreading further with each iteration.

No matter how large a Genestealer Cult grows, it is typically dominated by a single Patriarch via the synaptic link known as the Broodmind. It has been proved that, on occasion, locating and slaying the Patriarch can shatter this link and hurl the cult into anarchy. However, even in such instances, if the taint is not fully uprooted swiftly, another Genestealer of the Patriarch's brood will take its place and establish the Broodmind anew.

The Ordo Xenos and Deathwatch have identified numerous distinct Genestealer Cults, such as the Innerwyrm, the Cult of the Four-armed Emperor and the Pauper Princes. Each cult employs its own distinct colourations and wyrm-form glyphs, and is identifiable by unique cultural characteristics and strategic leanings. No one has yet been able to satisfactorily explain how it is that sects of these same cults have been found in entirely separate Imperial segmentums, but the implications are ominous.

UNSEEN PERIL

The size to which a Genestealer Cult grows depends upon the number and scale of a world's population centres. On especially crowded planets a cult may seed multiple gene-sects, each of which develops its own infrastructures, cult leaders and agents. Despite this, it is incredibly rare for a single world to host more than one Patriarch.

Gene-sects spawned from the same cult often exhibit minor cultural or doctrinal differences. Local customs or uniforms may dictate that cult colours be worn in secret, or that wyrm-forms be tattooed in hidden places upon the bodies of the faithful. Particular industries or segments of society may predominate in one region more than another, leading one sect to boast vast hosts of Neophyte Hybrid miners, while another may comprise Atalan prospecting clans or Brood Brothers concealed amongst the military. Whatever the differences, they are always secondary to cult loyalty and the bond of the Broodmind.

However many gene-sects may establish themselves across a world, the pattern of their societal infiltration is often similar. Most cults begin with the lower orders of Imperial society: mining clans, forge labourers, work gangs, sump-dredgers and the like. Such people's disappearances go unmarked, or else are ignored by overworked Enforcers who consider the rate of attrition amongst the labouring classes to be a natural check and balance. As the cult rises in power and confidence, so it sends subtle tendrils into the very organisations that have so far failed to notice its growing presence, infiltrating the fortified compounds of the Enforcers and Adeptus Arbites. Doing this ensures that the local authorities continue to overlook the cult's operations, even as it grows too large to be easily hidden from their sight. At the same time, the cult claims local gangs, militias and devotees of the Imperial faith. Such groups help the cult to extend its influence and accelerate its recruitment, which in turn creates the foundations from which to extend upwards into the higher echelons of society.

Eventually, a gene-sect claims sufficient power that it begins to assume dominant societal control. Even now the cult remains carefully hidden, and employs its newfound reach to create favourable conditions in which to grow unchallenged. Typically, it is only in these latter stages of a cult's expansion that they risk infiltrating Astra Militarum garrison regiments and local Imperial Navy flotillas. Such organisations have the greatest safeguards against corruption, and also pose the most severe risks should cult infiltration be detected.

However, undermining local military forces is imperative if the uprising is to be victorious. Countless low-born citizens are tithed to fill the ranks of the Imperial Guard or press-ganged en masse to serve aboard naval void ships. In light of the proliferation of tolerated abhumans and minor mutants amongst Humanity's teeming masses, this is most often the route by which the Genestealer Curse finds its way into the Emperor's armies.

If it remains undiscovered, a Genestealer Cult can continue to proliferate in secret like this for decades, even centuries. Should it grow large enough, the cult's Patriarch may even smuggle Genestealer broods or entire gene-sects off-world. These establish subsequent infections known as splinter cults on nearby moons, void stations or planets. Entire planetary systems can be corrupted in this way, ensuring that when the day of ascension finally arrives, the unfortunate Imperial defenders stand precious little chance of keeping the cult from absolute victory.

THE PERFECT HOSTS

The Imperium's teeming herds have proved the perfect hosts for the alien parasites of the Tyranids. Mankind has intelligence enough to ply the stars, but not enough to overcome the combination of ambition, hubris and curiosity that leads it into the dark and unwholesome places in which the Genestealer thrives. Unless specifically forbidden or prevented entirely from doing so, the Human race will seek to colonise every corner of the galaxy, no matter what terrors it uncovers in the process. This tendency, coupled with the relatively short span of years between its generations, makes Humanity the ideal prey species. The vast spread of its colonies – and hence the near-limitless biomass it can provide – has not gone unnoticed by the Hive Mind that unites every Patriarch.

In order for the full panoply of Genestealer bioforms to rise to the surface across the course of a brood cycle, a prey species must include individuals with psychic ability. In this sense, too, the Human race is ideal; instances of psychic talent are becoming ever more frequent on Imperial worlds and, since the coming of the Great Rift, this increase has been so marked that the Black Ships of the Adeptus Astra Telepathica cannot hope to quantify and harness more than a small fraction of the psykers that arise. Despite the risk of disaster, nascent Genestealer Cults are more than ready to induct untrained psykers, knowing that in doing so they pave the way for a Magus to be born. This prophetic leader will guide the cult to new heights of victory as the Patriarch's mind-altering influence spreads further over the host populace.

BRED FOR WAR

While it remains in the shadows, a Genestealer Cult may seem like a peaceful, functioning society. Indeed, it is blighted by neither crime nor internal strife, and all within it toil daily for its furtherance. Yet, when a cult reveals itself at last, there can be no mistaking it for anything but an army bred entirely for battle.

At the heart of the cult is the Patriarch, lurking in its hidden throne room and extending its will through the Broodmind. With its chief agents at its side, the Patriarch reigns over its subjects like an all-powerful king while they toil day and night to increase their numbers, their stockpiles and their influence. When the Patriarch deems the time ripe, it raises one mighty talon and sends its psychic imperative chittering out to the teeming billions who worship it – the day of ascension has come.

CLAWS UNSHEATHED

Each gene-sect's armed forces form warbands known as Claws, which are gathered and disbanded according to the needs of the Patriarch and its war leaders. Even a single Claw has the might of arms to overwhelm enemy forces in a raid or skirmish, to hunt down interlopers who threaten to reveal the nascent cult, or to eliminate an enemy leader who might otherwise cause trouble.

When the cult throws off its cloak of shadows in fully fledged uprising, its many Claws are bared as one. Icons that for so long had been hidden in concealed shrines are now hoisted proudly aloft. Beings too alien to pass as Human are unleashed at last, their xeno-mutations no longer a hindrance but instead blessed weapons of rebellion. Plans long laid are put into motion. The faithful launch sabotages, ambushes and surprise attacks with inhuman precision. Amidst gangs, militias and garrisons, infiltrators turn suddenly upon those who thought them allies.

The psychological impact of such mass treachery is a weapon in itself. Precious time is lost as loyalist forces struggle to understand what is happening. Dismay, denial and senseless outrage take their toll; defenders are overrun even as they seek to reason with comrades-turned-insurgents, or to demand useless clarification or explanations from their superiors while they should be digging in and fighting back.



This advantage of surprise is crucial to the Genestealer Cults. While it is not unheard of for gene-sects to control super-heavy battle tanks, massed combat aircraft or the like, their access to such high-end assets is often limited. Moreover, the vast majority of their forces are best described as paramilitary guerrillas, who must compensate for their lack of heavyweight military hardware through zeal, numbers and cunning. Cult forces therefore seek to seize the initiative from the start of any engagement, and to keep their enemies off balance thereafter. Rather than rush onto the guns of massed foes, entire Claws circumnavigate the enemy via crawl-ways or abandoned service tunnels, before bursting forth in sudden ambush. Strategically crucial regions are sown with booby traps. Skilled cult agents infest communication networks, spreading disinformation and demoralising propaganda, or invade the very minds of key enemy personnel, rendering them puppets to the Patriarch's will.

Where the cult has amassed heavier assets in the hands of its Brood Brothers, these are deployed against the most formidable enemy targets. Fortifications no cultist has managed to infiltrate, mustering grounds for loyalist defenders, the fortified palaces of Ecclesiarchal leaders or planetary governors, astropathic sanctums – all are worthy targets for the cult's mailed fist. In other instances, such valuable reserves may be held back until the enemy have committed their own strength to purge the uprising, or saved to counter any response from Imperial elites such as the Adeptus Arbites or Ordo Xenos. Should ascension have been triggered early by off-world invaders, it may be the Brood Brothers who bear the initial brunt of the fighting. Deploying more like conventional armed forces, they seek to slow the invasion, often even fighting alongside unwitting Imperial allies while the Patriarch rouses the full might of its following to rise up and counter-attack.

Whatever the case, the gene-sects maintain a footing of total war from the instant their uprising begins. Every living being within the cult strives with everything they have to serve the Patriarch's will and overthrow their enemies, even at the cost of their own lives. After all, their belief in a divine reward amidst the light of the Star Children is total. Sudden insurgencies and hit-and-run raids escalate planetwide day upon day, the cult striking from the shadows like a many-tentacled monster. The fighting does not end until the last of the Patriarch's faithful have martyred themselves for their cause, or else they have claimed their world in the Star Children's name.

BOUNDLESS HORIZONS

The Imperium is a realm of myriad worlds, void stations, moons, asteroid belts, spaceborne flotillas and more. Almost all of these environments have the potential to play host to Genestealer infestations, for the parasitism of the cult is both adaptable and resilient. Each presents its own risks, of course, but also its own rewards should the cult succeed in its aims.

The most obvious targets for Genestealer Cults to infiltrate are those with high populations, like hive worlds or industrial worlds, and those whose defences are either inadequate or overburdened. Corrupt or incompetent rule may leave some planets with gaping holes in their armour, be this through a physical lack of fortifications and defenders or through the rampant criminality of smuggling networks, who slip more past the planet's bribed sentinels than they could possibly realise. Equally, more than one Imperial stronghold has held off the aggression of heretic raiders or Ork pirates, never knowing that while they were watching the overt threat, the seed of an entirely more insidious danger had slipped through their lines. It may take a Genestealer Cult many generations to overthrow such vast and bloated host societies, but the biomass they can render up to the hive fleets is well worth the Patriarch's time.

Agri worlds or centres for resource mining are typically easy prey for cult infiltration. The process here will again be slow, for those population centres that exist on such planets are typically scattered and insular. However, the very isolation of these settlements helps ensure that the cult can spread its curse undisturbed. Meanwhile, the regular and greedily accepted exports of such civilisations allow a well-embedded gene-sect to ferry mutagenic foodstuffs and stowaway shipments across entire sub-sectors with impunity.

Feudal worlds, death worlds, feral worlds and frontier worlds all pose their own dangers to cult infiltrators. Where technology levels are lower and populations more watchful, it can be challenging for the brood to go unnoticed as it spreads. On the other hand, these remote or backward locations stand little chance of summoning aid from the wider Imperium; providing the cult strangles any desperate cries for aid, they can claim such wild and bounteous worlds at their own pace.

Most valuable of all are prizes of great military significance. Forge worlds that churn out macrotonnes of materiel ever day, fortress worlds with continent-wide defence networks and huge garrisons, naval squadrons with the power to raze worlds – seeding the gene-curse in such places is always tremendously risky, and is rarely accomplished without calamitous bloodshed. However, if the cult succeeds they will have secured a potent military asset that can be employed to fatally undermine the defences of entire Imperial systems.



Mortimund Vux crouched amidst the ruins of a fallen hab-block. In his right hand he clutched the bolt pistol he had named Freedom. Vux had prised the weapon from the grip of his overseer, after dashing the man's brains from his skull with a mining pick. That pick Vux had also christened: *Retribution*. It was even now lashed securely to his back, in easy reach should he need it.

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Vux could hear the rumble of power plants and tracked vehicles. Barked orders crackled through the air from vox-horns. Peering over a blackened hunk of masonry, Vux saw the enemy approaching. He felt his hate for them rise like hot bile in his throat. The Conglomerate militia in their grey bodygloves, with their resp-masks and aurora goggles. The Cadians hiding inside their armoured transports, whose tracks crushed rubble and bone and whose turrets tracked right and left like beasts scenting for prey. The trio of artillery tanks at the rear of the formation, bulky mortars jutting to either side of their camo-painted glacis shields. In their midst came an armoured transport like the rest, but boasting a plethora of whip-aerials and vox-dishes. Vux instinctively knew it for a command vehicle.

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Then came a ripple of explosions that punched the air from his lungs. Firelight leapt. Smoking lumps of stone shrapnel rained down, rebounding from Vux's cover. Fearless, he hauled himself up in time to see a second string of explosions race along the edge of the processional as concealed charges detonated. Imperial transports shuddered, burned, slewing off the roadway in their attempts to avoid the booby traps. For an instant Vux saw her – the Reductus – ghosting through the dancing flames to spin a metal disc deftly into the flank of the Cadian command tank. She was gone as quick as she came. In her wake a new explosion blossomed, rocketing the Chimera into the air to crash back down on its roof.

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UPRISING:
CHALNATH

The Chalnath Expanse lies within the Imperium Nihilus. It is a sweeping region of Human-dominated space gripped by a tripartite war between Imperial, T'au and Genestealer Cult creeds. From the Nem'yar Atoll come the colonisation fleets and silver-tongued diplomats of the T'au Empire. Their onset, coupled with the omnipresent peril of the Great Rift's warp storms, has triggered numerous Genestealer Cults to rise up and overrun their prey worlds. As beleaguered Imperial defenders dig in throughout the Chalnath Expanse, the xenos-hunting Deathwatch unearth ever more disturbing examples of widespread infestation by a splinter of the Cult of the Four-armed Emperor. The Arrajian System is one such tainted locale. Indeed, despite an ill-fated insertion mission by Deathwatch battle-brothers out of Mortguard Watch Fortress, Imperial forces have yet to truly grasp the horror that has overtaken this once loyal and prosperous Human territory.



ARRAJIAN I

This world is a molten orb, scoured by solar winds and electromagnetic storms spat from the system's star. Using these conditions to veil their activities, the Cult of the Four-armed Emperor have concealed a growing fleet of stolen void ships in stationary orbit within the planet's solar shadow. Approach and departure are achieved by space vessels using a carefully plotted corridor, any divergence from which risks the crafts' obliteration by stellar fire. It is a risky hiding place, to be sure, but an effective one also.



ARRAJIAN II

The synchronicity of orbits between Arrajian I and II is inexplicably exact, and has been put down to a 'miracle of the God-Emperor'. Despite its nearness to its star this world is ever in the shadow of its twin. Its algae-thick oceans thus remain glacial and are regularly las-cut into mile-wide blocks for transport to less bounteous worlds. Gene-strains introduced by the cult's Biophaguses have rendered these precious exports effective vectors for the Genestealer Curse.



ARRAJIAN I

This hothouse worl
a rich bounty of n
gruel from its arm
agri-factorums. It was here
splinter-cult's Patriarch, kn
the faithful as Father Benefic
inducted his first apostles, a
where his throne room remains
hidden. The world fell to subt
insurrection some decades ago,
only outward sign a notable up
in its gruel-yield. This in tu
drew the system's greedy guild
and saw their unwilling inducti
into the cult amidst the planet
heat-shielded barter markets.



ARRAJIAN IV

This artificial planetoid was built up from a humble void station over the span of four millennia. Its vast central structure is known as the guildhouse, and forms Arrajian's hub for both internal and system-to-system trade. It was to this fabricated world that the guilders spread Father Beneficence's curse, and from here that the taint then radiated system-wide. It was also to Arrajian IV that the Deathwatch sent Kill Team Alvor, deploying them by teleport-insertion. Only a single battle-brother escaped the teeming brood-nests alive, yet the cult's Patriarch judged their arrival threat enough to usher in the day of ascension throughout the Arrajian System.



ARRAJIAN V

This pious hive world possess
a strong guilder presence and
garrisoned by regiments of Ca
Shock Troops, Racothan 'Alleyhounds' an
Volpone Armoured Cavalry, not to mentio
prodigious local militias. The cult's
infiltration of this planet was two-pron
with corruption flowing into the hive
spires by way of guilder hubs and into
underhives via smugglers' cartels and
hospitals. Forced into an early uprisi
by the events on Arrajian IV, the cult
corruption of the local military was f
from complete. Arrajian V has thus bee
plunged into a vicious and finely balan
civil war.



ARRAJIAN VI

Actually Arrajian V's largest moon, this fortified stronghold is honeycombed with missile batteries whose reach commands all of the system's major space lanes. Cult infiltration here had barely begun when Father Beneficence sent his psychic imperative to rise up. Thus a single gene-sect barricaded themselves within Silo 13 and detonated its entire payload of ordnance. The subsequent mayhem gave cult reinforcements time to make planetfall from Arrajian IV, and now fierce battle rages through the moon's ravaged bunkers and corridors.

ARRAJIAN VII

This sparsely populated agri world was defended by a single regiment of Pardok Rangers, based out of the city-port of Thassoli. Indoctrinated early in the cult's spread, the Pardok soldiery then ferried Purestrain Genestealers into the wilds and released them to spread their curse at will. Amidst blood and horror, the herder villages went dark one after another, then lit up anew with the holy pyres of the cult. Yet in a curious inversion, the toughest locals fled to the mountains, and there founded their own guerrilla insurgency against the covert xenos invasion.

ARRAJIAN VIII

Arrajian VIII is a shrine world dedicated to Saint Lyacha the Stern. An archaic local ordinance prevented the establishment of an Adepta Sororitas convent on this planet, so it was instead heavily defended by an independent Astra Militarum garrison. The corruption of these faithful soldiers began through guilder imports of tainted nutrigruel from Arrajian III. Meanwhile, the gene-sect's Magus adopted the persona of Lyacha Reborn, employing her hypnotic powers to reinforce the charade. Between inducted Brood Brothers and tainted pilgrims, the cult outnumbered untainted Humans four to one by the day of ascension.

ARRAJIAN IX

For centuries, magnetospheric trawler fleets have skimmed particulate energy from the gas giant Arrajian IX's upper cloud currents to charge sacred battery caskets. These are then ferried to the inner planets to power generatora, shield batteries and other vital technologies. To disrupt this process, small cult cells were established, sufficient to work rites of sabotage before the caskets were dispatched to their destinations. Several subsequent disastrous explosions can be traced to this conspiracy, which shut down key defensive emplacements as the uprisings gathered pace.

THE HIDDEN THREAT

Many amongst the ranks of the Genestealer Cults display an outward aspect of Humanity quite at odds with the alien malevolence that simmers within. It is only once the uprising begins that these third and fourth-generation hybrids reveal their monstrous allegiances, as they turn upon those who once trusted them.

The third and particularly the fourth-generation hybrids are the most populous and widespread members of most gene-sects. This serves the Patriarch well, for these are the individuals most able to pass unnoticed amongst the Human herd. It is these hybrids who join the sweating masses labouring in macro-mines or amidst the blast furnaces of forge temples, who labour in crop fields or at nutri-vats, roam the wilds posing as prospectors or slip into the ranks of the Astra Militarum.

The irony is that, until their true colours are revealed, their dutiful nature makes these cultists real assets to the Imperium. They are diligent students, hard workers and seemingly faithful citizens, who do all they can to stay out of trouble and make themselves indispensable to their masters. This only makes it all the more shocking when the hybrids turn traitor. On the day of the great insurgency, when the populace look to their bravest and most dependable members for protection, they are appalled to find that their supposed allies are fighting not against the monsters boiling up from the depths, but alongside them.

NEOPHYTE HYBRIDS

Neophyte Hybrids are the dedicated and fanatically loyal foot soldiers of their cult, born of the brood cycle's third and fourth generations. So strong is their link to the Patriarch that they will toil for years, hurl themselves into suicidal assaults, or fight in inimical environments until their bodies give out – all without a word of complaint. As the cult gathers its strength, the Neophytes work their way into position as militia fighters, miners and menials. There they stockpile basic weaponry and wargear for the cult to use when the time is right.

On the bloody day of uprising, the Neophyte Hybrids prove themselves capable fighters. They mass in large broods, their bulkier third-generation brothers and sisters hefting the heaviest weaponry while the most capable amongst them naturally assume command. Raising their wyrm-form icons high, they surge forth to overwhelm the horrified unbelievers.

ATALAN JACKALS

These fourth-generation hybrids serve their gene-sect as outriders. Astride their dirtcycles, they roar through tunnels and across dusty plains in tight-knit packs, their mental bond allowing them to move and hunt as a perfectly unified force.

Before the uprising comes, Atalan Jackals operate behind a veil of legitimacy. Atalan-class vehicles are commonplace on almost every Imperial world, being standard issue work transports rugged and simple enough to endure decades of rough handling and to run off almost any fuel. Riding these, the Jackals pose as operatives for mining corporations, aqua prospectors, nomadic beast-herders or intrepid scouts. They use these covers to locate new recruiting grounds for the cult, or else to gather intelligence on trade routes, military outposts, resource deposits and the like.



Foremost in such efforts are the Jackal Alphuses. These natural leaders range furthest of all, possessing the constitution to travel for days under blazing sun or through freezing gloom, gathering reams of vital information for their sect's Nexos.

In battle, Atalan Jackals act as a swift reconnaissance and raiding force, picking off weak or isolated enemy units and harassing the foe's flanks. Heavier support is provided by Wolfquads – light prospecting vehicles whose mining lasers and incinerators are easily turned from tools of progress into weapons of war.

BROOD BROTHERS

The longer an Astra Militarum regiment remains stationed on a prey world, the more completely an established gene-sect will seek to infiltrate its ranks. Be they infantrymen, tank crews or other soldiery, those corrupted in this way are known as Brood Brothers. Especially valuable assets are targeted where possible, sometimes with spectacular results; the devastation unleashed when the tainted Reuchan 457th Deathstrike Missile Battery unleashed their vortex warheads remains a cautionary tale amongst the Deathwatch. Equally, reports from Foleigh Prime suggest the cult uprising there commands a trio of super-heavy Stormlord tanks with which they have wreaked untold damage.

Such examples of high-value asset theft are rare, however; the risks of detection inherent in subverting such well-guarded weapons often outweigh the rewards. More commonly, Brood Brothers aim to infiltrate the lower echelons of the regimental structure then work their way up. They replace each bona fide Imperial soldier one at a time, until entire corps answer not to their superior officers, but instead to the Patriarch of the cult. In doing this, the Brood Brothers gain access to reliable military-grade firearms and hardened communications technology, man-portable heavy weaponry and sometimes even the heavier war engines for which the Astra Militarum are so famed. Perhaps the most cynical aspect of this process is that, even as they are having their ranks hollowed out from within, the Imperial Guard continue to train the cult infiltrators in the very tactics and weapon rituals that will soon be turned against them. Squad by squad, platoon by platoon, the Brood Brothers manoeuvre themselves into positions of trust. If all goes well for them, their still-loyal comrades will never recognise the blade laid at their collective throat until it cuts deep.



IRON TALONS

During its gestation, the cult amasses a sizeable pool of vehicles. Any acquisitions are useful, be they civilian transporters and stretch-groundcars, heavy cargo rigs, factory crawlers or Arvus shuttles. Still, there are certain standard-pattern vehicles ubiquitous across the Imperium for which the Genestealer Cults show a habitual preference.

The Goliath Truck is produced to a Standard Template Construct pattern. Built from readily available materials, it can handle all but the most extreme terrain and boasts ample transport space and a good turn of speed when required. Little work is needed to turn this workhorse into a paramilitary combat transport that can hold its own against some of the galaxy's most feted armoured personnel carriers.

The Goliath Rockgrinder is a variant of the redoubtable Truck, intended for mining and clearance. Its massive drilldozer serves as a formidable slab of armour on the battlefield, while the close-quarters military applications of its whirling blades are obvious. Whole squads of enemies have been scattered by Rockgrinders bursting suddenly through ruined walls or tree cover, those too slow to leap aside reduced to a bloody blizzard while any survivors are swiftly gunned down by the Goliath's passengers.

Lighter and swifter, but no less valuable, is the Achilles Ridgerunner. A utilitarian vehicle intended for geological surveying and running messages between isolated communities, the Ridgerunner excels in scouting missions for the cult. Its armour is sufficient to shrug off small arms fire, while its speed and low profile help in avoiding heavier enemy weapons. In return, the Ridgerunner can mount surprisingly heavy mining lasers, mortars and missile launchers that allow it to harass enemy armour. Many gene-sects also place spotters aboard these vehicles, their task to report enemy troop movements to the cult's Nexos and to help coordinate the deployment of heavier assets.

THE DEFORMED AND DERANGED

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 malformed servants of the Patriarch remain hidden during the cult's gestation. If seen, they would likely be hunted as mutants or, worse still, draw the notice of some vigilant Imperial agent. As no Patriarch would risk a full-scale purge being unleashed upon its brood, these beings lurk in the prey world's darkest depths until the time is right. There they worship the Patriarch and the Star Children, their inhuman hissing and chanting echoing through dank caverns and around alien idols of iron, flesh and bone. They prowl the boundaries of the cult's inner sanctum as tireless guardians, or slink through the gloom on covert missions 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.

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.

ACOLYTE HYBRIDS

The first and second generations of a brood cycle are entirely too alien to blend into Human society. These Acolyte Hybrids are the foremost cultists of the Patriarch, its most loyal sons and daughters 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 that aids them in the shadowy raiding and assassination campaigns they often undertake.

The Genestealer portion of the Acolytes' heritage, meanwhile, provides them with the raw strength to heft huge industrial power tools and bear them into battle. They employ these oversized and brutish weapons to carve up the enemy's toughest warriors and armoured fighting vehicles. Further equipped with hand flamers and autopistols, devastating blasting charges and the vicious talons and fangs that are their unnatural inheritance, Acolyte Hybrids possess ample weaponry with which to sow destruction amongst the enemy.

HYBRID METAMORPHS

The occurrence of Hybrid Metamorphs amongst the ranks of the cult is seen by many broodkin as a great blessing. The creatures mutate from first or second-generation specimens, their arms transforming into claws that can crush ferrocrete, whips of barbed sinew or hooked chitinous blades. Some develop gruesome tentacles that fringe their

AGENTS OF BIOGENESIS

The curse of the cult always begins with the sting of a Genestealer's ovipositor. However, from that point forward the Patriarch's followers will employ every available vector for its transmission. Fortunately for the Imperium, this is not a simple matter, as the complex Tyranid germ-seed responsible for overwriting Human biology is not capable of unaided viral transmission. To overcome this hurdle, each gene-sect produces one or more specialists known as Biophaguses from its latter generations.

Masters of gene-manipulation and bio-alchemy, Biophaguses are responsible for industrialising the process of indoctrination and infection. They concoct devious new contaminants that infect their victims with xenos genetics, morphing their body and mind and rendering them susceptible to the sinister influence of the cult. These twisted biologians can be found posing as medicae specialists in slum hospitals, alchemical distilleries and med-paste factories. Embedded in positions of high authority, they run discreet tests upon the local populace and practise foul procedures upon pliant broodkin. Aberrants receive particular attention, and in their hidden lairs many Biophaguses trial new bio-alchemical solutions upon these deformed brutes in an attempt to bring out the latent alien power within their blood.

It was Biophaguses of the Twisted Helix cult that first unlocked the secrets of extracting Genestealer germ-seed. The cultists of the Helix then contaminated medical supplies and food rations with this biomatter, spreading their curse through ingestion and fluid intake rather than by the Genestealer's Kiss. This knowledge has gradually spread amongst other cults and hidden cells, and the sinister experiments of the Biophaguses continue apace.

Patriarchs instinctively value the work of the Biophaguses, as their innovative methods extend the reach of the cult far and wide. To this end, they are often granted a familiar to aid in the synthesising of xenos biomatter. This scuttling assistant sneaks into safeguarded facilities to disperse chemical agents into water sumps, air filtration bellows, medical transfusion fonts or macro-silos full of grain and nutrient blocks.

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 Tyranid splinter fleet drawing close. Sensing a developed Genestealer Cult nearby, the Hive Mind sends a synaptic imperative and triggers dormant gene-codes buried within the bodies of the faithful. This helps to ensure that, when the Tyranids begin their onslaught, the cult already contains plentiful war-beasts to aid with the overthrow of the prey world.

Occasionally, Metamorphs also spawn as an instinctive defence mechanism. Should the Broodmind suffer great trauma – be it the onset of a warp storm, the peril of large-scale discovery or an alien invasion – it forces the premature mutation of these creatures to help defend the Patriarch.

ABERRANTS AND ABOMINANTS

What errors in the brood cycle give rise to Aberrants, none can say. Imperial xenobiologians have posited everything from injection with a damaged ovipositor or failures of bio-experimentation to the influence of encroaching warp storms or even the residual Human spirit rebelling against its xenos bondage to the detriment of its host body. Whatever their cause, these lumpen and simple-minded monsters often seek out a Biophagus and follow their bidding 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 or weaponry, or excavating sappers' works under Imperial strongholds that Reductus Saboteurs then pack with explosives. The most cunning of their kind are even dispatched on occasional brute force assassination missions, lumbering from the sewers in the dead of night to make a bloody example of one who has proved an obstacle to the cult. When the uprising begins, however, these 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 – an imp-like creature infused with the Patriarch's own sentience – that scurries to inject its master's genetic structures 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 children's toys or discarded carcasses, but when war calls each becomes a terrifying force of destruction. Directed by its skittering mindwyrm familiar, the Abominant thunders into battle, swinging its huge hammer in crushing arcs, its rippling flesh healing as swiftly as the enemy can damage it.

Mutants, they call us. Freaks. Monsters. Their dull eyes cannot see the truth of divinity, nor their stunted minds comprehend the magnificence and beauty of our ascended forms.



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.

By the sick, and the laser, and the blasting charge of the miner shall our chains be broken. By the talon, and the fang, and the blade of the blessed ones shall our enemies be laid low. By the glad song of our souls shall the Star Children know us, and bring us the gift of final unity.

MARTIAL LEADERS

The Primus

The Primus is a third-generation hybrid that typically emerges from the brood cycle when a Tyranid splinter fleet draws near, or when the cult requires unwavering martial leadership. Strong, robust and straight-backed, 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 blessed by the Patriarch itself.

Before the day of ascension, it falls to the Primus to draw up meticulous plans for the uprising to come. It is also their duty to oversee the seizure of transport vehicles and void ships by which splinter cults can be seeded throughout the wider star system. As the great day draws nigh, the Primus takes over military leadership of their gene-sect's forces. They become the avatar and the fist of their Patriarch – an iconic war leader whose warriors would follow them into certain death at their gene-sire's merest whim. Even before the main assault, the Primus leads from the front, masterminding raids deep behind enemy lines then commanding them in person. When the uprising begins in earnest, this continues on a wider scale, with the Primus now directing the entire, overwhelming attack against the prey world.

In battle, the Primus is a force to be reckoned with. They employ toxins distilled from their own bloodstream, injecting them into the enemy via hissing needlers 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. Said to be crafted from the stuff of the Patriarch's own throne, these abominable weapons suck the life from their victims and leave them as lifeless husks.

The Nexos

The Nexos emerges from the brood cycle as the cult's numbers swell, to aid the Patriarch in coordinating its teeming followers. Physically, this bioform appears weak and withered: fat veins pulse beneath the papery skin of their temples, bruised flesh surrounds their jaundiced eyes and a slight tremor accompanies their every movement. These symptoms denote not frailty, however, but rather the immense physical strain imposed by the Nexos' incredible mental abilities – gifts that render them an invaluable rear-echelon strategist and commander.

By laying their hands upon one infected with the Genestealer taint, the Nexos is able to absorb a full mental and sensory imprint of every instant of that being's life. They can do this millions of times, compartmentalising and cross-referencing each of these psychometric records to build a remarkable three-dimensional mental map. In this way, the Nexos becomes an encyclopedic expert on the cult's territories and capabilities, and the sprawling planetary battlefield across which it engages its foes. Armed with this biological supercomputer inside their head, the Nexos acts as the gene-sect's strategic nervous system. They direct entire Claws of warriors to outmanoeuvre and overrun the cult's foes, often combining their efforts with the information warfare of the Clamavus to accomplish feats beyond the organisational capabilities of an entire Imperial command post.

The Kelermorph

The influence of the Kelermorph 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 in 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 in nature than either of these anthropocentric interpretations.

The Kelermorph is, in fact, 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 upon the desires for adventure and rebellion rife amongst criminal elements and bored hive-spire 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-man 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 gunman 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

The Magus

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.

Those who are blessed with the blood of the Starborn will stand victorious beneath the sigils of the cult once the last shot is fired and the last body falls.

Who are they to lay claim upon this world, these degenerate worshippers of gods both false and foul? How dare they set foot upon this blessed planet we have toiled for so long to claim? Rise, brothers and sisters – rise and show them that this place is not theirs to take!

The Clamavus

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 enemy 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, hymnals and religious primers into the lower levels of Imperial society, each publication 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 often lethal phenomenon usually associated with the onset of the Tyranid hive fleets. Each static hiss of the Clamavus' scrambler array is attuned to the unified consciousness of billions of indoctrinated organisms, a choir of abnormal minds howling in supplication to the Hive Mind. When overheard at close proximity, this audial virus causes a devastating psychic overload that can boil the brains of any foes unlucky enough to stumble into earshot.

SHADOW OPERATIVES

The Reductus Saboteur

Into this third-generation hybrid is distilled the cult's accumulated knowledge of explosives and destructive engineering. As a result, the Reductus Saboteur is able to fashion demolitions 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 precisely 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 to publicly assassinating 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

When not slinking through the shadows upon a mission of assassination, the Sanctus can be found lurking 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 inevitably revealed by its multi-spectral goggles, themselves stolen 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 delivered from its whisper-silent sniper rifle.

The Locus

The Locus 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.

Save your rations for the cause! Feast instead upon the flesh the unbelievers!





UPRISING: VIGILUS

The Cult of the Pauper Princes spent centuries building its strength upon the sentinel world of Vigilus. From a single Purestrain Genestealer that slinked into the seismic caverns beneath Megaborealis sprang the cult following of Grandsire Wurm, which spread slowly through every hivesprawl on the planet. Their uprising was triggered prematurely by the arrival of an Ork Speedwaaagh! led by the formidable greenskin Speedboss Krooldakka. The ambushes, insurgent attacks and bloody takeovers that followed formed but one aspect of the tumultuous War of Beasts. Yet throughout the subsequent years of anarchic violence, the Pauper Princes remained the most insidious and elusive threat to Vigilus. Their conquest of Dirkden Hivesprawl was emblematic of the merciless cunning with which the cult's plans were laid and enacted.

Being the **[REDACTED]** *file of* **[REDACTED]**, *wherein continues my account of the revolutionary actions staged by that xeno-polluted deviant sect that names itself the Cult of the Pauper Princes. Trusting that my lady* **[REDACTED]** *will find the following testimony of greatest possible utility and pertinence to her ongoing investigations, and will excuse the brevity and plainness with which I write in such haste. Yours with fealty,* **[REDACTED]**.

...and so we must turn our gaze to the Dirkden Hivesprawl, which - of all the islands of civilisation amidst Vigilus' desiccated deserts of dust - is surely the most benighted by poverty, neglect and despair. Subtracting from the discussion both moral and clerical judgement regarding the lot and gratitude of the faithful servant, it should not come as a shock that an organisation seemingly espousing the furtherance of paupers to the stature of princes would find here fertile soil for their seditious creed. What is perhaps cause for greater concern and, yes, no little moral disappointment on the part of we more rarefied Imperial servants, is that the xenocult also found substantial purchase within the ranks of the Vigilant Guard regiments, into whose guardianship Dirkden and its environs had been entrusted in good faith.

Was any manner of being ever so pernicious as the alien, or as wholly repugnant in its cunning? So might any pious worshipper of the Golden Throne lament, upon observing how the Cult of the Pauper Princes thence exploited their extensive parasitic infiltration of those bodies whose duty should have been the protection of the hivesprawl and its valuable assets. Oh, such retrospective irony can be found in the name Vigilant!

The facade of military authority opened to the cult that thrice-warded portal behind which lay the secrets of the Omnissiah's own priesthood, and the alpha-level data-psalms to which only they were privy. In retrospect, it is woefully apparent that it was possession of this forbidden lore that allowed the xenocult to commune with the machine spirits of the Bastion-class forcefields that ringed Dirkden Hivesprawl, and to induce in them such a state of temporary torpor that those same fields gave the appearance of suffering mechanical failure.

There can be little doubt that it was this sudden appearance of defensive weakness that enticed a substantial force of Ork raiders to turn their course towards Dirkden, surely hoping for the violent revelry for which that brute species is so infamous. So were the Vigilant Guard - those elements that remained loyal but lamentably blind to the corruption within their ranks - impressed upon to sally forth from Glaive Point to the Rescalid Underworks, that they might fight valiantly for those they were oath-sworn to protect.

Now came that deed for which, if the God-Emperor's justice truly extends beyond the veil separating the tangible and the spiritual, the cultists of the Pauper Princes shall writhe forever upon His



vengeful pyre in punishment. Sighting the coiling thunderheads of saline dust, which surely marked the approaching vehicular cavalcade of the greenskin invaders, the xenocultists commenced their uprising throughout Dirkden proper. Moreover, with the damnably felicitous synchronicity of conspirators who have plotted the hour of their perfidy to meticulous exactitude, it was at this moment that the Pauper Princes also roused Dirkden's forcefields to a state of obdurate wakefulness once more.

So did the brave men and women of the Vigilant Guard find themselves marooned beyond the walls of their fastness, unable either to regain access to their stronghold or to intervene on behalf of those luckless loyalists left within.

One might reasonably argue that in the bloodshed that followed, the admonishing hand of the God-Emperor was still at work. After all, does He not ultimately preside over all that transpires across the infinite immensity of his realm? And might He not have sought to punish those whose lack of the very vigilant qualities for which they were named had permitted the tragic state to which Dirkden Hivesprawl was now brought? Yet it is hard to see anything of the God-Emperor in the one-sided slaughter that unfolded.

How those xeno-tainted apostates upon the walls must have leered at the loyal soldiery so outnumbered by the barbarous greenskins - some of them slain while holding their ground valiantly against the impossible odds, others cut down as they sought with vengeful desperation to gain readmission to the stronghold that until so recently had been their salvation.

The final tragic footnote to this inglorious tale can be found in the cowardly flight of those Dirkden citizens who, being yet preserved from the xenos taint but lacking the piety or moral fibre to stand in defence of this corner of the Emperor's realm, chose instead to gather their loved ones and meagre possessions and flee across the dubious boundary of the Hyperia-Dirkden Fortwall. It can now easily be seen why the Pauper Princes evinced so little interest in halting these faithless refugees, and how they instead swathed themselves in the rags and coveralls of the honest Imperial serf before joining the rivers of...

RAMPANT INFESTATION

Many Imperial worlds have already fallen to Genestealer Cults. While some of these were soon consumed by Tyranid splinter fleets, others have become the origin points of covert interplanetary infiltration or even open military conquests. In this way, some cults take to the stars to spread the curse in their Patriarch's name.

All you have been told of the Imperial faith is a lie! Only the doctrines of the Star Children hold truth! Open your eyes and ears, citizens, and embrace the blessed oneness of the brood!

It is an instinctive behaviour of the Genestealer Cults to start shipping broods of Purestrains off-world as soon as they are established and secure enough to do so. Besides serving to seed the Genestealer Curse on fresh prey worlds, this practice also ensures that should the parent cult be discovered and purged, its splinter cults will survive to continue its legacy. Equally, planets subject to suitable tithes may be able to pollute their neighbours – or even send the curse through warp space to entirely separate sub-sectors – by exporting tainted foodstuffs, labour gangs, medical supplies or redeployed garrison regiments.

For those cult-conquered worlds with sufficient military and industrial infrastructure, there is also a more direct route to propagation. It is not unheard of for fortress worlds or forge worlds to be subsumed wholesale by a cult, which then – either by stealth or by force – secures sufficient void-capable ships to mobilise its armies en masse.

Unified in purpose through their Broodmind connection, the faithful who survived the war to conquer the world immediately set about producing more war engines and weaponry to bear into battle. Leaders such as the Primus, the Nexos and the Clamavus marshal the Claws to ensure their readiness for front-line combat. What results may still be a ragtag force compared to the regimented ranks of the Astra Militarum; it might be transported by a mismatched flotilla of naval frigates, tramp traders and pilgrim barges, and may well be good for no more than a single, somewhat amateurish planetary invasion before needing to either replenish its ranks or revert to planet-bound guerrilla activities. Nonetheless, such forces benefit from the twin advantages of alien single-mindedness and the element of surprise, rendering them entirely capable of interplanetary conquest.

There are also those cults whose foundations are built upon void travel to begin with. Ordo Xenos archives are replete with stories of isolated pirate bands, beast-smuggling cartels or remote secessionist enclaves that have fallen to the Genestealer Curse. The raids and blockade runs launched by such groups prove excellent vectors for the delivery of Purestrain Genestealers. Indeed, more than one hardy Imperial settlement has seen off an apparently failed attack by what they believed were desperate mutant bandits, only to fall ominously silent weeks or months later.



Other voidfaring cultists are more insidious still. Beneath a banner of legitimacy, they attach themselves to the personal flotillas of Rogue Traders – chartered pathfinders on the fringes of Imperial space – whose activities may be the only contact an outlying Imperial world has with the wider Human race for many years. The Deathwatch are actively pursuing more than one group of this kind, believing them to be infiltrated by the Genestealer Curse.

Recent years have even seen Genestealer Cults stage uprisings from within the labyrinthine bowels of Imperial Navy warships. The security measures surrounding such craft are some of the tightest in any arm of the Imperial war machine, but they can still be bypassed by sufficiently cunning or fortunate broodkin. Mauled Navy squadrons, cut off from their usual ports by enemies or warp storm activity, may seek to repair and re-arm at void stations or orbital docks where a cult presence exists. While docked in this way, Purestrain Genestealers may slip aboard them, whether hidden inside specially machined hollow munitions or shipping containers destined for deep holds.

Other hard-pressed warships may press-gang entire hive slums or frontier colonies in their haste to replenish lost crew serfs, never realising the poisoned bounty they are reaping. From such ill-fated endeavours spring violent uprisings that see cult masses boil up from a vessel's lower holds. Tainted naval armsmen turn their guns on their comrades, and the ship's bridge becomes a war zone as turncoat crew assail those still loyal to the Golden Throne.

Despite all these efforts, many more spaceborne uprisings have failed at the first hurdle, or claimed a single vessel only to see it blasted to glowing wreckage by the dismayed crews of its sister ships. Yet the most tenacious, resourceful and cunning cults have successfully captured Imperial warships, or even entire squadrons of them. Groups such as the Starcoil Cult, the Cult of the Shadowed Tendril and the infamous Godworm Apostles have all taken possession of fully fledged Imperial Navy assets, and have subsequently wrought havoc and misery through sub-sectors that should have been digging in and preparing for the headlong onslaught of the Tyranid hive fleets.

ICONS AND ICONWARDS

The strongest and most intelligent of all the gene-sect's Acolyte Hybrids, the Iconward is chosen to bear aloft the sacred wyrm-form banner. This is a great honour and also a dangerous duty. Enemy champions or keen-eyed snipers are drawn to such symbols of the cult, seeking to topple them and in so doing shatter the morale of the faithful. The chosen hybrid rises fearlessly to the challenge of fighting off such threats, lashing out viciously at any enemy who seeks to lay them low and shrugging off the most grievous wounds with inhuman fervour. They do not face such trials alone, however. The cult icon's effect upon its faithful is electrifying, and those broodkin who fight within its shadow mingle the righteous ferocity of zealots with the selflessness of soldier-insects defending their hive.

The faithful are moved to such frenzied adulation not only by religious fervour and Broodmind compulsion, but also by the unholy properties of the cult icons themselves. Cross-referencing with eye-witness accounts and gunbox footage, Ordo Xenos agents 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. The Pauper Princes, for example, display a wyrm-form with many limbs, reflecting their belief that each cultist is but another limb of the gestalt beast; the Rusted Claw's sigil shows the cog of industry being consumed by the metallophagic wyrm; the militarised Hivecult employ a bladed wyrm-form that, when carried as a talisman, doubles as a slicing combat blade. For all these differences, the core motif of the wyrm-form recurs again and again.

Each of these blessed icons is further festooned with grotesque parodies of holy relics. Vials of bioluminescent matter dangle and clink from some, emitting pheromonal waves that drive the broodkin to a killing frenzy. Blades of chitin from the Patriarch's own exoskeleton hang from others, resonating a fortifying psychic signature. Others still are hung with the remains of famed cultists of generations past; a reminder of the selfless masses who have toiled and died that the day of ascension might come at last. The cumulative impact of these tainted treasures upon cult morale is little short of supernatural.



MANIFOLD PERILS

How long the Genestealer Cults have proliferated within Imperial space, or how widespread they have become, is impossible to gauge. Amidst the bedlam unleashed by the Great Rift, Imperial communications are more tortuous and piecemeal than ever, and yet it seems that word of new uprisings comes almost daily. To Human authorities, the implications are terrifying.

>> Deathwatch Indoctroarchivum
Fil 8745/G/Ty

>> Relevant vocal
extract isolated

>> Vox resurrectus
machinum commensus

'...it was only thanks to the escape of the trade barque *Goldentouch* that word of this infestation came to our attention at all. It is impressive that Captain Formessa saw his ship safe through the empyric storm belts, which lately have all but severed Hopefoster and its surrounding Boonbrought System from the wider Imperium. Librarian Aschylos had to delve more than a century back into active archives to discover the account of a victorious engagement between the Ordo Xenos corvette [REDACTED] and the bulk freighter *Pegasine* above Hopefoster itself. Would that the crew of the [REDACTED] had been more thorough in their follow-up sweep. They might have discovered the fragments of wreckage that made it through the planet's atmosphere and bore the Genestealer taint down to the surface. Yet wishing brings us nothing but empty hands. We did not repeat their mistake. It was ensured that the *Goldentouch* was purged and its carcass entirely atomised before we began to amass our forces to follow the trail back to Hopefoster...'

+++

'If anyone can hear this transmission, please send help! You must understand, the creature had been nothing but folklore for centuries. Reports that the Gnarling might be anything more than that were deemed illogical, and were dismissed. How could we know? It was absurd - it is still absurd! Yet now the sinkholes have opened, and the leather-backed abomination leads its broods against our final strongholds. Omnissiah's grace, how can we deny its existence any longer? Please, send us aid, for a thing out of childhood nightmares comes to consume us all!'

+++

Operational report seg-ta'l 443 /\ Clearance Primary by order of Ethereal Aun'Ghol /\ Scour this drone after information extraction /\

\ outbreak contained/

\ all samples of hostile alien contaminant believed scoured from Ksi'm'yen Earth caste biological research facility - suggest complete demolition of facility and total quarantine of at least three hundred rotaa/

\ tainted science division personnel all accounted for/

\ regrettable casualties amongst both local and investigatory Fire caste cadres - suggest examples made/

\ pre-selected Ksi'm'yen scientists sequestered along with remaining contaminant samples - concur regarding suggestion of further study with highest security protocols, greater knowledge concerning mechanics of spread and gestalt control critical/

\ returning to Bork'an Prime with all haste/

+++

Excerpt from the personal writings of Quillmaster-General Pauol Retrovetch, archived along with remaining contents of casket 98//LK:1 by Agent Jordas.

Has Hexensix ever been graced with a creature of such presence, such sheer magnificence as Lady Neris Vignostiquod? Poor as I am in the oft-tawdry currency of the poet, still I am moved to describe the wonderment that lifts my dusty heart when her eyes lock with mine. They are like the brightest stars in the God-Emperor's firmament. When I look into those glimmering orbs, why, I feel my youth and drive return to me as I never thought I could. I am bidden to action by this wondrous angel, surely sent by the Master of Mankind to bring glory untold to our once-humble Court Ingenius! At her direction have I set aside all my political manoeuvring, which now looks so self-centred and small that I am ashamed ever to have engaged in such labours. Instead, I shall commit all of my time and energies to the proliferation of the worship of the Emperor in his true aspect of the Holy Sun. So advises Lady Vignostiquod, and so I do, for her dynasty shall soon join us, and all must be in readiness!

+++

>> Vox-Imperative 221.3

>> Send Point vox node Phi/3/Mu

>> Originator Lieutenant
Korrvan, Iron Hands
Clan Raukaan.

'Be advised, planet Ghoulwright currently stands at sixty-two percent xenocult conquest. Enemy call themselves Cult of the Bladed Cog. Clear xenos origin to biological mutation, indicates weakness of the flesh contradictory to their

formidable combat capabilities. Exploiting emotional and logical shortfalls in gestalt of local labour population, positing creed of flesh as a machine to be tempered in and of itself, rather than purified and superseded by the Omnissiah's gifts. Combat continues. Cogitations suggest reinforcement required for optimal victory.'

+++

'...damn thing burst right out of the grox carcass! Big and real as I'm standin' here, and thrice as ugly! Swear to you, Enforcer sir, it tore its way out just after we rotated the next flesh-carousel into place and... well... Throne... you can see what it did to Varney and Bosk. No, no ma'am I don't know where it went. It moved so fast... was all over so quickly... tore through us then just... gone... into the shadows...'

+++

File 468346//erhj continued...

'...confirmation has been cross-referenced from six separate battle fronts in the Taurensi System. There can be little doubt as to the truth of this strange phenomenon. Genestealer Cult forces continue to operate, unmolested, alongside extant Tyranid swarms, and have even been seen taking to the void alongside their bio-ships in bulk freighters and stolen frigates. Why do the xenos not simply devour their benighted worshippers as one would expect? Are they being tolerated, even encouraged as apostles? Exploited as just another weapon in the Hive Mind's arsenal? Or are they perhaps symbiotes, kept around until such time as their ability to provide nourishment outweighs their utility as combat assets?'



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 well enough 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 troglodytic brotherhood that best uses the techniques of demolition, 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 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 cities upon its pollution-blasted surface. Each of these vast, man-made mountains harbours tens of billions of souls, and all bar one has been conquered by 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 looks 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 aristocrats of the hive spires.



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 upon their skin. 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 ever more common.

Fear no more the formless terrors of the priests' sermons. Suffer no more their chastising lash. With the wyrm-form brand upon your flesh, you will become the thing they fear, and you will make them suffer.

With utmost adoration we bow to the Patriarch. With humble love we heed the Primus' call. With absolute trust we attend the words of the Magus. These are the saints we need...

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 extra-galactic anatomies of the Tyranids. This great blend of Human, xenos beast 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 bioelectricity 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 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 alien chitin 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 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 sun, or take a bullet and keep on fighting till day's end without slowing once.

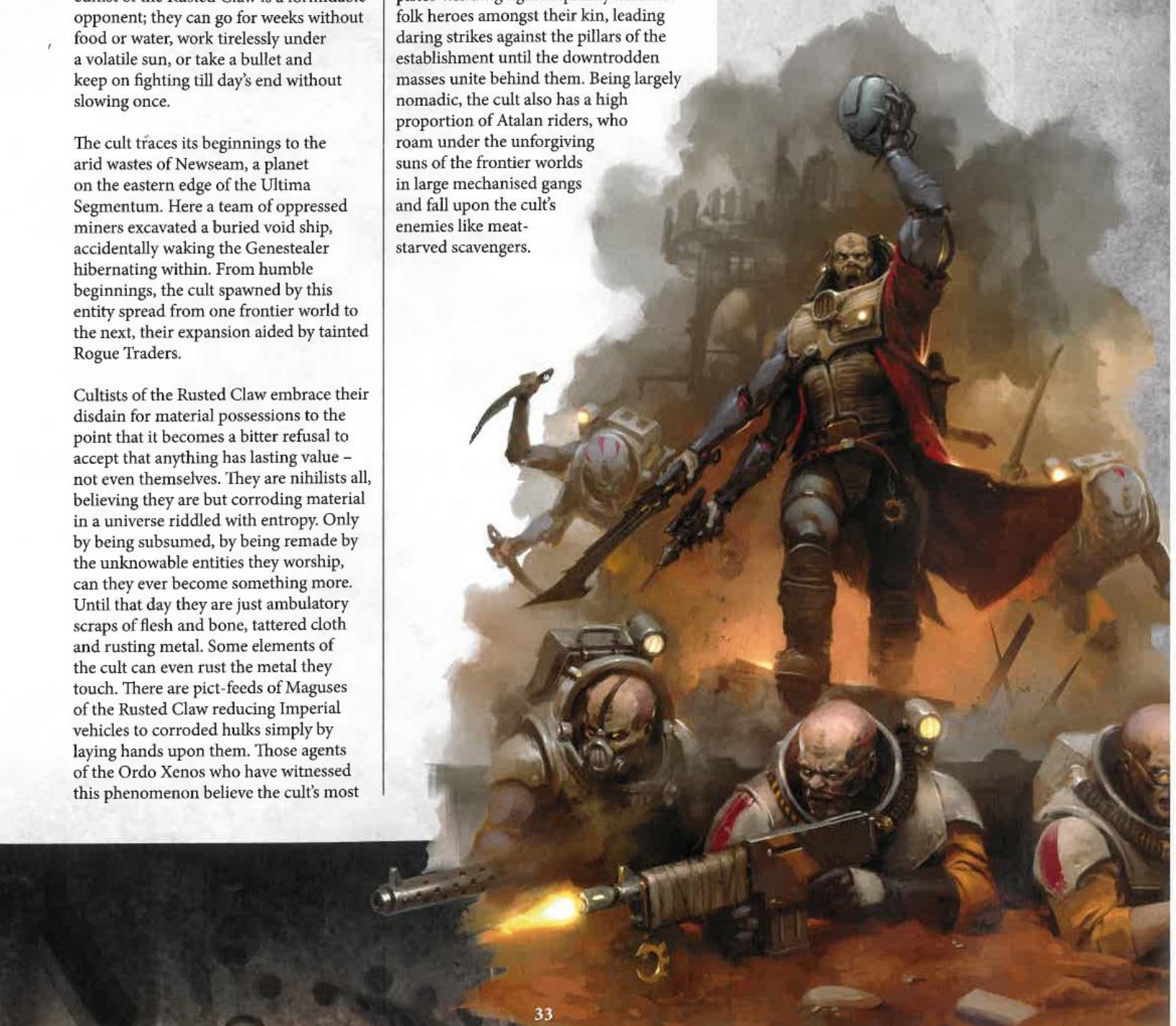
The cult traces its beginnings to the arid wastes of Newseam, a planet on the eastern edge of the Ultima Segmentum. Here a team of oppressed miners excavated a buried void ship, accidentally waking the Genestealer hibernating within. From humble beginnings, the cult spawned by this entity spread from 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 mechanised gangs and fall upon the cult's enemies like meat-starved scavengers.

'All is ground to rot and rust within the crushing jaws of the metallophagic wyrm. We are but the tattered flesh caught between its fangs. In consumption shall we know blessed apotheosis.'

- Clamavus Aesoch Glauve
'The Vox Entropic'



THE PAUPER PRINCES

FROM GREAT SACRIFICE COMES IMMORTALITY

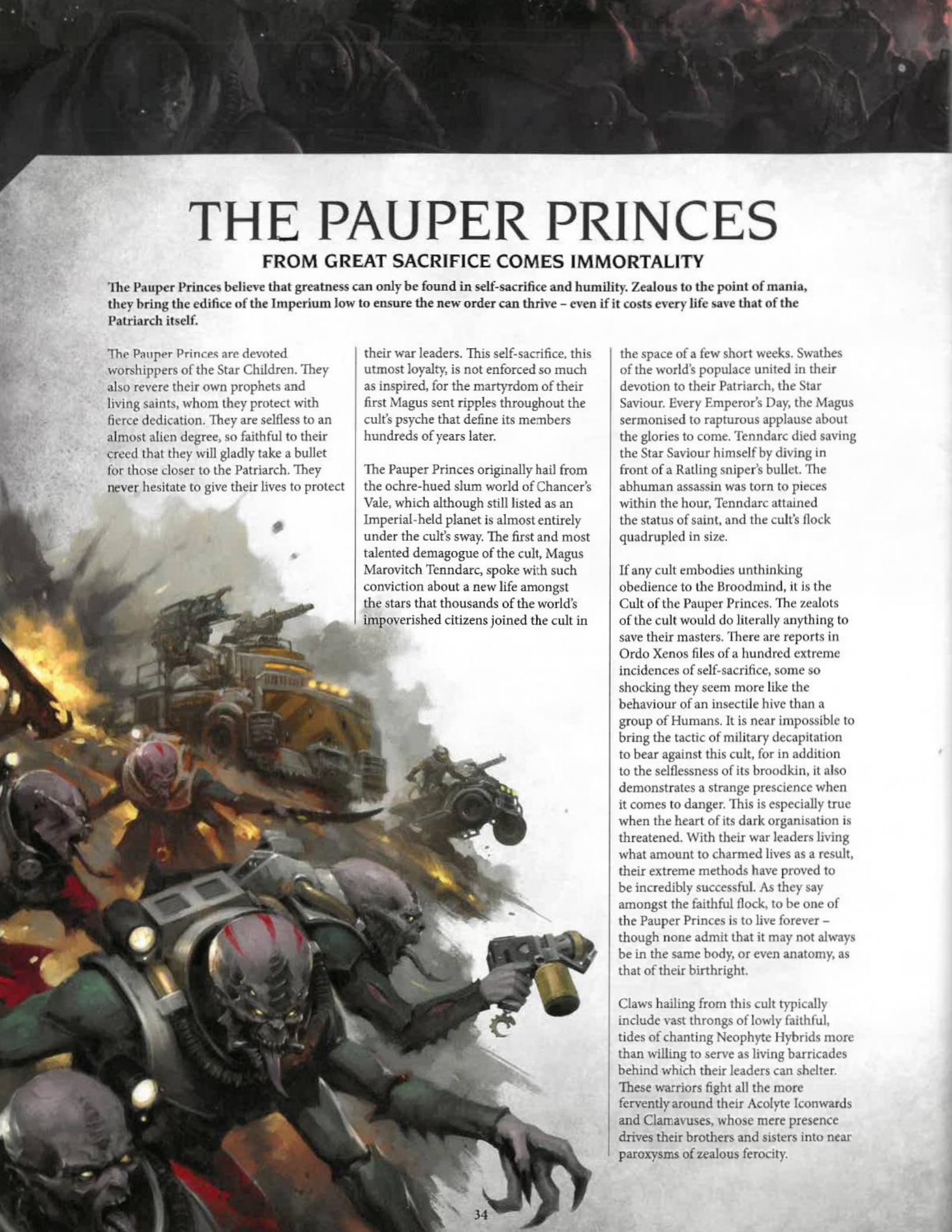
The Pauper Princes believe that greatness can only be found in self-sacrifice and humility. Zealous to the point of mania, they bring the edifice of the Imperium low to ensure the new order can thrive – even if it costs every life save that of the Patriarch itself.

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.



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 even 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 spread into the veins of millions of unsuspecting citizens.

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 painkilling 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.

Bounty: 100 guild-divers to anyone who brings in a dead 'll-be-a-traitor. 300 guild-divers for them as catches a live one for the Grandsire's sport. Speak to Wurm. If you know, you know...

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.

INNERWYRM

The Innerwyrm Cult infests the abattoir world of Fleishgate. A linchpin planet that provides the meat of grox, grontock and bovian to the Mawdlin System, Fleishgate has long been taken over by a Genestealer Cult – its primogenitor organism brought to the planet inside the guts of an immature void whale hewn apart for its meat. The cultists take their inspiration from the arm-length intestinal parasites they find inside the guts of their livestock, for their hidden cult grows strong within the mass of Humanity's ignorant herd. The use of the saw-spine wyrm-form, based in part on the meat-cutting machines used in their daily slaughter, is not confined to Fleishgate; it occurs on many industrial agri worlds. It is also echoed in the armaments of Innerwyrm cultists themselves, who favour every manner of device that can carve, sear or blast apart the fleshy bodies of livestock and enemy alike.



BEHEMOID UNDERCULT

Upon the fringes of Ultramar operates the Behemoid Undercult. This hidden organisation is of such cunning it has infested several worlds, despite continued attacks from the Tyrannic War Veterans trained by Ortan Cassius. There are rumours that the cult's founders worshipped a Tyranid monstrosity trapped in ice, and that they still revere that great beast alongside their own Patriarch. That creature, known as Old One Eye, is of such totemic importance to the Undercult that they ritually scar and tattoo themselves, or even cut out their own right eyes, in homage to the creature, seeing it as a prophet of the xenos god they call Behemoth. Believing in a creed of physical strength and aggression, the cult amasses hulking armoured engines and lumbering Aberrants to unleash on the day of ascension. These forces they release as a single overwhelming battering ram, seeking to destroy or be destroyed in their deity's name.



STAR KINDRED

The Genestealer Cult that infests the long-forsaken star system known as the Gleptid Reach claims to worship the Emperor of Mankind in the form of a holy sun that shines in the firmament. One day, the Star Kindred preach, the dark glory of the void will engulf the light of Gleptid Reach's sun once and for all, and the truth alone will survive. Star Kindred Maguses claim to have seen in their visions a great eclipse that will swallow the sun on the day of reckoning – though they do not realise that the scenes they depict in their holy texts portray not one celestial body before another, but a Tyranid bio-ship so vast it causes a solar eclipse. The cult's fanatical warriors cover their vehicles and wargear in blazing arc-lumen and wield those weapons that will raise bright pyres to spread yet more illumination. In this way they believe they honour their solar god.



'You may slay me this day, though you be but a dull-witted tool of the oppressors. Yet know that for each of us that falls, a hundred more of the faithful fight on in the name of the Star Children.'

- Samyk Phyrdsson, Prophet of the Wrything Myriad



SONS OF JORMUNGANDR

The Sons, as they call themselves, hail from a string of infested space stations that stretch across the Black Nebula. They worship the resurgent bio-fleet that coils through the Thalassi Sector like some impossibly vast serpent. Using the relative privacy of orbital stations to mask their spread, the Sons prepare for the day when the hour of ascension will arrive and damn the sector entire. The vector of infection used by the Sons is inspired by the hive fleet they worship from afar; where the Tyranid ships fill hollow asteroids with egg-like spores and hurl them at the target planet, the Sons stow away on bulk freighters and cargo ships by the thousand. Wherever possible, they set upon their foes not from below but from on high, descending in stolen shuttles or rappelling from the shadows on wire lines, pouncing like patient predators whose moment has come.





BLESSED WORMLINGS

The cultists of the Blessed Wormlings feed only on beetles and squirming annelids. A sombre brethren, dark of mood and aspect, they believe that the insects that eat the dead inherit their strength. They preach that, by embracing the ways of the most lowly creatures, they will find a humility that brings them closer to the Star Emperor. To this end, the Blessed Wormlings infest carrion-rich battlefields, festering grave-pits and corpse recycling factorums, even spreading to new worlds by lying for weeks amidst the heaped dead of mortuary ships. They emerge into the daylight only grudgingly, preferring to spring from ambush and drag their captives screaming into the dark, often bound up in nets shot from webbers. It is said that these unfortunates are fed to deep pits of carnivorous bugs, which are then devoured in turn by the Blessed Wormlings that they might gain the strength of their foes.





THE CULT HYDRAIC

To assail an infestation of the Cult Hydraic is to attack a single tendril of a far greater creature. For hundreds of years this organisation has sent broods of Purestrain Genestealers from the dockyards of Vigilance Quadrex. Though many have been subsequently destroyed, many more have started the Cult Hydraic anew on a dozen worlds across the Segmentum Pacificus. Any attack against these splinter cults invites retribution. With news of the hostile act transmitted psychically by the cult's war leaders, it is only a matter of time before additional Claws converge on the aggressor and either eradicate them entirely, or use sinister charisma to convert them to the cause. It is said that only the cult's High Nexos knows the true number of Cult Hydraic cells operational across the galaxy, and that he passes fragments of this knowledge on to each gene-sect's own Nexoses by psychic transfer.



THE FAITHFUL THRONG

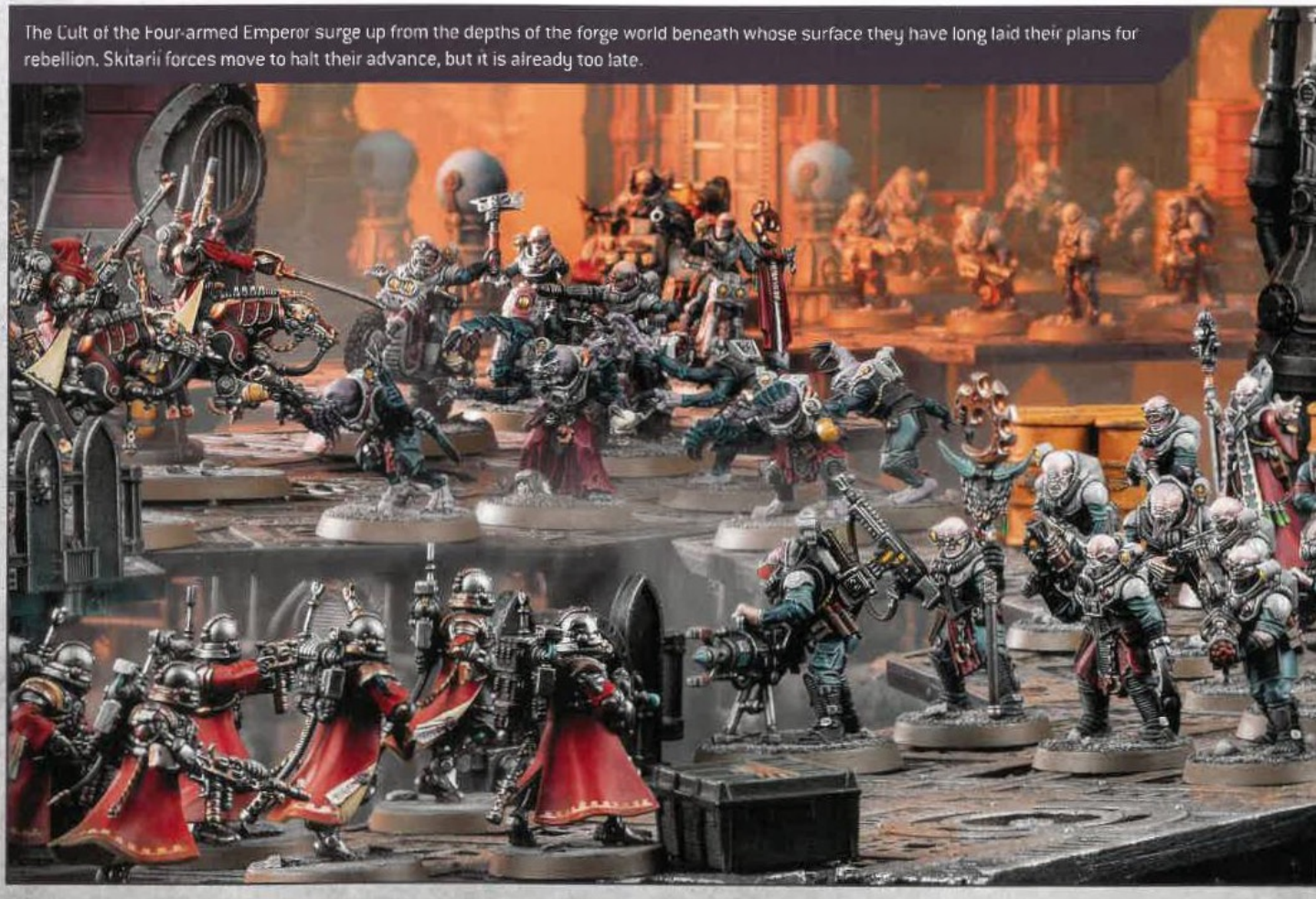
On the following pages you will find a photographic showcase that exhibits the Genestealer Cults range in all its hideous glory. From the Cult of the Four-armed Emperor with their subterranean hordes to the militaristic Hivecult or the gruesome bio-horrors of the Twisted Helix, every Genestealer Cult has its own colours and iconography that lend it a powerful visual presence on the battlefield.

The Genestealer Cults miniatures range draws together a remarkable blend of influences and aesthetics. Ragged robes and macabre paraphernalia hint at their religious fanaticism, mingling with the tattered banners, improvised weaponry and repurposed civilian vehicles of insurgents and freedom fighters. Rubberised bodysuits, rebreathers, goggles and an array of industrial equipment leave no doubt that many of the faithful originated as miners, forge-labourers and the like. Yet these warriors fight alongside the more uniformly outfitted forces of the Brood Brothers, as well as wholly biological monsters such as Purestrain Genestealers, Aberrants and the terrifying Patriarch itself. The result is a wildly varied and highly thematic force that is drawn together by the panoply of cult iconography displayed by all but its most alien warriors.

The strongest unifying factor of all, seen across every Genestealer Cult no matter its creed or world of origin, is the wyrm-form. This alien glyph looms large in the thoughts of all of the faithful, though it is interpreted differently from one cult to the next. On one world it may appear as a ghoulish thing of coiled bones, or a fleshy horror dripping ichor. On another it might be a bladed crescent, a wyrm fashioned from shadow or an armoured beast. Often these differences are driven by the culture from which the faithful spring, but always the wyrm-form represents both the divine Star Children and the gathered might of the broodkin themselves.



Patriarch



The Cult of the Four-armed Emperor surge up from the depths of the forge world beneath whose surface they have long laid their plans for rebellion. Skitarii forces move to halt their advance, but it is already too late.



Magus



Psychic familiar



Primus





Clamavus





Acolyte Iconward

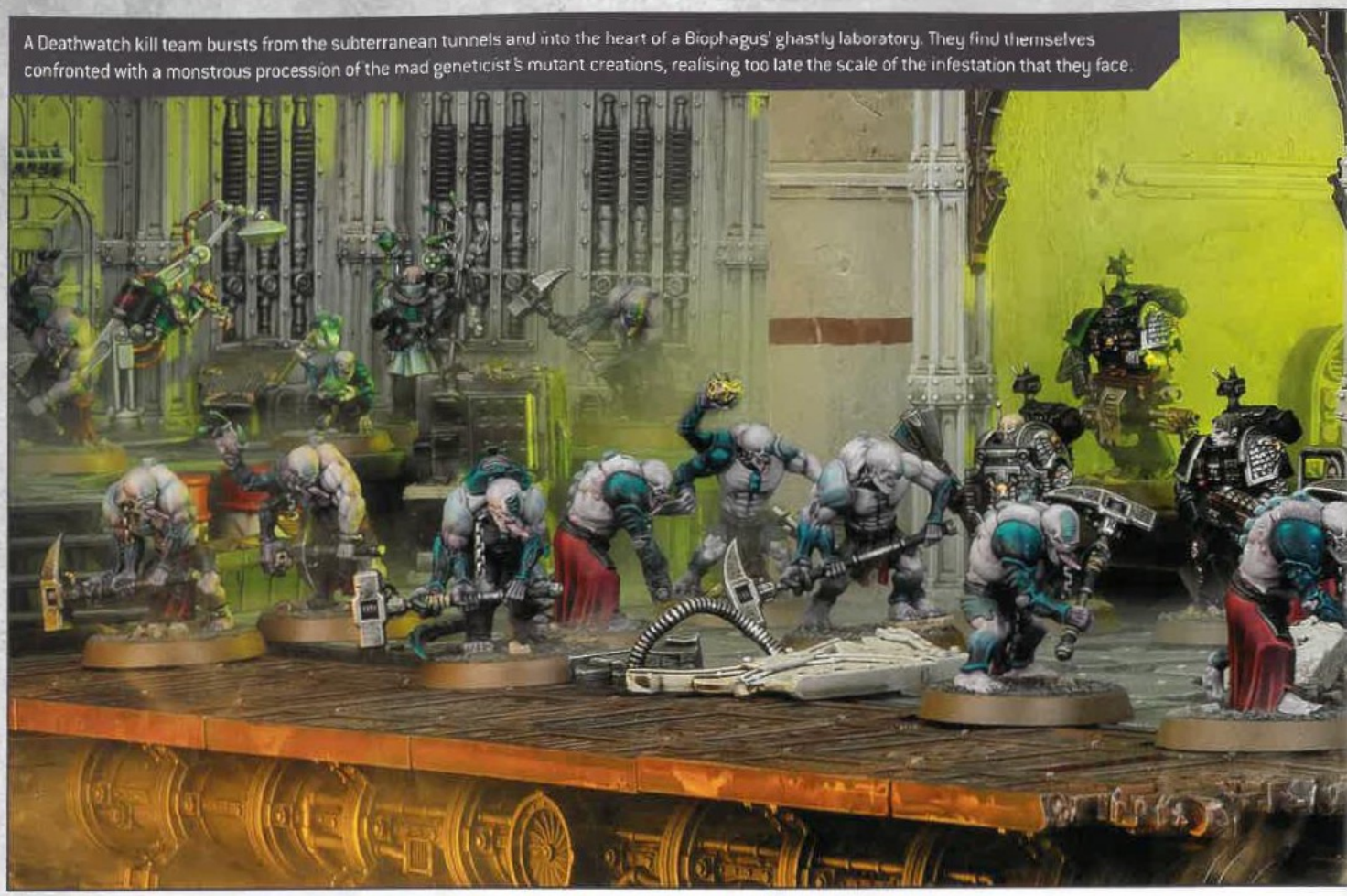


Nexos





A Deathwatch kill team bursts from the subterranean tunnels and into the heart of a Biophagus' ghastly laboratory. They find themselves confronted with a monstrous procession of the mad geneticist's mutant creations, realising too late the scale of the infestation that they face.





Biophagus with alchemicus familiar



Aberrants with heavy power weapons



Abominant



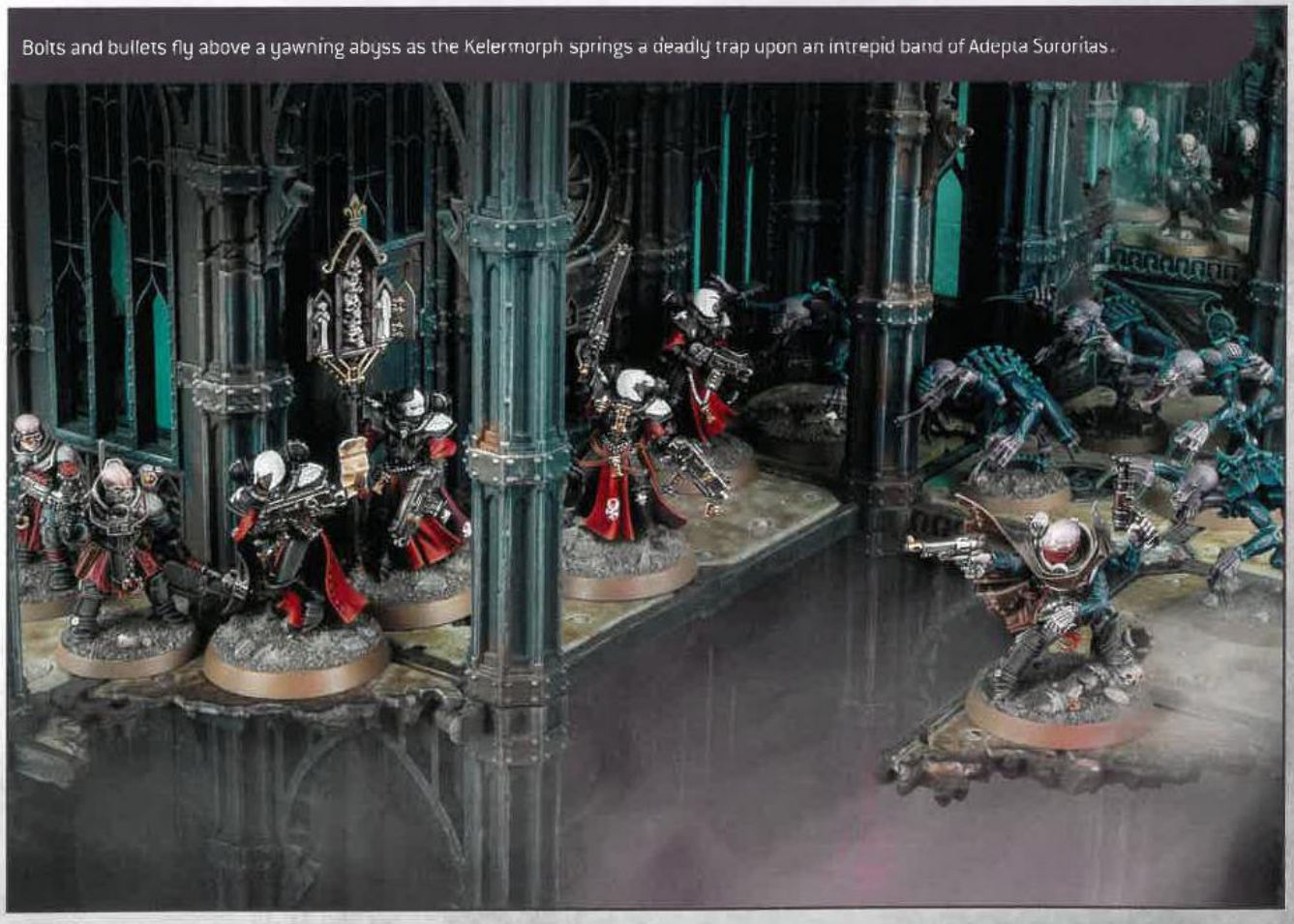
Aberrant Hypermorph
with heavy improvised weapon



Aberrant with heavy power weapon



Bolts and bullets fly above a yawning abyss as the Kelermorph springs a deadly trap upon an intrepid band of Adepta Sororitas.





Neophyte Hybrid with cult shotgun

Neophyte Hybrid with autogun

Neophyte Hybrid with grenade launcher

Neophyte Hybrid with webber

Neophyte Hybrid with seismic cannon

Acolyte Hybrid with heavy rock cutter

Acolyte Hybrid with autopistol

Acolyte Hybrid with demolition charges

Acolyte Hybrid with heavy rock saw

After shattering the industrial minescape of Delpha II with seismic charges and fragdrill strikes, a Genestealer Cult surges up to conquer the surface. They find themselves facing the grim warriors of the Deathwatch, and the fighting intensifies by the moment.

Seeking to pillage the industrial bounty of Gorjaxis, the Iron Warriors press deep into its tangled manufactorums. They are met not by terrified Imperial militia, but by the cold fury of xenocultists who long ago claimed this world as their own











Jackal Alphus



Atalan Jackal with grenade launcher



Atalan Jackal Leader with Atalan power weapon



Ke ermorph



Sanctus

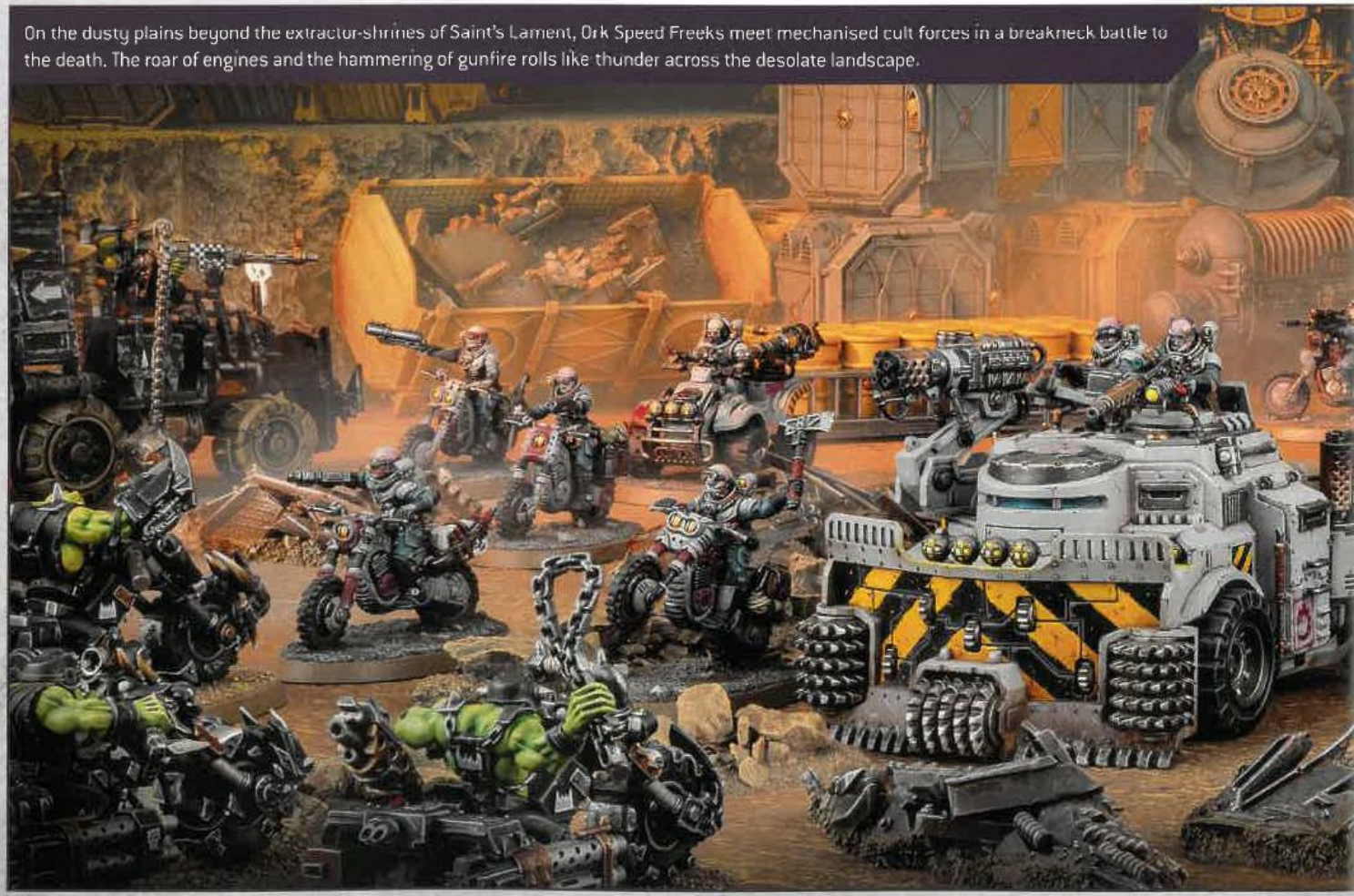


Reductus Saboteur





On the dusty plains beyond the extractor-shrines of Saint's Lament, Ork Speed Freeks meet mechanised cult forces in a breakneck battle to the death. The roar of engines and the hammering of gunfire rolls like thunder across the desolate landscape.





Achilles Ridgerunner with heavy mining laser, spotter and heavy stubbers

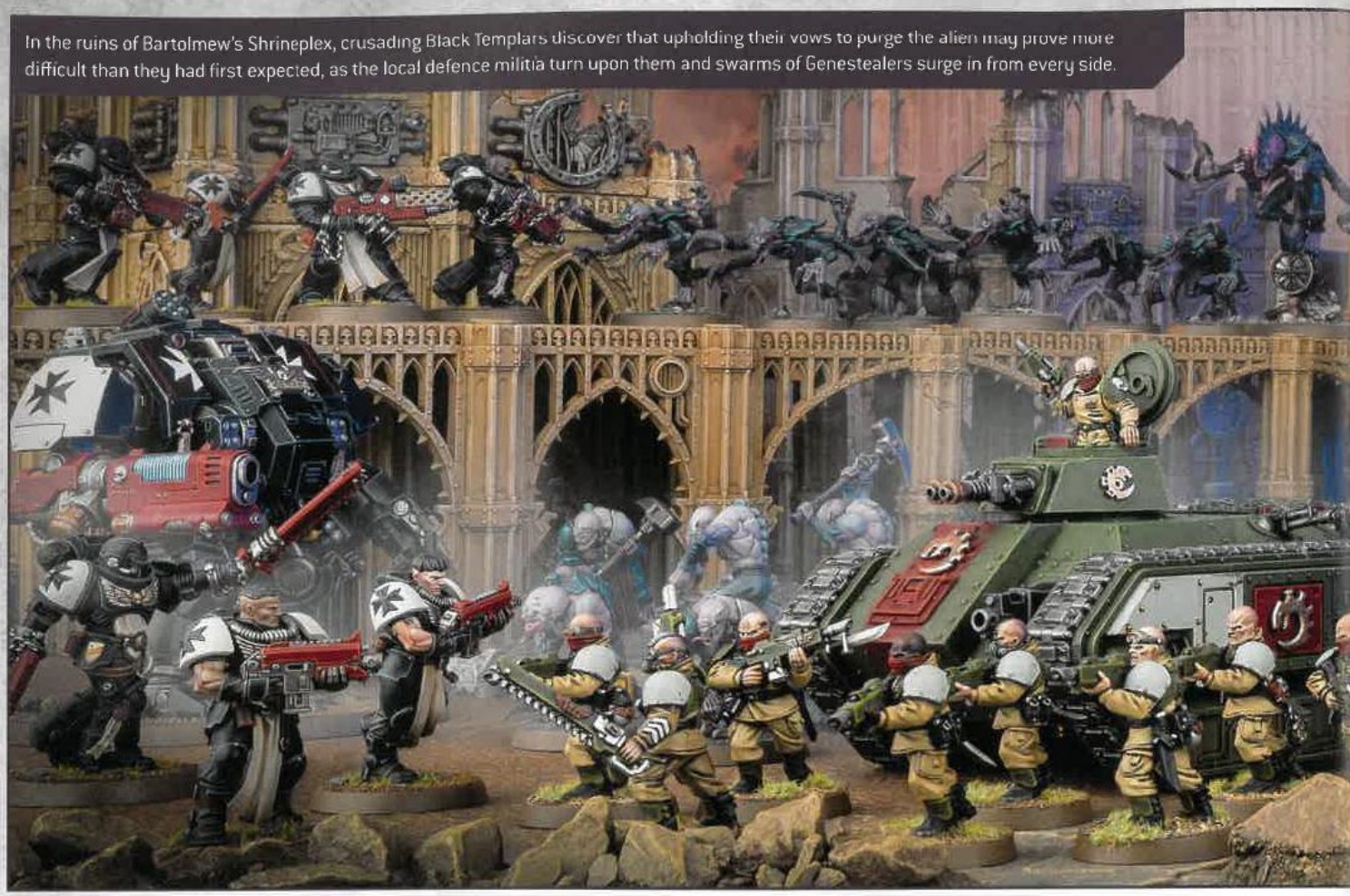




Heavy mortar



In the ruins of Bartolmew's Shrineplex, crusading Black Templars discover that upholding their vows to purge the alien may prove more difficult than they had first expected, as the local defence militia turn upon them and swarms of Genestealers surge in from every side.



The data-refineries of Epstolus become a battleground as broodkin of the Rusted Claw burst from amongst the downtrodden populace to overthrow the moon's Adeptus Mechanicus masters.







Cult of the Rusted Claw



Cult of the Twisted Helix



The Pauper Princes



The Hivecult



Cult of the Bladed Cog





THE RULES

Our oppressors have spent too long with their boots upon our throats, but they didn't press hard enough. Their mistake. Now the tables are turned, and they'll find our tread to be heavier...

Welcome to the rules section of *Codex: Genestealer Cults*. On the following pages you will find all the rules content you need to bring every aspect of the Genestealer Cults to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games; maybe you want to bring about the day of reckoning with narrative play; perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests; whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages, things like your army's datasheets and the rules for its weapons, will be useful no matter what kind of game you're playing. Others – such as your army's Stratagems, Warlord Traits and Relics – will become relevant once you start playing games with Battle-forged armies. Then there's content such as Proficient Planning, giving you access to an exciting variety of optional upgrades for units from your army. In each case, you can include these new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide countless hours of fresh and exciting gameplay.

On top of this, you will find bespoke content for your Genestealer Cults Crusade force, such as unique Agendas, Battle Traits, Requisitions and more that allow you to capture the many ways in which the cults organise themselves and wage war across the battlefields of the 41st Millennium. Most indicative of this is the Path to Ascension, a unique aspect of Genestealer Cults Crusade forces that allows them to subvert a planet's infrastructure before rising up in a triumphant day of reckoning.



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 54)
Units in Genestealer Cults Detachments gain additional abilities to better reflect how the gene-sects organise themselves and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

CULTS (PG 55-62)
Genestealer Cults Detachments in your army can belong to a specific cult. Units in Cult Detachments will have access to unique rules that reflect the way those cults fight on the battlefield.

STRATAGEMS (PG 64-67)
Genestealer Cults armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

PROFICIENT PLANNING (PG 68-69)
Units in Genestealer Cults Detachments can be enhanced with Proficient Planning upgrades, granting them unique battlefield skills and abilities.

ARMY RULES

WARLORD TRAITS (PG 70)
The Warlord of a Genestealer Cults army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat preferences and command style on the battlefield.

BROODMIND DISCIPLINE (PG 71)
If your army includes any Genestealer Cults Psykers, they can be given additional psychic powers from the Broodmind discipline. These represent the nefarious mental abilities gifted to some of the uprising's leaders. You can find out more about psychic powers in the Warhammer 40,000 Core Book.

RELICS (PG 72-73)
Genestealer Cults Character models can carry powerful artefacts and famed weapons into battle. Called Sacred Relics of the Cult, these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 74)
If you are playing a battle that instructs you to select secondary objectives, then you can choose from the Genestealer Cults ones printed here. These represent tactical and strategic goals unique to the Genestealer Cults. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 76-87)
The Genestealer Cults have access to a host of additional rules that further enhance your Crusade experience. These include bespoke Agendas, Requisitions, Crusade Relics, Battle Traits and Battle Scars that reflect the rich background of your army. Amongst the rules presented in this section is the Path to Ascension, allowing your Crusade force to mastermind its own uprising by infiltrating and undermining every layer of its host world's society.

DATASHEETS

DATASHEETS (PG 88-106)
This section is essential to all Genestealer Cults players, regardless of preferred play style, containing as it does the datasheets for Genestealer Cults units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR

WEAPON PROFILES (PG 107)
This section provides an alphabetical list of profiles for all of the weapons Genestealer Cults units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS

POINTS VALUES (PG 110)
If you are playing a game that uses points values, you can use the alphabetical lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 111)
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 112)
Here you will find a handy bullet-pointed rules reference that summarises some common Genestealer Cults rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the Genestealer Cults force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army or compete in a matched play mission.

Created from the contents of the Combat Patrol: Genestealer Cults boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The army is led by a Magus, a powerful psyker that manifests powers from the Broodmind discipline. You can randomly generate these, or select the ones you like the most; in any case, you will find some powers that enhance the capabilities of your Genestealer Cult, some that hinder the enemy's capabilities and others that unleash powerful psychic forces to blast apart the Patriarch's foes.

The backbone of the force is comprised of twenty Neophyte Hybrids. While an individual Neophyte may find themselves outmatched by the more elite warriors of other factions, their massed firepower and superior numbers will take a toll, and their ability to be deployed in ambush makes them a very flexible asset. Neophyte Hybrids are useful for capturing objectives, and some models can be equipped with specialised weapons that can lay low key targets. What's more, they can include a cult icon, which will allow them to summon reinforcements during the battle to bolster their ranks.

While the Neophyte Hybrids form a dependable base for your army, the Acolyte Hybrids provide a powerful offensive threat. What they lack in durability they more than make up for in aggression, with a high volume of attacks and access to armour-busting industrial weapons. Any enemy unit that finds itself in their clutches will learn to fear an Acolyte Hybrid ambush! You can also equip them with hand flamers and demolition charges, enabling them to engage a wide range of foes at short range.

The force is rounded out by a unit of lumbering Aberrants. These slabs of muscle and chitin are living sledgehammers. They are easily capable of smashing through enemy lines with their heavy power weapons, while their high toughness helps them shrug off counter-attacks that would stop weaker cult followers in their tracks.

To shelter your advancing infantry from enemy fire, a Goliath Rockgrinder is the perfect transport option. This fast and rugged vehicle can lay down fire support with a range of weapons as it roars headlong towards the foe, and is sure to cause horrific melee damage with its mighty drilldozer blade.





DETACHMENT ABILITIES

A **GENESTEALER CULTS** Detachment is one that only includes models with the **GENESTEALER CULTS** keyword (excluding models with the **UNALIGNED** keyword).

- **GENESTEALER CULTS** Detachments gain the Gene-sect, Broodcoven and Brood Brothers abilities.
- **GENESTEALER CULTS** units in **GENESTEALER CULTS** Detachments gain the Cult Creed ability.
- **GENESTEALER CULTS** Troops units in **GENESTEALER CULTS** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

GENE-SECT

Each gene-sect spawns remarkable individuals with focused skills whose presence smoothens the road to ascension. Much like hives of insects, each sect produces such beings seemingly spontaneously, and in only such numbers as are needed.

- You can include a maximum of one of each **GENESTEALER CULTS CHARACTER** model in this Detachment.
- For each **GENESTEALER CULTS** model with the HQ Battlefield Role that takes up a Battlefield Role slot in this Detachment, one other **GENESTEALER CULTS CHARACTER** model can be included in this Detachment without taking up a Battlefield Role slot.

BROODCOVEN

The hierarchy of the broodkin is as fixed as it is instinctive. The Patriarch rules unquestioned over all, while the Primus and the Magus are empowered as its left and right talons. None gainsay their right to command.

- If your army includes any **PATRIARCH** models, you cannot select any other **GENESTEALER CULTS** model as your **WARLORD**.
- If your army does not include any **PATRIARCH** models but does include any **PRIMUS** or **MAGUS** models, you cannot select any other **GENESTEALER CULTS** model as your **WARLORD**.
- **GENESTEALER CULTS CHARACTER** models in this Detachment that do not have the HQ Battlefield Role cannot have a Warlord Trait.

CULT CREED

While all Genestealer Cults serve the will of the Star Children, each does so differently, having been moulded by the world and culture it parasitises. These differences manifest in the form of unique talents, traits and tactics.

All **GENESTEALER CULTS** units with this ability, and all the models in them, gain a Cult Creed provided every unit in their Detachment that belongs to a cult belongs to the same cult. The Cult Creed gained depends upon which cult they belong to, as shown on the following pages.

Example: *A* **RUSTED CLAW** *unit with the Cult Creed ability gains the Nomadic Survivalists Cult Creed.*

If your cult does not have an associated Cult Creed, it is known as a Myriad Cult and you must instead create your own Cult Creed for them, as described on pages 62-63; this allows you to customise the rules for your Myriad Cult. In either case, write down all of your Detachments' Cult Creeds on your army roster.

BROOD BROTHERS

Through cunning and unholy good fortune, a Genestealer Cult can send its questing tendrils writhing into even the highest ranks of the military forces that should be standing guard against it. So does the Patriarch seize new and potent weapons of revolution.

When mustering a Battle-forged army, for each **GENESTEALER CULTS** Detachment you include in your army, you can also include one **ASTRA MILITARUM** Detachment, even though the units in such Detachments do not have any Faction keywords in common (this does not prevent your army from being Battle-forged). These **ASTRA MILITARUM** Detachments are also known as **BROOD BROTHERS** Detachments and have the following rules:

- You can only include units with the **<REGIMENT>** or **UNALIGNED** keyword in a **BROOD BROTHERS** Detachment.
- When you include an **ASTRA MILITARUM** unit in a **BROOD BROTHERS** Detachment, replace the **IMPERIUM** and **<REGIMENT>** keywords in every instance on its datasheet with the **BROOD BROTHERS** keyword.
- **BROOD BROTHERS** models cannot be selected as your **WARLORD** or have a Warlord Trait.
- **BROOD BROTHERS** models cannot be given any Relics.

The inclusion of **BROOD BROTHERS** units in your army does not prevent **GENESTEALER CULTS** units from your army from using the Crossfire ability (pg 89), provided that the total Power Rating (or points values in a game that uses them) of **BROOD BROTHERS** units from your army is no more than 25% of your army's total.

BROOD BROTHERS units in a **BROOD BROTHERS** Detachment gain the following Regimental Doctrine (see *Codex: Astra Militarum*):

Loyalty to the Cult

- Add 2 to the Leadership characteristic of models in a unit with this Regimental Doctrine.
- **INFANTRY** units with this Regimental Doctrine gain the Unquestioning Loyalty ability (pg 88).

CULTS

If your army is Battle-forged, **<CULT>** units in **GENESTEALER CULTS** Detachments gain access to the following cult rules, provided every model in that Detachment that is from a cult is drawn from the same cult. Such a Detachment is referred to as a Cult Detachment.

CULT CREEDS

All **<CULT>** units in a Cult Detachment will gain a Cult Creed. The creed gained depends upon which cult they are from, as described on pages 56-63. On these pages you will find the Cult Creeds associated with each cult, as well as the list of Myriad Cult Creeds that you must use if your cult does not have an associated Cult Creed.

WARLORD TRAITS

Each cult has an associated Cult Warlord Trait. If a **GENESTEALER CULTS <CULT> CHARACTER** model gains a Warlord Trait, they can have the relevant Cult Warlord Trait instead of a Warlord Trait from page 70.

STRATAGEMS

Each cult has an associated Cult Stratagem. If your army includes a Cult Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Cult Stratagem.

SACRED RELICS OF THE CULT

Each cult has an associated Sacred Relic of the Cult. If your army is led by a **GENESTEALER CULTS <CULT> WARLORD**, you can, when mustering your army, give the relevant Cult Relic to a **GENESTEALER CULTS <CULT> CHARACTER** model from your army instead of giving them a Sacred Relic of the Cult from pages 72-73.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Sacred Relics of the Cult your models have on your army roster.

PSYCHIC POWERS

Each cult has an associated cult psychic power. **GENESTEALER CULTS <CULT> PSYKER** models in Cult Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) know the relevant cult psychic power in addition to any other psychic powers they know.



CULTS



CULT OF THE FOUR-ARMED EMPEROR

The methods of the Cult of the Four-armed Emperor exemplify those traits that make the Genestealer Cults such a grievous threat. They lay their plans with horrible, inhuman patience and exploit Humanity's bloated bureaucracy and innate greed for their own ends. They are true and terrible parasites who have spread further through the Imperium than even the most alarmist doomsayers dare to suggest.

CULT CREED: SUBTERRANEAN AMBUSHERS

Hailing from the Trysst mining dynasty of Ghosar Quintus, the Cult of the Four-armed Emperor lie in wait beneath their host planet's surface before launching a long-planned and decisive ambush. Some of their number never see the light until the day of insurrection; when the moment comes, these troglodytes attack with speed and savagery.

- You can re-roll charge rolls made for units with this creed.
- Each time a ranged attack is made against a unit with this creed, if the attacker is more than 12" away, then the unit with this creed is treated as having the benefits of Light Cover against that attack (see the Warhammer 40,000 Core Book).

WARLORD TRAIT: INSCRUTABLE CUNNING

Those warlords who serve the Four-armed Emperor prepare the battlefield on which they fight with inhuman levels of focus.

Once per battle round, when you use a Genestealer Cults Strategic Ploy Stratagem or Battle Tactic Stratagem, if that Stratagem is used on a **CULT OF THE FOUR-ARMED EMPEROR** unit within 12" of this **WARLORD**, you can reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs. You can only use this ability on each Stratagem once.

A PLAN GENERATIONS IN THE MAKING — 0CP

Cult of the Four-armed Emperor – Strategic Ploy Stratagem

No other military force spends as long laying thorough and meticulous preparations for the battles to come as does the Cult of the Four-armed Emperor. Their plans to counter the foe are works of dark genius.

Use this Stratagem after your opponent uses a Stratagem (excluding Command Re-roll). Until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1. You can only use this Stratagem once.

RELIC: SWORD OF THE FOUR-ARMED EMPEROR

This peculiar sword has not one blade, but four bound as one. When its handle is given a sharp twist, the blade splits and splits again until it resembles a sheaf of gleaming tentacles – or a striking hydra – more than it does a conventional blade. It symbolises the cult's ability to shroud themselves in normality until the time comes to reveal the hideous and lethal truth.

CULT OF THE FOUR-ARMED EMPEROR model equipped with a cult bonesword or Locus blades only. This Relic replaces a cult bonesword or Locus blades and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Sword of the Four-armed Emperor	Melee	Melee	+1	-4	1

Abilities: Each time the bearer fights, it makes 4 additional attacks with this weapon. Each time an attack is made with this weapon, an unmodified hit roll of 6 automatically wounds the target.

PSYCHIC POWER: UNDERMINE

Just as the dark depths below serve to shelter the Cult of the Four-armed Emperor, so too can they be psychically opened into an abyss that swallows their enemies whole.

Malediction: *Undermine* has a warp charge value of 7. If manifested, select one enemy unit (excluding units that can **FLY**) within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 3" from the Move characteristic of models in that unit (to a minimum of 0").
- Halve Advance rolls made for that unit.
- Subtract 2 from charge rolls made for that unit.



THE HIVECULT

Unusually warlike and overt in their practices, the Hivecult combine the fanaticism of the broodkin with the destructive might and martial training of the conventional Imperial military. The result is a force of unrelenting destruction and conquest. Who knows how many worlds the Hivecult have already claimed in the name of the Star Children, or how many more will fall to their onslaught?

CULT CREED: DISCIPLINED MILITANTS

The brothers and sisters of the Hivecult are no strangers to war. They fight in tight-knit units, whether they hail from hive ganger cultures or the military organisations of the Imperium. Each is well drilled in the use of sidearms as well as repurposed industrial tools, and in battle they attack with an uncanny discipline that sees them triumph against the odds.

- Units with this creed are eligible to shoot in a turn in which they Fell Back, but if they do so, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.
- Units with this creed can perform actions in a turn in which they Fell Back or Advanced. While a unit with this creed is performing an action, that unit can shoot without that action failing.

WARLORD TRAIT: HIVELORD (AURA)

The warlords of the Hivecult often hail from gunrunning gangs and black market military groups in which firepower is valued above all else.

While a friendly **HIVECULT CORE** unit is within 6" of this **WARLORD**, each time a model in that unit makes a ranged attack, an unmodified hit roll of 6 scores 1 additional hit.

RELIC: VOCKOR'S TALISMAN

This talisman drives the wielder to acts of great bloodshed. It is said to contain the departed spirit of Vockor Mai, known as the White Creeper, the scourge of New Gidlam's aristocracy. When Vockor Mai's charismatic allure proved ineffective against the hivelord Thorne due to a protective artefact, Mai crept into the man's bathhouse and slashed his throat with the razored edge of this metallic wyrm-form. In the legends of the Hivecult, the talisman harbours some of that malevolent and murderous intent to this day, and glows hot in the presence of those who have earned the cult's ire.

HIVECULT model only. Each time the bearer makes a melee attack, on an unmodified wound roll of 5+, saving throws (including invulnerable saving throws) cannot be made against that attack.

FIRE DISCIPLINE 1CP

The Hivecult – Battle Tactic Stratagem

Well trained by the Astra Militarum and the hivelords of their home worlds, the soldiery of the Hivecult know well how to catch their enemies in winnowing firestorms.

Use this Stratagem in your Shooting phase, when a **HIVECULT CORE CROSSFIRE** unit from your army is selected to shoot. Select one enemy unit without a crossfire marker (pg 89); that enemy unit gains a crossfire marker before any attacks are resolved against it. Until the end of the phase, models in that **CROSSFIRE** unit can only target that enemy unit.

PSYCHIC POWER: SYNAPTIC BLAST

When the forces of the Hivecult fight, their residual psychic energy is palpable to their psykers, who allow its immense power to flow through them before unleashing it upon the enemy in a devastating blast.

Witchfire: *Synaptic Blast* has a warp charge value of 5. If manifested, roll one D6, adding 2 to the result for each friendly **HIVECULT CORE** unit within 6" of this **PSYKER**:

- If the result is less than the Movement characteristic of the closest enemy unit within 18" of and visible to this **PSYKER**, that enemy unit suffers D3 mortal wounds.
- If the result is equal to or greater than the Movement characteristic of the closest enemy unit within 18" of and visible to this **PSYKER**, that enemy unit suffers 3 mortal wounds.

CULTS



THE BLADED COG

If every world within the Imperium can be viewed as a single component within a greater machine, then the Bladed Cog seek to weaponise those components one at a time, the better to destroy the entire edifice. Their masters leash iron and flesh alike to the cause, and their cybernetically enhanced broods are as resilient as they are deadly.

CULT CREED: CYBORGISED HYBRIDS

The Cult of the Bladed Cog proliferates amongst the disaffected labourers and brainwashed defence maniples of the Imperium's many forge worlds. In perverting the technological marvels of the Omnissiah, they not only gain access to a ready flow of esoteric weapons of war, but also the means by which to pursue their ultimate quest. The Bladed Cog seek to fashion the ultimate warrior-hybrid of brood-cursed flesh and engineered metal, and care not how many of the luckless faithful must be mangled and slain to achieve their insane ends.

- Models with this creed have a 6+ invulnerable save.
- Each time a unit with this creed is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.
- Add 3" to the Range characteristic of ranged weapons that models with this creed are equipped with (excluding Grenades and cache of demolition charges).

WARLORD TRAIT: SINGLE-MINDED OBSESSION (AURA)

The warlords of the Bladed Cog share their host civilisation's hyper-focused attitude to war, identifying the most threatening or valuable target amongst the enemy ranks and seeking their destruction above all else.

Before the battle, select one enemy unit from your opponent's army. While a friendly **BLADED COG CORE** unit is within 6" of this **WARLORD**, each time a model in that unit makes an attack against that enemy unit, you can re-roll the wound roll.

RELIC: MARK OF THE CLAWED OMNISSIAH

Resembling a many-clawed incarnation of the Omnissiah, this custom electoo fizzes with potent bioelectricity, surrounding its wearer with a crackling force field that can turn aside even a pinpoint shot from a lascannon. In times of great physical exertion, it can also release a burst of power so intense that it fries the synapses of any luckless foes standing too close.

BLADED COG model only.

- The bearer has a 4+ invulnerable save.
- At the start of each Fight phase, roll one D6 for each enemy unit within Engagement Range of the bearer: on a 2-3, that unit suffers 1 mortal wound; on a 4-5, that unit suffers 2 mortal wounds; on a 6, that unit suffers 3 mortal wounds.

XENOFORM BIONICS 1CP/2CP

Bladed Cog – Requisition Stratagem

The torturous cyborg enhancements of these warriors are freakishly alien in both conception and application, and all the more effective for it.

Use this Stratagem before the battle, when you are mustering your army. Select one **BLADED COG INFANTRY** or **BLADED COG BIKER** unit from your army. Models in that unit have a 5+ invulnerable save. If that unit has a Power Rating of 6 or less, this Stratagem costs 1CP; otherwise, it costs 2CP.

PSYCHIC POWER: BROODVOLT SURGE (AURA)

Syphoning off the merest portion of the Broodmind's energetic potential, the psyker melds it with the bioelectric fields of nearby faithful and wreathes them in a crackling protective aura.

Blessing: *Broodvolt Surge* has a warp charge value of 5. If manifested, until the start of your next Psychic phase, while a friendly **BLADED COG** unit is within 3" of this **PSYKER**, each time an attack with a Damage characteristic of 1 is allocated to a model in that unit, add 1 to any armour saving throw made against that attack.



THE RUSTED CLAW

Where many Genestealer Cults sing with a near euphoric sense of righteousness and self-belief, the Rusted Claw are grim nihilists. They hold to a creed of universal transience and inevitable entropy, living nomadic lives and striving to erode Imperial civilisation from the roots upward. Hardened by their experiences, Rusted Claw broods are perfect vectors of the Genestealer Curse.

CULT CREED: NOMADIC SURVIVALISTS

The wandering nomads of the Rusted Claw are hardened guerrilla warfare specialists, their degraded appearance belying leathery hides and stone-hard chitin. Skilled at covering rough terrain at speed, they favour swift assaults across multiple fronts, overwhelming their enemies from all sides while shrugging off direct hits from weapons that should surely lay them low.

- Each time an attack is allocated to a model with this creed, if that attack has an Armour Penetration characteristic of -1 or -2, the Armour Penetration characteristic of that attack is worsened by 1.
- Each time a unit with this creed makes a Normal Move or Advances in your Movement phase, until the end of your Shooting phase, it counts as having Remained Stationary.

WARLORD TRAIT: ENTROPIC TOUCH

This warlord's very touch is metallophagic, unleashing microscopic organisms that gnaw away at the enemy's armour and cause it to corrode and fall apart.

- Each time this **WARLORD** makes a melee attack, an unmodified hit roll of 6 scores 2 additional hits.
- Improve the Armour Penetration characteristic of melee weapons this **WARLORD** is equipped with by 1 (excluding Relics).

RELIC: THE NOMAD'S MANTLE

They who don this ragged but strangely blessed enviro-suit become one with the dust on the wind and the sun-chased shadows of fleeting clouds. They come and go as they please, and none can stay them.

RUSTED CLAW model only.

- The bearer is eligible to shoot, charge and manifest psychic powers in a turn in which it Advanced or Fell Back.
- Each time the bearer makes a Normal Move, Advances, Falls Back or it makes a charge move, until that move is finished, it can move horizontally through models and terrain features (it cannot finish a move on top of another model, or its base).

DRIVE-BY DEMOLITIONS 1CP

Rusted Claw – Battle Tactic Stratagem

The riders of the Rusted Claw attack with reckless verve, hurling deadly explosives at nearby foes before speeding off in a cloud of flame and swirling dust.

Use this Stratagem in your Movement phase, after a **RUSTED CLAW ATALAN** unit from your army makes a Normal Move, Advances or Falls Back. One model in that unit can shoot with a Grenade weapon it is equipped with as if it were your Shooting phase. If it does so:

- When selecting a target for that attack, enemy units that **RUSTED CLAW ATALAN** unit moved within 6" of in this phase are eligible targets (even if they are not visible to or in range of the model that has been selected to shoot).
- Until the end of the phase, do not roll to determine the number of attacks made with that weapon; instead, the maximum number of attacks are made with that weapon (e.g. 6 attacks are made with a Grenade D6 weapon).

PSYCHIC POWER: INESCAPABLE DECAY

With but a glance and a hand gesture from a Rusted Claw psyker, the target is seized by swift entropy. Iron rusts, copper is stained with verdigris and fluids desiccate. Weakened in such a way, the enemy is then set upon and ripped apart by the psyker's cultist brethren.

Malediction: *Inescapable Decay* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time a friendly **RUSTED CLAW** model makes an attack against that enemy unit, improve the Armour Penetration characteristic of that attack by 1.



THE PAUPER PRINCES

Religious zeal and unquestioning faith have long been weapons in the arsenal of the Imperium. To the Pauper Princes, however, they are a means to poison the worlds of Mankind one by one. This cult mirrors the Ecclesiarchy in many ways, yet where the Imperial creed must be imposed as much through fear as through genuine devotion, fanatical belief is absolute in every Pauper Princes cultist.

CULT CREED: DEVOTED ZEALOTS

The cultists of the Pauper Princes are so zealous they would gladly hurl themselves on a live frag grenade to protect their leaders. When their organisation is threatened, they fight like madmen to pull down and slaughter those who challenge their ascendancy.

- Each time a model with this creed makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.
- Each time a Combat Attrition test is taken for a unit with this creed, you can ignore any or all modifiers.

WARLORD TRAIT: XENOPROPHET

Any one of this warlord's numerous faithful would take a bullet for their prophet without hesitation.

- Each time you take an Unquestioning Loyalty test (pg 88) after a saving throw made for this **WARLORD** is failed, do not roll the dice; it is automatically passed.
- Each time a saving throw made for this **WARLORD** is failed, for the purposes of the Unquestioning Loyalty ability, you can select one other friendly **PAUPER PRINCES** or **BROOD BROTHERS** model with that ability within 6" of this **WARLORD** instead of 3".
- While a friendly **PAUPER PRINCES CORE** unit is within 6" of this **WARLORD**, models in that unit can use this model's Leadership characteristic instead of their own.

RELIC: RELIQUARY OF SAINT TENNDARC

The sacred remains of Saint Tenndarc are of vast spiritual importance to the Pauper Princes. It is said that Tenndarc, a Magus of the first gene-sect, dove in front of his Patriarch to save him from a sniper's bullet. He died in the process, but that act of martyrdom has echoed through the cult ever since.

PAUPER PRINCES model only. The bearer has the following ability: '**Reliquary of Saint Tenndarc (Aura):** While a friendly **PAUPER PRINCES CORE** unit is within 6" of the bearer, models in that unit have a 5+ invulnerable save.'

VENGEANCE FOR THE MARTYRED — 1CP

Pauper Princes – Battle Tactic Stratagem

Should the faithful of the Pauper Princes fail in their duty to protect the lives of their religious leaders, they are instead driven into a vengeful fervour against those who dare such desecration.

Use this Stratagem when a **PAUPER PRINCES CHARACTER** model from your army is destroyed by an enemy unit. Until the end of the battle, each time a friendly **PAUPER PRINCES** model makes a melee attack that targets that enemy unit, add 1 to that attack's wound roll.

PSYCHIC POWER: LAST GASP

The psyker sends their powers flowing out to fill the minds of the faithful with visions of ascension and unity. Borne up by fervent rapture, the cultists fight on until – or sometimes even after – the last spark of life has left their bodies.

Blessing: *Last Gasp* has a warp charge value of 5. If manifested, select one friendly **PAUPER PRINCES CORE** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit is destroyed by a melee attack, roll one D6: on a 5+, after the attacking model's unit has finished making its attacks, it suffers 1 mortal wound (a unit can suffer a maximum of 5 mortal wounds per phase as a result of this psychic power).



THE TWISTED HELIX

The Cult of the Twisted Helix are doubly cursed. Though they had a chance to fend off the tendrils of the Genestealer taint, they chose instead to embrace it for curiosity's sake, and so were damned by their own hand. They have only delved deeper into intellectual abomination ever since; their masters are deranged artists of bioengineering, while the faithful act as their all too willing canvas.

CULT CREED: EXPERIMENTAL SUBJECTS

Twisted Helix cultists excel in the arts of insane alchemy and dark experimentation. Their neatly attired Biophagus progenitors create monstrous hybrids of all sizes and shapes, the energies of forbidden biochemical concoctions boiling through their veins to lend them uncanny strength, speed and resilience.

- Add 1 to the Strength characteristic of models with this creed.
- Add 1" to the Move characteristic of models with this creed.
- Each time an attack is made against a unit with this creed, an unmodified wound roll of 1-2 always fails, irrespective of any abilities that the weapon or the attacker may have.

WARLORD TRAIT: BIO-ALCHEMIST

From syringes and blades to their own claws, this warlord coats their tools and weapons with bioagents of their own brewing that deliver a potent electro-toxic shock to their victims.

Add 1 to the Damage characteristic of melee weapons this **WARLORD** is equipped with (excluding Relics).

RELIC: ELIXIR OF THE PRIME SPECIMEN

The constant experimentation conducted by agents of the Twisted Helix has led to a great many claims of having created the perfect bioform. The finest bio-alchemical concoction to come from the distilleries of Vejovium contains the rendered down essence of the Great Spined Beast, manufactured from the corpse of a captured Tyranid wrecker organism that the cult gave much to acquire. Those who imbibe the resultant elixir swell with physical power, their muscle mass increasing to grotesque levels even as their minds fill with bloodlust.

TWISTED HELIX model only. Select one genomic enhancement for the bearer to gain (see the Genomic Enhancement ability, page 102), even though it is not a **CORE** or **ABERRANT** unit. If your army includes any **BIOPHAGUS** units, you can instead select two genomic enhancements for the bearer to gain.

MONSTROUS BIO-HORRORS — 1CP

Twisted Helix – Strategic Ploy Stratagem

The swollen frames of the Twisted Helix's Aberrants contain distended adrenal sacs that can drive them into a frenzy of bloodletting, against which few foes can stand.

Use this Stratagem in the Fight phase, when a **TWISTED HELIX ABERRANT** or **TWISTED HELIX ABOMINANT** unit from your army is selected to fight. Until the end of the turn:

- Each enemy model destroyed by an attack made by a model in that unit counts as two for the purposes of Morale tests.
- Each time a model in that unit fights, it can frenzy. If it does so, until that fight is resolved, add 1 to that model's Attacks characteristic and change the Damage characteristic of melee weapons it is equipped with to 1.

PSYCHIC POWER: MUTAGENIC DEVIATION

The psykers of the Twisted Helix have learned to send trigger impulses through the Broodmind, which awaken rampant mutagenic strains within the bodies of the faithful. Those affected sprout chitinous blades, wicked fangs and lashing tendrils with which to bloodily dismember their foes.

Blessing: *Mutagenic Deviation* has a warp charge value of 5. If manifested, select one friendly **TWISTED HELIX** unit within 12" of and visible to this **PSYKER**. Until the start of your next Psychic phase, each time a model in that unit makes a melee attack, an unmodified hit roll of 6 automatically wounds the target.

MYRIAD CULTS

If your chosen cult does not have an associated Cult Creed on pages 56-61, you must instead create their Cult Creed by selecting Myriad Cult Creeds from the list here. Each Myriad Cult Creed has a value displayed with it; when selecting your Myriad Cult Creeds, their combined value cannot exceed 4. When you select a Myriad Cult Creed, replace all instances of the **<CULT>** keyword (if any) with the name of your Myriad Cult.

SPLINTER CULT 4

Many of the seemingly new-spawned or divergent Genestealer Cults that infest Imperial worlds are, in truth, splinters of existing broods working their way under the skin of a new population. These splinter cults retain much of their primogenitors' culture and way of war, while also developing their own identity.

Select one of the following cults: Cult of the Four-armed Emperor, the Hivecult, the Bladed Cog, the Rusted Claw, the Pauper Princes, the Twisted Helix.

- Use the Cult Creed of the cult you selected, as listed on pages 56-61.
- If a **CHARACTER** model with this Myriad Cult Creed gains a Warlord Trait, they can have the Cult Warlord Trait associated with the cult you selected, instead of a Warlord Trait from page 70. If a **CHARACTER** has such a Warlord Trait, replace all instances of the **<CULT>** keyword on that Warlord Trait (e.g. **TWISTED HELIX**), if any, with the name of the Myriad Cult that this **CHARACTER** is from.
- Unless the only units with this Myriad Cult Creed are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment, you will gain access to the Cult Stratagem associated with the cult you selected. When using such a Stratagem, replace all instances of the **<CULT>** keyword on that Stratagem (e.g. **TWISTED HELIX**), if any, with the Myriad Cult that the units with this Myriad Cult Creed have.
- Unless the only units with this Myriad Cult Creed are part of an Auxiliary Support, Super-heavy Auxiliary and/or Fortification Network Detachment, **<CULT> PSYKER** models with this Myriad Cult Creed know the cult psychic power associated with the cult you selected in addition to any other psychic powers they know. When using that psychic power, replace all instances of the **<CULT>** keyword on that psychic power (e.g. **TWISTED HELIX**), if any, with the Myriad Cult that the units with this Myriad Cult Creed have.

HUNTER'S INSTINCTS 3

Whether stalking prey amidst primordial wilds or hunting rivals in the urban jungle of the underhive, the faithful of this cult have learned well the ways of the ambush predator. When they spring their trap, its jaws close inescapably.

You can re-roll charge rolls made for units with this creed.

IMPASSIONED 3

Faith is a weapon for this cult. Their broods go to battle filled with a zealot's frenzy, and fall upon their enemies in a frothing mass driven by devotion to the Star Children.

Each time a model with this creed makes a melee attack, if that model's unit made a charge move, was charged or performed a Heroic Intervention this turn, add 1 to that attack's hit roll.

SYMBIOTIC BROODMIND 3

The mental influence of this cult's leaders over their faithful brothers and sisters is especially strong. Many of their broods act almost as extensions of their masters' wills, displaying a resolute spirit and martial efficiency that would shame the finest Imperial shock troops. They press forward or withdraw in perfect order, no matter their peril.

A unit with this creed is eligible to shoot in a turn in which it Fell Back. If it does so, then until the end of the turn, each time a model in that unit makes a ranged attack, subtract 1 from that attack's hit roll.

DEEP SUPPLIES 2

This cult has its roots amidst the Imperial underclasses who toil in the sprawling mines, manufactorums and abattoirs deep beneath their masters' feet. Out of sight and mind for many generations, these faithful were able to stockpile many hidden caches of hardware and materiel to supply the armies of ascension.

Each time a unit with this creed is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.

AGILE GUERRILLAS 2

Be they nomadic pioneers, underground freedom fighters or tribes raised upon hostile alien worlds, the faithful of this cult have mastered a highly mobile form of warfare. They swarm around their enemies, ducking from one patch of cover to the next while maintaining constant harassing fire.

Each time a unit with this creed makes a Normal Move or Advances in your Movement phase, in your following Shooting phase, that unit counts as having Remained Stationary. If you select this creed you cannot select the Martial creed opposite.

THRALLS OF THE PATRIARCH 2

This cult's Patriarch has an overwhelming, almost god-like presence that flows out through the Broodmind to erode the individual personalities of its faithful. Hollow-eyed but utterly devout, they fight to the last with no thought for their own survival.

Each time a Combat Attrition test is taken for a unit with this creed, ignore any or all modifiers.

TOXIN AGENTS 2

These cultists have access to alchemical and medicae facilities in which they experiment obsessively. The most toxic chemical agents produced from this process are distributed amongst their broods and used to coat blades, talons and – in the most extreme cases – even fangs, with hideous consequences for the cult's foes.

Each time a model with this creed makes a melee attack against a unit (excluding a **VEHICLE** or **MONSTER** unit), an unmodified hit roll of 6 automatically wounds the target.

MARTIAL 2

Hailing from a war world, a fortress world or some other location with strong military traditions, this cult boasts unusually well-drilled broods. Quite aside from any Brood Brothers in their ranks, even the lowliest of the faithful can fight with the skill of seasoned paramilitaries.

Each time a **CROSSFIRE INFANTRY** model with this creed makes a ranged attack, unless that model's unit has moved this turn, the target is treated as having a crossfire marker (pg 89) for that attack. If you select this creed you cannot select the Agile Guerrillas creed opposite.

ACCUSTOMED TO TOIL 1

Hardship is nothing new to the faithful of this cult. Having long suffered appalling conditions beneath a repressive regime, their brothers and sisters have become tough enough to shrug off all but the most punishing of wounds.

Each time an attack is made against a unit with this creed, an unmodified wound roll of 1 or 2 always fails, irrespective of any abilities that the weapon or the attacker may have.

INDUSTRIAL AFFINITY 1

Whether hewing riches from hellish pits, butchering animal carcasses or toiling in forges, the faithful of this cult have become experts in handling the outsized industrial tools they now wield as weapons. To such warriors, it is no more challenging to butcher their foes than it is to tunnel through a rock face or carve up a slab of meat.

Each time a model with this creed makes an attack with an industrial weapon (pg 107), you can ignore any or all hit roll, Ballistic Skill and Weapon Skill modifiers.

ALIEN FURY 1

The faithful of this cult exhibit an inhuman ferocity and swiftness in battle that is all too reminiscent of the xenos bio-horrors whose taint surges through their veins. Enemies find their defence lines broken and overrun one after another with frightening speed.

Each time a unit with this creed piles in or consolidates, models in that unit can move an additional 1".

WAR CONVOY 1

This cult places great value upon its armoured fighting vehicles and swarms of light bikes and Ridgerunners. All such assets are ritually girded with additional armour plating, as well as being hung with fetishes and daubed with wyrm-form icons the better to earn the favour of the Patriarch.

Each time a **VEHICLE** or **BIKER** model with this creed would lose a wound, roll one D6: on a 6, that wound is not lost.

SYNAPTIC RESONANCE 1

The Broodmind signature of this cult is especially prominent and powerful. It resonates through each and every one of the faithful – none more so than their psykers, who are able to syphon this bombastic energy and transform it into potent synaptic emanations.

Each time a Psychic test is taken for a unit with this creed, you can re-roll any or all dice rolls of 1-2.

COLD-EYED KILLERS 1

This cult has taken hold amongst the underbelly of its host society, to be spread by murderers, smugglers and rogues. Whether they hail from the serf classes of a feudal world, the vicious gangers of a hive city or the lawless frontiers of Human space, its faithful know how to brawl and slay without even a modicum of honour.

Each time a model with this creed makes a melee attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

STRATAGEMS

If your army includes any **GENESTEALER CULTS** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them. When one of these Stratagems instructs you to select a unit from your army, replace all instances of **<CULT>** on that Stratagem (if any) with the name of the Cult that your selected unit belongs to.

BORE THROUGH 1CP

Genestealer Cults – Battle Tactic Stratagem

Wielding hefty industrial saws and drills, sufficiently determined broodkin can carve their way through the toughest enemy defence lines.

Use this Stratagem in the Fight phase, when a **GENESTEALER CULTS** unit from your army is selected to fight. Until the end of the phase, each time a model in that unit makes an attack with an industrial weapon (pg 107) against an enemy **MONSTER** or **VEHICLE** unit, you can re-roll the wound roll.

RAPID ADVANCE 1CP

Genestealer Cults – Battle Tactic Stratagem

Like an alien predator suddenly pouncing upon its cornered prey, the cult surges forward as one.

Use this Stratagem in your Movement phase, when a **GENESTEALER CULTS GENESTEALER**, **GENESTEALER CULTS BIKER** or **GENESTEALER CULTS VEHICLE** unit from your army Advances. Do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.

ONE WITH THE SHADOWS 1CP

Genestealer Cults – Battle Tactic Stratagem

As enemy fire hammers their position, so the faithful melt into the shadows to avoid its fury.

Use this Stratagem in your opponent's Shooting phase, when a **GENESTEALER CULTS INFANTRY** unit from your army is selected as the target of an attack. Until the end of the phase, each time a ranged attack is allocated to a model in that unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

DIG THEM OUT 1CP

Genestealer Cults – Battle Tactic Stratagem

Many of the same techniques employed in freeing precious ores from bedrock can be applied to violently digging enemies out of fortified positions.

Use this Stratagem in your Shooting phase, when a **GENESTEALER CULTS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack with an industrial weapon (pg 107) that targets a unit within 12" of it, the target is treated as being Exposed (pg 89) for that attack.

OVERLOAD FUEL CELLS 1CP

Genestealer Cults – Battle Tactic Stratagem

The faithful think nothing of abusing the machine spirits of their weaponry, deeming the stirring of those spirits' wrath to be an acceptable price for the overcharged slaughter they can wreak.

Use this Stratagem in your Shooting phase, when a **GENESTEALER CULTS** unit from your army is selected to shoot, or in the Fight phase, when a **GENESTEALER CULTS** unit from your army is selected to fight. Until the end of the phase, each time an industrial weapon (pg 107) is selected for a model in that unit to attack with, that model can overload it. If it does so, then until that shooting or fight is resolved, each time that model makes an attack with that weapon:

- If it is a ranged weapon, add 1 to the Damage characteristic of that attack.
- If it is a melee weapon, add 1 to the Strength characteristic of that attack.
- If any unmodified hit rolls of 1 are made for attacks with that weapon, after the attacking model's unit has finished making its attacks, it suffers 1 mortal wound.

MONSTROUS VIGOUR 1CP/2CP

Genestealer Cults – Battle Tactic Stratagem

The Aberrants of the cult's dark underbelly take a grim satisfaction in their ability to shrug off horrific damage.

Use this Stratagem in any phase, when an **ABERRANT** or **ABOMINANT** unit from your army is selected as the target of an attack. Until the end of the phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have. If that unit contains 5 or fewer models, this Stratagem costs 1CP; otherwise, it costs 2CP.

RAKING FIRE 1CP

Genestealer Cults – Battle Tactic Stratagem

At great speed, the cult's outriders roar into optimal firing positions to inflict catastrophic damage.

Use this Stratagem in your Shooting phase, when an **ATALAN** or **ACHILLES RIDGERUNNERS** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit makes an attack, if the target has a crossfire marker (pg 89) and was Exposed when it was selected as the target, you can re-roll the hit roll. Note that the target must be Exposed as specified on page 89, rather than by any other means (e.g. the Priority Target ability).

MASSED FIREARMS 1CP

Genestealer Cults – Battle Tactic Stratagem

A key tenet of guerrilla warfare is knowing how to concentrate the fire of even inferior weapons to inflict maximum harm.

Use this Stratagem in your Shooting phase, when a **GENESTEALER CULTS CROSSFIRE** unit from your army that contains 6 or more models is selected to shoot. Until the end of the phase, each time a model in that unit makes a ranged attack, if all the models in that unit target one enemy unit that has a crossfire marker (pg 89), an unmodified hit roll of 6 automatically wounds the target.

DEVOTED CREW 1CP

Genestealer Cults – Epic Deed Stratagem

Even should their vehicle be terribly damaged and they themselves fatally wounded, this crew fight on with zealous fervour.

Use this Stratagem in your Command phase. Select one **GENESTEALER CULTS VEHICLE** model from your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

HYPER-METABOLISM 1CP

Genestealer Cults – Epic Deed Stratagem

Even the most grievous wounds can be sealed over by those with the alien biology of the Tyranid under their skin.

Use this Stratagem in your Command phase. Select one **GENESTEALER CULTS CHARACTER** model from your army. That model regains up to D3 lost wounds.

RIGGED TO BLOW 1CP

Genestealer Cults – Epic Deed Stratagem

Genestealer Cults are willing to sacrifice any asset for the cause.

Use this Stratagem in any phase, when a **GENESTEALER CULTS VEHICLE** model from your army equipped with a cache of demolition charges is destroyed. Do not roll to see if that model explodes: it does so automatically.

DATA PARASITE 1CP/2CP

Genestealer Cults – Epic Deed Stratagem

Clamavuses are able to send corrupting data-wyrms burrowing into enemy machine spirits to weaken and degrade their hosts.

Use this Stratagem in your Movement phase. Select one enemy **VEHICLE** model within 18" of and visible to a **CLAMAVUS** model from your army. If that enemy **VEHICLE** model's characteristics can change as it suffers damage, roll one D6: on a 3+, until the start of your next Command phase, that enemy **VEHICLE** model is considered to have half the number of wounds remaining for the purposes of determining what those characteristics are. If that enemy **VEHICLE** model has the **TITANIC** keyword, this Stratagem costs 2CP; otherwise, it costs 1CP.

LEGENDARY DEMISE 2CP

Genestealer Cults – Epic Deed Stratagem

Even in death, the Kelermorph seeks to set a bloodthirsty example.

Use this Stratagem in any phase, when a **KELERMORPH** model from your army is destroyed by an enemy model. Do not remove that **KELERMORPH** model from play; it can, after the attacking model's unit has finished making its attacks, shoot as if it were your Shooting phase. After resolving these attacks, the destroyed **KELERMORPH** model is then removed.

GESTALT CONSCIOUSNESS 1CP

Genestealer Cults – Epic Deed Stratagem

Cult psykers are able to employ the minds of the faithful as willing conduits for their unnatural powers.

Use this Stratagem in your Psychic phase, when a **<CULT> PSYKER** model from your army manifests a Blessing psychic power that instructs you to select a friendly unit. When selecting a unit to be affected by that psychic power, you can select one friendly **<CULT>** unit anywhere on the battlefield (that unit does not have to be visible to or within any specified range of that **PSYKER** model).

RECKLESS DEMOLITIONS 1CP

Genestealer Cults – Epic Deed Stratagem

Determined to destroy their enemies, some broodkin will risk hurling explosives into combat at point-blank range.

Use this Stratagem in the Fight phase, when a **GENESTEALER CULTS** unit from your army is selected to fight. Select one model equipped with a Grenade weapon in that unit. Until the end of the phase:

- That model can only attack with that Grenade weapon (even though it is not a melee weapon and even if it has the Blast special rule), and can do so even if it is within Engagement Range of an enemy unit. When it does so, it makes a number of attacks equal to that weapon's Type characteristic.
- Each time that model makes an attack with that weapon, an unmodified hit roll of 2+ is always successful. On an unmodified hit roll of 1, after that model's unit has finished making all of its attacks, one model in that unit is destroyed.

LEADERS OF THE CULT 1CP

Genestealer Cults – Requisition Stratagem

Each Patriarch's broodcoven is made up of powerful individuals possessed of the skills and charisma needed to further its will.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** is a **<CULT> PATRIARCH**. Select up to two other **<CULT>** models with the HQ Battlefield Role from your army and determine one Warlord Trait for each of them (these must be Warlord Traits they could have); those models are only regarded as your **WARLORD** for the purposes of those Warlord Traits. Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results). You can only use this Stratagem once.

GENE-SIRE'S GIFTS 1CP

Genestealer Cults – Requisition Stratagem

The relics taken reverently from the Patriarch's lair include captured guns, sentient blades and strange biomantic artefacts.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **GENESTEALER CULTS** keyword. Select one **GENESTEALER CULTS CHARACTER** model from your army and give them one Sacred Relic of the Cult (this must be a Relic they could have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case, you can use this Stratagem twice) or an Onslaught battle (in which case, you can use this Stratagem three times).

PACK HUNTERS 2CP

Genestealer Cults – Strategic Ploy Stratagem

Through constant harassment tactics, Atalan Jackals can misdirect their enemies' attention and leave them wide open to attack from an unexpected quarter.

Use this Stratagem in your Shooting phase. Select one enemy unit within 6" of and visible to a **<CULT> ATALAN JACKALS** unit from your army. Until the end of the phase, each time a model in another friendly **<CULT>** unit makes a ranged attack against that enemy unit, treat that enemy unit as being Exposed (pg 89) for that attack.

GENETIC LINEAGE 1CP

Genestealer Cults – Strategic Ploy Stratagem

So strong is the Genestealer influence on the psyches of some hybrids that occasionally their bestial nature takes over. The consequences are always bloody.

Use this Stratagem in your Charge phase. Select one **ACOLYTE HYBRIDS** or **HYBRID METAMORPHS** unit from your army. Until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

METICULOUS UPRISING 2CP

Genestealer Cults – Strategic Ploy Stratagem

A long-planned strategy comes to fruition as the cultists rise up.

Use this Stratagem when you would reveal your ambush markers (pg 88). If you are playing a Combat Patrol or Incursion battle, you can remove one of your ambush markers. If you are playing a Strike Force or Onslaught battle, you can remove up to two of your ambush markers. For each ambush marker removed, set them up again anywhere on the battlefield that is wholly within your deployment zone and more than 9" away from any enemy models. Once you have done so, reveal all of your ambush markers as normal.

CLANDESTINE GOALS 1CP

Genestealer Cults – Strategic Ploy Stratagem

The cultists who infest this world know well that secrecy can be made into a weapon of war.

Use this Stratagem after selecting secondary objectives or Agendas. Choose one of your selections; do not reveal that selection to your opponent. The first time you score victory points or experience points for that selection, reveal it to your opponent. Note that you must still make a record of your selection; we recommend writing it down and concealing it until revealed. You can only use this Stratagem once.

BOOBY TRAP 1CP

Genestealer Cults – Strategic Ploy Stratagem

Genestealer Cultists are not above rigging valuable battlefield assets with explosive traps.

Use this Stratagem at the end of your turn. Select one objective marker you control that has a **REDUCTUS SABOTEUR** or **GENESTEALER CULTS CORE** unit from your army within range of it. The next time an enemy unit (excluding **AIRCRAFT** units) ends any kind of move within range of that objective marker, roll one D6: on a 2-4, that enemy unit suffers D3 mortal wounds; on a 5+, that enemy unit suffers 3 mortal wounds. You can only select each objective marker for this Stratagem once.

LURK IN THE SHADOWS 2CP

Genestealer Cults – Strategic Ploy Stratagem

In dark nooks and crevices the true believers of the cult whisper and skulk, all but invisible to those who approach.

Use this Stratagem at the start of your opponent's Shooting phase. Select one **GENESTEALER CULTS INFANTRY** unit from your army. Until the end of the phase, each time an enemy model shoots, if that unit is not the closest eligible target or within 12" of that enemy model, then until that shooting is resolved, that enemy model cannot target that unit. In addition, until the end of the phase, if the selected unit has the Bodyguard ability (pg 99), it loses that ability.

RETURN TO THE SHADOWS 1CP

Genestealer Cults – Strategic Ploy Stratagem

Ever cunning and duplicitous, broods of the faithful often vanish back into tunnels and vents after their initial strike, ready to attack again elsewhere.

Use this Stratagem in your Movement phase, when a **GENESTEALER CULTS INFANTRY** unit from your army is selected to move, or in your Fight phase, after a **GENESTEALER CULTS INFANTRY** unit from your army has resolved all of its attacks but before it makes a consolidation move. If that unit is more than 6" away from any enemy units, remove it from the battlefield. In the Reinforcements step of your next Movement phase, set that unit back up on the battlefield anywhere that is more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

COVERING FIRE 1CP

Genestealer Cults – Strategic Ploy Stratagem

A sudden hail of cultist fire forces the enemies' heads down, leaving them unable to respond to the broodkin onslaught.

Use this Stratagem in your Charge phase. Select one enemy unit that has a crossfire marker (pg 89). Until the end of the turn, that unit cannot fire Overwatch, Set to Defend or perform Heroic Interventions.

TUNNEL CRAWLERS 1CP

Genestealer Cults – Strategic Ploy Stratagem

Squirming, crawling and scrabbling through confined spaces is second nature to many broodkin, and is a skill they use to assail seemingly impregnable enemy positions.

Use this Stratagem in your Charge phase. Select one Area Terrain feature. Until the end of the turn, each time a **GENESTEALER CULTS INFANTRY** unit from your army declares a charge against an enemy unit within that Area Terrain feature:

- Enemy units within that Area Terrain feature cannot fire Overwatch or Set to Defend.
- That **GENESTEALER CULTS INFANTRY** unit ignores the effects of the Difficult Ground trait from that Area Terrain feature.

FANATICAL DEVOTION 1CP

Genestealer Cults – Strategic Ploy Stratagem

The faithful will gladly hurl themselves into harm's way to protect the masters of their cult.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one enemy unit that is within Engagement Range of a **<CULT> PATRIARCH**, **<CULT> PRIMUS** or **<CULT> MAGUS** unit from your army. One friendly **<CULT> CORE** unit that is within 6" of that enemy unit and not within Engagement Range of any enemy units can perform a Heroic Intervention. When performing that Heroic Intervention, each model in that friendly **<CULT> CORE** unit can move up to 6" instead of up to 3" and does not have to finish that move closer to the closest enemy model; instead, at least one model from that unit must end that move within Engagement Range of the selected enemy unit, and no models from that unit can end that move within Engagement Range of any other enemy units (otherwise it does not move).

ROAMING ENGAGEMENT 2CP

Genestealer Cults – Strategic Ploy Stratagem

Light, swift cult elements often perform hit-and-run strikes against exposed enemies before racing back to cover.

Use this Stratagem in your Shooting phase after making attacks with an **ATALAN** or **ACHILLES RIDGERUNNERS** unit from your army. That unit can make a Normal Move of up to 7" as if it were your Movement phase. Until the end of the turn, that unit is not eligible to declare a charge with.

COORDINATED ASSAULT 1CP

Genestealer Cults – Strategic Ploy Stratagem

Swift salvoes of gunfire suppress the enemy and spread panic in their ranks moments before the fanatical charge of the broodkin strikes home.

Use this Stratagem at the start of the Fight phase. Select one enemy unit that has a crossfire marker (pg 89) and is within Engagement Range of any **GENESTEALER CULTS** units from your army. Until the end of the phase, that enemy unit is not eligible to fight until after all eligible units from your army have done so.

NEURAL OVERLOAD 1CP

Genestealer Cults – Wargear Stratagem

Some Sanctuses coat their blades and munitions with neurological agents formulated to fill the victim's mind with psychic white noise. Disorientating at the very least, this effect induces hideous mental feedback in psykers.

Use this Stratagem in your Shooting phase or the Fight phase, after making an attack with a **SANCTUS** model from your army. If an enemy model lost any wounds as a result of that attack but was not destroyed, roll 3D6. If the result is greater than that enemy model's Leadership characteristic:

- Until the start of your next Shooting phase, that enemy model's unit loses any aura abilities it has.
- If that enemy model is a **PSYKER**, its unit suffers Perils of the Warp.

Each enemy unit can only be affected by this Stratagem once.

SUMMON FAMILIAR 1CP

Genestealer Cults – Wargear Stratagem

Through pheromones or Broodmind summons, a slinking familiar is called from the shadows.

Use this Stratagem in your Command phase. Select one **GENESTEALER CULTS** model from your army that is equipped with a psychic familiar or alchemicus familiar and has already used that familiar's ability. That model can use that familiar's ability one additional time during the battle. Each **GENESTEALER CULTS** model from your army can only be selected for this Stratagem once.

PRIMED EXPLOSIVE 1CP

Genestealer Cults – Wargear Stratagem

This explosive has been enhanced with unstable compounds brewed by the cult's finest Biophaguses.

Use this Stratagem in your Shooting phase, when a **GENESTEALER CULTS** model from your army shoots with a Grenade weapon or a cache of demolition charges. Until the end of the phase, do not roll to determine the number of attacks made with that weapon; instead, the maximum number of attacks are made with that weapon (e.g. 6 attacks are made with an Assault D6 weapon).

PROFICIENT PLANNING

No amount of armoured might or vaunted wonder-weapons can ever equal the sheer lethality of a masterful battle plan, properly conceived and cunningly executed by the blessed of the brood.

If your army is Battle-forged and includes any **GENESTEALER CULTS DETACHMENTS** (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments) then when you are mustering your army, you can upgrade any **GENESTEALER CULTS** units from your army by giving them one Proficient Planning ability, chosen from those presented here.

Each time you give a unit a Proficient Planning ability, select one **GENESTEALER CULTS** unit from your army, then select one of the abilities opposite for that unit to gain. Its Power Rating is increased accordingly, as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that unit is also increased by the amount shown in the same table. Make a note on your army roster each time you upgrade a unit using these rules, specifying the ability it has gained. Each **GENESTEALER CULTS** unit from your army can only be upgraded once, and you cannot select a Proficient Planning ability for a **GENESTEALER CULTS** unit if another **GENESTEALER CULTS** unit from your army already has that Proficient Planning ability.

A Crusade force accesses Proficient Planning abilities differently. Proficient Planning abilities must be added to your Order of Battle, either on a temporary basis via Institution Rewards (pg 83) or the Proficient Planning Requisition (pg 78), or permanently via Ascension Rewards (pg 84). Then, when mustering your army for a Crusade battle, you can upgrade your units for that battle following all the rules outlined above (as if you had just upgraded your unit), but you can only select Proficient Planning abilities that are on your Order of Battle. This means you are free to select different Proficient Planning abilities from battle to battle (provided they are on your Order of Battle), and can even select different units to be upgraded with them, provided the rules for selecting Proficient Planning abilities are met (e.g. the correct models/units are selected for the ability).

PROFICIENT PLANNING

ABILITY	POWER	POINTS
Lying In Wait	+1	+20
Exacting Planner	+1	+15
Alchemist Supreme	+1	+15
A Trap Sprung	+1	+15
A Perfect Ambush	+1	+15
From Every Angle	+1	+10
Meditations in Shadow	+1	+15
Excavate	+1	+20
They Came From Below	+1	+10
Our Time Is Nigh	+1	+15



LYING IN WAIT

Employing carefully prepared positions and a mixture of physical and spiritual concealment measures, the brood lurks invisibly as the enemy approaches. Not until the last second do they burst from cover to rake their shocked enemies with point-blank fire.

INFANTRY unit only. When this unit is set up on the battlefield as Reinforcements as a result of being set up underground (pg 88), it can lie in wait. If it does so:

- Set up this unit anywhere on the battlefield that is more than 3" away from any enemy models.
- Until the end of the turn, this unit is not eligible to declare a charge with.

EXACTING PLANNER

This Primus possesses a meticulous eye for extreme detail and a truly inhuman patience while attending to every possible contingency. Accordingly, their battle plans are so comprehensive and devious as to appear as though they were generated by a shrine's worth of strategic cogitators.

PRIMUS model only. Once per battle, in your Command phase, this model can use this ability. If it does so, until the end of the phase:

- This model can use its Meticulous Planner ability one additional time.
- Each time this model uses the Meticulous Planner ability, you can select one friendly **<CULT>** unit within 9" of this model for that ability (instead of a **<CULT> CORE** unit).

ALCHEMIST SUPREME

The most talented Biophaguses employ their genetic alchemy to enhance their favoured warriors. With care and precision they tease out favourable mutations that render their subjects increasingly deadly, without triggering any undesirable degradations of body or mind.

BIOPHAGUS model only. When you give a unit this ability, select one **<CULT> CORE** or **<CULT> ABERRANT** unit from your army, then select one genomic enhancement for that unit to gain (see the Genomic Enhancement ability, pg 102).

A TRAP SPRUNG

Thanks to a mixture of cunning, instinct, guerrilla fieldcraft and no small share of luck, this brood burst from cover without the slightest warning. Foes barely have time to register their peril before the faithful are amongst them, blades and talons slashing.

When this unit is set up on the battlefield as Reinforcements as a result of being set up underground (pg 88), until the end of the turn, each time a charge roll is made for this unit, roll one additional dice and discard one of the dice.

A PERFECT AMBUSH

The warriors of this brood have tracked their enemies tirelessly, as predatory beasts stalk their prey. Only when their position is perfect do they strike, engulfing their victims in a hail of unexpected firepower.

CROSSFIRE unit only. When this unit is set up on the battlefield as Reinforcements as a result of being set up underground (pg 88), you can use this ability. If you do so, select one enemy unit within 12" of this unit. Until the end of the turn, each time a model in this unit makes a ranged attack against that enemy unit, that enemy unit is treated as having a crossfire marker and as being Exposed (pg 89) for that attack.

FROM EVERY ANGLE

Flowing like a dark tide down hidden tunnels, along rubble-choked gulleys or through sagging and rusted vents, the faithful utterly encircle their enemies.

- At the start of the first battle round, if the mission uses the Strategic Reserves rules, this unit can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves.
- When setting up this unit from Strategic Reserves, treat the current battle round number as being one higher. Note that this means this unit can arrive from Strategic Reserves in the first battle round.

MEDITATIONS IN SHADOW

Long weeks of meditation have allowed this psyker to establish a tentative connection to the Shadow in the Warp. What would blast the mind of any normal being has instead instilled insidious wisdom in this master of the cult.

PSYKER model only. This model knows one additional psychic power from the Broodmind discipline.

EXCAVATE

Not all tunnels are meant to be traversed. By digging underneath the battlefield then lining the resultant mines with blasting charges, these broodkin trigger subterranean eruptions that shatter vital transitways and cause fortified positions to subside in ruin.

Before the battle, if this unit is set up underground (pg 88), it can excavate. If it does so, in the Resolve Pre-battle Abilities step of the mission sequence, select one terrain feature on the battlefield (you cannot select a Fortification). That terrain feature loses the Defensible, Heavy Cover, Light Cover and Inspiring traits and gains the Difficult Ground trait.

THEY CAME FROM BELOW

From duct-tangles and sewage pipes to subterranean mineworks and sappers' ruins – or even the spiralling burrows of beasts such as macrotalpa or gnaw-worms – the Genestealer Cults employ all imaginable types of hidden ways to better ambush their foes.

Non-**VEHICLE** unit only. If this unit is set up in ambush (pg 88), when revealing ambush markers, you can do one of the following:

- Remove one ambush marker from the battlefield and set up this unit underground instead.
- After setting up this unit from an ambush marker, this unit can make a Normal Move as if it were your Movement phase, but must end that move more than 9" away from any enemy models.

OUR TIME IS NIGH

The chosen brood are infused with transcendant zeal as telepathic whispers fill their minds, assuring them that they are the living avatars of the Star Children, and that now is their moment to ascend.

The first time this unit is selected to fight in this battle, until that fight is resolved, add 1 to the Attacks characteristic of models in this unit. This is not cumulative with the additional attack granted by the *Might From Beyond* psychic power (pg 71).

Brothers and sisters, your champions walk amongst you, anointed with greatness by the Star Children. Yet they do not seek to rule you; they are of you! Patriarch be praised, they are you!

WARLORD TRAITS

If a **GENESTEALER CULTS CHARACTER** model is your **WARLORD**, you can use the table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one.

When you have determined a Warlord Trait for a **GENESTEALER CULTS CHARACTER** model, replace all instances of the **<CULT>** keyword in their Warlord Trait (if any) with the name of the Cult that your model belongs to.

1. FOCUS OF ADORATION

This warlord inspires such insane devotion that their minions will leap headlong into battle in order to win their favour.

While a friendly **<CULT> CORE** or **<CULT> PURESTRAIN GENESTEALERS** unit is within 6" of this **WARLORD**, that unit is eligible to perform Heroic Interventions as if it were a **CHARACTER** unit.

2. SHADOW STALKER

The gloom seems to cling to this warlord like a shroud as they emerge grinning from the darkness, claws flexing in anticipation of the kill.

Each time an attack is made against this **WARLORD**, subtract 1 from that attack's hit roll.

3. BIOMORPH ADAPTATION

The power of the Broodmind flows through this warlord's veins, their physiology showing monstrous gifts and lethal enhancements.

Add 1 to the Attacks and Toughness characteristics of this **WARLORD**.

4. PROWLING AGITANT

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

Once per turn, when this **WARLORD** is selected as the target of a charge, before the charge roll is made and after firing any Overwatch, it can make a Normal Move of up to 6".

5. ALIEN MAJESTY

An aura of palpable grandeur surrounds this warlord, making their mere presence a powerful stimulant to their followers.

- Add 3" to the range of this **WARLORD**'s aura abilities (to a maximum of 9").
- Add 3" to the range of the following abilities this **WARLORD** has (if any): Jackal; Meticulous Planner; Priority Target.

6. PRETERNATURAL SPEED

Uncannily fast in thought and deed, this warlord makes blisteringly quick attacks as its best form of defence.

- Each time this **WARLORD** makes a melee attack, you can re-roll the hit roll.
- At the start of the Fight phase, if this **WARLORD** is within Engagement Range of any enemy units, it can fight first that phase.

BROODMIND DISCIPLINE

Before the battle, generate the psychic powers for **PSYKER** models from your army that know powers from the Broodmind discipline using the table below. You can either roll one D6 to generate each power randomly (re-rolling duplicate results), or you can select which powers the psyker knows.

When a **PSYKER** unit from your army manifests a psychic power from this discipline, replace all instances of the **<CULT>** keyword on that psychic power (if any) with the name of the cult that your **PSYKER** belongs to.

1. MASS HYPNOSIS

The psyker exerts their mental dominion over their foes, placing them into a trance-like state so that the cult can take them apart at leisure.

Malediction: *Mass Hypnosis* has a warp charge value of 7. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- Subtract 1 from the Attacks characteristic of models in that unit.
- In the Fight phase, that unit is not eligible to fight until after all eligible units from your army have done so.

2. MIND CONTROL

The psyker stabs at the minds of their victims, stoking their doubts and assailing them with contrary directives.

Malediction: *Mind Control* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- Each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.
- If the result of the Psychic test was equal to or greater than that unit's Leadership characteristic, subtract 1 from that unit's Leadership characteristic and subtract 1 from Combat Attrition tests taken for that unit.

3. PSIONIC BLAST

With a screech of triumph, the psyker focuses the alien hatred of their kind into a blaze of pallid energies that consumes their enemies.

Witchfire: *Psionic Blast* has a warp charge value of 5. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. For the purposes of selecting that enemy unit, unless that enemy unit is within Engagement Range of this **PSYKER**, the Look Out, Sir rule applies as if this psychic power was a ranged weapon with a Range characteristic of 18".

- That unit suffers D3 mortal wounds.
- If the result of the Psychic test was equal to or greater than that unit's Leadership characteristic, that unit suffers 3 mortal wounds instead of D3.

4. MENTAL ONSLAUGHT

The psyker intensifies their hypnotic power to such a degree that it can cause their victims' brains to swell to bursting point inside their skulls.

Witchfire: *Mental Onslaught* has a warp charge value of 5. If manifested, select one enemy unit within 24" of and visible to this **PSYKER** and roll four D6: for each result of 5+, that unit suffers 1 mortal wound. If any models in that unit are destroyed as a result of those mortal wounds but that unit is not destroyed, keep repeating this process, reducing the number of dice rolled by 1 each time (e.g. three D6 on the first repeat, two D6 on the second repeat) until any of the following conditions are met during that repeat.

- The number of dice to roll is 0.
- You roll no results of 5+.
- No enemy models are destroyed.

5. PSYCHIC STIMULUS

The unknowable power of the cult's gestalt soul flows into the psyker's chosen instruments, spurring them into a religious frenzy that sees them attack with hyperactive speed.

Blessing: *Psychic Stimulus* has a warp charge value of 6. If manifested, select one friendly **<CULT>** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase:

- That unit is eligible to shoot and/or declare a charge with in a turn in which it Advanced or Fell Back.
- Models in that unit do not suffer the penalty incurred to their hit rolls for firing Assault weapons in the same turn in which their unit Advanced.

6. MIGHT FROM BEYOND

With a low whisper that rises to a scream, the psyker amplifies the alien might hidden within every cultist, swelling their bodies with empowering energy born of the void itself.

Blessing: *Might From Beyond* has a warp charge value of 6. If manifested, select one friendly **<CULT>** unit within 18" of and visible to this **PSYKER**. Until the start of your next Psychic phase, add 1 to the Attacks characteristic of models in that unit.

The Imperial operators claim to hear the voice of their carrion god. They are liars! Only the true star gods speak to their faithful, and only we, their devoted, are so blessed as to hear their words!

RELICS

If your army is led by an **GENESTEALER CULTS WARLORD**, you can, when mustering your army, give one of the following Sacred Relics of the Cult to a **GENESTEALER CULTS CHARACTER** model from your army.

When a model from your army is given a Sacred Relic of the Cult, replace all instances of the **<CULT>** keyword in that Relic's rules (if any) with the name of the Cult that your model belongs to.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Sacred Relics of the Cult your models have on your army roster.

SWORD OF THE VOID'S EYE

The sentience within the Sword of the Void's Eye is far more intelligent than its wielder, for the weapon contains a synaptic node of the Hive Mind. The bio-fleet descending upon the host planet uses the eyes of the sword to spy on the populace and sample the thoughts of those whose blood it tastes. With every fragment of knowledge gleaned, the weapon understands its prey all the better. Soon it knows just how and where to strike so as to lay its quarry low, and guides its wielder's hand accordingly.

Model equipped with a cult bonesword or Locus blades only. This Relic replaces a cult bonesword or Locus blades and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Sword of the Void's Eye	Melee	Melee	+2	-3	2

Abilities: Each time an attack is made with this weapon, you can re-roll the hit roll and you can re-roll the wound roll.



HAND OF ABERRANCE

Fashioned by the bio-conclaves of the Cult Hypodermoid, this injector claw sends powerful mutagens coursing through its victims. Their bones stretch and shatter, their muscles atrophy or swell until they burst, while their flesh blooms with nests of lashing pseudopods – or else tears apart as it undergoes involuntary mitosis and seeks to squirm away.

Model equipped with a toxin injector claw only. This Relic replaces a toxin injector claw and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Hand of Aberrance	Melee	Melee	User	-2	3

Abilities: Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a unit (excluding **VEHICLE** or **TITANIC** units), an unmodified wound roll of 2+ is always successful.

AMULET OF THE VOIDWYRM

This crescent-shaped wyrm-form amulet is rumoured to be carved from a shard of a Norn-Queen's exoskeleton. Unnatural energies coil about it, a hideous tendril of the Shadow in the Warp forever haloing the wearer's mind and soul. In moments of peril these energies coil into a shadowy veil that blinds the sight and torments the minds of attackers.



- The bearer has a 4+ invulnerable save.
- Once per battle, when an attack is allocated to the bearer, it can channel the Shadow in the Warp. If it does so, the saving throw is automatically a 6 (do not roll).
- Each time the bearer declares a charge, enemy units that were targeted by that charge cannot fire Overwatch or Set to Defend against that charge.

OPPRESSOR'S BANE

The masterwork pistol known in cult folklore as Oppressor's Bane was machined with expert care by mysterious, inhumanly skilled artisans. It is so well weighted that it can be drawn in an instant, lined up along perfectly crafted gunsights to pick out the foe's weak points, and spun on the finger in a blur between each killing shot.

Model equipped with an autopistol only. The bearer gains the Crossfire ability (pg 89) and the **CROSSFIRE** keyword. This Relic replaces an autopistol and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Oppressor's Bane	15"	Pistol 3	4	-2	2

Abilities: Each time an attack is made with this weapon, the target is treated as having a crossfire marker and as being Exposed (pg 89) for that attack.

WYRMTOOTH ROUNDS

The ballistic parasite that produces these strange rounds is a ghastly thing. Its exterior sheath is brushed durasteel, but its interior is a pulsating mass of wet meat and organs. Meshed with the mechanisms of its host autostub, it somehow exudes diamond-hard chitinous rounds that can punch through dense armour before bursting in sprays of concentrated bio-acid.

KELERMORPH model only. Each time the bearer shoots, you can select any number of liberator autostubs it is equipped with to fire a liberator wyrmtooth round. If you do so, then until that shooting is resolved, each liberator autostub you selected has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Liberator wyrmtooth round	18"	Heavy 1	6	-3	3

Note: A liberator wyrmtooth round does not have the liberator autostub's abilities.

DAGGER OF SWIFT SACRIFICE

Rumour has it this wicked blade was once the ritual sidearm of a particularly sadistic planetary governor known only as the Tyrant. It was a Sanctus who stole into the Tyrant's chambers and spirited the man's dagger away into the hive-depths, there to be augmented into a weapon of unparalleled lethality. Only then did the Sanctus return the blade to its owner, sheathing it in his oppressor's heart.

Model equipped with a Magus bio-dagger or Sanctus bio-dagger only.

- Each time the bearer is selected to fight, you can re-roll one wound roll when making the bearer's attacks.
- Each time after the bearer has fought, select one enemy model that lost any wounds as a result of an attack made by the bearer's Magus bio-dagger or Sanctus bio-dagger but was not destroyed. Roll one D6: on a 3+, that model suffers D3 mortal wounds (if it is destroyed, any excess mortal wounds are ignored).

THE CROUCHLING

The most favoured of cults are visited by a skittering familiar known as the Crouchling. Though small and weak of limb, it is a powerful psychic presence, able to cast hypnotic spells and visit terrible hallucinations upon those who earn its master's ire.

Model equipped with a psychic familiar only. Replace that psychic familiar's ability with the following ability:

'**The Crouchling**:

- Once per Psychic phase, you can re-roll one Psychic test taken for this model.
- Each time a Psychic test is passed for this model, if all dice results for that test were the same, that psychic power or psychic action cannot be denied.'

THE GIFT FROM BEYOND

This long-barrelled rifle is painted with the freely-given blood of the Patriarch, blessing the wielder with uncanny predatory instincts. The gift the weapon bestows upon those under its sights is quite different: the blessing of a swift death delivered from afar.

Model equipped with a cult sniper rifle only. This Relic replaces a cult sniper rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
The Gift From Beyond	48"	Heavy 1	5	-3	3

Abilities: Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified would roll of 4+ inflicts 1 mortal wound on the target in addition to any normal damage.



THE UNWILLING ORB

Preserved within this gem by ghoulish alchemy is the still-living third eye of an Imperial Navigator. What folk hero of the cults tore this fleshy orb from its owner's skull is not recorded, but it serves to greatly focus and project the synaptic powers of cult psykers.

PSYKER model only.



- The bearer can attempt to deny one additional psychic power in your opponent's Psychic phase.
- While the bearer is on the battlefield, each time it attempts to deny a psychic power, it can do so from any range, instead of within 24".
- Each time the bearer attempts to manifest a Malediction or Witchfire psychic power, add 1 to that attempt's Psychic test.

CRANIAL INLAY

Employing technological secrets stolen from the innermost sanctums of the Adeptus Mechanicus, this heretical device establishes a semi-sentient mind interface uplink between the Nexos and its strategium dais. The resultant instant exchange of strategic intelligence elevates the Nexos' comprehension of the warscape to almost omniscient levels, though typically at the cost of burning out their mind altogether within a matter of weeks. Of course, that is more than long enough for ascension to be achieved.

NEXOS model only.

- While the bearer is on the battlefield, each time you spend a Command point to use a Stratagem you can roll one D6: on a 5+, that Command point is refunded.
- The bearer can use its Strategic Coordination ability one additional time per turn.



THE VOICE OF THE LIBERATOR

A sign of great favour from the Star Children, this slick oesophageal worm slithers between a Clamavus' straining jaws before settling in the gullet and digging its cilia deep. From that moment onwards, though wracked with constant suffocating agony, the Clamavus finds their voice amplified and adapted, filtering up through the worm's vibrating membranes to emerge as the primal cry of the Star Children themselves.

CLAMAVUS model only.

- Add 6" to the range of the bearer's Proclamation Hailer and Voice of New Truths abilities.
- While a friendly **<CULT>** unit is within 12" of the bearer, add 1 to the Leadership characteristic of models in that unit.

CHAPTER APPROVED RULES

If every model from your army (excluding **UNALIGNED** and **BROOD BROTHERS** models) has the **GENESTEALER CULTS** keyword, and your **WARLORD** has the **GENESTEALER CULTS** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the **GENESTEALER CULTS** secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission, etc).

SHADOW OPERATIONS

SABOTAGE CRITICAL LOCATION

Progressive Objective

In order to keep our enemies off balance and to prevent them from coordinating or communicating, key logistical targets must be eliminated. Sow the fiery seeds of revolution, sisters and brothers, and sing praise to the Star Children as our enemies burn...

After choosing deployment zones, your opponent must place 2 critical location markers on the battlefield. Each of their critical location markers must be more than 9" away from any battlefield edge and more than 9" away from their other critical location marker. If both players must place these markers, the players alternate doing so, starting with the Defender.

If you select this objective, then units from your army can perform the following action:

Sabotage Critical Location (Action): One or more **INFANTRY** or **BIKER** units from your army (excluding **CHARACTER** units other than **REDUCTUS SABOTEUR** units) can start to perform this action at the end of the Move Units step of your Movement phase. Each unit from your army that starts to perform this action must be within 3" of the centre of a different one of your opponent's critical location markers, and no enemy units (excluding **AIRCRAFT** units) can be within 3" of the centre of that critical location marker. The action is completed at the end of your turn, provided the unit performing it is still within range of the same critical location marker. If this action is successfully completed, you have sabotaged that critical location; remove that critical location marker from the battlefield.

Score victory points each time a unit from your army completes the Sabotage Critical Location action as shown below:

SABOTAGE CRITICAL LOCATION

BATTLE ROUND THE ACTION WAS COMPLETED	VICTORY POINTS SCORED
2	9
3	7
4	5
5	3

This secondary objective cannot be scored in the first battle round.

BATTLEFIELD SUPREMACY

BROODSWARM

Progressive Objective

This world belongs to the oppressor no longer, for it is now the demesne of the Star Children and their faithful. Our enemies must be driven from every corner of our realm, overrun and surrounded at every turn until there is nowhere left for them to flee. The blessed wyrm-form icon be raised high from every rampart, every rooftop, and upon every corpse-strewn battlefield. This world is ours! Now go forth and claim it!

At the end of your turn, score 1 victory point for each of the following that applies (to a maximum of 4 victory points):

- You have more models within your opponent's deployment zone than your opponent does.
- You have more models within your deployment zone than your opponent does.
- You have more models on the battlefield that are not within either player's deployment zone than your opponent does.
- All three of the above bullet points apply.

PURGE THE ENEMY

AMBUSH

Progressive Objective

Subtlety, secrecy, stealth – all these are but means to an end. It is by fighting the enemy on our own terms, and by trapping them within the closing jaws of one cunning ambush after another, that we faithful will overthrow the armies of oppression.

At the end of your turn, score victory points in the following ways:

- Score 1 victory point if one or more enemy units were destroyed this turn while they had a crossfire marker (pg 89).
- Score 1 victory point if one or more enemy units were destroyed this turn by units from your army that were set up from ambush or from underground (pg 88) during this turn.
- Score 1 victory point if one or more enemy units were destroyed this turn as a result of a ranged attack made by a model from your army, and that enemy unit was Exposed when it was selected as the target for that ranged attack. Note that enemy unit must have been Exposed as specified on page 89, rather than by any other means (e.g. the Priority Target ability).



CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with the Genestealer Cults, such as Agendas, Battle Traits and Crusade Relics that are bespoke to GENESTEALER CULTS units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

AGENDAS
GENESTEALER CULTS units attempt to achieve unique Agendas in Crusade battles, which can be found on page 77. These Agendas reflect the unique goals of Genestealer Cults armies and help to reflect their particular methods of waging war. You can find out more about Agendas in Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

REQUISITIONS
Genestealer Cults armies have access to a number of additional Requisitions, suited to how they operate on the battlefield. You can find these on page 78.

CRUSADE RELICS
In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, **GENESTEALER CULTS CHARACTER** units can be bestowed with one of the prized Crusade Relics on page 79; these Relics are unique to the warriors of the gene-sects, and are only bestowed on those worthy of wielding them.

BATTLE TRAITS
GENESTEALER CULTS units can be given the Battle Traits presented on page 80 as they gain experience and are promoted in your Crusade force. These help to better reflect the unique upgrades and Battle Honours that are bestowed on these units.

BATTLE SCARS
If a **GENESTEALER CULTS CHARACTER** unit gains a Battle Scar, you can select one from those presented on page 81. These Battle Scars represent unique afflictions that the leadership of the cult suffer, and help to add further character to your Crusade force.

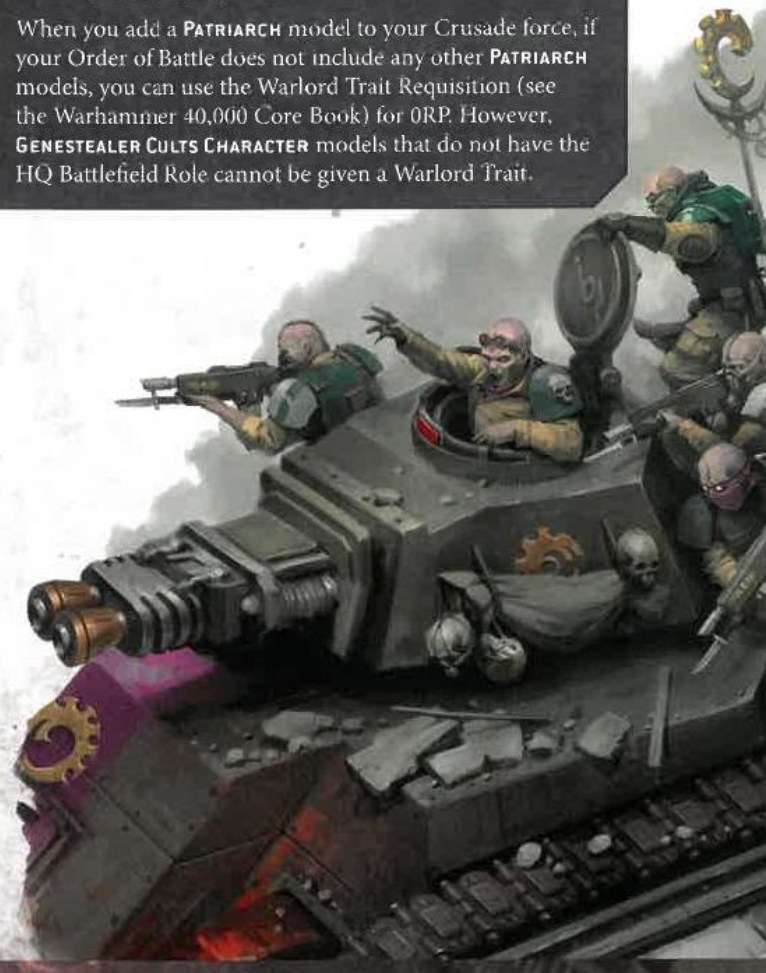
PATH TO ASCENSION
The rules presented on pages 82-85 are unique to Crusade forces that contain the relevant **GENESTEALER CULTS** units. They represent the efforts of a Crusade force attempting to assume control of a planet. Here you will find ways to create a world and its various Institutions, methods by which you can assume control of it and unique rewards for doing so.

SHOWCASE CRUSADE ARMY
On pages 86-87 you will find Sam Pearson's Genestealer Cults Crusade army, with a description of the force and details of its exploits on the battlefield.

BROOD BROTHERS
If your Order of Battle includes any **GENESTEALER CULTS** units, you can also include **ASTRA MILITARUM <REGIMENT>** units in your Order of Battle, even though these units do not have a Faction keyword in common. When such a unit is added to your Order of Battle, replace the **IMPERIUM** and **<REGIMENT>** keywords in every instance on its datasheet with **BROOD BROTHERS**. **BROOD BROTHERS CHARACTER** models cannot be given a Warlord Trait, Relic or Crusade Relic.

When mustering your army, the rules for how to include **BROOD BROTHERS** units in your Crusade army can be found on page 54. Note that as these units have already had their **IMPERIUM** and **<REGIMENT>** keywords replaced with **BROOD BROTHERS**, they are considered to have already fulfilled the requirements of a **BROOD BROTHERS** Detachment, allowing you to include them in that Detachment.

BROODCOVEN
When you add a **PATRIARCH** model to your Crusade force, if your Order of Battle does not include any other **PATRIARCH** models, you can use the Warlord Trait Requisition (see the Warhammer 40,000 Core Book) for 0RP. However, **GENESTEALER CULTS CHARACTER** models that do not have the HQ Battlefield Role cannot be given a Warlord Trait.



AGENDAS

If your Crusade army includes any **GENESTEALER CULTS** units, you can select one Agenda from the Genestealer Cults Agendas listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one from each category).

GENESTEALER'S KISS

Genestealer Cults Agenda

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

Keep a Genestealer's Kiss tally for each **PATRIARCH** unit and **PURESTRAIN GENESTEALERS** unit from your army. Add 1 to a unit's Genestealer's Kiss tally each time it destroys an enemy unit with a melee attack. Each unit gains 1 experience point for every mark on its Genestealer's Kiss tally.

If your Crusade force is on a Path to Ascension (pg 82-85), at the end of the battle, if the total of the Genestealer's Kiss tallies of units from your army was 3 or more, add 1 to your next Ascension roll (pg 83) and your next Discovery roll (pg 85).

SILENCE DETRACTOR

Genestealer Cults Agenda

Those who have seen too much, or who possess the means to expose the cult, must be swiftly dispatched to secure their silence.

At the start of the first battle round, select one **CHARACTER** unit in your opponent's army. If a unit from your army destroyed that **CHARACTER** unit during the battle, that unit gains 4 experience points.

If your Crusade force is on a Path to Ascension (pg 82-85) and the unit from your army that destroyed that **CHARACTER** unit was 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 ignore your next Discovery roll (pg 85) result of 3 or less (i.e. you will not count as being discovered); if you do so, your Crusade force has no longer silenced a detractor.

TELEPATHIC DOMINATION

Genestealer Cults Agenda

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

Keep a Telepathic Domination tally for each **PSYKER** unit from your army. Add 1 to a unit's Telepathic Domination tally each time it successfully completes the following action: '**Telepathic Domination (Psychic Action – Warp Charge 4):** One **PSYKER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 18" of your opponent's battlefield edge.'

Each unit gains 2 experience points for the first mark on its Telepathic Domination tally, and 1 additional experience point for each mark thereafter (to a maximum of 4 experience points). If your Crusade force is on a Path to Ascension (pg 82-85), after the battle, if the total of all the Telepathic Domination tallies of units from your army was 2 or more, add 1 to your next Ascension roll.

PREPARE FOR THE DAY OF ASCENSION

Genestealer Cults Agenda

Our final fight for freedom approaches. Before that day, tunnels must be dug, supplies cached and traps carefully laid.

Keep a Prepare tally for each unit from your army. Add 1 to a unit's Prepare tally each time it successfully completes the following action:

Prepare (Action): One or more **GENESTEALER CULTS CORE** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within a different Area Terrain feature that has not been prepared by your army during the battle, or within 1" of a different Obstacle terrain feature that has not been prepared by your army during the battle. The action is completed at the start of your next Command phase, provided the unit performing the action is still within that Area Terrain feature or within 1" of that Obstacle terrain feature. If this action is successfully completed, that terrain feature has been prepared by your army.

Each unit gains 1 experience point for the first mark on its Prepare tally, and 1 additional experience point for every 2 marks thereafter. If your Crusade force is on a Path to Ascension (pg 82-85), keep a Prepare for Ascension tally on your Order of Battle. After each Crusade battle, add 1 to this tally if one or more units from your army earned experience points from this Agenda in that battle. When fighting in the Day of Ascension (pg 85), for every 3 marks on your Prepare for Ascension tally, increase your starting number of Command points by 1. When your current Path to Ascension ends, your Prepare for Ascension tally is reset to 0.

TOPPLE THE FALSE TEMPLE

Genestealer Cults Agenda

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

After choosing deployment zones, your opponent must select one Area Terrain feature on the battlefield to be a false temple. The unit from your army that successfully completes the following action earns 4 experience points:

Topple the False Temple (Action): One **GENESTEALER CULTS CORE** or **REDUCTUS SABOTEUR** unit from your army can start to perform this action at the end of the Move Units step of your Movement phase. The unit performing this action must be within your opponent's false temple and more than 3" away from any enemy units (excluding **AIRCRAFT** units), and your opponent's false temple must not have been toppled. The action is completed at the start of your next Command phase, provided the unit performing this action is still within your opponent's false temple. If this action is successfully completed, your opponent's false temple has been toppled; that terrain feature loses the Defensible, Light Cover, Heavy Cover and Inspiring traits and gains the Difficult Ground trait.

REQUISITIONS

If your Crusade force includes any **GENESTEALER CULTS** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

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 a **PATRIARCH** unit) 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 6 experience points (and therefore gains the Blooded rank); select one Battle Honour for them 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 battle. Add one Proficient Planning ability (pg 68-69) to your Crusade force. After the battle, remove that Proficient Planning ability.

BELOVED OF THE CULT 2RP

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 battle. Select one **GENESTEALER CULTS** unit from your army with the Heroic rank or higher. That unit is upgraded to be beloved of the cult (make a note of this in the Other Upgrades section of its Crusade card); add 1 to that unit's Crusade points. When mustering your army, for that Crusade battle, a unit beloved of the cult can be upgraded with one additional Proficient Planning ability from your Order of Battle. This cannot be a Proficient Planning ability that unit or another unit from your army has. All other rules for Proficient Planning still apply. Each time you use this Requisition, remove the existing beloved of the cult upgrade (if any) and subtract 1 from the 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 battle, if your Crusade force is on a Path to Ascension (pg 82-85). If all of the following apply, you gain 1 Ascension point:

- You won that battle.
- Every Agenda you selected for that battle was a Shadow Operations or Genestealer Cults Agenda.
- **GENESTEALER CULTS** units from your army earned experience points from each of those Agendas.

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 if your Crusade force is on a Path to Ascension (pg 82-85), after infiltrating an Institution. You can do one of the following:

- Use the Increase Supply Limit Requisition up to two times without spending any additional Requisition points.
- Use the Fresh Recruits Requisition up to two times without spending any additional Requisition points.
- Use the Increase Supply Limit and Fresh Recruits Requisitions once each without spending any additional Requisition points.

You can only use this Requisition once after infiltrating each Institution.

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 if your Crusade force is on a Path to Ascension (pg 82-85), when you infiltrate a world's fourth Institution. Add a **PURESTRAIN GENESTEALERS** unit to your Order of Battle. That unit gains 6 experience points (and therefore gains the Blooded Rank); select one Battle Honour for them as normal. You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

CRUSADE RELICS

When a **GENESTEALER CULTS CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

A **GENESTEALER CULTS CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

Elixir of Dark Vistas

Precisely what otherworldly emissary of the darkest void gave its vital fluids for the distillation of this potion must remain a mystery. Yet the one who drinks it is offered glimpses of the strange and sanity-blasting gulfs across which that creature travelled and fought, and emerges blessed with dark new wisdom.

Model with the HQ Battlefield Role only. When the bearer gains this Crusade Relic, you can use the Warlord Trait Requisition (see the Warhammer 40,000 Core Book) for 0RP to give the bearer a Warlord Trait. You can do so even if the bearer already has a Warlord Trait (allowing it to have two Warlord Traits). Do not add 1 to its Crusade points total as a result of using that Requisition. All other rules specified by that Requisition still apply.

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 a **PATRIARCH** model) only.

- Add 3" to the bearer's Move characteristic.
- The bearer gains the **FLY** keyword.
- The bearer gains the following ability: '**Pervasion Veil:** Once per battle, at the end of any phase, this model can use this ability. If it does so, remove it from the battlefield and set it up again more than 9" away from any enemy models.'

ANTIQUITY RELIC

A **GENESTEALER CULTS CHARACTER** model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Stratodais

No one knows whether to believe the rumours that this strategium dais once sat in the command centre of Lord Solar Macharius himself – yet its cogitational capacity is undeniable. If such rumours are true, then some agent of the cults managed an audacious theft indeed!

NEXOS model only. For the purposes of the bearer's Battlefield Analysis ability, you can select two enemy units to gain a crossfire marker instead of one, but those enemy units must be within 9" of each other.

LEGENDARY RELICS

A **GENESTEALER CULTS CHARACTER** model of Legendary rank can be given one of the following Legendary Relics instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Pennant of Ascension

Stitched together from the tattered remains of enemy banners, then dyed and daubed over with cult sigils, this banner stands as testament to the fervour and savage conquests of the cult.

ACOLYTE ICONWARD model only. The bearer gains the following ability: '**Pennant of Ascension (Aura):** While a friendly **<CULT> INFANTRY** or **<CULT> BIKER** unit is within 6" of this model, add 1 to the Attacks characteristic of models in that unit.'

Crown of Ascendancy

This chitinous lattice contains material chipped from more than two-dozen Patriarchs' thrones. It amplifies its wearer's synaptic powers to near-apocalyptic levels, and renders their spirit as a dark and roiling thunderhead that presses on the minds of all around them.

PATRIARCH model only.

- The bearer can attempt to manifest one additional psychic power in your Psychic phase.
- The bearer can attempt to deny one additional psychic power in your opponent's Psychic phase.
- The bearer knows all the psychic powers from the Broodmind discipline (pg 71).
- Replace the bearer's Living Idol ability with the following: '**Crown of Ascendancy (Aura):** While a friendly **<CULT>** unit is within 12" of this model, that unit automatically passes Morale tests.'

'They preach about the light of the Emperor, eternal salvation through toil, all of that. The herd lap it up. I know better. Ecclesiarchy's got nothing to offer that I want. I've seen the truth now, and it isn't in the light of Terra. No, it's out there, in the dark of the void. It's coming to bring us real freedom, real unity, real salvation. Let's see them try preaching their lies then...'

- Osymund Lyng, itinerant agitator, burned for heresy

BATTLE TRAITS

When a **GENESTEALER CULTS** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D3 and consult the appropriate table (re-rolling if it isn't suitable), or choose a Battle Trait from the appropriate table that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

CORE UNIT (EXCLUDING A BIKER UNIT)

D3	TRAIT
1	**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, if the attacker is more than 18" away, this unit is treated as having the benefits of Dense Cover against that attack.
2	**Insurgents** *These warriors are practised in defending even the most ruined structures, be they bunkers or fallen hab-stacks.* Each time an attack is allocated to a model in this unit, if it is receiving any benefits of cover, it also receives the benefits of Light and Heavy Cover against that attack.
3	**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 this unit's attacks: • Before a model in this unit shoots, if the target does not have a crossfire marker (pg 89), it gains one. • If the target already has a crossfire marker, you can ignore any or all modifiers when resolving those attacks.

BIKER OR VEHICLE UNIT

D3	TRAIT
1	**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.
2	**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.* • When 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. • Each time a charge roll is made for this unit, any distances of less than 6" count as 6".
3	**Armour Plating** *Bolting on extra armour is a wise precaution when fresh armoured vehicles are in short supply.* Each time an attack with a Damage characteristic of 1 is allocated to a model in this unit, add 1 to any armour saving throw made against that attack.

PATRIARCH, PURESTRAIN GENESTEALERS, ACOLYTE HYBRIDS OR HYBRID METAMORPHS UNIT

D3	TRAIT
1	**Xenos Savagery** *As final ascension looms, so the mightiest and most genetically alien of the cult exhibit the blessings of inhumanly swift reactions and almost animalistic savagery in battle.* At the start of the Fight phase, if this unit is within Engagement Range of any enemy units, it can fight first that phase.
2	**Fast Reflexes** *No mere Human could possibly dodge their enemies' blows with such bewildering, horribly insectile speed and precision.* Each time a melee attack is made against this unit, subtract 1 from that attack's hit roll.
3	**Aggressive Strain** *Even amongst the inner circle of the cult, there are those that 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 UNIT

D3	TRAIT
1	**Brood Prophet** *Command of the faithful comes as naturally to this revolutionary orator as breathing.* • Add 3" to the range of this model's aura abilities, to a maximum of 9". • Add 3" to the range of this model's abilities that instruct you to select units (e.g. Priority Target), to a maximum 12".
2	**Gestalt Energy** *This psyker's mind acts as a synaptic node, drawing both strength and unquestioning fealty from nearby faithful.* • Each time a Psychic test is taken for this model, if it is within 6" of a friendly **<CULT> CORE** unit, add 1 to the result. • Each time you take an Unquestioning Loyalty test (pg 88) after a saving throw is failed for this model, if the friendly model you selected for that test is a **<CULT> CORE** model, you can re-roll the result.
3	**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 **<CULT>** unit on your Order of Battle for this model to gain an unbreakable bond with. While that unit is visible to this model, that unit is always treated as being within range of this model's aura abilities and abilities that instruct you to select a friendly **<CULT>** unit.

BATTLE SCARS

When a **GENESTEALER CULTS CHARACTER** unit gains a Battle Scar, you can determine one using the table below instead of the table in the Warhammer 40,000 Core Book. To do so, roll one D6 to randomly determine what Battle Scar the unit has gained, or choose the Battle Scar that you think tells the best narrative for your unit. All the normal rules for Battle Scars apply (e.g. a unit cannot have the same Battle Scar more than once). As with any Battle Scar, make a note on the unit's Crusade card and adjust its Crusade points accordingly.

BATTLE SCARS

D6	BATTLE SCAR
1	**Out of Favour** *Failing the Patriarch has consequences; ostracism from the ranks of the faithful being amongst the worst.* Each time a saving throw is failed for this model, you cannot use the Unquestioning Loyalty ability (pg 88) for that attack.
2	**Relearn the Creed** *Even those bolstered by the Broodmind can forget the teachings of their faith in the heat of battle.* This model cannot use the Cult Creed ability (pg 54).
3	**Telepathic Failings** *Neural trauma has weakened this psyker's connection to the Broodmind, making each psychic act a perilous endeavour.* • Each time a Psychic test is taken for this model, if a double is rolled, that Psychic test is failed. • Each time you would use a Stratagem for this model, roll one D6: on a 4+, increase the CP cost of that Stratagem by 1CP. Note that the CP cost is only increased by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.
4	**Gene Affliction** *Sore wounding has triggered debilitating mutations in this warrior, their part-alien anatomy turning against them.* • Subtract 1 from the Toughness characteristic of this model. • Worsen this model's Weapon Skill and Ballistic Skill characteristics by 1.
5	**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 the Heroic Intervention step of your opponent's Charge phase, if this model is eligible to perform a Heroic Intervention, it must do so. • In your Charge phase, if this model is eligible to charge and is within 7" of any enemy units, you must declare a charge with it.
6	**In the Shadow of your Betters** *One too many defeats have seen this warrior slip down the invisible psychic hierarchy asserted through the Broodmind.* • While this model is within 9" of another friendly **<CULT> CHARACTER** unit, it cannot use any of its aura abilities or any actions or abilities that interact with other friendly **<CULT>** units (e.g. Genomic Enhancement, Strategic Coordination). • At the start of the Fight phase, if this unit is within Engagement Range of any enemy units and within 9" of any other friendly **<CULT> CHARACTER** units that are also within Engagement Range of any enemy units, this unit is not eligible to fight until after those other friendly **<CULT> CHARACTER** units that can fight have done so.

'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



PATH TO ASCENSION

The growth of a Genestealer Cult is achieved with careful planning and patience, a grand scheme generations long in which every layer of a world's society is a target for infiltration. When enough Institutions have been infiltrated, or perhaps when the cult is prematurely discovered, it emerges from the shadows and casts off the shackles of oppression. Success in such circumstances will earn the cult powerful Ascension Rewards, but failure will bring about ignominy.

THE PATH BEGINS

If your Crusade force includes a **PATRIARCH**, **PRIMUS** or **MAGUS** unit and is not otherwise on a Path to Ascension, it can begin a Path to Ascension. When your cult begins a Path to Ascension, you must create the world it 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 options shown on the right, or you can select the classification most suitable for 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 must infiltrate in order to assume control of that world. Note that some classifications of world may have several instances of the same Institution; in such cases, each instance of those Institutions is treated separately.

Once you have determined your world's classification and Institutions, you should name your world and fill out a Path to Ascension, as shown below:





1 Hive World
Community, Community, Industry, Politics



2 Forge World
Industry, Industry, Military, Religion



3 Cardinal World
Community, Politics, Religion, Religion



4 Fortress World
Military, Military, Politics, Resources



5 Agri or Mining World
Community, Industry, Resources, Resources



6 Frontier or Feudal World
Community, Military, Resources, Politics

WALKING THE PATH

To assume control of a world, you must earn Ascension points and spend them to infiltrate the world's Institutions. Ascension points are primarily earned as outlined below, however, Genestealer Cults Agendas (pg 77) and Requisitions (pg 78) can aid in their acquisition. Keep a note of your Ascension points in the Crusade Goals section of your Order of Battle.

After each Crusade battle, if your army included any **GENESTEALER CULTS** Detachments, make an Ascension roll by rolling one D6 and applying the modifiers below: on a 4-7, you earn 1 Ascension point; on an 8, you earn 2 Ascension points.

You won the battle.	+1
One or more units from your army earned experience points from Shadow Operations and/or Genestealer Cults Agendas.	+1
Your army included one or more <**HIVE FLEET**> units.	-1

Each world has four Institutions you must infiltrate. Before or after a battle, if you have 3 or more Ascension points, you must spend 3 of them to infiltrate an Institution you have not yet infiltrated (deduct 3 points from your total accordingly). You can then claim one of the Institution Rewards shown on the right for your Crusade force.

PRECISE PLAN *Institution Reward*

Add one Proficient Planning ability (pg 68-69) to your Crusade force. This is a temporary Institution Reward that lasts while your Crusade force is on its current Path to Ascension; when your current Path to Ascension ends, this Institution Reward is removed.

EXACT CONTROL *Institution Reward*

You gain 1 Requisition point.

KEY INSURGENCY *Institution Reward*

Select one **GENESTEALER CULTS CORE** unit from your Order of Battle, or one **CHARACTER** unit as shown in the table below. That unit gains 2 experience points. If a unit gains experience points from this Institution Reward, it cannot be selected for this Institution Reward again until you begin a new Path to Ascension on a different world.

KEY INSURGENCY

INSTITUTION INFILTRATED	CHARACTER UNIT
Community	**CLAMAVUS** or **KELERMORPH**
Industry	**BIOPHAGUS** or **ABOMINANT**
Military	**NEXOS** or **PRIMUS**
Politics	**LOCUS** or **MAGUS**
Religion	**ACOLYTE ICONWARD** or **CLAMAVUS**
Resources	**JACKAL ALPHUS** or **REDUCTUS SABOTEUR**



Following a supposedly intercepted piece of cult intelligence, the Deathwatch push deep into the ruin-belt only to discover that they have been lured into a trap. Engines roar as the Cult of the Delverghouls surges in from all directions to overrun the doomed Space Marines.

BROOD CYCLE

While your Crusade force is on a Path to Ascension, the cult benefits from brood cycles. This is an accelerated growth of the cult to bolster its ranks and replace fallen fighters. The active brood cycle and its effects are determined by consulting the table below:

BROOD CYCLE	ACTIVE IF	BENEFITS	BECOMES INACTIVE IF
1st and 2nd	You have infiltrated none or one of your current world's Institutions.	Once after each Crusade battle, you can re-roll one Out of Action test taken for one **ACOLYTE HYBRIDS** unit from your army.	You infiltrate two of your world's Institutions, or your current Path to Ascension ends.
3rd and 4th	You have infiltrated two or three of your current world's Institutions.	Once after each Crusade battle, you can re-roll one Out of Action test taken for one **NEOPHYTE HYBRIDS** unit from your army.	Your current Path to Ascension ends.

ASSUMING CONTROL

While your Crusade force is on a Path to Ascension, its goal is to assume control of its world. This is achieved when one of the following conditions has been met:

- You infiltrate all four of a world's Institutions.
- You are victorious in the Day of Ascension (see opposite).

When you assume control of a world, you can select one **PATRIARCH** unit from your Order of Battle to gain 2 experience points. In addition, you can claim a permanent Ascension Reward for your Crusade force based on the category of world you have assumed control of, as shown below. That Path to Ascension then ends, and the world is claimed for the Star Children!

Each time you claim an Ascension Reward, add it to the Information section of your Order of Battle. After mustering your 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.

ANY CLASSIFICATION OF WORLD

Ascension Reward

Proficient: Add one Proficient Planning ability (pg 68-69) to your Crusade force. Note that unlike the Precise Plan Institution Reward, this is a permanent reward.

HIVE WORLD



Ascension Reward

Prolific: Once per Path to Ascension, you can re-roll an Ascension roll (pg 83). Once per battle, after rolling a dice to summon the cult (pg 89), you can re-roll that dice.

FORGE WORLD



Ascension Reward

Industrious: Before each battle, select one Area or Obstacle terrain feature not within your opponent's deployment zone. That terrain feature gains one of the following terrain traits of your choice: Defensible; Light Cover; Heavy Cover.

CARDINAL WORLD



Ascension Reward

Faithful: The first time a Morale test is failed for a **GENESTEALER CULTS** unit from your army in each battle, treat that test as having been passed instead.

FORTRESS WORLD



Ascension Reward

Militant: Once per battle, when you use a Genestealer Cults Stratagem, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.

AGRI OR MINING WORLD



Ascension Reward

Resourceful: Each time you would gain a Requisition point, roll one D6: on a 4+, you gain 1 additional Requisition point.

FRONTIER OR FEUDAL WORLD



Ascension Reward

Persuasive: Each time you select a unit to be Marked for Greatness, that unit gains 1 additional experience point.

'So many worlds trammelled by the iron fetters of Imperial rule. Countless trillions oppressed and blinded by their lies. Though we fill our lungs with the sweet air of freedom, still there are so many stifling beneath the death-shroud of that cadaverous empire. I cannot bear it. I will not. We will free them all, one world at a time, no matter what it takes.'

- Magus Udragiil of the Hivecult

THE DAY OF ASCENSION

Once your cult has infiltrated two of a world's Institutions (note, multiple instances of the same Institution count as separate Institutions), careful management is required to prevent premature discovery. After each Crusade battle, after spending any Ascension points, if you have infiltrated two or three of the world's Institutions, you must make a Discovery roll to see if your cult is discovered (you do not need to do so after the battle in which you infiltrated the second Institution). To make a Discovery roll, roll 2D6 and apply the modifiers below. If the result is 3 or less, you have been discovered.

You lost the battle.	-1
No units from your army earned experience points from Shadow Operations and/or Genestealer Cults Agendas.	-1
Your army included one or more <HIVE FLEET> units.	-1
You have infiltrated less than three of the world's Institutions.	+1

If you have infiltrated two or more of the world's Institutions, you can call for an uprising and automatically fail a Discovery roll; in such instances, you have been discovered.

If you have been discovered, you must fight in the Day of Ascension. The Day of Ascension is a Crusade battle in which your cult rises up to overthrow their oppressors and assume control of the world by force. Make sure you find a suitable opponent for such a momentous event!

When you fight in the Day of Ascension, 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 a Morale test is taken for a **GENESTEALER CULTS** unit from your army, it is automatically passed.
- **Unprepared:** Reduce your starting number of Command points by the number specified in the table below.

BATTLE SIZE	TOTAL OF 2 INSTITUTIONS INFILTRATED	TOTAL OF 3 INSTITUTIONS INFILTRATED
Combat Patrol	-2	-1
Incursion	-3	-2
Strike Force	-6	-3
Onslaught	-9	-6

If you win the Day of Ascension battle, you assume control of the world and can claim the relevant benefit as specified on the previous page. If you lose the Day of Ascension battle, you must abandon your current Path to Ascension (see right).

THE CYCLE BEGINS 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 to Ascension. Equally, if you lose the Day of Ascension battle, you must abandon your current Path to Ascension.

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

- Each **PATRIARCH**, **PRIMUS** and **MAGUS** unit from your Order of Battle gains a Battle Scar. You can only select this Ignominy if at least one unit would gain a Battle Scar.
- Remove one Ascension Reward from your Order of Battle.

If you cannot select one Ignominy, either because you do not have a **PATRIARCH**, **PRIMUS** or **MAGUS** unit, 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!

Once your Path to Ascension ends, either because you assumed control of the world or abandoned your Path to Ascension, you can begin a new Path to Ascension, provided your Order of Battle includes a **PATRIARCH**, **PRIMUS** or **MAGUS** unit.

Henger broke cover when the urge to do so was ignited by the Broodmind. He screamed a battle cry as he pounded across the roadway towards the Imperial bunker. His brood came with him, some firing their autoguns from the hip, others simply dashing towards the enemy position while yelling their hate. Muzzle flare lit up the bunker's gun-slit as heavy stubbers awoke. Their clattering roar filled the air and echoed from the machine-sheds all around. Their bullets plucked Henger's brothers and sisters from their feet one after another. Somewhere behind the bunker a stablight lit with a flat bang and flooded the scene with blinding radiance.

Raked with fire, half-blinded and seemingly defenceless, lesser warriors might have broken then and fled back to the shadows. Henger and his brood kept running, driven on by fanatical devotion and the bolstering comfort of Pater Vermis' regard through the Broodmind. With the eyes of their Patriarch upon them, the faithful could achieve miracles.

Barely a third of the Neophytes made it across the roadway to press themselves flat against the front wall of the bunker. It was more than enough. Henger and two others pulled the pins from militia-grade frag grenades then bowled them through the bunker's gun-slit. A trio of dull thumps came from within. Smoke billowed. The stubbers fell silent.

Henger and the survivors of his brood slid around the bunker's flanks like moon-cast cloud shadows. As they moved up to the chain-link fence beyond, they were joined by more of the faithful who hastened across the road in their wake. Henger was thrilled to see the blessed forms of Dvorg's Acolytes. He felt a momentary longing for divine gifts that could never be his as the hulking brothers and sisters moved up to the fence and tore its links apart with their bare talons.

Led now by faithful Dvorg, Neophytes and Acolytes poured through the gap in the fence and into the supply yard beyond. More stablights banged to life. Militia lasfire flared from behind improvised barricades fashioned from munitions crates and fuel barrels. More faithful fell. Dvorg needed no words to command his troops; the Acolyte simply gestured and his and Henger's warriors charged again, into the teeth of the enemy guns. This place was packed with supplies, and Pater Vermis wanted them. Henger and his comrades would claim them for him, no matter how many lives it cost.

CRUSADE ARMY

When he's not writing exciting rules for the Age of Sigmar studio, Sam Pearson is also an especially dedicated and narrative-focused collector of the Genestealer Cults. Pictured here is but one part of his insidious Cult of the Delverghouls.

Sam has an established backstory for his Genestealer Cult, which he has been working on for a number of years. Known as the Delverghouls, and also by the mysterious moniker Operation Coil, this cult has been preparing for the day of ascension with every game Sam plays. The result shows how a little narrative to your force can drive your collecting and gaming journey; not only has Sam gathered an ever larger Genestealer Cults force, but he has also built up an accompanying scenery set themed around Munitorum supply dumps, fuel depots and the like. Sam uses this scenery to supplement the tabletop terrain before most games, to show how each raid his cult undertakes is another attempt to seize and stockpile supplies.

Sam's full army is far larger than the starting strength required for a Crusade force. As well as being a great spur to starting a new army, Crusade also allows you to pursue exciting narratives with units drawn from an existing collection. In this spirit, Sam is currently seized by enthusiasm for a fast-moving, mechanised raiding party drawn from amongst the ranks of the faithful and led to war by some of his cult's greatest folk heroes. Such a daring raiding party provided the perfect inspiration for starting a new Crusade army, and led Sam to add some new units to his collection so as to really carry the theme through on the tabletop.

The army is led by Sam's Kelermorph – known as the Dust Devil – along with his Jackal Alphus Agent Jara, his Acolyte Iconward Overseer Gorl and his newly added Reductus Saboteur, Ardanna Novek. Backing up this cabal of xeno-tainted revolutionaries are such high-speed assets as Sam's Atalan Jackals – the Dust Runners – and a spearhead of three Achilles Ridgerunners that Sam built and painted with this Crusade force in mind. These vehicles he calls the Sympos Zone Runners, and always fields as a squadron nominally led by the model with a spotter emerging from its top hatch. Sam also modelled a Goliath Truck for this army, as part of an ongoing effort to mechanise his foot-slogging broods. Inspired by a White Dwarf kitbash article by hobby master Darren Latham, Sam has converted his truck to show Neophyte passengers ready to pile out into battle.

Of course, the army shown here is only the beginning of Sam's new Delverghoul contingent. He's planning to build and paint up a Sanctus and another Goliath Truck as soon as he has the Requisition points spare. Moreover, feeling that the day of ascension might be drawing nigh, he's now toying with the idea of building and painting a Tyranid unit each time he wins a Crusade battle. Then, when that new Detachment reaches suitable size, he can unleash the Tyranids alongside his cultists to show that the day of ascension has finally arrived!









DATASHEETS

This section contains the datasheets that you will need to fight battles with your Genestealer Cults miniatures, as well as details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <CULT> KEYWORD

GENESTEALER CULTS datasheets in this section have the **<CULT>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

All **GENESTEALER CULTS** units belong to a cult. When you include such a unit in your army, you must nominate which cult it belongs to and then replace the **<CULT>** keyword in every instance on its datasheet with the name of your chosen cult. This could be one of the cults detailed in a Warhammer 40,000 publication, or one of your own design.

Example: *If you include a* **PRIMUS** *model in your army, and you decide he belongs to the Cult of the Twisted Helix, his* **<CULT>** *keyword becomes* **TWISTED HELIX** *and his Cult Demagogue ability reads 'While a friendly* **TWISTED HELIX CORE** *unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.'*

If your army is Battle-forged, you can only include units from one **<CULT>** in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These are described below.

CONCEAL

Genestealer Cults keep their fighting strength carefully hidden from their oppressors until the glorious day of ascension arrives.

During deployment, you can set up this unit in ambush instead of setting it up on the battlefield. If this unit is an **INFANTRY** or **BIKER** unit, you can set up this unit underground instead of setting it up on the battlefield or in ambush.

Ambush

If you set up this unit in ambush, place an ambush marker anywhere on the battlefield that is wholly within your deployment zone.

Units set up in ambush are considered to be set up on the battlefield (unless they are embarked within a **TRANSPORT** model that is set up in ambush), even though their models are not actually on the battlefield. Enemy models cannot be set up or moved within 9" of the centre of any of your ambush markers.

Underground

If this unit is set up underground, then in the Reinforcements step of one of your Movement phases, you can set up this unit under one of the following conditions:

- You can set up this unit anywhere on the battlefield that is more than 8" away from any enemy models.
- You can set up this unit anywhere on the battlefield that is more than 6" away from any enemy models, but that unit is not eligible to declare a charge this turn.

If a unit set up underground has any abilities that are used in your Command phase (e.g. Meticulous Planner), then the first time that unit is set up on the battlefield, it can use any or all of those abilities as if it were your Command phase.

Units set up underground are considered to be set up in a location other than the battlefield, therefore this must be determined in the Declare Reserves and Transports step of a mission sequence that includes such a step.

Revealing Ambush Markers

In the first battle round:

- If you have the first turn, you must reveal all of your ambush markers at the start of your Command phase.
- If you do not have the first turn, you must reveal all of your ambush markers at the end of your opponent's Movement phase.

To reveal an ambush marker, select one unit from your army that was set up in ambush and has not yet been set up from an ambush marker:

- Set up one model from that unit within 1" of the centre of that ambush marker, wholly within your deployment zone and more than 9" away from any enemy models. Then remove that ambush marker.
- Set up the remaining models in that unit wholly within 6" of the first model, wholly within your deployment zone and more than 9" away from any enemy models.

Units set up from an ambush marker do not count as Reinforcements.

UNQUESTIONING LOYALTY

Genestealer Cults broodkin are so fanatically loyal that they do not hesitate to sacrifice themselves to protect their leaders.

Each time a saving throw made for a **<CULT> CHARACTER** model from your army is failed, you can select one other friendly **<CULT>** or **BROOD BROTHERS** model with this ability within 3" of that **CHARACTER** model and take an Unquestioning Loyalty test. To do so, roll one D6, adding 1 to the result if that **CHARACTER** model is a **PATRIARCH** model: on a 4+, the test is passed and that **CHARACTER** model does not suffer damage. Instead, the friendly model you selected is destroyed and the attack sequence ends.

CROSSFIRE

The inhuman coordination of Genestealer Cultists more than makes up for their motley assortment of weapons and vehicles.

If every unit from your army has the **GENESTEALER CULTS** keyword (excluding **UNALIGNED** units and the percentage ratio of **BROOD BROTHERS** units specified on page 54), and every unit from your army that belongs to a cult belongs to the same cult, this unit can use this ability and the following rules apply.

Crossfire Markers

In your Shooting phase, each time a **CROSSFIRE** unit is selected to shoot, if all of those attacks target one enemy unit without a crossfire marker, after resolving those attacks, the target gains a crossfire marker if any of the following conditions were satisfied:

- Five or more of those attacks scored a hit.
- One or more of those attacks with a Damage characteristic other than 1 scored a hit.

At the end of your turn, remove all crossfire markers enemy units have.

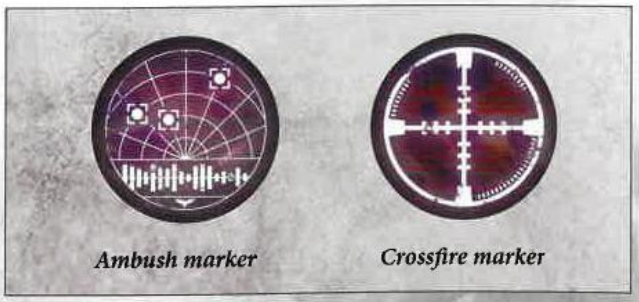
Effects of Crossfire

- Each time a **CROSSFIRE** model makes a ranged attack, if the target unit has a crossfire marker, add 1 to that attack's hit roll.
- Each time a **CROSSFIRE** model makes a ranged attack, if the target unit has a crossfire marker and was Exposed when it was selected as the target (see below), add 1 to that attack's wound roll.
- Each time a **CROSSFIRE** model makes a ranged attack, if the target unit has a crossfire marker, was Exposed when it was selected as the target, and was within 12" when it was selected as the target, the target does not receive the benefits of cover against that attack.

Exposed

To determine if a target unit is Exposed, draw a line from any part of the base (or hull) of one model in the attacking **CROSSFIRE** unit to any part of the base (or hull) of one model in another friendly **CROSSFIRE** unit that is visible to that model (as shown in the diagrams on the right). The target unit is Exposed if both of the following conditions are satisfied:

- That line passes over any part of the base (or hull) of one or more models in the target unit.
- That line does not pass over a terrain feature with the Obscuring terrain trait (unless those **CROSSFIRE** units or the target unit are on or within that terrain feature, or the target unit could still be targeted even if a terrain feature with the Obscuring terrain trait was between it and an attacking model, e.g. it is an **AIRCRAFT** unit, it has a Wounds characteristic of 18 or more, etc.).



Ambush marker *Crossfire marker*

SUMMON THE CULT

Even as battle rages, reinforcements slip from the shadows or spill up from the dark places below, called to war by the Broodmind.

Each time a **NEOPHYTE HYBRIDS** unit from your army summons the cult, D6 destroyed models can be added back to that unit. Each time any other **GENESTEALER CULTS** unit from your army summons the cult, D3 destroyed models can be added back to that unit with their full wounds remaining. If a unit could summon the cult more than once (e.g. a unit equipped with a cult icon is also in range of an **ACOLYTE ICONWARD**'s Nexus of Devotion ability), the results are cumulative. However, no more than 6 models can be added back to a **NEOPHYTE HYBRIDS** unit per turn, and no more than 3 models can be added back to any other **GENESTEALER CULTS** unit per turn. These returned models can only be set up within Engagement Range of enemy units that are already within Engagement Range of the unit they are being added back to.





Psychic abomination; alpha predator; parasitic demigod – the Patriarch is all of 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.

PATRIARCH

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Patriarch	8"	2+	4+	5	5	7	6	10	4+

A Patriarch is equipped with: Patriarch's claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Patriarch's claws	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll, and on an unmodified wound roll of 6, that attack has an AP characteristic of -6 and a Damage characteristic of 3.

OTHER WARGEAR	ABILITIES
Psychic familiar	Once per battle, you can re-roll one Psychic test taken for this model. *We recommend placing a Psychic Familiar model next to this model as a reminder, removing it once this ability has been used (a Psychic Familiar does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- This model can be equipped with 1 psychic familiar.

ABILITIES

Conceal (pg 88)

Living Idol (Aura): While a friendly **<CULT>** unit is within 6" of this model, each time a Combat Attrition test is taken for that unit, you can ignore any or all modifiers.

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

Preternatural Reflexes: This model has a 4+ invulnerable save.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Broodmind discipline (pg 71).

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, PSYKER, GENESTEALER, PATRIARCH**



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.

PRIMUS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Primus	6"	2+	2+	4	4	5	4	9	5+

A Primus is equipped with: scoped needle pistol; cult bonesword; toxin injector claw.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Scoped needle pistol	18"	Pistol 1	1	0	D3	Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.
Cult bonesword	Melee	Melee	+1	-2	2	-
Toxin injector claw	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Cult Demagogue (Aura): While a friendly **<CULT> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Meticulous Planner: In your Command phase, select one friendly **<CULT> CORE** unit within 9" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, re-roll a wound roll of 1.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, PRIMUS**

MAGUS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Magus	6"	3+	3+	3	3	4	3	9	5+

A Magus is equipped with: autopistol; force stave; Magus bio-dagger.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Force stave	Melee	Melee	+3	-1	D3	-
Magus bio-dagger	Melee	Melee	1	0	1	Each time the bearer fights, no more than 1 attack can be made with this weapon. Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 3+ inflicts 1 mortal wound on the target and the attack sequence ends.

OTHER WARGEAR	ABILITIES
Psychic familiar	Once per battle, you can re-roll one Psychic test taken for this model. *We recommend placing a Psychic Familiar model next to this model as a reminder, removing it once this ability has been used (a Psychic Familiar does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- This model can be equipped with 1 psychic familiar.

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Spiritual Leader (Aura): While a friendly **<CULT> INFANTRY** or **<CULT> BIKER** unit is within 6" of this model, each time a model in that unit would lose a wound as a result of a mortal wound in the Psychic phase, roll one D6: on a 5+, that wound is not lost.

PSYKER

This model can attempt to manifest two psychic powers in your Psychic phase and attempt to deny one psychic power in your opponent's Psychic phase. It knows *Smite* and two psychic powers from the Broodmind discipline (pg 71).

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, PSYKER, MAGUS**



The Magus acts as its 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.



Tempestor Vrannik took the stairs to the vox-sanctum two at a time. His plasma pistol thrummed in his gloved fist. His chainsword was sheathed across his back, leaving him a hand free to punch in the door's access code. Tempestus Scions pounded up the steps behind Vrannik as the door slid aside with a choral chime. The Scions advanced, hot-shot lasguns up and aimed, helm-lenses glowing in the gloom. The sanctum was an abattoir. Vox-adepts and Officio Logisticarum soldiery lay sprawled amidst mangled wreckage. Heads had been torn from shoulders, limbs from sockets, organs from chests.

'Spread out,' Vrannik ordered. 'Look for whatever's left of Overseer Omphide. Strategos wants-'

The monster struck with such speed that Scion Borth had been snatched up and slammed through a vox-console before Tempestor Vrannik even registered what was happening. Sparks showered from the ruined console. Hot-shot lasguns spat, the Scions' fire chasing the hulking creature as it sprang away with breathtaking agility.

Vrannik brought his plasma pistol up and snapped off a shot. The monster wove aside and the plasma blast blew apart a bank of wall-mounted cogitators. Claws flashed out as the awful creature sprang again. Scion Juthra span away, disembowelled. Scion Umari hit the ground in two bloodied halves. Scion Klados loosed a salvo from her volley gun, crimson bolts chopping through the monster's chitinous armour and spattering ichor across the walls. Before she could fire again it was on her, tearing her head off and dragging half a severed spinal cord away with it.

Then it was just Vrannik. He fired again, but the monster swatted the pistol from his hand, breaking his wrist. He snatched for his chainsword but it grabbed his arm with one taloned hand and wrapped another about his throat. Struggling furiously, Vrannik was lifted with contemptuous ease until his helm-lenses were level with the monster's yellow eyes. Its gaze bored into him, and as it did so Vrannik felt his limbs go limp and his mind unravel. What strategic secrets he spoke to the monster in that moment, Vrannik himself did not know, but it learned much from the Tempestor before it snapped his neck.



ACOLYTE ICONWARD

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Acolyte Iconward	6"	3+	3+	4	4	4	4	8	5+

An Acolyte Iconward is equipped with: autopistol; cult claws; blasting charges.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Cult claws	Melee	Melee	User	-3	1	-
Blasting charges	6"	Grenade D3	5	-1	1	Blast

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

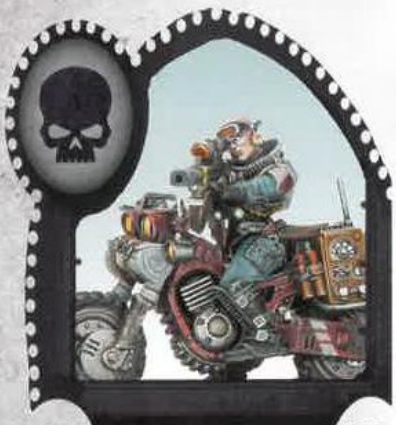
Nexus of Devotion: In your Command phase, if a friendly **<CULT> CORE** unit is within 6" of this model, that unit can summon the cult (pg 89).

Sacred Cult Banner: This model can perform the following action:

Sacred Cult Banner (Action): At the end of the Move Units step of your Movement phase, one **ACOLYTE ICONWARD** model from your army can start to perform this action. This action is completed at the start of your Charge phase. If this action is successfully is completed, the model that performed this action gains the following aura ability until the end of the turn: '**Sacred Cult Banner (Aura):** While a friendly **<CULT> INFANTRY**, **<CULT> BIKER** or **<CULT> CHARACTER** unit (excluding a **GENESTEALER** unit) is within 6" of this model, add 1 to charge rolls made for that unit.'

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, ACOLYTE ICONWARD**

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.



JACKAL ALPHUS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Jackal Alphus	14"	3+	2+	3	4	4	3	8	4+

A Jackal Alphus is equipped with: autopistol; cult sniper rifle; blasting charges.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Cult sniper rifle	36"	Heavy 1	5	-3	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any normal damage.
Blasting charges	6"	Grenade D3	5	-1	1	Blast

ABILITIES

Conceal, Unquestioning Loyalty, Crossfire (pg 88-89)

Priority Target: In your Command phase, select one friendly **<CULT> CORE CROSSFIRE** unit within 9" of this model, then select one enemy unit within 36" of and visible to this model. Until the end of the turn, each time this model or a model in that friendly unit makes a ranged attack against that enemy unit, that enemy unit is treated as being Exposed (pg 89) for that attack.

Master Outrider: While this model is within 6" of a friendly **<CULT> ATALAN JACKALS** or **<CULT> VEHICLE** unit, enemy models cannot target this model with ranged weapons unless it is the closest eligible target. Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Jackal: This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **BIKER, CHARACTER, CROSSFIRE, ATALAN, JACKAL ALPHUS**

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.

ACOLYTE HYBRIDS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Acolyte Hybrid	6"	3+	4+	4	4	1	2	7	5+
1	Acolyte Leader	6"	3+	4+	4	4	1	3	8	5+

If this unit contains between 6 and 10 models, it has **Power Rating 6**. If this unit contains between 11 and 15 models, it has **Power Rating 9**. Every model is equipped with: autopistol; cult claws and knife; blasting charges; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Cult bonesword	Melee	Melee	+1	-2	2	-
Cult claws and knife	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Heavy rock cutter	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Heavy rock drill	Melee	Melee	x2	-4	1	Each time an attack is made with this weapon, if a hit is scored, that attack automatically wounds the target, and on an unmodified hit roll of 6, the target suffers 2 mortal wounds in addition to any normal damage.
Heavy rock saw	Melee	Melee	x2	-4	2	-
Blasting charges	6"	Grenade D3	5	-1	1	Blast
Demolition charge	6"	Grenade D6	8	-3	2	Blast. The bearer can only shoot with each demolition charge it is equipped with once per battle.

OTHER WARGEAR	ABILITIES
Cult icon	In your Command phase, if this unit contains a model equipped with a cult icon, it can summon the cult (pg 89).
Cult lash whip	Each time the bearer makes a melee attack against a unit (excluding a **MONSTER** or **VEHICLE** unit), you can re-roll the hit roll.

WARGEAR OPTIONS

- Any number of models can each have their autopistol replaced with 1 hand flamer.
- One Acolyte Hybrid's autopistol can be replaced with 1 cult icon.
- For every 5 models in this unit, up to 2 Acolyte Hybrids can each have their autopistol and cult claws and knife replaced with one of the following: 2 demolition charges; 1 heavy rock cutter; 1 heavy rock drill; 1 heavy rock saw
- The Acolyte Leader's autopistol can be replaced with one of the following: 1 cult bonesword (maximum 1 per model); 1 cult lash whip (maximum 1 per model)
- The Acolyte Leader's cult claws and knife can be replaced with one of the following: 1 cult bonesword (maximum 1 per model); 1 cult lash whip (maximum 1 per model)

ABILITIES

Conceal, Unquestioning Loyalty, Crossfire (pg 88-89)

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CORE, CROSSFIRE, ACOLYTE HYBRIDS**





Acolyte Hybrids are the offspring of the first hosts infected by the Genestealer Curse, and they are accordingly monstrous in body and mind. Possessed of hulking strength and the skill to manipulate complex mechanisms, they bear repurposed industrial tools and deadly close-quarters firearms into battle.



NEOPHYTE HYBRIDS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9-19	Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+
1	Neophyte Leader	6"	4+	4+	3	3	1	2	8	5+

If this unit contains 11 or more models, it has **Power Rating 8**. Every model is equipped with: autogun; autopistol; blasting charges; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Cult shotgun	12"	Assault 2	4	0	1	-
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	24"	Assault D6	3	0	1	Blast
- Krak grenade	24"	Assault 1	6	-1	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Mining laser	24"	Heavy 1	9	-3	D6	-
Seismic cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Long-wave	24"	Heavy 6	4	-1	1	-
- Short-wave	24"	Heavy 3	6	-2	2	-
Web pistol	12"	Pistol 1	1	0	1	Each time an attack is made with this weapon, do not make a hit roll. Instead, roll one D6 and the attack sequence ends: if the result is greater than the highest Strength characteristic in the target unit, that unit suffers 1 mortal wound.
Webber	18"	Assault D3	1	0	1	Blast. Each time an attack is made with this weapon, do not make a hit roll. Instead, roll one D6 and the attack sequence ends: if the result is greater than the highest Strength characteristic in the target unit, that unit suffers 1 mortal wound.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Power maul	Melee	Melee	+3	-1	1	-
Power pick	Melee	Melee	+2	-2	1	-
Blasting charges	6"	Grenade D3	5	-1	1	Blast

OTHER WARGEAR	ABILITIES
Cult icon	In your Command phase, if this unit contains a model equipped with a cult icon, it can summon the cult (pg 89).

WARGEAR OPTIONS

- Any number of models can each have their autogun replaced with 1 cult shotgun.
- One Neophyte Hybrid equipped with an autogun or cult shotgun can be equipped with 1 cult icon.
- For every 10 models in this unit, up to 2 Neophyte Hybrids can each have their autogun 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 autogun replaced with one the following: flamer; grenade launcher; webber
- The Neophyte Leader's autogun can be replaced with 1 weapon from each of the following:
  - Chainsword; power maul; power pick
  - Autopistol; bolt pistol; web pistol

ABILITIES

Conceal, Unquestioning Loyalty, Crossfire (pg 88-89)

FACTION KEYWORDS: **Tyranids, Genestealer Cults, <Cult>**
KEYWORDS: **Infantry, Core, Crossfire, Neophyte Hybrids**

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.

PURESTRAIN GENESTEALERS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
5-10	Purestrain Genestealer	8"	2+	6+	4	4	1	4	9	5+

If this unit contains 6 or more models, it has **Power Rating 7**. Every model is equipped with: cult claws and talons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cult claws and talons	Melee	Melee	User	-3	1	-

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

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

Purestrain Reflexes: Models in this unit have a 4+ invulnerable save.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, GENESTEALER, PURESTRAIN GENESTEALERS**



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.



Cargo Bay 9 bustled with activity. The roar of thrusters competed with rattling chain-hauls, the howl of power tools and the babble of thousands of voices. Underpinning it all came the endless thump of the defence batteries as the loyalist soldiery continued their fight against the insurgent hordes. The sound lent an air of frantic intensity to the dockers' efforts.

'We are the logistical lifeline of Hive Barristuta,' cried Prime Adept Eswyl, her vox-augmetics amplifying her voice until it carried over the cacophony. 'Through us does the blood of this great city flow! Toil on, blessed souls, for every crate, every barrel and pallet you heft is another building block in the edifice of victory!'

Feeling rather pleased with her turn of phrase, Eswyl descended the rampway from the overseers' pulpit. Jogbor waited for her on the loading dock, looking anxious.

'Prime Adept, I beg your intercession,' he said. 'There is an anomaly.'

Sighing, Eswyl gestured with her datawand, then followed Jogbor to where huge cargo containers had been lined up side by side. Dockhands shot anxious glances at the Prime Adept as she approached, and Jogbor pointed with his dataslate to a container near the middle of the row.

'Missing from the manifest, Prime Adept,' he wheezed. 'Also, it's been lined or warded somehow. Auspex can't read the contents.'

Eswyl scowled. Now was hardly the time for the down-hive smugglers to try something like this. Emperor alone knew what contraband they would find inside that crate, or how much time would be wasted processing it. Raising her datawand, Eswyl triggered the container's door release. Locking bolts thumped. The container's door swung wide, revealing noisome darkness within. Cautious, the dockhands approached. Eswyl frowned as she caught movement within, a strangely insectile ripple of motion that turned into a sudden burst of violent speed. The first few dockhands didn't even have time to scream as the Genestealers pounced.

Eswyl turned and ran, her mind a blare of panic. Somewhere behind her she heard Jogbor's thin scream, before something bore her to the ground. Stabbing pain exploded through her body as blade-like talons plunged deep. Eswyl was vaguely aware of alien shapes scuttling past, dozens of them, impossibly quick, slaughtering as they went. Then needle fangs crunched down upon the base of her skull, and she knew no more.



HYBRID METAMORPHS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-14	Hybrid Metamorph	6"	3+	4+	4	4	1	3	7	5+
1	Metamorph Leader	6"	3+	4+	4	4	1	4	8	5+

If this unit contains between 6 and 10 models, it has **Power Rating 7**. If this unit contains between 11 and 15 models, it has **Power Rating 10**. Every model is equipped with: autopistol; Metamorph mutations; blasting charges; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Cult bonesword	Melee	Melee	+1	-2	2	-
Metamorph mutations	Melee	Melee	+1	-3	1	-
Blasting charges	6"	Grenade D3	5	-1	1	Blast

OTHER WARGEAR	ABILITIES
Cult icon	In your Command phase, if this unit contains a model equipped with a cult icon, it can summon the cult (pg 89).
Cult lash whip	Each time the bearer makes a melee attack against a unit (excluding a **MONSTER** or **VEHICLE** unit), you can re-roll the hit roll.

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.
- The Metamorph Leader's autopistol can be replaced with one of the following: 1 cult bonesword (maximum 1 per model); 1 cult lash whip (maximum 1 per model)
- The Metamorph Leader's Metamorph mutations can be replaced with one of the following: 1 cult bonesword (maximum 1 per model); 1 cult lash whip (maximum 1 per model)

ABILITIES

Conceal, Unquestioning Loyalty, Crossfire (pg 88-89)

Savage Amalgam: Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making attacks. After doing so, any other rules that affect this model 'when it is destroyed' are triggered (if any), and then the model is removed from play.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CORE, CROSSFIRE, HYBRID METAMORPHS**

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.



Hybrid Metamorph with hand flamer

Hybrid Metamorph with hand flamer

Metamorph Leader

Hybrid Metamorph with cult icon

ABERRANTS

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-9	Aberrant	6"	3+	6+	5	5	3	2	7	5+
1	Aberrant Hypermorph	6"	3+	6+	5	5	3	3	7	5+

If this unit contains 6 or more models, it has **Power Rating 15**. The Aberrant Hypermorph is equipped with: heavy power weapon; Hypermorph tail. Every Aberrant is equipped with: heavy power weapon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy improvised weapon	Melee	Melee	+1	-1	2	Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.
Heavy power weapon	Melee	Melee	+3	-2	3	-
Hypermorph tail	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.

WARGEAR OPTIONS

- The Aberrant Hypermorph's heavy power weapon can be replaced with 1 heavy improvised weapon.

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Bestial Vigour: Each time an attack is allocated to a model in this unit, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

FACTION KEYWORDS: **Tyranids, Genestealer Cults, <Cult>**
KEYWORDS: **Infantry, Aberrants**



No one truly knows what causes Aberrants to spring up amid 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.

ABOMINANT

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Abominant	6"	3+	6+	5	5	6	3	8	5+

An Abominant is equipped with: familiar's claws; power sledgehammer.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Familiar's claws	Melee	Melee	4	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Power sledgehammer	Melee	Melee	x2	-3	D3+3	-

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

The Chosen One: While a friendly **<Cult> Aberrant** unit is within 6" of this model, each time a model in that unit makes a melee attack, you can re-roll the hit roll.

Alien Resilience: Each time this model would lose a wound, roll one D6: on a 5+, that wound is not lost.

Bestial Vigour: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Mindwyrm Familiar: Each time this model is selected to fight, you can re-roll one hit roll or one wound roll when resolving its attacks.

FACTION KEYWORDS: **Tyranids, Genestealer Cults, <Cult>**
KEYWORDS: **Infantry, Character, Abominant**



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.



NEXOS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Nexos	6"	3+	3+	3	3	4	3	8	5+

A Nexos is equipped with: autopistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Battlefield Analysis: In your Command phase, if this model is on the battlefield, select one enemy unit on the battlefield. That unit gains a crossfire marker (pg 89).

Strategic Coordination: In your Command phase, select one friendly **<CULT> CORE** unit on the battlefield, then select one of the following friendly **<CULT> CHARACTER** models within 6" of this model: **PRIMUS; JACKAL ALPHUS; CLAMAVUS.** Until the start of your next Command phase, that **<CULT> CORE** unit is considered to be within range of that **<CULT> CHARACTER** model's aura abilities, and can be selected for any of that **<CULT> CHARACTER** model's abilities that instruct you to select a friendly unit within a specified range (e.g. Priority Target).

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, NEXOS**

Engineered to share a portion of the Patriarch's cerebral might, the Nexos can absorb the entirety of a cultist's thoughts and experiences through physical contact. They compartmentalise millions of these snapshots, building a formidable mental map, then using it to direct cult forces like a rear-echelon officer of prodigious skill.



CLAMAVUS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Clamavus	6"	3+	3+	3	3	4	3	8	5+

A Clamavus is equipped with: autopistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Proclamation Hailer: In your Command phase, select one friendly **<CULT> CORE** unit within 12" of this model. Until the start of your next Command phase:

- Each time that unit performs an action, it can shoot without that action failing.
- Each time a Combat Attrition test is taken for that unit, it is automatically passed.

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

Voice of New Truths: In your Morale phase, select one enemy unit within 12" of this model and roll 3D6: if the result is greater than that enemy unit's Leadership characteristic, select one of the following:

- Until the start of your next Morale phase, that unit cannot perform actions (if that unit is currently performing an action, it immediately fails).
- Until the start of your next Morale phase, that unit loses the Objective Secured ability.

Each unit can only be selected for this ability once per phase.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, CLAMAVUS**

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.

LOCUS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Locus	6"	2+	3+	4	4	4	5	8	5+

A Locus is equipped with: Hypermorph tail; Locus blades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Hypermorph tail	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Locus blades	Melee	Melee	+1	-3	2	-

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Preternatural Reflexes: This model has a 5+ invulnerable save.

Bodyguard: During deployment, select one **<CULT> CHARACTER** model from your army (excluding a **LOCUS** model) to be this model's ward.

- While this model is within 3" of its ward, enemy models cannot target that ward with ranged attacks.
- While this model is a viable target for melee attacks made by an enemy model, that enemy model cannot target this model's ward with melee attacks.

Quicksilver Strike: At the start of the Fight phase, if this model is within Engagement Range of any enemy units, it can fight first that phase.

Sudden Assault: This model is eligible to perform a Heroic Intervention if it is within 6" horizontally and 5" vertically of any enemy unit, instead of 3" horizontally and 5" vertically. Each time this model makes a Heroic Intervention move, provided it ends that move either closer to the closest enemy model or within Engagement Range of an enemy **CHARACTER** unit, it can move up to 6". All other rules for Heroic Interventions still apply.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, LOCUS**



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.

KELERMORPH

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kelermorph	6"	3+	2+	3	3	4	4	8	5+

A Kelermorph is equipped with: 3 liberator autostubs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Liberator autostub	18"	Pistol 2	5	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

ABILITIES

Conceal, Unquestioning Loyalty, Crossfire (pg 88-89)

Gunslinger: Each time this model makes a ranged attack, if a hit is scored, after this model makes the rest of its ranged attacks, this model can make 1 additional ranged attack against the same target using the same weapon. This additional ranged attack cannot generate any further additional ranged attacks.

Hypersensory Abilities: In your Shooting phase, after this model shoots, it can make a Normal Move or Fall Back as if it were your Movement phase, even if it arrived as Reinforcements this turn.

Heroic Deeds, Heroic Inspiration (Aura): If this model destroys any enemy models in your Shooting phase, until the end of the phase, it is a heroic inspiration. If this model is a heroic inspiration, while a friendly **<CULT> CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Preternatural Reflexes: This model has a 5+ invulnerable save.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, CROSSFIRE, KELERMORPH**



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.



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.

SANCTUS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sanctus	6"	2+	2+	3	3	4	4	8	5+

A Sanctus is equipped with: familiar's claws; Sanctus bio-dagger

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cult sniper rifle	36"	Heavy 1	5	-3	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any normal damage.
Familiar's claws	Melee	Melee	4	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Sanctus bio-dagger	Melee	Melee	1	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 3+ inflicts 1 mortal wound on the target and the attack sequence ends.

WARGEAR OPTIONS

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

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Creeping Shadow: This model has a 5+ invulnerable save. Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Soulsight: Each time this model makes an attack:

- That attack automatically hits the target.
- The target does not receive the benefits of cover against that attack.

Cloaked Assassin: Enemy models cannot target this model with ranged attacks unless they are within 12" of it. Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Sniper: If this model is equipped with a cult sniper rifle (or a weapon that replaces a cult sniper rifle), it gains the Crossfire ability (pg 89) and the **CROSSFIRE** keyword. Each time this model makes an attack with that weapon, the target is treated as being Exposed (pg 89) for that attack.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, SANCTUS**

REDUCTUS SABOTEUR

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Reductus Saboteur	6"	3+	2+	3	3	4	3	8	5+

A Reductus Saboteur is equipped with: autopistol; remote explosives; blasting charges; demolition charge; frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Remote explosives	24"	Assault 2D3	8	-3	1	Blast. Each time you select a target for this weapon, you cannot target an **AIRCRAFT** unit. Each time an attack made with this weapon is allocated to a **VEHICLE** or **MONSTER** unit, that attack has a Damage characteristic of 3.
Blasting charges	6"	Grenade D3	5	-1	1	Blast
Demolition charge	6"	Grenade D6	8	-3	2	Blast. The bearer can only shoot with each demolition charge it is equipped with once per battle.

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Deploy Explosives: This model can perform the following action:

Plant Explosives (Action): One **REDUCTUS SABOTEUR** model from your army can start to perform this action in your Command phase. This action is completed at the end of your Movement phase. If this action is successfully completed, place a Reductus explosives marker within 1" of the model that performed this action and that model cannot perform this action again. If that model is destroyed, remove its Reductus explosives marker from the battlefield.

Reductus Explosives: At the end of the Movement phase or your opponent's Charge phase, if any enemy models are within 3" of this model's Reductus explosives marker, it can use this ability. Roll one D6 for each model (excluding **AIRCRAFT** models) within 3" of that marker, adding 2 to the result if the model being rolled for is a **BIKER, MONSTER** or **VEHICLE** model: on a 4+, that model's unit suffers 1 mortal wound, or 4 mortal wounds if that model is a **MONSTER** or **VEHICLE** model. Once you have rolled for every model within 3" of that marker, remove it from the battlefield.

Clandestine: While this model is within an Area Terrain feature, enemy models cannot target it with ranged attacks unless they are within 12" of it. Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, REDUCTUS SABOTEUR**



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.

'Give me a gun and, yes, I will slay the Imperial oppressors in the name of the Star Children until its chambers are empty, its magazine spent. But give me bombs and I will bring the fastnesses of the unbelievers crashing down upon their heads. I will break their engines of war, sever their bridges and topple their fanes. Let me fight as the Star Children meant for me to fight, and I will bring you victory.'

- Jarsya Dessavane, Reductus Saboteur of the Cult of the Innerwyrm



BIOPHAGUS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Biophagus	6"	3+	3+	3	3	4	3	8	5+

A Biophagus is equipped with: autopistol; injector goad; chemical vials.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Injector goad	Melee	Melee	1	0	D3	Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.
Chemical vials	6"	Grenade 1	1	-2	2	Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.

OTHER WARGEAR	ABILITIES
Alchemicus familiar	Once per battle, when this model starts to perform the Twisted Experiment action, you can select one friendly **<CULT> CORE** or **<CULT> ABERRANT** unit that is within 18" of this model and does not have a genomic enhancement, instead of one within 3". *We recommend placing an Alchemicus Familiar model next to this model as a reminder, removing it once this ability has been used (an Alchemicus Familiar does not count as a model for any rules purposes).*

WARGEAR OPTIONS

- This model can be equipped with 1 alchemicus familiar.

ABILITIES

Conceal, Unquestioning Loyalty (pg 88)

Genomic Enhancement: This model can perform the following action:

Twisted Experiment (Action): At the end of your Movement phase, one **BIOPHAGUS** model from your army can start to perform this action. When this action is started, select one friendly **<CULT> CORE** or **<CULT> ABERRANTS** unit that is within 3" of the model performing this action and does not have a genomic enhancement (see below). This action is completed at the end of your Shooting phase, provided the unit you selected is still within 3" of the **BIOPHAGUS** model performing this action. If this action is successfully completed, the unit you selected gains one genomic enhancement from the list below for the rest of the battle. If that unit is an **ABERRANTS** unit, you can select which genomic enhancement it gains; otherwise, roll one D3 to randomly generate one.

Genomic Enhancements (D3):

1. **Enhanced Musculature:** Each time a model in this unit makes a melee attack, improve the Armour Penetration characteristic of that attack by 1.
2. **Enhanced Aggression:** Each time a model in this unit makes a melee attack, an unmodified hit roll of 6 scores 1 additional hit.
3. **Enhanced Resilience:** Each time a model in this unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

Injector Goad: Each time this model fights, after it makes its attacks, select one enemy model (excluding a **VEHICLE** or **TITANIC** model) that lost any wounds but was not destroyed as a result of an attack made with this model's injector goad. Roll one D6: if the result is greater than that model's Wounds characteristic, that model is destroyed.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **INFANTRY, CHARACTER, BIOPHAGUS**

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.

ATALAN JACKALS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
3-7	Atalan Jackal	14"	4+	4+	3	4	2	2	7	4+
1	Atalan Leader	14"	4+	4+	3	4	2	3	8	4+
0-2	Atalan Wolfquad	14"	4+	4+	3	4	4	2	7	4+

If this unit contains between 4-7 Atalan Jackal models, it has **Power Rating 6**. If this unit contains between 3-6 Atalan Jackal models, it can contain 1 Atalan Wolfquad model for **Power Rating +1**. If this unit contains 7 Atalan Jackal models, it can contain up to 2 Atalan Wolfquad models for **Power Rating +1** each.

- The Atalan Leader and every Atalan Jackal is equipped with: Atalan small arms; blasting charges.
- Every Atalan Wolfquad is equipped with: Atalan small arms; heavy stubber; blasting charges.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Atalan incinerator	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Atalan small arms	12"	Pistol 2	4	0	1	-
Grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	24"	Assault D6	3	0	1	Blast
- Krak grenade	24"	Assault 1	6	-1	D3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Mining laser	24"	Heavy 1	9	-3	D6	-
Atalan power weapon	Melee	Melee	+1	-2	1	-
Blasting charges	6"	Grenade D3	5	-1	1	Blast
Demolition charge	6"	Grenade D6	8	-3	2	Blast. The bearer can only shoot with each demolition charge it is equipped with once per battle.

WARGEAR OPTIONS

- Any number of models can each be equipped with 1 Atalan power weapon.
- The Atalan Leader and any number of Atalan Jackal models can each be equipped with 1 demolition charge.
- One Atalan Jackal or Atalan Leader model's Atalan small arms can be replaced with 1 grenade launcher.
- If this unit contains 4 or more Atalan Jackal models, one Atalan Jackal or Atalan Leader model's Atalan small arms can be replaced with 1 grenade launcher.
- Any number of Atalan Wolfquad models can each have their heavy stubber replaced with one of the following: 1 Atalan incinerator; 1 mining laser

ABILITIES

Conceal, Unquestioning Loyalty, Crossfire (pg 88-89)

Skilled Outriders: Each time an attack is made against this unit, subtract 1 from that attack's hit roll.

Jackals: This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

Raiders: Each time a model in this unit makes a ranged attack that targets an enemy unit within 6" of it, the target is treated as being Exposed (pg 89) for that attack.

Scout: At the start of the first battle round, before the first turn begins, if this unit is not set up in ambush (pg 88), it can make a Normal Move of up to 9" as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

FACTION KEYWORDS: **Tyranids, Genestealer Cults, <Cult>**
KEYWORDS: **Biker, Core, Crossfire, Atalan, Jackals**





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.



ACHILLES RIDGERUNNERS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Achilles Ridgerunner	14"	6+	4+	5	6	8	3	8	4+

If this unit contains 2 models, it has **Power Rating 8**. If this unit contains 3 models, it has **Power Rating 12**. Every model is equipped with: heavy mining laser; 2 heavy stubbers; flare launcher.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Achilles missile launcher	36"	Heavy 3	6	-3	3	-
Heavy mining laser	36"	Heavy D3	9	-3	D6	Blast
Heavy mortar	48"	Heavy D6	6	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Heavy stubber	36"	Heavy 3	4	0	1	-

OTHER WARGEAR	ABILITIES
Flare launcher	• The bearer has a 6+ invulnerable save against ranged attacks. • Each time the bearer's unit is selected as the target of a charge, if the bearer is not within Engagement Range of any enemy units, subtract 2 from the charge roll.
Spotter	Add 12" to the Range characteristic of ranged weapons the bearer is equipped with.
Survey augur	Each time a ranged attack made by the bearer targets an enemy unit within 24", the target does not receive the benefits of cover against that attack.

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

Conceal, Crossfire (pg 88-89)

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

Scout: At the start of the first battle round, before the first turn begins, if this unit is not set up in ambush (pg 88), it can make a Normal Move of up to 9" as if it were your Movement phase. This unit must end that move more than 9" away from any enemy models. If both players have units that can do this, the player who is taking the first turn moves their units first.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **VEHICLE, CROSSFIRE, ACHILLES RIDGERUNNERS**

These lightweight but rugged scout vehicles serve as the eyes and ears of the uprising, as well as coordinating lethal armoured ambushes that eliminate isolated foes or sever communication and supply lines. They can mount a versatile range of heavy weapons, allowing them to serve well whatever the Patriarch's needs.

GOLIATH ROCKGRINDER

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Goliath Rockgrinder (6+ wounds remaining)	12"	3+	4+	6	7	10	6	8	3+
	Goliath Rockgrinder (3-5 wounds remaining)	9"	3+	5+	6	7	N/A	D6	8	3+
	Goliath Rockgrinder (1-2 wounds remaining)	6"	3+	6+	6	7	N/A	D3	8	3+

A Goliath Rockgrinder is equipped with: heavy mining laser; heavy stubber; drilldozer blade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cache of demolition charges	6"	Assault D6	8	-3	2	Blast. The bearer is only eligible to shoot with this weapon if a friendly unit is embarked within it.
Clearance incinerator	15"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy mining laser	36"	Heavy D3	9	-3	D6	Blast
Heavy seismic cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Long-wave	24"	Heavy 6	6	-2	2	-
- Short-wave	24"	Heavy 3	8	-3	3	-
Heavy stubber	36"	Heavy 3	4	0	1	-
Drilldozer blade	Melee	Melee	+2	-2	2	Each time the bearer fights, if it made a charge move this turn, it makes 2 additional attacks with this weapon.

WARGEAR OPTIONS

- This model can be equipped with 1 cache of demolition charges.
- This model's heavy mining laser can be replaced with one of the following: 1 clearance incinerator; 1 heavy seismic cannon

ABILITIES

Conceal, Crossfire (pg 88-89)

Rugged Construction: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This model has a transport capacity of 6 **<CULT> INFANTRY** models. Each **PATRIARCH** model takes up the space of 5 models.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **VEHICLE, TRANSPORT, CROSSFIRE, GOLIATH ROCKGRINDER**





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.



GOLIATH TRUCK

5 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Goliath Truck (6+ wounds remaining)	12"	6+	4+	6	6	10	3	8	3+
	Goliath Truck (3-5 wounds remaining)	9"	6+	5+	6	6	N/A	D3	8	3+
	Goliath Truck (1-2 wounds remaining)	4"	6+	6+	6	6	N/A	1	8	3+

A Goliath Truck is equipped with: heavy stubber; twin autocannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cache of demolition charges	6"	Assault D6	8	-3	2	Blast. The bearer is only eligible to shoot with this weapon if a friendly unit is embarked within it.
Heavy stubber	36"	Heavy 3	4	0	1	-
Twin autocannon	48"	Heavy 4	7	-1	2	-

WARGEAR OPTIONS

- This model can be equipped with 1 cache of demolition charges.

ABILITIES

Conceal, Crossfire (pg 88-89)

Rugged Construction: Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark, and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Open-topped: In your Shooting phase, units embarked within this **TRANSPORT** can be selected to shoot with; measure distances and draw line of sight from any point on this **TRANSPORT** when doing so. If this **TRANSPORT** made a Normal Move, Advanced or Fell Back this turn, embarked units are considered to have done the same. While this **TRANSPORT** is within Engagement Range of any enemy units, embarked units cannot shoot, except with Pistols.

TRANSPORT

This model has a transport capacity of 10 **<CULT> INFANTRY** models. Each **PATRIARCH** model takes up the space of 5 models.

FACTION KEYWORDS: **TYRANIDS, GENESTEALER CULTS, <CULT>**
KEYWORDS: **VEHICLE, TRANSPORT, CROSSFIRE, GOLIATH TRUCK**

Robust and versatile, the Goliath Truck is the armoured transport of choice for the 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.







Goliath Truck

WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that Genestealer Cults models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

INDUSTRIAL WEAPONS

The following weapons are industrial weapons, as are Relics that replace any of these weapons:

- Atalan incinerator
- Atalan power weapon
- Blasting charges
- Cache of demolition charges
- Clearance incinerator
- Demolition charge
- Drilldozer blade
- Heavy mining laser
- Heavy power weapon
- Heavy rock cutter
- Heavy rock drill
- Heavy rock saw
- Heavy seismic cannon
- Mining laser
- Power pick
- Power sledgehammer
- Seismic cannon

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Achilles missile launcher	36"	Heavy 3	6	-3	3	-
Atalan incinerator	12"	Assault D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Atalan small arms	12"	Pistol 2	4	0	1	-
Autogun	24"	Rapid Fire 1	3	0	1	-
Autopistol	12"	Pistol 1	3	0	1	-
Blasting charges	6"	Grenade D3	5	-1	1	Blast
Bolt pistol	12"	Pistol 1	4	0	1	-
Cache of demolition charges	6"	Assault D6	8	-3	2	Blast. The bearer is only eligible to shoot with this weapon if a friendly unit is embarked within it.
Chemical vials	6"	Grenade 1	1	-2	2	Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.
Clearance incinerator	15"	Heavy 2D6	6	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Cult shotgun	12š	Assault 2	4	0	1	-
Cult sniper rifle	36"	Heavy 1	5	-3	2	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 4+ inflicts 1 mortal wound on the target in addition to any normal damage.
Demolition charge	6"	Grenade D6	8	-3	2	Blast. The bearer can only shoot with each demolition charge it is equipped with once per battle.
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Frag grenades	6"	Grenade D6	3	0	1	Blast
Grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Frag grenade	24"	Assault D6	3	0	1	Blast
- Krak grenade	24"	Assault 1	6	-1	D3	-
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy mining laser	36"	Heavy D3	9	-3	D6	Blast
Heavy mortar	48"	Heavy D6	6	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Heavy seismic cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Long-wave	24"	Heavy 6	6	-2	2	-
- Short-wave	24"	Heavy 3	8	-3	3	-

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Heavy stubber	36"	Heavy 3	4	0	1	-
Liberator autostub	18"	Pistol 2	5	-1	1	Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.
Mining laser	24"	Heavy 1	9	-3	D6	-
Remote explosives	24"	Assault 2D3	8	-3	1	Blast. Each time you select a target for this weapon, you cannot target an **AIRCRAFT** unit. Each time an attack made with this weapon is allocated to a **VEHICLE** or **MONSTER** unit, that attack has a Damage characteristic of 3.
Scoped needle pistol	18"	Pistol 1	1	0	D3	Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.
Seismic cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Long-wave	24"	Heavy 6	4	-1	1	-
- Short-wave	24"	Heavy 3	6	-2	2	-
Twin autocannon	48"	Heavy 4	7	-1	2	-
Web pistol	12"	Pistol 1	1	0	1	Each time an attack is made with this weapon, do not make a hit roll. Instead, roll one D6 and the attack sequence ends: if the result is greater than the highest Strength characteristic in the target unit, that unit suffers 1 mortal wound.
Webber	18"	Assault D3	1	0	1	Blast. Each time an attack is made with this weapon, do not make a hit roll. Instead, roll one D6 and the attack sequence ends: if the result is greater than the highest Strength characteristic in the target unit, that unit suffers 1 mortal wound.



MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Atalan power weapon	Melee	Melee	+1	-2	1	-
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Cult bonesword	Melee	Melee	+1	-2	2	-
Cult claws and knife	Melee	Melee	User	-2	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Cult claws and talons	Melee	Melee	User	-3	1	-
Drilldozer blade	Melee	Melee	+2	-2	2	Each time the bearer fights, if it made a charge move this turn, it makes 2 additional attacks with this weapon.
Familiar's claws	Melee	Melee	4	0	1	Each time the bearer fights, it makes 2 additional attacks with this weapon.
Force stave	Melee	Melee	+3	-1	D3	-
Heavy improvised weapon	Melee	Melee	+1	-1	2	Each time an attack is made with this weapon, excess damage it inflicts is not lost. Instead, keep allocating excess damage to another model in the target unit until either all the excess damage has been allocated or the target unit is destroyed.
Heavy power weapon	Melee	Melee	+3	-2	3	-
Heavy rock cutter	Melee	Melee	x2	-4	3	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Heavy rock drill	Melee	Melee	x2	-4	1	Each time an attack is made with this weapon, if a hit is scored, that attack automatically wounds the target, and on an unmodified hit roll of 6, the target suffers 2 mortal wounds in addition to any normal damage.
Heavy rock saw	Melee	Melee	x2	-4	2	-
Hypermorph tail	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon.
Injector goad	Melee	Melee	1	0	D3	Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.
Locus blades	Melee	Melee	+1	-3	2	-
Magus bio-dagger	Melee	Melee	1	0	1	Each time the bearer fights, no more than 1 attack can be made with this weapon. Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 3+ inflicts 1 mortal wound on the target and the attack sequence ends.
Metamorph mutations	Melee	Melee	+1	-3	1	-
Patriarch's claws	Melee	Melee	User	-3	2	Each time an attack is made with this weapon, you can re-roll the wound roll, and on an unmodified wound roll of 6, that attack has an AP characteristic of -6 and a Damage characteristic of 3.
Power maul	Melee	Melee	+3	-1	1	-
Power pick	Melee	Melee	+2	-2	1	-
Power sledgehammer	Melee	Melee	x2	-3	D3+3	-
Sanctus bio-dagger	Melee	Melee	1	0	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 3+ inflicts 1 mortal wound on the target and the attack sequence ends.
Toxin injector claw	Melee	Melee	User	-1	1	Each time the bearer fights, it makes 1 additional attack with this weapon. Each time an attack is made with this weapon against a unit (excluding a **VEHICLE** or **TITANIC** unit), an unmodified wound roll of 2+ is always successful.

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 (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or other item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and other wargear not listed in a unit's entry cost no additional points to include in that unit).

HQ

Acolyte Iconward (pg 92)
Unit size ..... 1 model
Unit cost ..... 75 pts

Jackal Alphus (pg 92)
Unit size ..... 1 model
Unit cost ..... 80 pts

Magus (pg 91)
Unit size ..... 1 model
Unit cost ..... 80 pts
- Psychic familiar ..... +10 pts

Patriarch (pg 90)
Unit size ..... 1 model
Unit cost ..... 140 pts
- Psychic familiar ..... +10 pts

Primus (pg 90)
Unit size ..... 1 model
Unit cost ..... 80 pts

TROOPS

Acolyte Hybrids (pg 93)
Unit size ..... 5-15 models
Unit cost ..... 9 pts/model
- Cult bonesword ..... +5 pts
- Cult icon ..... +20 pts
- 2 demolition charges ..... +10 pts
- Hand flamer ..... +3 pts
- Heavy rock cutter ..... +10 pts
- Heavy rock drill ..... +10 pts
- Heavy rock saw ..... +10 pts

Neophyte Hybrids (pg 94)
Unit size ..... 5-15 models
Unit cost ..... 6 pts/model
- Bolt pistol ..... +2 pts
- Cult icon ..... +20 pts
- Flamer ..... +5 pts
- Grenade launcher ..... +5 pts
- Heavy stubber ..... +5 pts
- Mining laser ..... +15 pts
- Power maul ..... +5 pts
- Power pick ..... +5 pts
- Seismic cannon ..... +15 pts
- Web pistol ..... +5 pts
- Webber ..... +10 pts

ELITES

Aberrants (pg 97)
Unit size ..... 5-10 models
Unit cost ..... 30 pts/model

Abominant (pg 97)
Unit size ..... 1 model
Unit cost ..... 95 pts

Biophagus (pg 102)
Unit size ..... 1 model
Unit cost ..... 40 pts
- Alchemicus familiar ..... +10 pts

Clamavus (pg 98)
Unit size ..... 1 model
Unit cost ..... 50 pts

Hybrid Metamorphs (pg 96)
Unit size ..... 5-15 models
Unit cost ..... 12 pts/model
- Cult bonesword ..... +5 pts
- Cult icon ..... +20 pts
- Hand flamer ..... +3 pts

Kelermorph (pg 99)
Unit size ..... 1 model
Unit cost ..... 80 pts

Locus (pg 99)
Unit size ..... 1 model
Unit cost ..... 50 pts

Nexos (pg 98)
Unit size ..... 1 model
Unit cost ..... 50 pts

Purestrain Genestealers (pg 95)
Unit size ..... 5-10 models
Unit cost ..... 14 pts/model

Reductus Saboteur (pg 101)
Unit size ..... 1 model
Unit cost ..... 80 pts

Sanctus (pg 100)
Unit size ..... 1 model
Unit cost ..... 70 pts

FAST ATTACK

Achilles Ridgerunners (pg 104)
Unit size ..... 1-3 models
Unit cost ..... 80 pts/model

Atalan Jackals (pg 103)
Unit size ..... 4-8 models
Unit cost ..... 12 pts/model
- Atalan power weapon ..... +3 pts
- Demolition charge ..... +5 pts
- Grenade launcher ..... +5 pts

This unit can also contain 1-2 of the following models, as specified on its datasheet:
Atalan Wolfquad ..... 24 pts/model
- Atalan incinerator ..... +10 pts
- Mining laser ..... +15 pts

HEAVY SUPPORT

Goliath Rockgrinder (pg 105)
Unit size ..... 1 model
Unit cost ..... 110 pts
- Cache of demolition charges ..... +5 pts

DEDICATED TRANSPORT

Goliath Truck (pg 106)
Unit size ..... 1 model
Unit cost ..... 90 pts
- Cache of demolition charges ..... +5 pts

Proficient Planning (pg 68-69)
Lying in Wait ..... +20 pts
Exacting Planner ..... +15 pts
Alchemist Supreme ..... +15 pts
A Trap Sprung ..... +15 pts
A Perfect Ambush ..... +15 pts
From Every Angle ..... +10 pts
Meditations in Shadow ..... +15 pts
Excavate ..... +20 pts
They Came From Below ..... +10 pts
Our Time Is Nigh ..... +10 pts

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Ambush (pg 88): Part of the Conceal ability, allowing you to set up an ambush marker instead of setting up a unit on the battlefield.

Ambush marker (pg 88): A marker used to mark the location of a unit set up in ambush without revealing which unit it is.

Any number of models can each have their Weapon A replaced with 1 Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have that weapon replaced with 1 Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Ascension Reward (pg 84): Crusade bonuses you can earn by assuming control of a world on a Path to Ascension.

Ascension roll (pg 83): A feature of the Path to Ascension, used to generate Ascension points.

Assume control of a world (pg 84): The objective for your Crusade force when on a Path to Ascension.

BROOD BROTHERS Detachment (pg 54): An **ASTRA MILITARUM** Detachment that can be included in a Battle-forged army if that army also includes a **GENESTEALER CULTS** Detachment. Every model in such a Detachment has the **ASTRA MILITARUM** keyword (excluding models with the **UNALIGNED** keyword) and gains the **BROOD BROTHERS** keyword.

Brood cycle (pg 84): Benefits to your Crusade force when on a Path to Ascension.

Broodmind discipline (pg 71): A discipline that **GENESTEALER CULTS PSYKERS** know powers from.

Conceal (pg 88): An ability that allows **GENESTEALER CULTS** units to be set up either in ambush or underground.

Cult Creed (pg 54): A **GENESTEALER CULTS** Detachment ability gained if every **<CULT>** unit in a Detachment belongs to the same Cult.

Cult Detachment (pg 55): A **GENESTEALER CULTS** Detachment in which every **GENESTEALER CULTS** unit is drawn from the same Cult.

Cult Psychic Power (pg 55): A psychic power associated with one of the Cults. These are only known by **PSYKERS** that are part of a Cult Detachment (and only if they are drawn from the associated Cult).

Cult Relic (pg 55): A Sacred Relic of the Cult associated with one of the Cults. These are only available to **GENESTEALER CULTS CHARACTER** models that are part of a Cult Detachment (and only if they, and your **WARLORD**, are drawn from the associated Cult).

Cult Stratagem (pg 55): A Stratagem associated with one of the Cults. These are only available to **GENESTEALER CULTS** models that are part of a Cult Detachment (and only if they are drawn from the associated Cult). All Cult Stratagems are considered to have the Genestealer Cults Stratagem label (see below).

Cult Warlord Trait (pg 55): A Warlord Trait associated with one of the Cults. These are only available to **GENESTEALER CULTS CHARACTER** models that are part of a Cult Detachment (and only if they are drawn from the associated Cult).

Day of Ascension (pg 85): A Crusade battle you must fight if you fail a Discovery roll while on a Path to Ascension.

Discovery roll (pg 85): A test you may be required to make after a battle while on a Path to Ascension.

Exposed (pg 89): A condition applied to enemy units under certain circumstances that confers rules effects, most notably through the Crossfire ability.

GENESTEALER CULTS Detachment (pg 54): A Detachment in a Battle-forged army in which every model has the **GENESTEALER CULTS** keyword (excluding models with the **UNALIGNED** keyword).

Genestealer Cults secondary objectives (pg 74): Additional secondary objectives that can be used in certain matched play mission packs if every Detachment in your army is a **GENESTEALER CULTS** Detachment (excluding **BROOD BROTHERS** Detachments).

Genomic Enhancements (pg 102): Abilities conferred by a **BIOPHAGUS** unit, most commonly when it completes the Twisted Experiment action.

Ignominies (pg 85): Adverse effects for your Crusade force if you abandon your Path to Ascension.

Industrial weapon (pg 107): A category of weapon, or any Relic that replaces such a weapon.

Institution (pg 82): Different elements of a world your Crusade force must infiltrate while on a Path to Ascension, earning Institution Rewards (pg 83) for doing so.

Loyalty to the Cult (pg 54): The Regimental Doctrine gained by **BROOD BROTHERS** units in **BROOD BROTHERS** Detachments.

Path to Ascension (pg 82-85): Crusade rules available to Crusade forces that include a **PATRIARCH**, **PRIMUS** or **MAGUS** unit. If you use them, your Crusade force is on a Path to Ascension.

Proficient Planning (pg 68-69): Upgrades that can be applied to **GENESTEALER CULTS** units to confer on them a chosen Proficient Planning ability.

Psychic Power Type: A psychic power's type is written in bold at the start of its rules. There are three types of psychic power described in this Codex: Blessing; Malediction; Witchfire.

Sacred Relics of the Cult (pg 72-73): A type of Relic that can be given to **GENESTEALER CULTS CHARACTER** models.

Stratagem Label: A Stratagem's labels are written beneath its title and can include: Genestealer Cults; Battle Tactic; Epic Deed; Requisition; Strategic Ploy; Wargear. A Stratagem can have more than one label. For example, a Stratagem with 'Genestealer Cults – Wargear Stratagem' has both the Genestealer Cults and Wargear labels.

Summon the Cult (pg 89): A rule that allows some units to regain destroyed models in your Command phase.

Underground (pg 88): Part of the Conceal ability, allowing you to set up a unit on the battlefield in the Reinforcement step of one of your Movement phases.

REFERENCE

Below you will find a bullet-pointed summary of several Genestealer Cults rules.

AMBUSH (PG 88)

- Instead of setting up the unit, place an ambush marker wholly within your deployment zone.
- Enemy models cannot be set up or moved within 9" of the centre of any of your ambush markers.
- If you have the first turn, reveal your ambush markers at the start of your Command phase.
- If you do not have the first turn, reveal all of your ambush markers at the end of your opponent's Movement phase.
- To reveal an ambush marker, select one unit from your army that was set up in ambush and has not yet been set up from an ambush marker.
- Set up one model from that unit within 1" of the centre of that ambush marker, wholly within your deployment zone and more than 9" away from any enemy models. Then remove that ambush marker.
- Set up the remaining models in that unit wholly within 6" of the first model, wholly within your deployment zone and more than 9" away from any enemy models.
- Units set up from an ambush marker do not count as Reinforcements.

BROOD BROTHERS (PG 54)

- For each **GENESTEALER CULTS** Detachment you include in a Battle-forged army, you can also include one **ASTRA MILITARUM** Detachment. This Detachment is also known as a **BROOD BROTHERS** Detachment and has the following rules:
  - It can only include units with the **<REGIMENT>** or **UNALIGNED** keyword.
  - Replace the **IMPERIUM** and **<REGIMENT>** keywords in every instance on those units' datasheets with the **BROOD BROTHERS** keyword.
  - **BROOD BROTHERS** models cannot be selected as your **WARLORD** or have a Warlord Trait.
  - **BROOD BROTHERS** models cannot be given any Relics.
  - The Regimental Doctrine (see *Codex: Astra Militarum*) **BROOD BROTHERS** units gain is Loyalty to the Cult (pg 54).
  - Including **BROOD BROTHERS** units in your army does not prevent **GENESTEALER CULTS** units from your army from using the Crossfire ability, provided that the total Power Rating (or points values in a game that uses them) of those **BROOD BROTHERS** units is no more than 25% of your army's total.

BROODCOVEN (PG 54)

- If your army includes any **PATRIARCH** models, you cannot select any other **GENESTEALER CULTS** model as your **WARLORD**.
- If your army does not include any **PATRIARCH** models but does include any **PRIMUS** or **MAGUS** models, you cannot select any other **GENESTEALER CULTS** model as your **WARLORD**.
- **GENESTEALER CULTS CHARACTER** models in this Detachment that do not have the HQ Battlefield Role cannot have a Warlord Trait.

CONCEAL (PG 88)

- During deployment, you can set up units with this ability in ambush instead of setting them up on the battlefield. **INFANTRY** or **BIKER** units with this ability can be set up underground instead of being set up on the battlefield or in ambush.

CROSSFIRE (PG 89)

- In your Shooting phase, each time a **CROSSFIRE** unit is selected to shoot, if all of those attacks target one enemy unit without a crossfire marker, after resolving those attacks, the target gains a crossfire marker if any of the following conditions were satisfied:
  - Five or more of those attacks scored a hit.
  - One or more of those attacks with a Damage characteristic other than 1 scored a hit.
- At the end of your turn, remove all crossfire markers enemy units have.

CROSSFIRE EFFECTS (PG 89)

- Each time a **CROSSFIRE** model makes a ranged attack, if the target unit has a crossfire marker, add 1 to that attack's hit roll.
- Each time a **CROSSFIRE** model makes a ranged attack, if the target unit has a crossfire marker and was Exposed when it was selected as the target, add 1 to that attack's wound roll.
- Each time a **CROSSFIRE** model makes a ranged attack, if the target unit has a crossfire marker, was Exposed when it was selected as the target, and was within 12" when it was selected as the target, the target does not receive the benefits of cover against that attack.

EXPOSED (PG 89)

- To determine if a target unit is Exposed, draw a line from any part of the base (or hull) of one model in the attacking **CROSSFIRE** unit to any part of the base (or hull) of one model in another friendly **CROSSFIRE** unit that is visible to that model.
- The target unit is **EXPOSED** if both of the following conditions are satisfied:
  - That line passes over any part of the base (or hull) of one model in the target unit.
  - That line does not pass over a terrain feature with the Obscuring terrain trait (unless those **CROSSFIRE** units or the target unit are on or within that terrain feature, or the target unit could still be targeted even if a terrain feature with the Obscuring terrain trait was between it and an attacking model, e.g. it is an **AIRCRAFT** unit, it has a Wounds characteristic of 18 or more, etc).

GENE-SECT (PG 54)

- You can include a maximum of one of each **GENESTEALER CULTS CHARACTER** model in each **GENESTEALER CULTS** Detachment.
- For each **GENESTEALER CULTS** model with the HQ Battlefield Role that takes up a Battlefield Role slot in a **GENESTEALER CULTS** Detachment, one other **GENESTEALER CULTS CHARACTER** model can be included in that Detachment without taking up a Battlefield Role slot.

GENESTEALER CULTS DETACHMENT ABILITIES (PG 54)

- Such Detachments gain the Gene-sect, Broodcoven and Brood Brothers abilities.
- **GENESTEALER CULTS** units gain the Cult Creed ability (pg 54).
- **GENESTEALER CULTS** Troops units gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

LOYALTY TO THE CULT (PG 54)

- The Regimental Doctrine (see *Codex: Astra Militarum*) for **ASTRA MILITARUM BROOD BROTHERS** Detachments.
- Add 2 to the Leadership characteristic of models in a unit with this Regimental Doctrine.
- **INFANTRY** units with this Regimental Doctrine gain the Unquestioning Loyalty ability (pg 88).

SUMMON THE CULT (PG 89)

- Each time a **NEOPHYTE HYBRIDS** unit from your army summons the cult, D6 destroyed models can be added back to that unit.
- Each time any other **GENESTEALER CULTS** unit from your army summons the cult, D3 destroyed models can be added back to that unit with full wounds remaining.
- If a unit could summon the cult more than once, the results are cumulative, but no more than 6 models can be added back to a **NEOPHYTE HYBRIDS** unit per turn, and no more than 3 models can be added back to any other **GENESTEALER CULTS** unit per turn.
- Returned models can only be set up within Engagement Range of enemy units that are already within Engagement Range of the unit they are being added back to.

UNDERGROUND (PG 88)

- A different way to set up a unit as a result of the Conceal ability (pg 88).
- In the Reinforcements step of one of your Movement phases, such units can be set up under one of the following conditions:
  - Anywhere on the battlefield more than 8" away from any enemy models.
  - Anywhere on the battlefield more than 6" away from any enemy models, but that unit is not eligible to declare a charge this turn.
- If a unit set up underground has any abilities that are used in your Command phase, the first time that unit is set up on the battlefield, it can use any or all of those abilities as if it were your Command phase.

UNQUESTIONING LOYALTY (PG 88)

- Each time a saving throw made for a **<CULT> CHARACTER** model from your army is failed, you can select one other friendly **<CULT>** or **BROOD BROTHERS** model with this ability within 3" of that **CHARACTER** model and take an Unquestioning Loyalty test.
- To do so, roll one D6, adding 1 to the result if that **CHARACTER** model is a **PATRIARCH** model: on a 4+, the test is passed and that **CHARACTER** model does not suffer damage.
- Instead, the friendly model you selected is destroyed and the attack sequence ends.