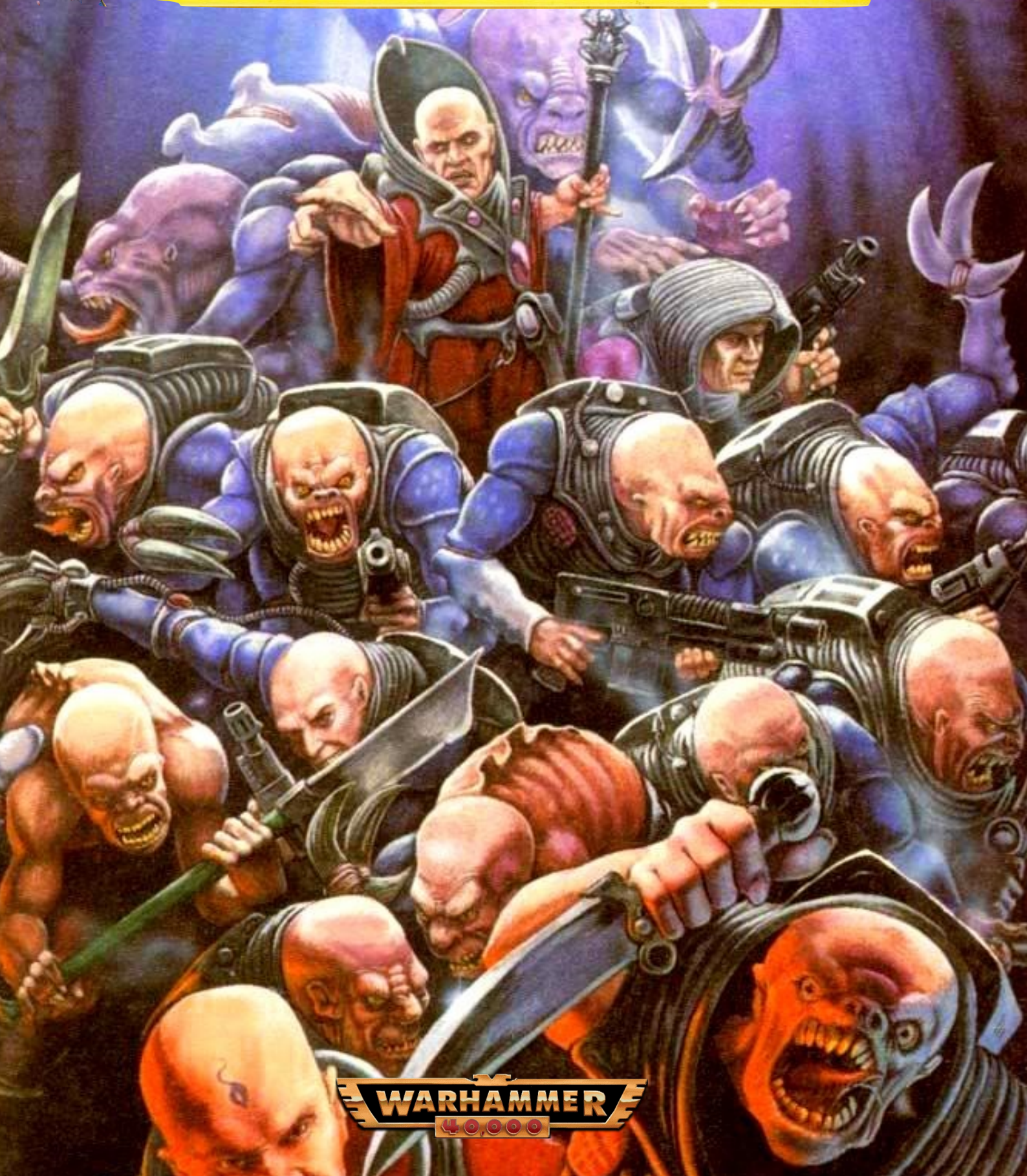


**CODEX**

# GENESTEALER CULTS



**WARHAMMER**  
40,000



A swarm of Genestealers rush from the undergrowth.



Cult heavy weapons support the advance of the Brood.



# GENESTEALER CULTS



**Unofficial Fan Codex for 2nd Edition 40K**  
**Compiled by Luke Street**

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# INTRODUCTION

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This supplement has primarily been designed to allow Genestealer Cult fans who play 2nd Edition Warhammer 40,000 to use the new range of models available to them. The supplement is designed to give options to players to expand beyond the limited army lists currently available to them from the Tyranids Codex and original Black Codex.

The document includes as many options as possible whilst still trying to keep the original flavour of the 2nd Edition army. As such, newer options are included where it is felt they fit the original intent of the Genestealer Cult army. Some of the newer HQ units invented in later editions have been omitted but it is felt that these heroes can be represented with the generic Hybrid HQ unit options and wargear cards.

The army no longer has to select a Patriarch or Magus as the Army Commander but a generic character can now be chosen instead. As someone who enjoys fluffy narrative and campaign games having the vital cult leadership in every border skirmish gets a bit silly and high stakes!

The names of Neophyte and Acolyte hybrids have been switched to match the newer models. There seems to be no reason this change was made but for simplicity the list entries has been matched to the easily available models.

Where appropriate wargear and equipment options have been added, to either generate new options available with new models like the rocksaw, or to add things that were strangely absent from the Tyranids codex cult list; it seems strange that the cult never had access to grenade launchers, for example.

Alongside the new vehicles the cult has retained the ability to scavenge some of the vehicle of the Imperium such as Chimeras, Rhinos, and Land Raiders. Most of these options were present in the original list.

The Psychic Powers of the Brood have been retained without alteration.

The new entries have been created to give playing options rather than provide any distinct advantage to Cult armies over any of the others, and generally have been costed slightly more expensive than they would otherwise have been to prevent any danger of the army becoming wildly overpowered. As with everything 2nd edition I am sure there will be ways to abuse the new options (just like with the original list!) so bear in mind the game is supposed to be fun for everyone!



# THE MALIGNANT THREAT

---

*In the sunless body of our Hive, the flock of the faithful grows. We are guided by our Great Father's sacred vision, protected by his loving hands. Within these holy shadows we dwell, while the impure bathe in spire-top starlight. And what lies between those stars? What sails beyond those distant suns? Shrouded in night, borne within that eternal black: Our redeemers, our Gods -- truer than the silent, long-dead Emperor -- the Children of the Void. We hear them in our dreams, we feel them in our blood. They call and we will answer. We will rise and claim the engines of labour that have bound us in servitude. This world will burn. It will be cleansed, purified, made ready, and the Heavens will deliver our reward!*

## The Hidden Menace

Secretive, stealthy, and utterly malignant, Genestealer Cults are the cancers growing unseen in the hidden spaces of Mankind's realm. On countless worlds these insidious cults fester unseen, infiltrating social structures until they are sufficient in number and influence to disrupt the defences of a world. Once their brotherhood becomes strong enough, and all is in place for their great uprising, the Genestealer Cult will make its play. The militant throng boils by the thousand from sewers, tunnels and basements, seeping from the spires high above like insects pouring from a hidden nest. On this darkly glorious day of war, the cult's warriors are already ten steps ahead of the enemy.

Their purpose is to rise up and take control of Imperial worlds in the name of a xenos god that is actually a Tyranid Hive Fleet. Once the world is under their control, the cultists' psychic emanations are picked up by the closest Hive Fleet's extension of the Hive Mind, which is then drawn to consume the world, cultists and all.

Some cultists are truly monstrous, skulking along dank tunnels with robes or hessian sacks covering their hybrid xenos anatomies. Others are merely pallid and bald, able to pass for loyal Imperial citizens whilst their wyrm-form tattoos remain hidden. All are utterly alien.



## The Birth of a Cult

Each Cult begins with a single Genestealer; the being that will become the Cult Patriarch. The Patriarch is the originator of the Cult, its figurehead, and its idol of worship.

When the Imperium first encountered Genestealers upon the moons of Ymgarl, they thought them to be a unique alien species. In fact, as the Ordo Xenos discovered after a harrowing series of intense investigations, they are the vanguard organisms that the Tyranid Hive Fleets seed before them to create disunity and fear in their path.

When infiltrating Imperial space, however, the Genestealers instead show their capacity for stealth and cunning. Slinking and creeping, stalking and murdering in silence, solitary Genestealers stow away on Imperial spacecraft and spread along space lanes like a virus. In theory it only takes one Genestealer successfully slipping aboard a cargo freighter and reaching a populated world to spell the doom of an entire sector. There are legends in the Imperium of titanic Space Hulks infested with tens of thousands of these creatures -- such a nest could bring utter catastrophe to swathes of the Imperium.

Should a Genestealer reach a suitable world, its dark work begins in earnest. It will seek solace in the dark, damp, and deserted places of a world; sewers or abandoned industrial complexes are a perfect place for the Genestealer to establish itself. From this nest the Genestealer will strike out, abducting isolated locals and infecting them with a portion of its genetic code by granting the unfortunate victim the Genestealer's Kiss. The DNA of the victim will alter to include this genetic code to pass on to his or her descendants and mates.

In the space of a few Terran years, hundreds of civilians will have been abducted by the creature and infected with Tyranid genetic structures, who in turn will mate with others and pass on the corrupted genetic virus. Not only is the biology of these hosts altered but each will grow a strong psychic link to the Patriarch and each other, building a strong and utterly dedicated brood mind.

### **The Twisted Legacy**

In time, the infected give birth to vile hybrids of xenos and human -- those descended from the first victims are unmistakably alien, with large, domed heads and razor-sharp talons. Despite the horrific appearance of the child it's parents will love it and see it as beautiful, and become fiercely protective of it, fleeing society to seek out dark places to hide and raise their spawn if necessary.

In time these first generation hybrids will breed with each other, other cult members, or abducted victims, and give rise to second generation hybrids. These creatures will be slightly more human than their forebears but still unmistakably alien. These first and second generation hybrids are sometimes known as acolyte hybrids.

As the genetic corruption continues to spread, subsequent generations are born who can pass as human, and are able to blend in with the wider population -- and even Imperial organisations such as the Adeptus Arbites and the Planetary Defence Forces. These third and fourth generation hybrids are sometimes referred to as neophytes, and are no less alien nor less connected to the brood mind than their twisted cousins, despite their appearance.

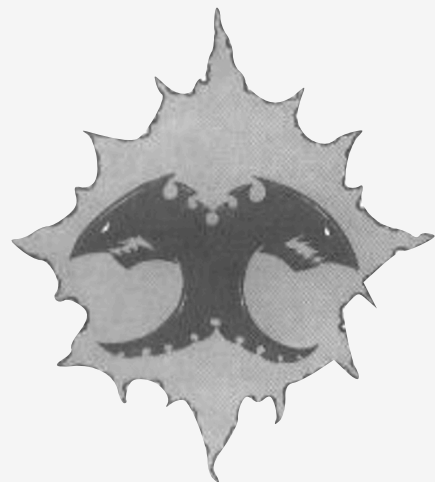
The fifth generation will be a purestrain birth, with the hidden genetic code blossoming and fourth generation parents give birth to fully purestrain genestealers. They will love and dote on these snarling monsters as would any parent, and very quickly these offspring will reach maturity and spread the seed of the cult through their own abductions, beginning the cycle anew. Over time, this constant cycle of births will mean the cult has hybrids of all generations as well as purestrain genestealers in steady supply, all linked back to the original Patriarch.

### **The Day of Ascension**

After years, potentially decades or even centuries, of the breeding cycle, the cult will be sufficient in size and power to attract the attention of a Tyranid Hive Fleet. The cult Patriarch acts as a powerful psychic beacon, made stronger as the cult grows in power. Once this beacon is strong enough, it will call to it one of the Hive Fleets, who will move through the void to claim their prize.

The planet will soon be set upon by a Tyranid fleet, and this is when the cult will enact the plan that has been generations in the making. The defences and logistics of the planet will be crippled as the fourth generation hybrids who had infiltrated the planet's power structures commit grand acts of sabotage, and the infected defence force regiments turn their arms on their prior comrades without hesitation. Thousands of teeming hybrid mutants will pour from mine workings and sewers and set upon the population, eager to welcome their long awaited Star Gods. The Cult Patriarch will be fighting alongside his children as the planet falls to an attack from within just as the attack from without begins.

As the Hive Fleet descends on the anarchy it may initially fight alongside the cult, but eventually the members will realise the horrible truth; they are but further biomass to be consumed by their Star Gods. Most cult members will march willingly to the biomass pits, happy to make the final sacrifice as they plunge into the digestive enzymes. Others may futilely try and resist or escape, but their own efforts of sabotage will prove their undoing and they will be consumed alongside those they betrayed.



# GENESTEALER CULT FORCES

## GENESTEALER PATRIARCH

The Cult Patriarch is the father of the Cult, and is a huge, powerful genestealer, large and grotesque in appearance. It is the oldest of its kind, and its hold over the rest of the Brood is as strong as iron. The Patriarch is at least as intelligent as a human, and its human thralls allow it to infiltrate and work against the human society it has polluted.

The Patriarch will swell beyond the size of a normal genestealer as its brood grows, and over time the Patriarch will grow further, looking corpulent and becoming near immobile for most of its time. However, even these older individuals are as swift and powerful as their younger selves once the time to fight has come.

The Patriarch becomes a strong psychic beacon, unaware that this is drawing the attentions of the Tyranid Hive Fleets drifting through the void. Once the brood is of sufficient size and influence this beacon will grow strong, drawing the nearest fleet to it. When in range of the Hivefleet the Patriarch will come under the psychic dominion of the Hive Queen, and unleash his forces upon the infiltrated world at her behest.

Their purpose is to rise up and take control of Imperial worlds in the name of a xenos god that is actually a Tyranid Hive Fleet. Once the world is under their control, the cultists' psychic emanations are picked up by the closest Hive Fleet's extension of the Hive Mind, which is then drawn to consume the world, cultists and all.

| Unit      | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Patriarch | 5 | 7  | 0  | 6 | 5 | 4 | 6 | 4 | 10 |

### SPECIAL RULES

**Psychology;** The Patriarch is immune to all Psychology. It cannot be effected by Fear, Terror, or any of the psychological factors described in the Warhammer 40,000 rulebook.

**Psyker;** Patriarchs are psykers and may manifest one or more psychic powers. Patriarchs are always considered to have a mastery level of 4 because they draw the latent psychic power of their brood. The Patriarch's psychic powers are chosen from the Brood Psychic Powers instead of being drawn randomly.

**Chitinous Armour;** The Patriarch has a thick, chitinous hide which can absorb considerable damage. This gives the Patriarch a 5+ saving throw.

**Fear;** Patriarchs are frightening creatures that cause *fear* as described in the Warhammer 40,000 rulebook.

## CULT MAGUS

The Cult Magus is a special mutation that develops within a brood after several generations. The Magus is almost human in appearance, although invariably bald and heavily boned. He is also highly intelligent, and because genestealers seek out and infect latent psykers he always has potent psychic powers. The Magus is born to serve the Patriarch and his human appearance allows him to act as mouthpiece of the Patriarch and Cult.

The Magus directs the brood's operations, sending Hybrids out to raid human habitations and despatching genestealers to plant their seed in more victims. He may well send some of the brood's more human members to infiltrate the planet's government or defence forces, eroding its ability to fight and paving the way for the expansion of the brood. Like the Patriarch, the Magus is unaware of the reality of the arrival of their Star Gods until it is too late, and he is taken over by the psychic power of the Hive Queen when the fleet draws close.

| Unit  | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Magus | 4 | 3  | 3  | 4 | 3 | 1 | 5 | 1 | 8  |

### SPECIAL RULES

**Psyker;** The Magus is a psyker and may manifest one or more psychic powers. Magus' are always considered to have a mastery level of 4 because they draw the latent psychic power of their brood. The Magus' first power is drawn randomly from the Brood psychic powers list, then the remaining three powers are drawn at random from the Adeptus powers.



## GENESTEALERS

Genestealers were first encountered by the Imperium on the moon of Ymgarl, where it was assumed they were a native species and no subsequent extermination campaign was taken against them. Since that time, genestealers have been found in all varieties of locations, and the Imperium now know the truth of their purpose as an infiltrator and vanguard of the Tyranid Hive Fleets.

Genestealers possess the six-limbed form or many of the Tyranid creatures, with powerful rending claws and taloned hands. They are incredibly fast and dangerous opponents in hand to hand combat but seem unable or disinclined to use missile weapons, despite displaying the necessary intelligence.

| Unit        | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Genestealer | 6 | 7  | 0  | 6 | 4 | 1 | 7 | 4 | 10 |

### SPECIAL RULES

**Psychology;** Genestealers are immune to all Psychology. They cannot be effected by Fear, Terror, or any of the psychological factors described in the Warhammer 40,000 rulebook. They are still subject to break tests like other troops.

**Chitinous Armour;** Genestealers have a thick, chitinous hide which can absorb considerable damage. This gives the creature a 5+ saving throw.

**Fear;** Genestealers are frightening creatures that cause *fear* as described in the Warhammer 40,000 rulebook.



## ACOLYTE HYBRIDS

Hybrids from the 1st and 2nd generation are sometimes referred to as Acolyte Hybrids. They are alien in appearance, a chimera of human and genestealer form, with between two and four arms, some covered in chitin and ending in razor sharp claws. Even these early hybrids combine human intelligence with alien cunning, and are generally able to utilise the trappings of human society, though they must hide their hideous form from it. These early hybrids are revered by the cult, and often have positions of importance once the cult is revealed. These more alien hybrids can sometimes throw up mutations seemingly linked to the Tyranid Biomorphs, giving them potent combat abilities. These Metamorph hybrids are used as shock troops when the cult goes to war.

| Unit    | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Acolyte | 4 | 4  | 2  | 4 | 3 | 1 | 5 | 1 | 8  |

### SPECIAL RULES

**Industrial Tools;** First and second generation hybrids are stronger than normal men, and are often employed in mines or other heavy industries where they can easily hide away and utilise their strength. Acolyte hybrids are strong enough to use heavy industrial tools as weapons, and may be given industrial tools from the assault weapons section of the armoury.

**Metamorphs;** Hybrid Metamorphs may select a mutation from the biomorphs listed below. A metamorph may only be equipped with a single biomorph, and not every member of the unit must have one;

**Acid Blood** - The Hybrid's blood is highly caustic, and any opponent who slays the monster is at risk of being doused in corrosive fluids. If the hybrid is killed in hand to hand combat any models who were in base to base contact with the hybrid at the time takes a S 3 hit.

**Adrenaline Sac** - The creature has stores of adrenaline that can flood its blood stream when required. Once per game the hybrid may charge or run and fire in the shooting phase in the same turn even if it is using a move or fire weapon or fighting in hand to hand combat.

**Lash whip** - One of the hybrid's arms is mutated into a sinewy whip, studded with razor sharp barbs. At the start of combat the hybrid may make three special attacks against up to three opponents he is in base to base contact with. The targets must pass an Initiative check for each attack or suffer a S 4 hit with -1 to save armour for each hit. After these attacks combat is fought as normal, but the whip does not count as a further hand to hand weapon.

**Sharpened Claws** - One or more of the hybrid's arms are mutated into hefty, razor sharp claws. The claws count as a close combat weapon with S 6 and -3 to armour save.

**Venom Sacs** - The hybrid has glands that produce a virulent venom that drips from its claws and teeth. Any hits inflicted by the creature in close combat do D3 damage instead of 1.

## NEOPHYTE HYBRIDS

Neophyte Hybrids of the 3rd and 4th generation are closer to human appearance, with 4th generation hybrids in particular able to pass as a normal man, albeit one who is bald with a heavy bone structure. The neophytes are possessed of a man's intellect coupled with the quick reflexes of the alien. The neophytes will serve as the public face of the cult, infiltrating the political systems, industrial complexes, and defence forces of a planet. When the appointed moment arrives they will conduct sabotage and massacre those humans who previously held them as friends and colleagues.

Some neophytes will possess psychic abilities if their lineage contained latent psykers, and these individuals can be highly useful to the cult.

| Unit     | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Neophyte | 4 | 3  | 3  | 4 | 3 | 1 | 5 | 1 | 8  |

### SPECIAL RULES

**Psykers;** Neophyte Psykers have access to psychic powers drawn at random from the Adeptus powers deck.

## ABERRANTS

Misshapen, lumpen and inhumanly strong, the Aberrants are the repugnant offshoots of the brood cycle. Though dim-witted, their instinctive need to defend their broodkin makes them valuable assets to the cult. With heavy industrial tools raised, they cause impressive carnage with only their brute force and single-minded determination.

| Unit     | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Aberrant | 5 | 4  | 3  | 5 | 4 | 1 | 4 | 1 | 8  |

### SPECIAL RULES

**Industrial Tools;** Aberrant hybrids are vastly stronger than normal men, and are often employed in mines or other heavy industries where they can easily hide away and utilise their strength. Abberants are strong enough to use heavy industrial tools as weapons, and may be given industrial tools from the assault weapons section of the armoury.

## BROOD BROTHERS

Brood Brothers are the humans who have been implanted by the Genestealers and have acted as hosts for their hybrid offspring. The Brood Brother's mind and intellect has been completely extinguished by the brood mind and they are now fanatically dedicated to the alien's cause. They worship the Patriarch as a god and the Magus as his supreme prophet. When the cult goes to war the brood brothers will willingly lay down their lives to further the cause.

Brood brothers can be from any walk of life and will work alongside the neophytes to infiltrate society. Not only will this allow a cult access to vital equipment and logistics but also act as a warning system to the cult Magus of any suspicions that may be brewing within a planet's power structures.

On the battlefield the brood brothers will often swarm the enemies of the cult ahead of the hybrids, or else act as operators of support weapons or vehicles.

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

### SPECIAL RULES

**Psychology;** Brood Brothers are so dedicated to the cult's cause they are subject to the *hatred* rule as described in the Warhammer 40,000 rulebook. The Brood Brothers will suffer hatred against the enemy regardless of their race or type.



# GENESTEALER CULT WEAPONS

## BONESWORD

## Close Combat Weapon

Boneswords are bioweapons that are fashioned from the secretions of the Patriarch, and gifted to the most important cult members. It consists of a large horn like blade, serrated on both edges.

The weapon is alive and will slowly grow in size, replenishing themselves when damaged and keeping a razor sharp blade. The weapon pulses with the psychic field of the Patriarch, which gives the weapon its bite and generating a field rather like a force weapon.



| Short Range | Long Range | To Hit Short | To Hit Long | Strength | Damage | Save Modifier | Armour Penetration | Special        |
|-------------|------------|--------------|-------------|----------|--------|---------------|--------------------|----------------|
| Close       | Combat     |              |             | 6        | 1      | -3            | D6+D12+6           | User can parry |

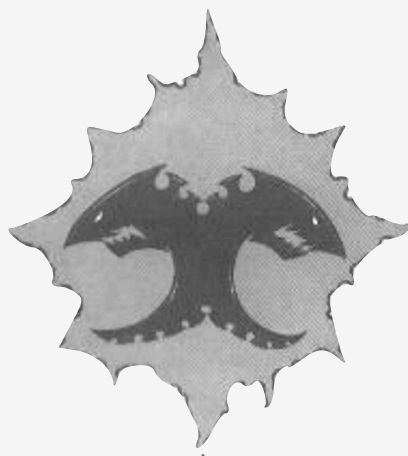
## HEAVY INDUSTRIAL TOOLS

## Close Combat Weapon

Heavy Rock Saws, Drills, and Cutters are heavy industrial cutters used in the mines and factories of the Imperium. They are employed by genestealer cults in times of war, the strength of the early generation hybrids sufficient to swing the heavy tools as fast as most men swing a sword.

Designed to carve through heavy boulders of ore, the tools will quickly melt through vehicle armour just as easily.

| Short Range | Long Range | To Hit Short | To Hit Long | Strength | Damage | Save Modifier | Armour Penetration | Special |
|-------------|------------|--------------|-------------|----------|--------|---------------|--------------------|---------|
| Close       | Combat     |              |             | 6        | 1      | -4            | D6+D12+6           |         |



# GENESTEALER CULT VEHICLES

## Goliath Truck 55 Points

Wheeled Vehicle. Has a brood brother crew of 1 Driver and 2 gunners. The crew have laspistols and wear flak armour. The Goliath can transport a further 10 models

### Weapons

The Goliath has twin linked heavy stubbers with a 90 degree arc of fire to the front, and a auto cannon with a 180 degree arc of fire. The auto cannon can be changed to a heavy flamer for no cost, or a Lascannon for +20 points

**Ram; Str 6 Dmg D6 Save -3**  
**Speed; Slow 8 Combat 16 Fast 30**

### Damage

| Roll | Location | Front | Side / Rear |
|------|----------|-------|-------------|
| 1-3  | Truck    | 12    | 12          |
| 4-6  | Crew     |       |             |

### Truck Damage Table

1 - A weapon system is hit and destroyed. Randomise which of the (remaining) weapon systems is hit, it is then destroyed and may not fire again in this game.

2 -3 - A wheel is blown off and the vehicle loses control. The vehicle moves out of control in its next turn and then comes to a halt for the remainder of the game.

4 - The vehicle's controls are damaged, making it difficult to control. At the start of each of the vehicle's movement phases. On a 4+ the vehicle may move normally, but on a 3 or less the vehicle moves out of control this turn.

5 - The vehicle's engine explodes, instantly killing the driver. The remainder of the crew and any passengers take a Str 8 hit. The vehicle moves out of control in its next movement phase and then comes to a complete halt.

6 - The vehicle's fuel tank explodes, killing all crew and any passengers on board. The wreck moves out of control in its next movement phase and then explodes, causing D3 Str 8 -3 save mod hits for all models within 3".

| Weapon        | Short | Long | Str | Dam | Mod | Pen      | Special       |
|---------------|-------|------|-----|-----|-----|----------|---------------|
| Autocannon    | 20    | 70   | 8   | D10 | -3  | D6+D10+8 | Sus. Fire 1   |
| Heavy Flamer  | T     | T    | 5   | 1   | -3  | D6+5     | Catch Fire 4+ |
| Heavy Stubber | 20    | 40   | 4   | 1   | -1  | D6+4     | Sus. Fire 2   |
| Lascannon     | 20    | 60   | 9   | 2D6 | -6  | 3D6+9    |               |

## Goliath Rockgrinder

### 70 Points

Wheeled Vehicle. Has a brood brother crew of 1 Driver and 2 gunners. The crew have laspistols and wear flak armour. The Rockgrinder can transport a further 6 models

#### Weapons

The Goliath has twin linked heavy stubbers with a 90 degree arc of fire to the front, and a auto cannon with a 180 degree arc of fire. The auto cannon can be changed to a heavy flamer for no cost, or a Lascannon for +20 points

**Ram; Str 7 Dmg 2D6 Save -4**

**Speed; Slow 8 Combat 16 Fast 30**

#### Damage

| Roll | Location | Front | Side / Rear |
|------|----------|-------|-------------|
| 1-3  | Truck    | 15    | 12          |
| 4-6  | Crew     |       |             |

#### Truck Damage Table

1 - A weapon system is hit and destroyed. Randomise which of the (remaining) weapon systems is hit, it is then destroyed and may not fire again in this game.

2-3 - A wheel is blown off and the vehicle loses control. The vehicle moves out of control in its next turn and then comes to a halt for the remainder of the game.

4 - The vehicle's controls are damaged, making it difficult to control. At the start of each of the vehicle's movement phases. On a 4+ the vehicle may move normally, but on a 3 or less the vehicle moves out of control this turn.

5 - The vehicle's engine explodes, instantly killing the driver. The remainder of the crew and any passengers take a Str 8 hit. The vehicle moves out of control in its next movement phase and then comes to a complete halt.

6 - The vehicle's fuel tank explodes, killing all crew and any passengers on board. The wreck moves out of control in its next movement phase and then explodes, causing D3 Str 8 -3 save mod hits for all models within 3".

| Weapon        | Short | Long | Str | Dam | Mod | Pen      | Special       |
|---------------|-------|------|-----|-----|-----|----------|---------------|
| Autocannon    | 20    | 70   | 8   | D10 | -3  | D6+D10+8 | Sus. Fire 1   |
| Heavy Flamer  | T     | T    | 5   | 1   | -3  | D6+5     | Catch Fire 4+ |
| Heavy Stubber | 20    | 40   | 4   | 1   | -1  | D6+4     | Sus. Fire 2   |
| Lascannon     | 20    | 60   | 9   | 2D6 | -6  | 3D6+9    |               |

**Warsuit**  
**135 Points**

Walker Vehicle. Has a brood brother crew of 1 pilot who carries a laspistol and wears flak armour.

| M | WS | BS | S | I | A | Ld |
|---|----|----|---|---|---|----|
| 8 | 3  | 3  | 5 | 4 | 2 | 8  |

**Weapons**

The Warsuit has twin linked heavy stubbers with a 90 degree arc of fire to the front, and a twin linked auto cannon on its right arm with a 180 degree arc of fire. The auto cannons are fitted with a targeter. The warsuit also has a power fist on its left arm.

**Ram; Str 6 Dmg D6 Save -4**

**Damage**

| Roll | Location  | Front | Side / Rear |
|------|-----------|-------|-------------|
| 1-2  | Legs      | 18    | 18          |
| 3    | Right Arm | 18    | 18          |
| 4    | Left Arm  | 18    | 18          |
| 5    | Hull      | 20    | 18          |
| 6    | Pilot     |       |             |

**Leg Damage Table**

- 1 - The blow damages a leg, requiring the locomotive controls to require resetting. The warsuit may not move next turn.
- 2 - The vehicle is knocked sprawling, staggering D6" in a random direction, ramming anything it may collide with.
- 3-4 - A leg is damaged badly, and the vehicle may only limp D3" per turn.
- 5-6 - A leg is blown off, the vehicle crashes to the ground and is destroyed.

**Arm Damage Table**

- 1 - An ammo feed or power supply is jammed, causing ongoing problems. The weapon may now only fire on a roll of 4+ each turn. The power fist is unaffected by this result.
- 2-5 - The blow tears the arm from its moorings, and is destroyed.
- 6 - The arms ammunition or power supply explodes, damaging the hull. The weapon is destroyed, and a further roll must be made on the hull damage table.

**Hull Damage Table**

- 1 - The vehicle's locomotive controls are damaged, and the vehicle may now only move on a roll of 4+ each turn.
- 2-3 - The vehicle's cooling system is damaged, making the vehicle prone to overheating. Rolls D6 at the start of each of the vehicle's turns. On a 1 or a 2 the vehicle explodes, destroying it, killing the pilot, and inflicting D6 Str 10 -3 mod hits to any model within 3".
- 4-6 - The vehicle's engine blows, destroying it, killing the pilot, and inflicting D3 Str 8 -3 hits to all models within 3".

| Weapon        | Short | Long | Str | Dam | Mod | Pen      | Special     |
|---------------|-------|------|-----|-----|-----|----------|-------------|
| Autocannon    | 20    | 70   | 8   | D10 | -3  | D6+D10+8 | Sus. Fire 1 |
| Heavy Stubber | 20    | 40   | 4   | 1   | -1  | D6+4     | Sus. Fire 2 |
| Power Fist    | CC    | CC   | 8   | 1   | -5  | D6+D20+8 |             |

## Cult Buggy

### 75 Points

Wheeled Vehicle. Has a brood brother crew of 1 Driver, 1 Gunner, and 1 Spotter. The crew have laspistols and wear flak armour.

#### Weapons

The Buggy has twin linked heavy stubbers with a 90 degree arc of fire to the front, and a heavy weapon with a 180 degree arc of fire. The heavy weapon may be either a lascannon, a missile launcher with frag and krak missiles, or a mortar.

**Ram; Str 6 Dmg D6 Save -3**

**Speed; Slow 8 Combat 16 Fast 30**

#### Damage

| Roll  | Location | Front | Side / Rear |
|-------|----------|-------|-------------|
| 1 - 4 | Buggy    | 12    | 12          |
| 5 - 6 | Crew     |       |             |

#### Buggy Damage Table

1 - A weapon system is hit and destroyed. Randomise which of the (remaining) weapon systems is hit, it is then destroyed and may not fire again in this game.

2-3 - A wheel is blown off and the vehicle loses control. The vehicle moves out of control in its next turn and then comes to a halt for the remainder of the game.

4 - The vehicle's controls are damaged, making it difficult to control. At the start of each of the vehicle's movement phases. On a 4+ the vehicle may move normally, but on a 3 or less the vehicle moves out of control this turn.

5 - The vehicle's engine explodes, instantly killing the driver. The vehicle moves out of control in its next movement phase and then comes to a complete halt.

6 - The vehicle's fuel tank explodes, killing all crew on board. The wreck moves out of control in its next movement phase and then explodes, causing D3 Str 8 -3 save mod hits for all models within 3".

| Weapon          | Short | Long  | Str | Dam | Mod | Pen      | Special         |
|-----------------|-------|-------|-----|-----|-----|----------|-----------------|
| Heavy Stubber   | 20    | 40    | 4   | 1   | -1  | D6+4     | Sus. Fire 2     |
| Lascannon       | 20    | 60    | 9   | 2D6 | -6  | 3D6+9    |                 |
| M Launcher Frag | 20    | 72    | 4   | 1   | -1  | D6+4     | 2" blast        |
| M Launcher Krak | 20    | 72    | 8   | D10 | -6  | D6+D10+8 |                 |
| Mortar          | Guess | 12-60 | 4   | 1   | -1  | D6+4     | 2" blast marker |

## Cult Quad Bike

### 40 Points

Bike Vehicle. Has a brood brother crew of 1 Driver who carries a laspistol, frag, and krak grenades, and wears flak armour.

#### Weapons

The Quad bike has a heavy stubber with a 90 degree arc of fire to the front. The heavy stubber can be changed to a heavy flamer for no cost, or a Lascannon for +20 points

**Ram; Str 6 Dmg D6 Save -3**  
**Speed; Slow 8 Combat 18 Fast 24**

#### Damage

| Roll | Location | Front | Side / Rear |
|------|----------|-------|-------------|
| 1-3  | Bike     | 10    | 10          |
| 4-6  | Crew     |       |             |

#### Bike Damage Table

- 1-2 - The bike's weapon system is hit and destroyed. The driver may still fire his laspistol or throw grenades  
 3 - The bike's controls are damaged. Roll a D6 at the start of each of the vehicle's movement phases. On a 4+ the vehicle may move normally, on a 3 or less the vehicle moves out of control this turn.  
 4 - The bike's wheel mountings are damaged, causing the bike to flip over, killing the driver. The bike lands D6" away in a random direction. Any models underneath the landing spot takes D6 Str 7 -2 hits.  
 5 - The bike's engine blows, killing the driver. The bike moves out of control in its next turn, and is then destroyed.  
 6 - The bike catches fire, killing the driver. The bike moves out of control in its next turn then explodes, inflicting D3 S8 -3 hits within 3"

| Weapon        | Short | Long | Str | Dam | Mod | Pen   | Special       |
|---------------|-------|------|-----|-----|-----|-------|---------------|
| Heavy Flamer  | T     | T    | 5   | 1   | -3  | D6+5  | Catch Fire 4+ |
| Heavy Stubber | 20    | 40   | 4   | 1   | -1  | D6+4  | Sus. Fire 2   |
| Lascannon     | 20    | 60   | 9   | 2D6 | -6  | 3D6+9 |               |

## Cult Bikes

### 16 Points

Bike Vehicle. Has a brood brother crew of 1 Driver who carries an auto pistol, frag, and krak grenades, and wears flak armour. The pilot may be given special or basic weapons from the war gear list.

**Ram; Str 5 Dmg D4 Save -2**  
**Speed; Slow 10 Combat 15 Fast 30**

#### Damage

| Roll | Location | Front | Side / Rear |
|------|----------|-------|-------------|
| 1-3  | Bike     | 10    | 10          |
| 4-6  | Crew     |       |             |

#### Bike Damage Table

- 1-2 - The bike's wheels are damaged, and the bike may only move at slow speed for the rest of the game.  
 3 - The bike's controls are damaged. Roll a D6 at the start of each of the vehicle's movement phases. On a 4+ the vehicle may move normally, on a 3 or less the vehicle moves out of control this turn.  
 4 - The bike's wheel mountings are damaged, causing the bike to flip over, killing the driver. The bike lands D6" away in a random direction. Any models underneath the landing spot takes D3 Str 6 -2 hits.  
 5 - The bike's engine blows, killing the driver. The bike moves out of control in its next turn, and is then destroyed.  
 6 - The bike catches fire, killing the driver. The bike moves out of control in its next turn then explodes, inflicting D3 S8 -3 hits within 3"

"You shouldn't be so paranoid, Caldis, it will upset your humours." Ballis slapped a reassuring hand onto Caldis' shoulder as he said it, but Caldis shrugged it off.

"I'm telling you, he's up to something. You ever seen anyone get promoted so quickly? And how D shift went from the problem watch to the most productive shift after a few choice individuals went missing? It's not normal." Caldis said. They had left by the factory side doors, avoiding the main throng of workers proceeding out of the front at shift change. Caldis stubbed out his nicostick on the bulkhead wall of the tunnel and threw it to the ground with a contempt that underlined his statement.

"Pfft," Ballis snorted "the man lives and breathes this job. You ever seen him at the bars after work? He eats his lunch in his office for Throne's sake. I've never seen him share a joke or laugh, not even sure I've ever seen him smile. You think living like that is worth a quick promotion? Or are you just bitter it took you so long in comparison old friend?" Ballis grinned at his fellow shift supervisor to let him know it was meant in jest.

Caldis rubbed the three day stubble on his chin, and the pair turned the corner into the north wing tunnels. It was a longer route back to the B shift hab blocks but was much less busy. After 15 hours of work, the two supervisors were happy to get the small break from their workers, before heading back to the same living and recreation spaces that they all shared. This small break allowed the two men to unwind and chat before being confronted again by the same fifty or so faces they spent their entire lives around.

"The promotion doesn't bother me. A few measly extra rations for the family every cycle for a heap more work and headache, big deal. Just means he got the same punishment even earlier in life than I did, as far as I am concerned." Caldis said "It's the other stuff you mentioned. The man is just plain strange. And it's spread to his shift. You've done overtime on it, you know what I mean. The spark is gone. They work like dogs and never so much as make a wise crack, or even bitch and complain. It's not normal. If the furnaces stopped for even a moment, the factory would be dead silent. He's rubbing off on his workers, and the ones he didn't seem to have now disappeared. Daldan, Solbana, Mallik, those guys were trouble makers but also the life and soul of that shift, and they've all been moved on, apparently, though none of us have ever heard from them again. How does he get them moved on so easily? He must have friends in management to be able to move who he wants like that. I tell you, he's involved in something."

"What are you suggesting then, old friend? Chaos cult orgies in head office?" Ballis grinned again.

Caldis shook his head "Something. It needs looking into. I should report it to the alderman."

The pair turned another familiar corner, and ran into him. He was standing, alone, in the gloomy corridor, the pale blue floor lights illuminating his heavy features. He was tall, and thin, with that bald head and barely present eye brows that unsettled Caldis so much. The pair stopped with a start at the sight of him, and Caldis' heart leapt into his throat.

"Gentlemen." He murmured, and remained stock still, blocking the corridor and looming over the pair.

Caldis felt for his knife in his pocket, it's weight reassuring him as it did whenever hive gang activity picked up in the sector. He tried to look him in the eye, but found it as difficult as always. He looked down at the floor and toed at a bit of the grating that had started to peel up.

"Hey... we're just... heading home now. Another day in the bag, ready for another one tomorrow." Caldis chuckled weakly, raising his eyes to look at him once again.

He remained silent, his unblinking eyes never breaking from Caldis'. Caldis could tell this, even when he himself was looking anywhere but at him.

"We're heading to T7 bar, care to join us?" Ballis offered, much to Caldis' dismay.

"I don't think I shall, no." he replied, remaining as stone still as a gargoyle. The moments between their exchanges seemed to stretch on, and a cold sweat began to bead on the back of Caldis' neck.

"I have just spoken to the management, Caldis, about transferring you to my shift." he continued "They agreed that we could make a good team. You are to move your family to D shift hab block this evening, and report to the factory at 2700 hours tonight for hand over with Murleck who shall be taking your spot on B shift. I look forward to getting to know you and your family better."

Caldis' eyes widened in horror, and not at the prospect of moving his family quickly before another 15 hour shift began. "What... but... how...." Caldis stammered as he attempted to process the news. Was it true? How could this happen so quickly? He'd been with B shift since he was a child, and now he was being moved so close to a man that terrified him. "I can't move shifts... it's not right... I can't..."

"This is not for negotiation" he replied, and moved for the first time since appearing in the corridor. His weight shifted, almost imperceptibly, as if ready to pounce. Caldis reacted on base instinct, those piercing eyes triggering the inner mammal brain, and Caldis pulled his knife from his coat. Those eyes never even moved to acknowledge the blade.

"Stay away from me, I don't know what you are planning, or why you've had me moved, but I won't accept it, I'll report you to the alderman and-" Caldis was cut off as Ballis' blade pierced him between the lower ribs, near the spine. Caldis fell to the ground and tried to draw a breath, his lung collapsing as Ballis' blade was removed. Caldis pulled himself into a foetal position as he struggled for breath.

"For the Father." Ballis said, as the tall, bald man pulled him in for an embrace. The tall man hugged Ballis as if he was a child, petting him on the head.

"Have the brothers remove the body and the family moved. They will trust you." he said as Caldis listened as the last of his consciousness clung to awareness. "We shall find a new, more appropriate mate for the wife. For the Father."

"For the Father." Ballis replied, as Caldis slipped from life.

# EAVY METAL



A cult ambushes an Enforcer patrol that comes too close to discovering the brood nest.



PDF troopers try to fight off a Genestealer attack.



# GENESTEALER CULT ARMY LIST

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A Genestealer Cult thrives in the shadow, content to bide their time until the day of ascension. However, circumstances may dictate that a cult may have to reveal itself and fight before this day. Once the Genestealer infestation in an area has become strong enough it may attempt to seize total control of a planet, and eliminate all social and world structures not yet loyal to the brood. The cult may be discovered and forced to defend itself, or some external threat may threaten the planet and the cult must reveal itself in order to defend its home. The Genestealer Cult army list allows players to choose forces to enact scenarios such as these.

## THE ARMY

When selecting a Genestealer Cult army you can spend your points on three categories of troops; Characters, Broods, and Support. You are permitted to spend only a portion of your points on these categories. For example, you may spend a maximum of 25% of your points on Support. These limitations are designed to ensure armies are reasonably balanced and don't consist entirely of character models, heavy weapons, or tanks. The proportion of points that can be spent on each category is summarised immediately before the army list under the heading 'Army Selection'.

## CHARACTERS

You are free to spend up to 50% of your total army's points on characters. Your army must be commanded by one of the characters in the army list, designated as the army general.

The points value of the character includes any points spent on wargear, additional psychic powers, and wargear cards. The points cost of the wargear is included on the wargear list which appears at the end of the army list. The points values of individual wargear cards is printed on the cards themselves. The maximum number of wargear cards a character can have is listed in the army list entry.

## Army Commander

A Genestealer Cult has a strict hierarchy, and if the Genestealer Patriarch is present on the battlefield he must be designated as the army commander. Likewise, if the Magus is present he must be designated as army commander unless the Patriarch is also present. If neither the Magus or Patriarch is present then the player may select another character unit to be commander.

If a Cult loses its Patriarch or Magus its psychic link will be severely disrupted and it can send the cult into disarray, with members either abandoning their weapons and vehicle and fleeing, or being sent into a killing frenzy by the loss of their masters. If an army commanded by a Patriarch or Magus has their leader killed then all units must pass a leadership test or be broken. Those that pass this test will not be broken but instead be subject to *frenzy* for the remainder of the game. Note that brood brothers do not count their leadership as 10 for *hatred* for this test, and vehicle crews who fail this test will abandon their vehicle and flee 2D6" on foot. Crews that subsequently rally will attempt to reclaim their vehicles.

If a cult army has both a Patriarch and a Magus present and the Patriarch is killed the Magus will retain control of the cult if he is still alive and this test need not be taken. Note also that this test is only taken if the character is killed, and not fled from the table, trapped in stasis, webbed, etc.

## BROODS

A minimum of 25% of total points allowance must be spent on Broods. The composition of the cult can vary hugely depending on how long it has been established. A long established cult will have a mix of brood brothers and hybrids of each generation, alongside purestrain genestealers, whereas an invasion force straight off of a space hulk would consist of genestealers entirely. Brood sizes vary greatly and you are free to choose the size of each brood within the confines laid out in the army list.

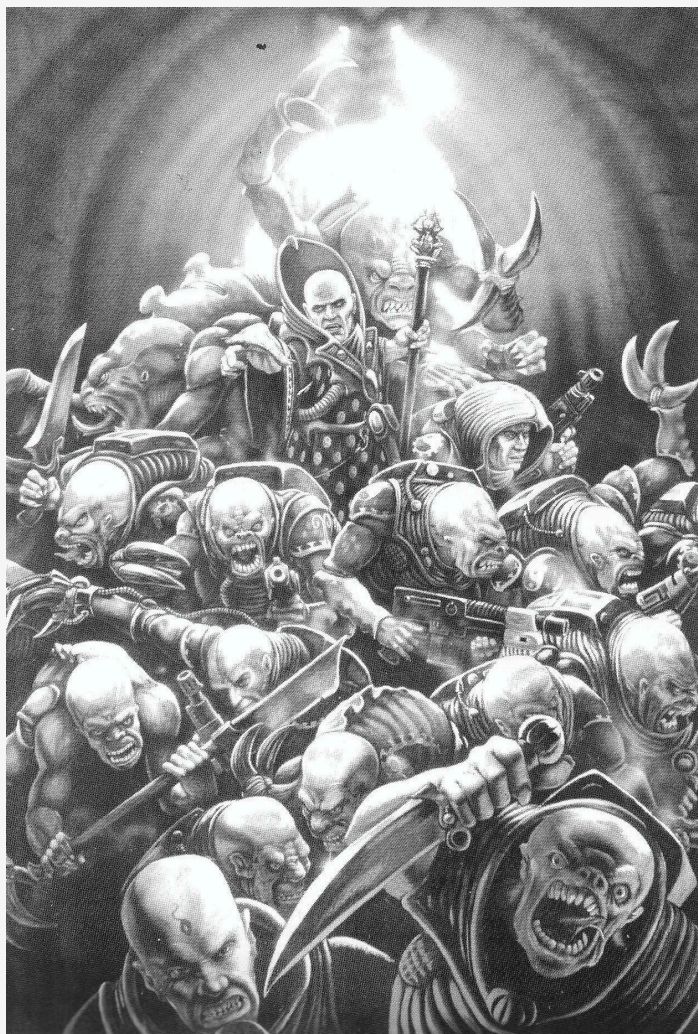
## SUPPORT

A maximum of 25% of total points allowance may be spent on Support units. The Support section of the army list describes the heavy weapons and vehicles the cult has been able to build, capture, or steal to equip their own armouries. The availability and serviceability of this ordinance is more limited to genestealer cults than other armies, but they do not need special characters such as Techpriests to access them.

## Allies

The Tyranids themselves will not assist the cult, and indeed their arrival heralds the end of the cult as it is reabsorbed into the biomass of the Hivefleet. The only army a genestealer cult may ally with are the forces chosen from the Chaos cult list, as fragile allegiances of convenience sometimes exist between these insidious sects, even if each of their end goals will mean the death of the other.

The points allocated to support are used to buy any allied units you may wish to add to the army. When using the points allocated to allies you are not required to follow any other restrictions and the points can be spent on whichever units you wish, for example your entire allies allowance can be spent on characters if you wish. In addition, obligations regarding compulsory troops purchases do not apply when selecting allies, nor do the allies require a designated commander selection. However, all other restrictions in the allies army lists apply, for instance minimum and maximum squad sizes. You may not select units from allied army's own list of allies.



## ARMY SELECTION

|                  |      |                                                                                                             |
|------------------|------|-------------------------------------------------------------------------------------------------------------|
| Characters       | 50%  | Up to half the points value of the army may be chosen from the characters section of the army list.         |
| Broods           | 25%+ | At least a quarter of the points value of the army must be chosen from the broods section of the army list. |
| Support from the | 25%  | Up to a quarter of the points value of the army may be chosen support section of the army list.             |

## CHARACTERS

### 0-1 GENESTEALER PATRIARCH ..... 72 Points

*The Patriarch is the progenitor of the cult, the oldest and most powerful of its kind, with a hold over its brood that is as strong as steel. Both physically and psychically, the Patriarch is more powerful than the others of its kind, and its human thralls allow it to understand and work against human society. The Patriarch is the centre of the psychic emanations that hold the brood together, and the growing beacon of the brood mind that draws the Tyranids to vulnerable human worlds.*

| Unit      | M | WS | BS | S | T | W | I | A | Ld |
|-----------|---|----|----|---|---|---|---|---|----|
| Patriarch | 5 | 7  | 0  | 6 | 5 | 4 | 6 | 4 | 10 |

**WEAPONS** Claws

**ARMOUR** Chitinous Armour (5+ save)

**WARGEAR** None

**STRATEGY** Strategy Rating 1

#### SPECIAL

If the Patriarch is the army commander then cult broods within 12" of the Patriarch may use his leadership value when they take a leadership test.

The Patriarch has an effective Psychic mastery level of 4 regardless of the number of powers it knows, and may be given up to four psychic powers for the listed points cost; The Horror (25 points), Psychic Scream (15 points), Catalyst (40 points), Hypnotic Gaze (20 points).

Genestealer Patriarchs cause *fear*.

### 0-1 CULT MAGUS ..... 107 Points

*A Genestealer Magus is a special mutation that develops within a brood after several generations. The Magus is nearly indistinguishable from a normal human, with only the characteristic baldness and heavy brow of a hybrid betraying his true origins. The Magus will become the cult's high priest and serves the Patriarch by acting as the Cult's figurehead in human society. The Magus directs the brood's operations, sending out the hybrids to raid human settlements, and genestealers to implant their seed in more victims. The Magus is a formidable creature in his own right, with potent psychic powers and an otherworldly air that inspire fear in humans.*

| Unit  | M | WS | BS | S | T | W | I | A | Ld |
|-------|---|----|----|---|---|---|---|---|----|
| Magus | 4 | 3  | 3  | 4 | 3 | 1 | 5 | 1 | 8  |

**WEAPONS** Laspistol or Autopistol

**ARMOUR** Flak Armour (6+ save)

**WARGEAR** The Magus may have up to 3 Wargear cards.

The Magus may be given equipment from the Armour, Assault, Grenades, Basic, and Special weapons from the armoury.

**STRATEGY** Strategy Rating 1

#### SPECIAL

If the Magus is the army commander then cult broods within 12" of the Magus may use his leadership value when they take a leadership test.

The Magus has a Psychic mastery level of 4. The Magus receives his first power drawn randomly from the Brood psychic powers, and his remaining three powers from the Adeptus powers list.

## 0-1 CULT ICON BEARER ..... 45 Points

The cult will often carry some pseudo-religious artefact or unholy icon before them as they march to war. The presence of such an icon reinforce the fanatical determination of the brood even further and forms an natural rallying point for the cult in battle. The cult icon is borne aloft by an early generation hybrid who will guard it with the last breath in his body to prevent it falling into the hands of the defilers.

| Unit        | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Icon Bearer | 4 | 4  | 2  | 4 | 3 | 1 | 5 | 1 | 8  |

**WEAPONS** Laspistol or Autopistol

**ARMOUR** Flak Armour (6+ save)

**WARGEAR** The Icon Bearer may have up to 1 Wargear card.

The Icon Bearer may be given equipment from the Armour, Assault, Grenades, Basic, and Special weapons from the armoury.

**STRATEGY** Strategy Rating 1

### SPECIAL

Any broods within 12" of the Icon Bearer May reroll the dice if they fail a break test.

## ACOLYTE HYBRID ..... 10 Points

Hybrids who show an aptitude for initiative and leadership will be put in command of squads of brood brothers and their fellow hybrids. These foul crossbreeds will inspire the brood to acts of the most fiendish valour and utter sacrifice.

| Unit    | M | WS | BS | S | T | W | I | A | Ld |
|---------|---|----|----|---|---|---|---|---|----|
| Acolyte | 4 | 4  | 2  | 4 | 3 | 1 | 5 | 1 | 8  |

**WEAPONS** Laspistol or Autopistol

**ARMOUR** Flak Armour (6+ save)

**WARGEAR** The Acolyte may have up to 1 Wargear card.

The Acolyte may be given equipment from the Armour, Assault, Grenades, Basic, Heavy and Special weapons from the armoury.

**STRATEGY** Strategy Rating 1

### SPECIAL

The Acolyte may be given a single Biomorph chosen from the list in the armoury for the listed points cost.

## NEOPHYTE HYBRID ..... 9 Points

Hybrids who show an aptitude for initiative and leadership will be put in command of squads of brood brothers and their fellow hybrids. These foul crossbreeds will inspire the brood to acts of the most fiendish valour and utter sacrifice. Some later generation hybrids manifest psychic powers if their lineage contains latent psykers.

| Unit     | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Neophyte | 4 | 3  | 3  | 4 | 3 | 1 | 5 | 1 | 8  |

**WEAPONS** Laspistol or Autopistol

**ARMOUR** Flak Armour (6+ save)

**WARGEAR** The Neophyte may have up to 1 Wargear card.

The Neophyte may be given equipment from the Armour, Assault, Grenades, Basic, and Special weapons from the armoury.

**STRATEGY** Strategy Rating 1

### SPECIAL

The Neophyte may be given psychic powers at the following costs; Mastery Level 1 25 points, Mastery Level 2 50 points. Neophytes draw their powers at random from the Adeptus power deck.



## BROODS

### GENESTEALER BROOD ..... 28 Points per model

*Genestealers are perfectly bio-engineered infiltrators that rove ahead of Tyranid hive fleets seeking rich feeding grounds. These deadly creatures work by implanting and subverting members of the host species, striving to dominate their victims through alien cunning of terrifying violence as the situation requires. In battle the genestealer embody speed and ferocity, their deadly claws ripping apart anything in their path.*

| Unit        | M | WS | BS | S | T | W | I | A | Ld |
|-------------|---|----|----|---|---|---|---|---|----|
| Genestealer | 6 | 7  | 0  | 6 | 4 | 1 | 7 | 4 | 10 |

**BROOD** The brood consists of between 6 and 12 genestealers.

**WEAPONS** Claws

**ARMOUR** Chitinous Armour (5+ save)

**WARGEAR** None

#### SPECIAL

Genestealers are immune to all psychology.

Genestealers cause *fear*.

### GENESTEALER HYBRID BROOD

#### Neophytes ..... 8 Points per model

#### Acolytes ..... 9 Points per model

*Broods of hybrids of all generations fight as elite troops on the battlefield, sometimes grouped by type but oftentimes mixed together. They will be given the best equipment available to the cult, and utilised to remain back and provide fire support or else surge forward as close combat troops.*

| Unit     | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Acolyte  | 4 | 4  | 2  | 4 | 3 | 1 | 5 | 1 | 8  |
| Neophyte | 4 | 3  | 3  | 4 | 3 | 1 | 5 | 1 | 8  |

**BROOD** The brood consists of between 10 and 20 hybrids.

**WEAPONS** Laspistol or Autopistol

**ARMOUR** None

#### WARGEAR

Any model may be given equipment from the Armour, Assault, Grenades, Heavy, Basic, and Special weapons from the armoury.

Hybrid acolytes may be given mutations chosen from the biomorphs listed in the armoury.

### BROOD BROTHERS ..... 6 Points per model

*Brood brothers are the humans who have been implanted by the genestealers and acted as hosts for their hybrid offspring. They are fanatically dedicated to the alien's cause, and worship the Patriarch as a god and the Magus as his supreme prophet. The great loyalty of brood brother squads is cynically exploited by the Patriarch and they are sacrificed as expendable pawns whenever required.*

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**BROOD** The brood consists of between 10 and 20 brood brothers.

**WEAPONS** Knife, club, or axe

**ARMOUR** None

#### WARGEAR

Any model may be equipped with basic or assault weapons.

One member of the squad may be equipped with a heavy weapon, and one member of the squad may be equipped with a special weapon.

Any member of the squad may be equipped with flak armour at 2 points per model, frag grenades at 2 points per model, and krak grenades at 3 points per model.

#### SPECIAL

Brood brothers are subject to the *hatred* rule.

### ABERRANTS ..... 16 Points per model

*Misshapen, lumpen and inhumanly strong, the Aberrants are the repugnant offshoots of the brood cycle. Though dim-witted, their instinctive need to defend their broodkin makes them valuable assets to the cult. With heavy industrial tools raised, they cause impressive carnage with only their brute force and single-minded determination.*

| Unit     | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Aberrant | 5 | 4  | 3  | 5 | 4 | 1 | 4 | 1 | 8  |

**BROOD** The brood consists of between 5 and 10 aberrants.

**WEAPONS** Large club or two handed axe

**ARMOUR** None

#### WARGEAR

Any model may be equipped with assault weapons.

## SUPPORT

### BROOD BROTHER HEAVY WEAPONS TEAM .....18 Points

The army must contain at least one squad of brood brothers in order to have any weapon teams. Weapons teams consist of Imperial Guard or PDF troops infected by the genestealers or else infected hive scum given equipment from the cults armoury.

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**CREW** The team comprises of 2 brood brothers

**WEAPONS** The team are equipped with lasguns, shotguns, or autoguns.

**ARMOUR** Flak Armour (6+ save)

#### WARGEAR

The team must be given one of the following weapons; Lascannon 30 points, Heavy Bolter 10 points, Autocannon 16 points, Missile Launcher (frag and krak missiles) 30 points, or a Mortar 25 points.

### NEOPHYTE HEAVY WEAPONS TEAM .....22 Points

The army must contain at least one squad of hybrids in order to have any weapon teams.

| Unit     | M | WS | BS | S | T | W | I | A | Ld |
|----------|---|----|----|---|---|---|---|---|----|
| Neophyte | 4 | 3  | 3  | 4 | 3 | 1 | 5 | 1 | 8  |

**CREW** The team comprises of 2 brood brothers.

**WEAPONS** The team are equipped with lasguns, shotguns, or autoguns.

**ARMOUR** Flak Armour (6+ save)

#### WARGEAR

The team must be given one of the following weapons; Lascannon 30 points, Heavy Bolter 10 points, Autocannon 16 points, Missile Launcher (frag and krak missiles) 30 points, or a Mortar 25 points.



### RAPIER LASER DESTROYER .....70 Points

The army must contain at least one squad of brood brothers in order to have any rapiers. Rapier laser destroyers are powerful anti tank weapons prized for their ability to cut through armourolas and rockcrete fortifications.

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**CREW** The crew comprises of 2 brood brothers

**WEAPONS** The crew are equipped with laspistols or autopistols and a rapier laser destroyer with targeter.

**ARMOUR** The rapier has an armour value of 10 and the crew wear Flak Armour (6+ save)

#### SPECIAL

The weapon may instead be crewed by neophyte hybrids for an additional 4 points.

### TARANTULA .....25 Points + weapons

The army must contain at least one squad of brood brothers in order to have any Tarantulas. The Tarantula is a semi-automated defence weapon, which normally come into the possession of a cult when they have overrun and captured a facility.

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**CREW** The crew comprises of 2 brood brothers

**WEAPONS** The crew are equipped with laspistols or autopistols and a tarantula with a targeter.

**ARMOUR** The rapier has an armour value of 10 and the crew wear Flak Armour (6+ save)

#### SPECIAL

The weapon may instead be crewed by neophyte hybrids for an additional 4 points.

The tarantula must be equipped with one of the following twin linked weapon options; lascannons 55 points, missile launchers with super krak missiles 55 points, Autocannons 25 points, heavy bolters 30 points, multi-melta (counts as one, not two) 65 points

## MOLE MORTAR ..... 55 Points

*The army must contain at least one squad of brood brothers in order to have any Mole Mortars. Mole Mortars are unpredictable and much feared weapons that use special tunnelling torpedoes to burrow under enemy positions.*

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**CREW** The crew comprises of 2 brood brothers

**WEAPONS** The crew are equipped with laspistols or autopistols and mole mortar.

**ARMOUR** The mortar has an armour value of 10 and the crew wear Flak Armour (6+ save)

### SPECIAL

The weapon may instead be crewed by neophyte hybrids for an additional 4 points.

Any hybrid or the Magus may be used as a spotter for the mole mortar.

## THUDD GUN ..... 55 Points

*The army must contain at least one squad of brood brothers in order to have any Mole Mortars. Thudd guns, or quad launchers as they are sometimes known, are used to give deadly barrage support.*

| Unit          | M | WS | BS | S | T | W | I | A | Ld |
|---------------|---|----|----|---|---|---|---|---|----|
| Brood Brother | 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  |

**CREW** The crew comprises of 2 brood brothers

**WEAPONS** The crew are equipped with laspistols or autopistols and a Thudd gun.

**ARMOUR** The Thudd gun has an armour value of 10 and the crew wear Flak Armour (6+ save)

### SPECIAL

The weapon may instead be crewed by neophyte hybrids for an additional 4 points.

## VEHICLES

Cult armies may use the vehicles listed below for the stated points cost. Most of the vehicles are looted by brood brothers in the PDF, repurposed industrial vehicles, or stolen from the factories where the cult has taken over the workforce. Vehicles are crewed by brood brothers equipped with laspistols or autopistols and flak armour, or alternatively may be crewed by neophyte hybrids at a cost of 2 points per crew member.

Cult Buggy 75 points

Cult Truck 55 points

Goliath Rockgrinder 70 points

Quad Bike 40 points

Bikes\* 16 points

War Suit 135 points

Leman Russ Tank 205 points

Chimera 140 points

Sentinel\* 75 points

Rhino 50 points

Land Raider 220 points

Predator Tank 90 points

Land Speeder 145 points

\* Bikes may be taken in squadrons of up to 5 models, and Sentinels in squadrons of up to 3 models.

## ALLIES

Cult armies may select allies from the Chaos Cult army list.

## WARGEAR LIST

The following charts list the additional wargear that may be carried by genestealer cult units. Any limitations to availability are listed in the chart entries themselves.

### ASSAULT WEAPONS

Assault weapons may be carried by models indicated in the lists and may be carried in unlimited numbers.

|                                    |    |
|------------------------------------|----|
| Sword .....                        | 1  |
| Chainsword .....                   | 2  |
| Power Axe .....                    | 7  |
| Power Fist .....                   | 10 |
| Power Maul .....                   | 6  |
| Power Sword .....                  | 6  |
| Industrial Tools* .....            | 8  |
| Bone Sword (Characters only) ..... | 8  |
| Bolt Pistol .....                  | 2  |
| Hand Flamer .....                  | 7  |
| Plasma Pistol .....                | 5  |
| Laspistol .....                    | 1  |
| Autopistol .....                   | 1  |
| Stub Gun .....                     | 1  |

\*Acolyte hybrids and Aberrants only

### ARMOUR

Armour may be worn by models indicated in the lists. A model may wear only one type of armour.

|                                 |   |
|---------------------------------|---|
| Flak Armour (6+ save) .....     | 1 |
| Mesh Armour (5+ save) .....     | 3 |
| Carapace Armour (4+ save) ..... | 7 |

### SPECIAL WEAPONS

Special weapons may be carried by models indicated in the lists. A model may carry only one special weapon.

|                                         |    |
|-----------------------------------------|----|
| Flamer .....                            | 9  |
| Plasma Gun .....                        | 8  |
| Meltagun .....                          | 9  |
| Grenade Launcher (with frag and krak) . | 10 |

### BASIC WEAPONS

Basic weapons may be carried by models indicated in the lists. A model may carry only one basic weapon.

|                |     |
|----------------|-----|
| Autogun .....  | 1   |
| Lasgun .....   | 2   |
| Shotgun .....  | 2   |
| Boltgun .....  | 3   |
| Bow .....      | 0.5 |
| Crossbow ..... | 1   |

### HEAVY WEAPONS

Heavy weapons may be carried by models indicated in the lists. A model may carry only one heavy weapon. The weapons do not come equipped with targeters.

|                                           |    |
|-------------------------------------------|----|
| Autocannon .....                          | 25 |
| Heavy Bolter .....                        | 15 |
| Lascannon .....                           | 45 |
| Missile Launcher with frag and krak ..... | 45 |
| Multimelta .....                          | 65 |
| Heavy Plasma Gun .....                    | 45 |
| Heavy Stubber .....                       | 10 |

### GRENADES

Grenades may be carried by models indicated in the lists. A model may carry as many grenades types as they wish, and the cost below is enough for a supply for the entire game.

|                             |   |
|-----------------------------|---|
| Frag Grenades .....         | 2 |
| Krak Grenades .....         | 3 |
| Melta Bombs .....           | 5 |
| Blind Grenades .....        | 2 |
| Photon Flash .....          | 2 |
| Hallucinogen Grenades ..... | 7 |

### BIOMORPHS

Acolyte Hybrids may be given mutations from the list below. A hybrid may only have one mutation.

|                       |    |
|-----------------------|----|
| Acid Blood .....      | 5  |
| Adrenaline Sac .....  | 10 |
| Lash Whip .....       | 15 |
| Sharpened Claws ..... | 5  |
| Venom Sacs .....      | 5  |



# CODEx

## GENESTEALER CULTS

A canker grows in the heart of the Imperium, countless worlds rotting from the inside. The insidious Genestealer cults, spawned from the diaspora of purestrain genestealers out into the galaxy, wait patiently to strike. Over generations they grow their power, infiltrating the very fabric of their host societies, until the cult is strong enough to attract the attentions of the nearest Tyranid Hive Fleet. As the fleet enters the orbit of the planet the cult strikes, neutralising the defenses and paving the way for their long awaited Star Gods. Too late do they realise the promised utopia heralded by the Tyranid arrival is not what they believed it to be.

### A MALIGNANT THREAT

The birth and life cycle of a Cult is explored, and the myriad varieties of hybrids and mutants that descend from the Patriarch are explored.

### ARMY LIST

Codex Genestealer Cults features a complete army list for the Genestealer Cults that expands on the list presented in Codex Tyranids. The list includes the fearsome Cult Patriarch, sinister human-appearing Magus, the descendant Hybrids of the Patriarch, the fanatical Brood Brothers who have lost their minds to the seed of the alien, and the myriad vehicles and ordnance the cult hijacks to stock its own armouries.

### SPECIAL RULES

Game rules are provided for all the Genestealer Cult forces and their stolen weapons, including rules for the newer additions to the Genestealer Cult range.

ISBN 1 872372 90 2



Games Workshop Inc.,  
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Baltimore, Maryland,  
21227-1072  
USA.

Games Workshop Ltd.,  
Chewton Street,  
Hilltop, Eastwood,  
Nottingham, NG16 3HY, England.

**GAMES WORKSHOP®**

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Unit 7/7-9 Kent Road,  
(Cnr Church),  
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PRODUCT  
CODE:  
**0159**

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