

SILAS VEXX

GENESTEALER CULT HIRED GUN

The air was stale in the underbelly of the ferrous-stacks, thick with the smell of stale grease and burnt magnesium. We thought we had those cultists dead to rights, pinned down behind the turbines. Then the world split open.

There was no whisper, no warning. Just a crack like a thunderclap trapped inside a coffin. Torg didn't just fall; he was thrown backward as if kicked by a Grox, his chest-plate buckled around a jagged, smoking crater - wet meat sliding down the railing behind him.

The echo of the shot hammered our skulls, drowning out all thought. I looked up, eyes streaming from the concussive blast, expecting to see the glow of a targetter or a laser sight. I saw a shadow in a tattered cloak, three hands calmly reloading.

That's when the chittering started. The shot hadn't just killed Torg; it had rung the dinner bell. Something was rushing through the vents above, drawn by the scent.

Something hungry.

Silas Vexx is a fable whispered among the downtrodden laborers of the Underhive. They say he was born in the darkness of a ruined underhive dome, blessed with the "Gift of Three" by the Star Children. He does not lead the cults: He protects them. He is a lonely sentinel, a watcher from the gantries, appearing when he is needed to safeguard the brood - and wreak vengeance on their enemies.

Dressed in a tattered, synth-weave poncho that smells of promethium and dried blood, Vexx speaks little, communicating mostly through the chittering clicks of his throat - a language only his bestial companion understands. His senses are that of a predator: He can hear a heartbeat through a bulkhead, and smell fear of men on the wind.

His method is terrifyingly contradictory: Moving with the utter silence of a ghost, but killing with the roar of a collapsing mine shaft. His rifle, a modified *Sedition Pattern* long rifle, fires rounds so heavy they crack the air itself, the echo rolling through the Underhive long after the target has been reduced to pulp. He is always accompanied by Echo, a bio-form of unknown origin. Echo possesses no eyes, hunting entirely by pheromones and vibration. Fiercely loyal to Vexx, Echo serves as his spotter and his shield. When Vexx levels his rifle, Echo circles the perimeter, shredding anyone who tries to flank the sniper.



SILAS VEXX, HIRED GUN

250
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	4+	3+	3	4	2	2+	2	7+	5+	6+	7+
Weapon		Rng S L		Acc S L		Str	AP	D	Am	Traits	
Sedition pattern Heavy Long-Rifle		18"	36"	-	+1	6	-2	2	5+	Knockback, Unwieldy, Master-Crafted	
Calcified shiv		-	E	-	-	S	-1	1	-	Rending	

SKILLS: Extra Arm, Infiltrate, Unflinching, Cult Hero.

WARGEAR: Mesh Armour (5+), Cameleoline Cloak, Industrial Respirator, Grapnel Launcher.

Silas Vexx is always deployed with his unique exotic beast pet, Echo.

ECHO (EXOTIC BEAST)

CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
7"	3+	-	4	4	2	2+	3	9+	8+	10+	10+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Claws & Fangs	-	E	-	-	S	-2	1	-	Rending

SKILLS: Loyal Guardian, Predatory Senses, Violent Interception, Wall Crawler.

WARGEAR: Chitinous Plates (4+).

Echo is always deployed with his master, Silas Vexx.



Special Rules

Cult Hero: This model can only be hired by Genestealer Cult gangs and Genestealer Cult infected gangs. Friendly fighters within 6" of this model can use its Cool (CI) stat for Nerve tests.

Loyal Guardian: If this model's owner is engaged in melee, this model must move directly towards them at every opportunity until they are engaged in the same melee.

Predatory Senses: This model relies on hearing and smell rather than vision. They ignore all penalties for darkness or smoke/obscuring clouds when spotting or charging enemies.

Note: The extra attack from Vexx's extra arm is already incorporated into his stat profile above.

Unflinching: This model has been shot so many times that small-caliber rounds and other basic weapons simply don't register as pain anymore. This model ignores the *Pinned* status if they are hit by a weapon with Strength 3 or lower.

Violent Interception: If an enemy fighter declares a Charge against this model's owner, and this model is within 6", this model may immediately make a counter-charge move. Resolve the charge and combat between this model and the attacker before resolving the enemy fighter's charge.

Wall Crawler: This model can move vertically across terrain without penalty.

