



FOR THE FATHER!!!

Genestealer Cults for Necromunda

By Matthew Forish



Genestealers are an insidious threat to the Imperium. They possess the ability to implant their genetic material into other organisms, bringing them instantly and completely under their control and causing them to bring forth hideous hybrid offspring who, over successive generations, progressively resemble the host species more closely until they are able to successfully infiltrate a society. If even a single Genestealer manages to infiltrate a society, it can quickly establish its progeny as a secluded sect, often presented as a hermitical religious organization, and eventually infiltrate key positions from which to launch debilitating coups and guerilla wars with a single goal - to destabilize the entire population of a world.

SPECIAL RULES

Cult Secrecy

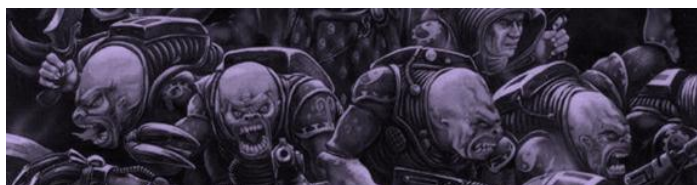
For the Genestealer Cult, secrecy is everything. If they are discovered, it could spell disaster for their cause. However, it can be difficult to keep things under wraps when you have hideous alien monsters and blasphemous human-alien hybrids fighting in your ranks! To represent this, the Genestealer Cult must roll on the Outlaw Table after every game where at least one Neophyte or Purestrain took part, unless that game was fought against a gang of Outlaws or Outlanders. (It is assumed they are either reported by the enemy gang, or that something alien was spotted by a local.)

When rolling on the Outlaw Table, there is an additional -1 modifier for each Neophyte Hybrid or Purestrain who took part in the game, and a +1 modifier for each Guildier Contact Territory the Cult possesses. (The Guildier is obviously a Brood Brother who has infiltrated the Guild!) In addition, there is no need to roll for the modifiers for gang rating - they will always be positive. Thus if your gang rating is under 3,000 you gain a +1 modifier, and if it is over 3,000 you gain a +2 modifier. (This represents the cult's growing influence among the population.)

If the Cult is Outlawed, it may keep one Territory as normal, and may in addition keep any Guildier Contact Territories it has or later gains. If an Outlawed Cult loses a Territory other than a Guildier Contact, they will generate a new Territory from the outlaw Territory Chart as normal. (Basically, they will always have one Territory other than Guildier Contacts, and as many Guildier Contacts as they can manage to hold on to.) An Outlawed Genestealer Cult gang may only ever work one Territory after each game. As long as they control at least one Guildier Contact, any Territory the Cult works still generates its full income value.

Finally, a Genestealer Cult that has been Outlawed does not have a guild price and may never pay off their Outlaw status. All other rules for being Outlaws apply as normal. (Starvation, Foraging, etc)

The purpose for this goal is to bring low the defenses and coordination of the populace in order to facilitate a quick and effortless takeover by an incoming Tyranid Hive Fleet, which is drawn to the world like moths to a flame. This is due to the psychic beacon produced by the Genestealer who started the sect - known as the Patriarch - and strengthened by the warp presence of every member of the Cult, be they infected Brood Brothers, hideous Hybrids, or the Purestrain Genestealers who are paradoxically produced by the later generations who most closely resemble the host species in order to allow the process to begin again. Thus the Genestealer threat spreads like a hidden cancer through the Imperium.



Advancement

With the exception of Purestrains, all Genestealer Cult fighters follow the same advancement method as normal gang fighters. They also have the same maximum stats as normal gang fighters, except for Hybrid Neophytes. (See below for details of Hybrid Neophyte stats and Purestrain advancement.)

Capture

If a member of a Genestealer Cult is captured by another gang the Genestealer Cultists may attempt to pay ransom, exchange prisoners or rescue their gang members as normal.

Members of other gangs who are captured by a Genestealer Cult may be ransomed back, exchanged or rescued as normal. If they are not, they may be sold into slavery as normal. Alternatively, if the Genestealer Cult includes one or more Purestrains, you may attempt to implant them with the Genestealer's genetic material in order to convert them over to the Cult. See the Purestrain's special rules for more information on how this works.

Trading

Only the Hierarchy, Acolyte Hybrids and Brood Brothers may visit the Trading Post - Neophytes would arouse too much suspicion and Purestrains would be attacked on sight. An Outlawed Cult may still visit the normal Trading Post as long as they control at least one Guildier Contact Territory.

Hired Guns

The Genestealer Cult may not make use of any Hired Guns - they are just too much of a liability to the Cult's secrecy. (And once outlawed, nobody would work for the Cult anyway - too many horrible stories circulating about them!)

Territory

The Genestealer Cult generates five Territories from the normal Territory Table at the start of a campaign just like other gangs. After generating their Territories, if they do not already have a Guildler Contact, they may elect to exchange one of their generated Territories for a Guildler Contact. (This represents the Cult's focus on infiltrating influential organizations.)

During the post-battle sequence, any Acolyte Hybrids, Neophyte Hybrids and Brood Brothers who survive the game without going Out of Action can generate income from any one of the Cult's Territories just like Gangers. Neophyte Hybrids are too deformed to move about openly, and so cannot collect income from Settlements, Mine Workings, Holesteads, Water Stills, Drinking Holes, Guildler Contacts, Friendly Docs, Workshops or Gambling Dens as they would risk being discovered and exposing the Cult or one of its sleeper cells or infiltrated contacts. Purestrains and the Hierarch may not work Territories.

If a Cult member is working a Settlement and rolls a 6, they may recruit a new Brood Brother rather than a new Juve.

Only slain Brood Brothers may be sold to a Friendly Doc – the bodies of Hybrids, Hierarchs and Purestrains would raise too many questions.

Any Guildler Contact Territories maintained by a Genestealer Cult are assumed to be infected Brood Brothers who have infiltrated the Guild. Whenever Genestealer Cult works a Guildler Contact Territory, there is a chance the Guildler will be discovered. If the roll for income from a Guildler Contact is 1, roll a further D6. On a 4 or more the Guildler Contact is discovered and killed – remove it from your Roster. (Income from the Guildler Contact and any sold loot is still generated as normal for this game.) If an enemy gang is entitled take over a Guildler Contact from a Genestealer Cult it is assumed that the Guildler Contact is discovered and killed - the Territory is removed from the Genestealer Cult roster, but is not gained by the winning gang.



Cult Hierarchy

The Hierarch is the chosen vessel for the will of the Brood, and he will never be challenged for Leadership, even if another Cult member's Leadership is higher than his. If the Hierarch is slain, retired or otherwise lost, the Acolyte Hybrid with the highest Leadership will take over as Hierarch, gaining the Brood Telepathy and Psychic Beacon special rules and access to the same weapons and Skill Tables as the Hierarch. Note that a newly ascended Hierarch will not generate any Wyrd powers via the Psychic Beacon rule until he has taken part in at least one game. If two or more Hierarchs are tied for the highest Leadership, the one with the most Experience becomes the Hierarch.

In the event that there are no Acolyte Hybrids available to assume the role of Hierarch, then you may not recruit any additional Cult members until you have first recruited a new Acolyte – who immediately becomes a Hierarch as if he ascended in the manner described above. (He will have the stats, equipment, experience, etc of a newly recruited Acolyte Hybrid, but will immediately gain the Brood Telepathy and Psychic Beacon special rules and will have access to the Hierarch's weapons lists and Skill Tables after his first game.)

If a Genestealer Cult that does not currently have a Hierarch takes part in a battle, they will automatically fail the first bottle roll they are required to take.

Initiation

When a newly-implemented member is added, it can take them a while to fully integrate into workings and rites of the Cult. During this time, their mind and body are adjusting to the changes wrought within them by the Genestealer's kiss, and they are "learning the ropes", so to speak.

All new Brood Brothers recruited into the Cult are unable to work Territories or visit the Trading Post until they have at least 21 total Experience Points. Brood Brothers added to the Cult via the Genestealer's Kiss special rule are unable to work Territories or visit the Trading Post until they have at least 21 total Experience Points or have gained at least one Advance if they joined the Cult with at least 21 Experience Points.

In the rather unlikely event that a model with 401+ Experience Points is implanted, they must participate in at least one game before they are able to work Territories or visit the Trading Post.



RECRUITING THE GANG

A Genestealer Cult is recruited in the same way as a normal gang. You have 1,000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum of 3 fighters: A Genestealer Cult must have at least 3 models

Hierarchy: Your gang must include one Hierarchy; no more, no less.

Purestrains: Your gang can include up to two Purestrains, but no more.

Neophyte Hybrids: Your gang can include any number of Neophyte Hybrids.

Acolyte Hybrids: Your gang can include any number of Acolyte Hybrids.

Brood Brothers: Your gang can include any number of Brood Brothers.

1 HIERARCHY

Cost to recruit: 150 credits

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	5	1	8

Weapons: The Hierarchy may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Grenades and Ammo lists.

Brood Telepathy: The Hierarchy is a focus for the Genestealer Cult's gestalt brood consciousness. As long as the Hierarchy is on the table and not Down or Broken, all members of the Cult (including the Hierarchy) always count as having a friend within 2", regardless of whether this is the case or not. This means they can always test to avoid being pinned in place while the Hierarchy is on the table.

Any fighter within 12" of the Hierarchy may use the Leadership characteristic of the Hierarchy when taking any Leadership test. This benefit applies so long as the Hierarchy isn't down or broken himself.

Psychic Beacon: As the Cult grows and gains more influence, the strength of its psychic beacon increases, calling to the Tyranid hive fleets drawing them to the rich feeding grounds. As this psychic beacon intensifies, so too does the psychic potential of the higher ranking members of the brood.

To reflect this, the Hierarchy will gain Wyrd powers as the Cult grows. When your gang rating reaches 1500, 2000, and 2500, the Hierarchy may roll on the Wyrd Minor Powers chart, treating rolls of 11-16 and 61-66 as "Primary Power", generating a power from the Telepath Primary Power Table instead.

If your gang rating ever drops below one of the gang rating milestones, the Hierarchy will lose a random power from those that he has, but he may roll again on the table if and when the gang rating rises above the milestone again.

0-2 PURESTRAINS

Cost to recruit: 250 credits

M	WS	BS	S	T	W	I	A	Ld
6	5	0	5	4	1	6	3	9

Weapons: Purestrains are armed with razor-sharp claws (counts as a single knife), and may never use any other weapons, armour or other equipment of any kind.

Alien Cunning: Purestrains can never be captured - they are too wily and inhumanly ferocious. Treat rolls of 61-63 as Full Recovery instead.

Chitinous Carapace: Purestrains have thick chitinous hides which give them a basic D6 saving throw of 5 or 6 against a wound.

Fear: Purestrains are hideous alien monstrosities festooned with razor sharp claws and sinister eyes. They cause *fear* as described in the Necromunda rulebook.

Genestealer's Kiss: If a Genestealer Cult which includes one or more Purestrains captures a member of another gang and the captive is not ransomed back or rescued by their gang, and they are not sold to the Guilders, one of the Purestrains may attempt to implant the unfortunate gang member with its genetic material. The Genestealer Cult player rolls 2D6 and adds the Purestrain's WS to the score. The player of the captured gang member rolls 2D6 and adds the gang member's WS to the score.

If the Purestrain's score is higher than the captive's they have been implanted and becomes completely enthralled by the Genestealer Cult, falling under their control permanently. If the captive's score is equal, he is killed immediately. If the captive's score is higher, he escapes. If the captive is killed or escapes, the Genestealer Cult keeps all of his weapons and equipment.

If a captive is implanted copy his characteristics, equipment, skills, experience and injuries etc over to the Genestealer Cult roster. The convert is treated like a Brood Brother for all purposes from now on (i.e. he *hates* all enemy fighters, uses the Brood Brother skill table, etc). The implanted captive retains any personal special rules he may have had (such as a Ratskin's Resilient rule, or a Scaly's Regenerate rule), but may not make use of any gang-level special rules or effects from their former gang affiliation (such as the clause from the Ratskins' Native rule that requires Treacherous Conditions to be used, or the Scavvies' Cannibals or Disloyal rules). Some player discretion and common sense may need to be applied here.

Note that Spyrers who are successfully implanted do not join the Genestealer Cult as fighters. They are instead sent back up above the Wall in an attempt to infiltrate the higher echelons of Necromundan society. Therefore Spyrers who are captured but do not escape are always assumed to be either implanted or killed, and it makes no practical difference to your Cult as to which way it goes as they and their equipment are removed from the campaign either way. Escaping Spyrers get away with their gear of course!

ANY NUMBER OF NEOPHYTE HYBRIDS

Cost to recruit: 60 credits

M	WS	BS	S	T	W	I	A	Ld
5	4	2	3	3	1	5	2	7

Weapons: Neophyte Hybrids may be armed with weapons chosen from the Hand-to-Hand, Pistols and Grenades and Ammo lists.

Additional Arm: Any Neophyte may be given an extra arm when they are recruited, at a cost of 15 credits. A Neophyte with an extra arm may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 Attack dice).

Technologically Challenged: Neophyte Hybrids are from earlier generations, favoring Genestealer traits more than the human traits. As such, they struggle to understand complex technology and the finesse required to master ranged combat. Neophyte Hybrids may never choose Shooting or Techno skills, and their maximum BS is 4. In addition, Neophyte Hybrids may never use Bio Scanners, Grave Chutes, Infrared Goggles or Medi-Packs.

ANY NUMBER OF ACOLYTE HYBRIDS

Cost to recruit: 55 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	4	1	7

Weapons: Acolyte Hybrids may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, and Grenades and Ammo lists.



ANY NUMBER OF BROOD BROTHERS

Cost to recruit: 30 credits

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons: Brood Brothers may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, and Grenades and Ammo lists.

Fanatical: Brood Brothers are fanatically loyal to the Cult, and will fight with every breath to further the cause. All Brood Brothers *hate* all enemy fighters as described in the Necromunda rulebook. If the Hierarchy goes Out of Action, all Brood Brothers who are not currently Down or Out of Action must take an immediate Leadership Test or they will become Broken. Any Brood Brothers who pass this Leadership Test will cease to be affected by *hatred*, and become affected by *frenzy* instead. (If a *frenzied* Brood Brother later loses the *frenzy* rule due to being broken, he will revert to his *hatred* instead.)

STARTING EXPERIENCE

Type of Fighter	Starting Experience
Hierarchy	60+1D6
Purestrain	40+1D6
Neophyte Hybrid	20+1D6
Acolyte Hybrid	20+1D6
Brood Brother	0

GENESTEALER CULT WEAPON LIST

Genestealer Cults have access to the following weapons during recruitment. After recruitment, they may buy any weapons and other equipment from the trading post or outlaw trading post as normal.

Hand-to-Hand Weapons	Cost
Knife (first knife free)	5
Chain or Flail	10
Club/Maul/Bludgeon	10
Pistols	
Autopistol	15
Laspistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Lasgun	25
Shotgun	20
Special Weapons	
Flamer	40
Grenade Launcher	130
Plasma Gun	70
Hierarchy Only	
Chainsword	25
Plasma Pistol	25
Grenades	
Frag Grenades	30
Krak Grenades	50
Ammo	
Dum-Dum Bullets for Stub Gun	5
Man Stopper Shotgun Shells	5
Hot-Shot Shotgun Shells	5
Bolt Shotgun Shells	15

GENESTEALER CULT SKILL TABLE

The chart below lists the skills commonly available to the various types of Genestealer Cultists. To use the chart cross reference the fighter against the skill type. If the column is marked with a '✓' then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

Fighter	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brood Brothers	-	-	✓	-	-	✓	-
Acolytes	✓	-	✓	-	-	✓	-
Neophytes	✓	✓	✓	-	x	✓	x
Hierarch	✓	✓	✓	-	✓	✓	✓

PURESTRAIN ADVANCE TABLE

Purestrains gain experience and advancements as normal, but do not roll on the normal Advancement Table. They instead roll on the following table, and generate new skills from the Genestealer Skills Table.

2D6 Advance

- 2** **New Skill:** Choose any of the Skills from the Genestealer Skills table.
- 3-4** **New Skill:** Roll on the Genestealer Skills Table
- 5-6** **Characteristic Increase:** Roll again:
1-2: +1 Strength 3-5: +1 Attacks 6: +1 Wounds
- 7** **Characteristic Increase:** Roll again:
1-4: +1 WS 5-6: +1 Wounds
- 8-9** **Characteristic Increase:** Roll again:
1-3: +1 Initiative 4-5: +1 Leadership 6: +1 Wounds
- 10-11** **New Skill:** Roll on the Genestealer Skills Table
- 12** **New Skill:** Choose any of the Skills from the Genestealer Skills table.

Purestrain Maximum Stats

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	3	7	4	10

GENESTEALER SKILLS TABLE

Whenever a Purestrain rolls a new skill, it must roll on (or select from) the skill table below. These are the only skills a Purestrain may learn.

D6	Skill
1	Catfall
2	Leap
3	Step Aside
4	Dive
5	Infiltration
6	Impetuous



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GENESTEALER BIOMORPHS

A Purestrain who rolls an Advance for which all of the offered stats are already at their maximum or rolls a skill they already have, may either choose another available advance or skill as normal, or roll on the Biomorphs table below. (A Purestrain who already has all six Genestealer skills and rolls a 2 or 12 on the Advance Table may choose a Biomorph instead of a skill.)

- 1) Acid Blood:** The Purestrain's blood is a corrosive acid that can eat through a plascrete slab in moments. When it is hurt, those nearby may be sprayed with the acid. Whenever a Purestrain is Wounded, any model in base-to-base contact with it will immediately suffer a single S4 hit with a -1 save modifier.
- 2) Adrenal Glands:** The Purestrain has grown new glands that pump adrenal fluids through its body, allowing it to quickly shake off the pain of any injuries it might sustain. The Purestrain counts as having the True Grit skill.

At the start of your Movement phase, you may choose to have the Purestrain count as having the Sprint skill until the start of your next Movement phase, but if you do so the Purestrain will not benefit from the True Grit skill until the start of your next Movement phase. You may not choose to grant the same Purestrain the Sprint skill for two consecutive turns (the adrenaline takes time to build back up).

- 3) Hardened Carapace:** The Purestrain's chitinous armour hardens and fuses to provide even greater protection, which gives them a basic D6 saving throw of 4, 5 or 6 against a wound.
- 4) Hypnotic Gaze:** The Purestrain subverts its prey with its hypnotic eyes, leaving them enthralled until it is too late. Models fighting the Purestrain in hand-to-hand may never Parry its Attacks, and count their own fumbles double - so every 1 rolled adds +2 to the Purestrain's Combat Score. (This is not cumulative with the double fumbles caused by chains & flails - only +2 is added, not +4.)
- 5) Toxin Sacs:** The Purestrain's claws drip with a potent and caustic venom, so that even the merest scratch can cause tremendous agony. The Purestrain may re-roll all failed rolls To Wound, and enemy models will go Out of Action on a roll of 4 or more when Wounded by a Purestrain.
- 6) Choose:** You may choose any of the above Biomorphs.