

GENESTEALER NEOPHYTES

Genestealer cults do everything in their power to avoid revealing their true nature, operating with alien cunning and timeless patience in all their clandestine dealings until their appointed time to rise up. They will fight with inhuman zeal to protect their secrecy until that day comes.

SPECIAL RULES

Neophyte gangs represent established genestealer cults who seek to spread their alien infection without alerting the Imperium authorities. They follow all of the usual House Gang rules unless noted otherwise.

Otherworldly

To outsiders Neophyte gangs appear to have an aura of peculiarity. If reported to the Watchmen, Neophyte gangs suffer a -1 modifier when rolling on the Outlaw Table.

Genestealer's Kiss

Fighters captured by the Neophytes can expect a grim fate in the servitude of the cult. If an enemy fighter is captured by a Neophyte gang then they will never ask for a ransom and cannot be sold to slavers. If the enemy gang doesn't attempt a rescue or it fails then the captured fighter simply disappears into the cult's embrace never to be seen again (together with their equipment).

Lying In Wait

Models in a Neophyte gang can begin any scenario in hiding, providing they are deployed in a position where they would normally be able to do so – ie they are behind cover and not within an enemy model's Initiative range, etc.

CHOOSING THE NEOPHYTES

Neophyte gangs follow all of the usual House Gang Recruitment rules.

Hierarch: A gang must have one.

Heavy: A gang can have up to 2 Heavies.

Neophytes: A gang can have any number.

HIERARCH

Cost to recruit: 140 credits

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

Weapons: The Hierarch can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Extras lists.

Gang Leader: The Hierarch counts as Gang Leader and as such has the Leader and Independent special rules. To reflect the cult's telepathic brood mind the Hierarch's Leader range is extended from 6" to 12".

NEOPHYTE

Cost to recruit: 50 credits

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

Weapons: Neophytes can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Extras lists.

HEAVY

Cost to recruit: 60 credits

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

Weapons: Heavies can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons and Extras lists.

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Neophyte	-	-	✓	-	✓	✓	-
Heavy	-	-	✓	✓	✓	-	✓
Hierarch	✓	✓	✓	-	✓	✓	✓

EXPERIENCE

Genestealer Neophyte gangs gain experience and advances just like a regular gang.

Fighter Type	Initial Experience
Neophyte	20 + 1D6
Heavy	60 + 1D6
Hierarch	60 + 1D6

MAXIMUM CHARACTERISTICS

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

NEOPHYTE EQUIPMENT

Only a Genestealer Neophyte gang can make use of the following equipment.

MINING LASER

When their range limiters are short-circuited, the mining lasers of Guilds make powerful weapons, able to blast apart rock, armour or flesh with equal indifference.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-24	+1	-	9	D6	-6	6+

Move or Fire: A mining laser has the usual Move or Fire rule associated with heavy weapons.

BLASTING CHARGES

Created from scavenged detonators and low-end demolition gear, the short-fused blasting charges can be crudely hurled at the enemy to sow explosive death amongst their ranks.

Strength	Damage	Save Mod.	Special
4	1	-1	Gas Cloud

Hurl: The standard grenade rules apply for throwing a blasting charge. However, to reflect their bulky and improvised nature there is a -1 to hit penalty imposed when throwing one.

SEISMIC CANNON

The distinctive pronged muzzle of a seismic cannon sends out pulsed bow waves of sonic force that can shiver a basilica wall into rubble, or turn the internal organs of living targets to mush.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12		-		8	D3	-5	6+
	12-24		-	5	1	-2	6+

Profile: A seismic cannon has a different profile depending on how far away the target is.

Sustained Fire: 2 dice.

Move or Fire: A seismic cannon has the usual Move or Fire rule associated with heavy weapons.

NEOPHYTE WEAPON LIST

Leader Only Weapons	Cost
Bolt Pistol	25
Web Pistol	120
Chainsword	25
Hand-to-Hand Weapons	
Chain or Flail	10
Club, Maul or Bludgeon	10
Knife (first knife free)	5
Pistols	
Autopistol	15
Stub Gun	10
Basic Weapons	
Autogun	20
Shotgun (+Solid Slug, Scatter Shot)	20
Special Weapons	
Autoslugger	45
Flamer	40
Grenade Launcher	60
Heavy Weapons	
Heavy Flamer	80
Heavy Stubber	120
Mining Laser	180
Seismic Cannon	250
Extras	
Blasting Charges	20
Bolt Shells	15
Dum-dum Bullets	5
Frag Grenades	25
Hot Shot Shells	5
Manstopper Shells	5