

TERROR IN THE HIVE! REDUX

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A Genestealer Cult is a community of Genestealers, genestealer hybrids, as well as the completely human convert-hosts, infected victims and genetic relatives known as Brood Brothers, existing within another society.

Such a cult forms if a Genestealer infects members of another species with its genotype. The resultant changes in the genome of the host cause a fanatical loyalty to the Genestealers as well as a drastic change to their reproductive system; their firstborn children will be Hybrids, a grotesque mixture of the host's race and Genestealers. These hybrids infect further victims, and the infection spreads exponentially. Fourth generation hybrids produce Purestrain Genestealers, and the cycle starts once again.

This brood of Purestrains, hybrids and Brood Brothers is held together by strong psychic and genetic bonds, and assembles around the original Genestealer which becomes the Patriarch. Because this community is often hidden behind the facade of a religion or political movement, it is called a Genestealer Cult by the Imperium.

At the top of a Genestealer Cult stands the Patriarch - he determines every action of the cult as its progenitor - he is beloved and seen as a kind of father-figure or, in the case of the Brood Brothers, as a god. Besides him in the hierarchy stands the Magus and Primus, hybrids of the fourth generation, who operates as a public leadership figure. Patriarch, Magus, and Primus form, together with the other hybrids and Genestealers, an inner circle which is responsible for leading the cult. Beneath them are the Genestealer Hybrids, Genestealer Aberrants, and Genestealer Familiars.

Brood Brothers may exist outside the cult but are still ultimately part of the clan. Even further outside stand the uninfected allies of the cult, mostly members of oppressed minorities, social fringe groups as well as mutants. These groups are not considered ideal hosts as they cannot contribute to the cult's political power. They are mostly seen as unessential elements, of use only when the cult actively rebels, and are exploited ruthlessly.

The Patriarch and the Magus hold the highest level of leadership within the cult. The death of either, or worse, both figures causes at first confusion among the cult members. The order structure, however, can adapt and recover rather fast, and even the deaths of both figures will not shatter or destroy a cult. In the case of the Patriarch's death, the Magus assumes the sole leadership over the cult, until the next oldest Purestrain Genestealer becomes the new Patriarch

SPECIAL RULES

GENESTEALER SECRECY

The Genestealer Cult does not start out as an Outlaw gang because, on the surface, it appears to be a normal gang. When rolling on the Outlaw Table the following additional modifiers apply:

-1 for every Acolyte, Aberrant, Primus or Magus that took part in the game, if any of the opposing gang members survived.

-2 for every Purestrain that took part in the game, if any of the opposing gang members survived.

-4 if the Genestealer Patriarch (Mentor) took part in the game and any of the opposing gang survived.

Once outlawed a Genestealer Cult can never pay a Guild Price and become lawful again (but he can disband and come back as another gang).

INCOME

Only Neophytes can work territories to gain income.

TRADING

Only Neophytes may trade at the Trading Post. The first one is offered D3 items as for a normal gang leader and any additional Neophyte sent along gains an extra + 1 rare trade item.

Both the Magus and Neophytes can trade at the Outlaw Trading Post, because the outlaw traders are used to mutants and are more tolerant, whereas at the Trading Post the Magus would probably be killed or at the very least, the Cult would be exposed.

A Genestealer Cult gang rolling a 11 on the Rare Trade Chart roll a die on the following chart instead of the normal one : 1-2 Power Pick, 3 Bonesword, 4 Power Sword, 5 Power Axe, 6 Power Fist.

Once outlawed a Genestealer Cult rolling a 11 on the Outlaw Rare Trade Chart roll a die on the following chart : 1-4 Archeotech, 5-6 Bonesword.

HIRED GUNS

Genestealer Cults cannot employ hired guns except Purestrains. They may only gain the services of the Genestealer Patriarch as a mentor.

BOUNTY

Neophytes and Initiates are worth nothing unless the Cult is exposed. Acolytes and the Magus are worth their normal bounty.

CAPTURE

Only Neophytes and Initiates can be ransomed, other gang members must be rescued. If an Acolyte is successfully captured by a non-outlaw gang and not rescued, the cult is automatically discovered and is outlawed. If the Cult captures an enemy gang member it must always kill or implant him to avoid discovery. If he is rescued on a 4+ on a D6 he will uncover the cult.

LEADER

The leader of a Genestealer Cult can either be a Magus or a Primus, you can't have both but you must have one.

If the leader die, the Neophyte or Acolyte with the Highest Ld assume command, but doesn't gain any benefit from it (like the Leader skill). If you recruit a new Primus or Magus, he automatically become the leader. Nobody ever contest the leadership to a Magus or Primus.

GANGERS

For purposes of rules that specifically reference Gangers, such as when searching for rare trade or working out which fighter takes over as gang leader, the Neophyte fighter type count as Gangers. When an acolyte reach 21xp he then count as a Ganger too.

MUTANTS

Redemptionists hates Genestealer Cults and likewise.

CHOOSING THE CULT

You have 1000 credits to spend on recruiting and arming the Genestealer Cult following all of the usual Gang Recruitment rules.

Primus or Magus: A gang must have one Primus or one Magus, not both.

Specialists: A gang can have up to 2 Specialists.

Aberrants: A gang can have up to 2 Aberrants.

Acolytes: A gang may have any number of Acolytes.

Neophytes and Initiates : At least 50% of the gang must be Neophytes and Initiates. If the number falls below this then only Neophytes or Initiates can be recruited. This restriction is lifted if the gang is outlawed

MAGUS

130 creds to recruit

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

- **Weapons:** Any weapons from the close combat, pistols and extras of the Genestealer Cult lists.
- **Implant:** When an enemy ganger is captured and not rescued both sides roll 2D6 and add their respective leaderships (the Magus and the captured model). If the Genestealer player gets the highest total the ganger is implanted, becomes part of the cult and is considered a Neophyte, his weapons may be kept. If the ganger wins, he is killed and his weapons are lost.
- **Brood Telepathy:** The Magus is a focus for the Genestealer Cult's gestalt brood consciousness. As long as the Magus is on the table and not Down or Broken, all members of the Cult (including him) 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 Magus is on the table.
Any fighter within 12" of the Magus may use the Leadership characteristic of the Magus when taking any Leadership test. This benefit applies so long as the Magus isn't down or broken himself.
- **Psychic Beacon:** The Magus starts with a random Telepath power and the "Cannot Be Possessed" Minor power. When gaining a new skill (roll of 2, 3-4, 10-11, 12 on the advancement chart), the Magus can choose to roll on the following table instead.

D6	New Wyrd Power
1-4	New Minor Power (treat 11-16 as choose any Minor Power)
5-6	New Telepath Major Power

PRIMUS

140 creds to recruit

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

- **Weapons:** Any weapons from the close combat, pistols, basic, special and extras of the Genestealer Cult lists.
- **Implant:** See Magus..
- **Independent:** The Primus is unlike the rest of the gang's fighters in that he can fight efficiently and effectively even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned early.
- **Leader:** Any fighter within 6" of the Primus can use the Leadership characteristic of the Primus when taking any nerve tests. In addition, any fighters within 6" of the Gang Leader can use the Initiative characteristic of the Leader when testing to see if they escape pinning at the start of their turn. This represents the leader's ability to encourage and inspire his fellow gang members and push them beyond their normal limits.
- **Mutations:** The Primus have the mutations Extra Arm and Claws.
- **Biomorphs:** Whenever the Primus gain a new skill he can choose to gain a Biomorph instead.

NEOPHYTES

60 creds to recruit

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

- **Weapons:** Any to be bought from the pistol, close combat, basic weapons and extras of the Genestealer cult lists.

INITIATES

35 creds to recruit

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

- **Weapons:** Any to be bought from the pistol, close combat weapons and extras of the Genestealer cult lists.

SPECIALISTS

70 creds to recruit

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

- **Weapons:** Any to be bought from the pistol, close combat, basic, special, heavy weapons and extras of the Genestealer cult lists.

ABERRANTS

90 creds to recruit

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

- **Weapons:** Any to be bought from the close combat weapons of the Genestealer cult lists.
- **Mutations:** All aberrants have the mutations Extra Arm and Claws.
- **Bulky:** Aberrants can never wear armour.
- **Stupidity:** Aberrants are subjects to Stupidity whenever an Aberrant gain a skill (roll of 2, 3-4, 10-11, 12 on the advancement chart) he can choose to lose his Stupidity instead. Aberrants can never choose techno skills.

ACOLYTES

60 creds to recruit

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

- **Weapons:** Any to be bought from the pistol, close combat and extras of the Genestealer cult lists.
- **Mutations:** Acolytes have the mutations Extra Arm and Claws. If an Acolyte gain the Specialist skill it allows him to use basic and special weapons.
- **Biomorphs:** Whenever an Acolyte gain a new skill he can choose to gain a Biomorph instead if he choose to do so he must miss the next game while he sleep in a chrysalid.



GENESTEALER CULT WEAPONS LISTS

PISTOLS		HAND TO HAND WEAPONS	
Autopistol	15 creds	Sword	15 creds
Laspistol	15 creds	Chainsword	25 creds
Bolt Pistol*	25 creds	Club, Maul or Bludgeon	10 creds
Hand Flamer	20 creds	Chain or Flail	10 creds
Stub Gun	15 creds	Additional knife	5 creds
Plasma Pistol***	30 creds	Massive Axe, Sword or Club	15 creds
BASIC WEAPONS		SPECIAL WEAPONS	
Autogun	20 creds	Flamer	40 creds
Shotgun	20 creds	Grenade Launcher***	60 creds
Lasgun	25 creds	• Frag grenades***	30 creds
EXTRAS		• Krak grenades***	50 creds
Frag grenades	25 creds	Autoslugger	45 creds
Krak grenades	40 creds	Webber **	100 creds
Hot Shot Shells	5 creds	HEAVY WEAPONS	
Manstopper Shells	5 creds	Missile Launcher***	185 creds
Bolt Shells	25 creds	• Frag missiles***	35 creds
Dum-Dum Bullets	5 creds	• Krak missiles***	115 creds
Mining Suit**	15 creds	Heavy Stubber	120 creds
		Mining Laser	200 creds
		Seismic cannon	180 creds

* Leader only.

** After the gang creation can only be purchased by forfeiting a roll on the Rare Trade Chart or Outlaw Rare Trade Chart.

*** Unavailable once outlawed.

GENESTEALER CULT STARTING EXPERIENCE

Magus	Neophyte	Initiate	Acolyte	Specialist	Aberrant
60+1D6	20+1D6	0	20+1D6	60+1D6	20+1D6

GENESTEALER CULT SKILL TABLE

Fighter	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Magus	✓	✓	✓		✓	✓	✓
Primus	✓	✓	✓		✓	✓	✓
Neophytes	✓		✓		✓	✓	
Specialists	✓		✓		✓	✓	✓
Acolytes	✓	✓	✓			✓	
Initiates			✓			✓	
Aberrant		✓	✓	✓			X

BIOMORPHS

D66	Biomorphs			
11-1 3	Unstoppable Killer The fighter can ignore the first time he is pinned in each turn.			
14-1 6	Toxin Glands Increase the Out of Action band of the Injury table by 1 (normally 5-6 instead of 6) for the fighter's Hand to Hand weapons.			
21-2 3	Bio-Whip bio- whips are cords of muscles that thrash about at frightening speeds to lash and entangle the weapons of their foes.			
	Range	Strength	Damage	Save Mod.
	Close Combat	As User	1	-1
Weapon: This biomorph count as a hand to hand weapon and use one of the fighter's hands. Entangling Lash: When attacking with a bio-whip, you can force one enemy model in hand-to-hand combat with this model to roll one less Attack dice (to a minimum o f 1).				
24-2 6	Running Legs +1 Movement (does not count against the maximum).			
31-3 3	Rending Claw Rending claws can mangle flesh and armour in a single spasming grasp. The rending claw replace the standard claw.			
	Range	Strength	Damage	Save Mod.
	Close Combat	As User +2	1	-2
Rending: A fighter may reroll his injury rolls when fighting with a rending claw.				
34-3 6	Sixth sense +1 Init (does not count against the maximum).			
41-4 3	Chitinous carapace The fighter as a 5+ armour save.			
44-4 6	Apex Fighter +1 WS (does not count against the maximum).			
51-5 3	Predator Instinct The fighter can double is Init to detect enemies.			
54-5 6	Consuming Rage +1 Strength (does not count against the maximum).			
61-6 3	Adrenal gland The fighter is subject to Frenzy, if he already was he gains an extra +D3 Attacks when charging.			
64-6 6	Survival of the fittest +1 Toughness (does not count against the maximum).			

CULT ARMORY

MINING SUIT

In combat, Genestealer Cultists commonly make use of the limited protection offered by the mining suits they attained when infiltrating the planet's civilian workforce. The shoulder-mounted spotlight built into these suits also serves to aid the wearer in searching for hidden threats.

Armour Save: A fighter wearing a mining suit has a basic armour save of 6+. This is increased to 5+ against weapons that use a template.

Spotlight: Add 1 to the wearer's Initiative characteristic when determining the distance they automatically spot a hidden enemy. For example, a Neophyte with an Initiative characteristic of 4 will automatically spot all hidden enemy fighters within 5" of them.

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.

Short Range	Long Range	SR Mod	LR Mod	Strength	Damage	Save Mod.	Ammo
0-20	20-40	+1	-1	9	D6	-6	2+

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.

A seismic cannon has a different profile depending on how far the target is from the firing model.

Short Range	Long Range	SR Mod	LR Mod	Strength	Damage	Save Mod.	Ammo
0-12		-		8	D3	-5	4+
	12-24		-	5	1	-2	4+

Sustained fire: 1 die at short range; 2 dice at long range.

WEBBER

This weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.

Short Range	Long Range	SR Mod	LR Mod	Strength	Damage	Save Mod.	Ammo
0-6	6-12	-	-1	-	-	-	6+

Webbed Targets: See Web Pistol.

Web Solvant: See Web Pistol.

Capture: If a fighter is webbed at the end of a mission and his gang lose the fight he is captured on a 5+ on a D6. You can apply this rule to the web pistol too if you so wish.

POWER PICK

Power picks are simple enough in design. They bear a low quality disruption field powerful enough to shatter ceramite like glass.

The price of a Power Pick is 50+2D6 Creds.

Range	Strength	Damage	Save Mod.
Close Combat	As User+1	1	-4



Bonesword

A bonesword is living organism, which has a small brain situated deep within its hilt and has a rudimentary sentience that allows it to gradually grow in length and repair any battle damage to itself and maintain a deadly monomolecular edge. However, it is completely slaved to the will of its wielder and is incapable of any independent thought. The weapon is made of chitin and constantly crackles with powerful psychic energy that flows along embedded nerve tendrils to create a psychic field around the blade, effectively creating a biological version of a force weapon. This energy amplifies in potency when in close proximity to another bonesword, such as when used in pairs. It is serrated on both edges and was originally a creature's massively elongated horn.

Only Tyranids and Genestealer cult members can use boneswords.

The price of a Bonesword is 50+2D6 Creds.

Range	Strength	Damage	Save Mod.
Close Combat	As User	1	-

Life Drain If a hit from a Bonesword send an opponent Out of Action, the wielder gains 1 Wound. This effect can make him go above his normal profile but the extra wounds are lost at the end of the mission.

Twin Minded When two boneswords are used together they become Strength: User +1 instead of Strength: User.

Parry See sword.

CLAWS FOR HIRE

PURESTRAIN

Amongst the deadliest predators in the galaxy, a Purestrain Genestealer combines preternatural reflexes with the ability to tear even a Space Marine limb from limb with its deadly claws. Should one make its lair upon an Imperial world, it will eventually evolve into a Patriarch around which its own cult will be established. Indeed, one such a creature has the potential to doom an entire world.

Hiring Purestrains Purestrains are hired guns and follow all the normal rules for such fighters. If a player wants to hire Purestrains he must give offerings to the patriarch for a worth of 50 credits for each Purestrains. A gang can hire as many Purestrains as the player wishes.

For purposes of calculating the gang rating each Purestrain has a value of 250 (ie, his hire fee of 50x5).

M	WS	BS	S	T	W	I	A	Ld
6	6	0	4	4	1	6	3	10

- **Wargear:** A Purestrain has two rending claws and two extra arms (but can do nothing with those arms except turn them into weapons with Biomorphs).
- **Biomorphs:** A Purestrain has the Chitinous Carapace, Unstoppable Killer and D3-1 other Biomorphs.
- **Hyper-reflexes:** Purestrain can dodge, like the skill, but on a 5+ instead of a 6+.
- **Killer Reputation:** Purestrain have the Killer Reputation skill..
- **Preternatural Agility:** Purestrain have the Leap feat.
- **Killing Machine:** Purestrain have the Nerve of Steel and Impetuous skills.



PATRIARCH

Genestealer Cults are founded when a Genestealer infests the first members. Over time, this Genestealer becomes the center of a cult. The Genestealer's psychic ability to control the cult grows, and the Purestrain evolves into a Patriarch. Some patriarchs are concerned with running the cult. These rarely leave the cult grounds and become bloated and wrinkled, but no less dangerous. Others hone their skills in the hive, and are similar to reports of huge Genestealers called Broodlords. Whatever their appearance, Patriarchs are a powerful and valuable resource that the cult can call on only in the direst of need.

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	5	3	7	3	10

- **Wargear:** A Patriarch Genestealer has two rending claws.
- **Allegiance:** Genestealer Cults only!
- **Rating:** The Patriarch raises the Gang Rating by 750 pts.
- **Payment:** The Patriarch is not hired, and can only be used as a mentor. The standard rules for summoning a Mentor apply.
- **Razor Claws:** The Patriarch's claws are so sharp that for every critical hit (6 rolled in combat) the claws cause a cumulative -1 armour modifier.
- **Psychology:** Genestealer Patriarchs may re-roll failed Leadership tests with a -2 modifier, even if the Magus is not on the board.
- **Big Ass Monster:** The Genestealer Patriarch is a large target.
- **Mindflyer:** The Genestealer Patriarch has 1 Telepath Major Power, 2 Minor Powers and the Cannot Be Possessed Power.
- **Ugly motherfucker!:** Genestealer Patriarchs cause Terror and are therefore immune to Fear and Terror.
- **Pinning:** Genestealer Patriarchs are never pinned. If a Genestealer Patriarch is present, all models in the Genestealer Cult count as having a friendly model within 2" to overcome pinning.
- **Old Chitinous Carapace:** The old tough chitin of the Patriarch gives him a 4+ save.
- **Skills:** Dodge, Leap, Impetuous, Iron Will
- **Honour Guard:** If the player choose to ask, the Patriarch may come with D3-1 Genestealers Purestrains for free (but they count toward the gang's rating).
- **Figurehead:** The Patriarch founded the cult by infesting the first members, and is worshiped like unto a god. He is always considered to be the Leader of the gang while on the board. If the Patriarch is taken out of action, roll a die on a 4+ he is killed, all members of the cult gain Hatred of the enemy gang that killed him (yes, forever). The Magus is hit by a Strength 7 damage D3 attack that can't be saved. All member of the gang lose 2D6 experience points, but do not lose "levels," skills, or characteristic increases, and do not "level up" when they regain previously attained experience tiers. Presumably, one of the Purestrains sensed the Patriarch's death and transformed into a new Patriarch, so the Patriarch may be recruited again.

