

Genestealer Cult

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Gang Recruitment

Every Genestealer infestation begins in the same way, Purestrain Genestealers (Purii) making planet-fall. Their arrival may be by way of Mycetic Spores or by stowing away on a Space Hulk unwittingly salvaged by planet-based salvage yards. To reflect this, the Genestealer gang begins with four Purestrain – nothing more.

Once upon a new world, the Genestealers seek out all forms of life, attempting to home in on species of a highly organised nature. Genestealers at first concentrate on infecting host victims, who go on to breed Genestealer/host hybrids and begin a generational cycle of new hybrids increasingly like the host species. Over decades, the hybrids will spread through a society and a hidden cult is established within the host's society. All members of the Genestealer cult are psychically linked and controlled by the original Genestealer. The cult is totally devoted to gaining political power within the society, often cloaking itself in the guise of a legitimate religion, while infecting suitable hosts, prospering and multiplying, and hiding their true nature from the broader society.

Hierarchy

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, a hybrid of the fourth generation, who operates as a public leadership figure. Patriarch and Magus form, together with the other hybrids and Genestealers, an inner circle which is responsible for leading the cult.

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 suppressed 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.

Origin

All civilized humans of Necromunda belong to one of the thirteen houses of Hive Primus. The objective of a Genestealer cult is to infiltrate the Spire and eventually the Imperial House itself. However the chance of a Purestrain Genestealer making it past the wall (never mind 5 miles of Hive City!) is virtually non-existent.

As such the initial infiltration will be to one of the Hive City's 6 houses or an outlander faction.

Note: It is impossible to infiltrate a gang of Spyre Hunters. Their gang is formed above the wall and once the cult has spread that far, they would have little interest going back down!

When beginning a gang pick a house/group to infiltrate. From that point on the cult will masquerade as that gang type.

Special Rules

Outlanders. Though a Genestealer cult may infiltrate a house, their need to keep a low profile prevents them living fully within society and as such all of the Outlaw rules apply to them. As Outlanders, Genestealer Cults do not have a guild price and may never pay off their outlaw status.

Roster. A Genestealer cult does not have its own gang roster. Instead it uses the roster and rules of the gang type it has infiltrated unless stated otherwise. This includes:

- Limitations on number and type of fighters
- Recruitment cost
- Available weapons and cost
- Collecting income

The rest of this section details the exceptions to these rules.

Starting Territory. A Genestealer cult which infiltrates a house gang starts with a Settlement territory (income from this territory is halved as per outlaw rules). Other gang types are treated normally.

Implanted Workers. Implanted non-combatants will work any territory held by the gang without requiring a gang-members presence. No supervision is required, they loyalty of these workers has been achieved biologically!

Alien Metabolism. An active Genestealer has a rampant metabolism. The amount of credits required for a Genestealer's upkeep is proportional to their generation. The amount is calculated as 7 minus their generation. A Purii is considered the '0th' generation and so pays the full 7 credits. Purii may elect to **Hunt** instead of paying upkeep (see the Purii characteristics for details on **Hunt**).

Starting Roster. A Genestealer cult always begins with four Purii

Leader. In addition to the regular restrictions a Genestealer cult may not recruit a Leader from the normal roster. Instead, a cult's leadership is determined in a strictly hierarchical manner. The hierarchy is as follows:

1. Patriarch
2. Magus
3. Oldest Purii (or in game terms, the Purii with highest experience)

Leadership will automatically change, without a challenge, based on the above hierarchy.

Pskyer. Some types of Genestealer have the potential to develop psychic powers. If a Genestealer develops either a Primary or Brood Mind power they become more resilient at the expense of their physical dexterity. (+1T, -1WS, -1BS to current and maximum stats)

Notes

- i) This only applies when gaining the initial power. Developing further powers has no further effect.
- ii) Developing minor powers does not have a significant impact on a hybrid's physical abilities

Patriarch

A Patriarch is the purestrain Genestealer who first originated a Brood. As the first Genestealer of the group, all other members are psychically linked through it; this allows it to attain a level of intelligence much higher than that of other Genestealers. Over time, it can become a very powerful psyker, and it grows much larger physically than an average Genestealer, becoming much stronger and more resistant to damage.

Mutation. Whenever a Purii reaches Brood Champion, if the cult does not already contain a Patriarch, the Purii becomes a Patriarch. Instead of rolling on the Genestealer Advance Roll Table the new Patriarch randomly generates a power from the Brood Mind table.

Psyker. When a Purii becomes a Patriarch it undergoes the physical changes of becoming a Psyker as described in the Psyker section.

Bloated. The older and more powerful a Patriarch becomes, the larger and more bloated it appears. Every time the Patriarch rolls on the Brood Mind table it undergoes a physical change: (+1W, -1M to current and max stats)

Well-Fed. The Patriarch does not hunt like other purestrain Genestealers, such tasks are beneath him. However he still requires the full 7 credits upkeep to feed, as per the *Alien Metabolism* rule. If the gang is starving, the *So Many Mouths To Feed* penalties must always be assigned to other gang members before the Patriarch. If the patriarch cannot be fed (if there is not enough income and not enough credits in the gang's stash), then rather than suffering the penalties given in the *So Many Mouths To Feed* rule, he will instead eat a gang member! This is considered a great honour. Choose a gang member to satisfy the Patriarch's hunger, that gang member is removed from the gang.

Death of a Patriarch

A Patriarch is the centre of the Brood Mind. Its death disrupts the telepathic link holding the cult together. If a Patriarch is killed in battle, it forces an immediate Bottle Test. In addition, every member of the cult must make a leadership test. If this test is failed then that member will immediately leave the cult.

If the gang contains a Magus, then he has the ability to act as a focal point for the remaining members until a new Patriarch emerges; when taking a leadership test following the death of a Patriarch, the gang may use the Magus' Leadership value instead of their own.

Hybrids

As the infiltrated settlement expands, hybrids are born to the infected hosts. Hybrids are acquired in the same manner as other fighters, but instead of being from their host species, they contain some level of Genestealer DNA. When recruiting a hybrid, first select the fighter type (Heavy, Juve, Zealot,

Scaly etc.), then choose the generation (0-4). The following rules apply to hybrids except when stated otherwise in their individual profiles.

Characteristics. See **Hybrid Profiles** section for full details.

Cost. The hybrid costs the same as a regular fighter of that type, regardless of generation.

Experience. The hybrid begins with the same amount of experience as a regular fighter of that type.

Weapons. The hybrid may be armed with the same weapons as a regular fighter of that type.

Limitations. No more than half the gang may be Hybrids/Purii.

Generation. A gang may only recruit a generation of hybrid if the parent generation fought in the previous battle. E.g. If only Purii took part in the previous battle, then only 1st generation hybrids may be recruited. The Purii complete the cycle and can be recruited once the 4th generation is reached.

Magus

The Genestealer Magus is a 4th Generation Hybrid that appears almost entirely human, although baldness, denser-than-normal bone structure, hypnotic blue/purple eyes, slightly bluish/purplish-tinted skin, and fangs are common traits. The Magus, unlike a purestrain Genestealer and earlier generations of Hybrids, is highly intelligent and is a powerful psyker, but is absolutely dedicated to serving the Patriarch. It uses its human appearance to act as the face of the Brood, and relays the orders of the Patriarch to the members of the Brood and the Genestealer Cult.

Mutation. When a 4th Generation Hybrid develops a power (2-4 on the advance table), if the cult does not already contain a Magus, the Hybrid becomes a Magus. Instead of rolling for primary/minor powers, the new Magus can choose to randomly generate a power from the Brood Mind table.

Psyker. When a 4th Generation Hybrid becomes a Magus it undergoes the physical changes of becoming a Psyker as described in the Psyker section.

Natural Leader. The Magus extends the psychic link with the Patriarch that bonds the cult together. When a Hybrid becomes a Magus, they automatically add +1 to their Ld value.

Hybrid Profiles

Hybrids are exactly what their name suggests, a hybrid of Genestealer and their host species. As such the characteristics of the resulting hybrid (both starting and maximum) are determined by combining Genestealer and host's characteristics. The ratio of the combination is determined by the generation.

Each Generation will specify a ratio of Genestealer to host DNA. Use this ratio to calculate the starting characteristics of the hybrid, rounding up.

This formula also applies to the hybrid's maximum characteristics.

2nd Generation Juve example

Human juve base characteristics

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

Purii base characteristics

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	4	3	8

2nd Generation Hybrid base characteristics

1 Part Genestealer, 3 Parts Host

Movement. $\frac{1(6) + 3(4)}{4} = 4.5$ (*rounded up to 5*)

Weapon Skill. $\frac{1(4) + 3(2)}{4} = 2.5$ (*rounded up to 3*)

Etc.

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

Purii

Cost to recruit: 150 credits

A full Genestealer starts the infection cycle by inserting their genetic material into a host victim. As the infestation spreads and the cult grows, the first Genestealer takes the role of a Genestealer Patriarch and often grows larger into an obese and psychic monstrosity.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	4	3	8

Weapons. Claws

Special Rules

Fear. Purii Genestealers cause fear.

Carapace armour. Their body is covered in stiff plates which confer a 5+ armour save.

Hunt. A Purii may elect to **hunt** instead of forage. If a Purii elects to hunt, it does not need to pay the 7 credits upkeep (it instead satiates its hunger with some poor soul from the underhive). A Purii may hunt, even if taken out of action.

When a Purii hunts, roll a d6 and consult the table below.

D6	Result
6	Abduction. As well as eating their fill, the Genestealer has brought back a new initiate! Roll a further D6. On a 1-4 add an unarmed Juve (or equivalent) to the gang. On a 5-6 add an unarmed Ganger (or equivalent) to the gang.
3-5	Satiated. The Genestealer returns unharmed.
1-2	Shot on sight. The Genestealer was caught whilst foraging. Roll on the serious injury chart

Maelignaci (First Generation)

Cost to recruit: As host

As the Contagii mate, the Genestealer genetic material passes onto their offspring, the Maelignaci. The Maelignaci are animals, slow, clumsy and moronic. Within the cult they generally regarded as expendable shock troops. They often possess three or even four arms, and are unable to use their host species technology or weaponry.

M	WS	BS	S	T	W	I	A	Ld
Special. 1 part Genestealer, 1 part host								

Weapons. Claws

Special Rules

Stupid. Maelignaci Genestealers are affected by stupidity.

Carapace armour. Their body is covered in stiff plates which confer a 5+ armour save.

Extra arm. When a Maelignaci is first added to the gang, roll a D6

D6	Result
1-3	3 arms. Use base stats.
4-6	4 arms. Add +1 Attacks (to base and max stats)

Hybrid (Second Generation)

Cost to recruit: As host

The Hybrid offspring of the Maelignaci are born unique with no two alike. However this generation can be selectively bred, using their parents like live-stock, and is often manipulated for traits such speed, strength or aggression. They bear more resemblance to their host species than a Genestealer.

M	WS	BS	S	T	W	I	A	Ld
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Special. 1 part Genestealer, 3 part host

Weapons. As host

Special Rules

Carapace armour. Their body is covered in stiff plates which, although thinner than the first generation Hybrids, still confers a 6+ armour save.

Claw arm. Hybrids of the 2nd Generation always have a 3rd, clawed arm. This arm cannot be used to hold any form of weapon. Instead, the claw confers a hand to hand attack with +1 strength. This extra attack is included in the hybrid's characteristics.

Six limbed brain. A Genestealer brain is designed to operate 6 limbs on instinct. As a result the fighter has no issue operating multiple ranged weapons simultaneously. The fighter may fire as many weapons as it can hold in its hands.

True Hybrid (Third Generation)

Cost to recruit: As host

The next generation are True Hybrids and can be mistaken for a member of their host species, if they wear disguising clothes, or stay in dark areas, etc.

These hybrids possess bodies somewhere between the crouched bodies of Genestealers and the humanoid shapes of humans. They appear perpetually crouched; possess two or three arms one of which might end in a Genestealer claw. Some lack the ovipositor of preceding generations; these are called drones or neuters, although they can still infect other races through their blood.

M	WS	BS	S	T	W	I	A	Ld
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Special. 1 part Genestealer, 7 part host

Weapons. As host

Special Rules

Extra arm. When a True Hybrid is first added to the gang, roll a D6

D6	Result
1-2	2 human arms. Use base stats.
3-4	3 human arms. Use base stats, but gains ability to hold an extra weapon.
4-6	2 human arms and a claw. Add +1 Attacks (to base and max stats).

Claw arm. Hybrids of the 3rd Generation may have a 3rd, clawed arm. This arm cannot be used to hold any form of weapon. Instead, the claw confers a hand to hand attack with +1 Strength. The hybrid's profile will be amended to include this extra attack (see above table).

Six limbed brain. A Genestealer brain is designed to operate 6 limbs on instinct. As a result the fighter has no issue operating multiple ranged weapons simultaneously. The fighter may fire as many weapons as it can hold in its hands.

Primacii (Fourth Generation)

Cost to recruit: As host

The fourth generation, the Primacii, are almost indistinguishable from their host species, only with slight physical deformities. Some still sport give-away signs such as being bald. They are able to blend in to the host society and work to lure, kidnap, or do whatever it takes to provide more hosts. Some rare individuals of this generation have psychic powers and become a Genestealer Magus.

M	WS	BS	S	T	W	I	A	Ld
Special. <i>As host</i>								

Weapons. *As host*

Genestealer Experience System

Starting Experience

Type	Starting Experience
Purii	0
Maelignaci	As host
Hybrid	As host
True Hybrid	As host
Primacii	As host

Initial landing

As part of the initial landing, the original brood of Purii gain experience making planet-fall and infiltrating the hive. To represent this, each of the original Purii is immediately awarded 6D6 experience. This will inevitably result in multiple experience advances; roll for these immediately.

Gaining Experience

Contagii gain experience and advance in levels according to their type (race/house etc.).

All Genestealers/Hybrids use their own separate tables.

Genestealer Experience Advance Table

Experience Points	Title
0-5	Hatchling
6-10	Hatchling
11-15	Hatchling
16-20	Hatchling
21-30	Broodling

31-40	Broodling
41-50	Broodling
51-60	Broodling
61-80	Brood Champion
81-100	Brood Champion
101-120	Brood Champion
121-140	Brood Champion
161-180	Brood Champion
181-200	Brood Champion
201-240	Brood Hero
241-280	Brood Hero
281-320	Brood Hero
321-360	Brood Hero
361-400	Brood Hero
401+	Brood Lord

Genestealer Advance Roll Table

Experience Points	Title
2-4	Evolve/Power. Randomly generate an ability from the Evolve/Power table (as appropriate to the hybrid type)
5	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	Characteristic Increase. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-12	New Skill. Select one of the hybrid Skill tables and randomly generate a skill from it.

Hybrid Evolve/Power

Type	Table
Purii	Evolve
Maelignaci	Evolve
Hybrid	Evolve
True Hybrid	Roll again: 1-4 = Evolve; 5-6 Wyrd Minor Power
Primacii	Roll again: 1-4 = Wyrd Minor Power; 5-6 = Wyrd Primary Power
Magus	Choose: Roll again: 1-3 = Wyrd Minor Power; 4-5 = Wyrd Primary Power; 6 = Brood Mind
Patriarch	Choose: Brood Mind; Evolve

Genestealer Ability Tables

Evolve

1. **Extended Carapace.** The Genestealer's carapace extends and thickens to cover more of its body. Add +1 to any armour-save made by the Genestealer.

If the Genestealer does not have an armour-save, this skill confers a 6+ save.

This save can be used in conjunction with any armour worn by the Genestealer to reflect the extra layer of protection.

2. **Web spinners.** The Genestealer evolves special glands capable of projecting a tangled web of fibres. If the model does not run then it may project a web using the hand flamer template. Treat any model hit as being hit with a web pistol. After one shot the web glands are empty and cannot be used again until the next battle.

3. **Flesh Hooks.** The Genestealer develops carbon-based sinews which can be launched through a bodily contraction in a form similar to a grapnel.

Range: 12", To Hit: Auto

Forces strength/Initiative roll-off. Roll a D6 and add the Genestealer's strength. Your opponent rolls a D6 and can add either the target's strength OR initiative (to represent the target using either their agility or brute strength to avoid being pulled. If target loses it is dragged into base-to-base contact.

Armour save allowed (no modifier) .

Forces an automatic ammo roll at 4+ the first time it is used. Each time a Flesh Hook is fired, increase the Ammo Roll needed (so the second shot will use 5+, the third 6+). Once 6+ is reached, it does not increase further.

4. **Acid Blood.** The Genestealer's blood is highly acidic. When the Genestealer is wounded an acidic blast occurs centred on the wounded model.

Blast radius: Genestealer's starting wounds characteristic

Strength: Genestealer's toughness characteristic

Genestealers (not cultists) are immune.

5. **Chameleon skin.** The Genestealer's skin can blend completely with the environment. At the start of the Genestealer's turn, replace the model with 3 blip counters (space hulk term).

One real and two false signals. The counters should be treated as man-sized.

A counter is revealed when:

It is hit

It is detected (using rules for hidden fighters)

All counters are revealed when the Genestealer runs or attacks

6. **Climb Vertical Surface.** The Genestealer gains the ability to run up any vertical surface as if it were a ladder.

Brood Mind

1. **Aura of invincibility.** Any cult member within half the Psyker's leadership in inches cannot be pinned, broken or taken down. Instead, when a model receives their final wound use the following injury roll result table:
1-3: Flesh wound
4-6: Out of action
2. **Aura of rampage.** Any cult member within half the Psyker's leadership in inches is affected by frenzy.
3. **Aura of Calm:** Any cult member within half the Psyker's leadership in inches gains +1 to hit when shooting
4. **Aura of Luck:** Any cult member within half the Psyker's leadership in inches gains +1 to their ammo rolls
5. **Aura of Impenetrability:** If a cult member is within half the Psyker's leadership in inches, any enemy model targeting that member with a ranged weapon suffers -1 to hit.
6. **Aura of Confusion:** Any enemy models within half the Psyker's leadership in inches are subject to Stupidity.

Genestealer Hunting Skills

1. Catfall (agility)
2. Dodge (agility)
3. Leap (agility)
4. Dive (stealth)
5. Evade (stealth)
6. Infiltration (stealth)

Genestealer Combat Skills

1. Parry (combat)
2. Step aside (combat)
3. Bulging Biceps (muscle)
4. Juggernaut (muscle)
5. Impetuous (ferocity)

6. True Grit (ferocity)

Maximum Value Table

Purification

M	WS	BS	S	T	W	I	A	Ld
6	8	0	6	5	3	8	5	10

Maelignaci

M	WS	BS	S	T	W	I	A	Ld
Special. 1 part Genestealer, 1 part host								

Hybrid

M	WS	BS	S	T	W	I	A	Ld
Special. 1 part Genestealer, 3 part host								

True Hybrid

M	WS	BS	S	T	W	I	A	Ld
Special. 1 part Genestealer, 7 part host								

Primacii

M	WS	BS	S	T	W	I	A	Ld
Special. As host								