

TERROR IN THE HIVE!

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My name is Commi. I'm an avid *Lord of the Rings: Strategy Battle Game* player and developer for *Battle Companies: Warbands in Middle-Earth* as well as *Heralds of Ruins: 40k Killteam*. In response to the seemingly lack of Necromunda Community Edition: Genestealer Cult rules, I have opted to convert the old fluffy rules from the Original Rulebook era. I plan to do something similar with Orkz, because those rules were beautiful, but for now... here are: "Ye who taketh thine blue pantalones".

GENESTEALER SECRECY

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

-1 for every Genestealer Broodling, Hybrid, and Magus (Wyrd) that took part in the game.

+1 per thousand in the Cult's rating, to represent its cultists establishing themselves in positions of authority. The Cult's power in the guild increases as the broods power increases; they may also impose an additional -1 on the outlaw table, per thousand points, on enemy gangs to represent this corruption.

If a Genestealer Cult is discovered, it is not only outlawed but after **each** game roll a D6. On a roll of 1, a purge is declared by the Imperial authorities and the following troops will come to the aid of the next gang to fight the brood:

D3-1 Inquisitors

*(Use Wyrd **and/or** Bounty Hunter)*

D3-1 Squads of Adeptus Arbites Arbitrators

(Use Unupgraded Enforcers in groups of three.)

Separate from the purge roll; Any Cawdor gang or Redemptionist group that is taking part in the campaign may assist on the side of the opponent **if they each roll a D6 result of 6. Combine ratings for gang rating comparison.**

TERRITORY

As for a normal house gang. If the cult is uncovered it then loses all its territories except one as per normal Outlaw gang rules. Note: Due to the cult's influence, any *Guilder Contacts* are unaffected and may be retained by the Cult gang.

INCOME

As normal; the Magus may work territories.

Settlements grant a Brood Brother.

GANGERS

Brood Brothers and Hybrids count as Gangers.

Magus may never be challenged for leadership.

TRADING

Instead of your Magus, only Brood Brothers may trade at the Trading Post. The cult will be offered D3 items as for a normal gang leader and you may send additional Brood Brothers as normal.

When outlawed, **all but Broodlings are able to** trade at the Outlaw Trading Post.

HIRED GUNS

Genestealer Cults cannot employ Hired Guns or Mercenaries, but they may hire out Brood Brothers as Mercenaries as normal.

BOTTLE ROLLS

The Genestealer Brood is so single minded in its attack that it always takes bottle rolls on **the** unmodified **leadership of the Magus/leader**. The Cult may still bottle out voluntarily as normal.

STARVATION

Broodlings must be fed or they become utterly uncontrollable. If a Broodling is not fed, roll on the following table:

- 1 The Broodling leaves the cult and goes on a killing frenzy, rampaging through the hive never to be seen again by the cult!
- 2-5 The Stealer goes berserk with hunger and kills a random Brood Brother (if none are available, count as 1). His weapons may be kept, but anything else is torn to shreds when his body is discovered.
- 6 The Stealer suffers the rules for *frenzy* next game.

The rest of the cult uses the normal rules for starvation.

GENESTEALER BROOD INTELLIGENCE

The entire brood shares a Psychic link so it has no leader as such. The Magus appears to lead the Cult but receives his instructions from the Patriarch. He psychically relays these instructions to the **cult brood**. To represent the brood intelligence, any Hybrids or Brood Brothers on the board may use the Magus' Leadership characteristic **for Nerve Tests** at any range, as long as the Magus is not Down or Out of Action.

BOUNTY & GUILD PRICE

Brood Brothers are worth nothing unless the Cult is exposed. Hybrids and the Magus are worth their normal bounty.

Genestealer Cults do not receive a guild price.

CAPTURE

Genestealer Broodlings, because of their inhuman ferocity, treat any *Captured* injury as *Full Recovery*. If any Hybrids or Magi are captured, they will avoid capture on a d6 roll of 4+ because they combine their human intelligence with Genestealer instincts.

If either a Hybrid or Magus is successfully

captured, by a non-outlaw gang, the Cult is automatically discovered and is outlawed. If an undiscovered Cult captures an enemy gang member, it must always kill or implant him to avoid discovery. If he is rescued, the ex-captive rolls a d6, on a 4+ he will uncover the cult.

SCENARIOS

The Genestealer player may choose which table to roll on until the cult is discovered.

RECRUITING FOR THE CULT

Genestealers depend on intelligent lifeforms in order to propagate their species. Human gangers are recruited into the Genestealer Cult by being implanted with a Genestealer's genetic material. Once infected, the new Cultist is controlled by the Brood Intelligence and is one hundred percent loyal to the Cult **and treated as a Brood Brother**.

The infected Cultist retains all outward appearance but its offspring will be hideous hybrids. Subsequent generations will become either hybrids (who will appear more human-looking) or else massive six-limbed Broodling monstrosities who are unmistakably alien.

Each time a Brood Brother, Hybrid, or Broodling reaches a level on the Experience Table indicated with an asterisk, they must roll a D6. On a 4+ they have been called upon to do their duty. Take a roll on the appropriate Generation Table (see below). If a cultist gives birth to a new member, then he or she must then take a "maternity leave" and is removed from the gang roster.

Brood Brothers who leave the gang are replaced by a Hybrid. Hybrids will either be replaced by another Hybrid or a Broodling.

The Cult may be chosen freely from the list below. New Broodlings & Hybrids cannot be recruited after the initial setup but may be generated as a result the Advance Tables.

0-1 Genestealer Magus:

140 creds to recruit 60+D6 Experience

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	3	3	4	3	1	5	1	8

WEAPONS: Any weapons from the hand to hand, pistols and grenades & miscellaneous list.

PSYCHIC POWERS: The Magus may start with 1 Wyrd Primary Power and 1 Wyrd Minor Power. Select one table of Wyrd Primary Discipline. This will be used for all future major powers advances until the full table has been learned. During Gang Creation, reroll *Extra Primary Power* results.

IMPLANT: When an enemy ganger is captured, after any rescue attempts, both sides roll 2D6 and add their respective leaderships (the Magus and the captured model). If the Genestealer Cult player gets the highest total, the ganger is implanted and becomes part of the cult. He now gains the *hatred* special rule against all **those who directly oppose the Patriarch** (Cawdor, Redemptionists, Spyrers, Enforcers, etc) and you must add 5 creds to his base cost value. Their weapons may be kept.

Genestealer Broodling:

240 creds to Recruit 30+D6 Experience

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
6	4	0	4	3	1	5	3	10

WEAPONS: **May not be equipped with items other than bionics.**

PSYCHOLOGY: Genestealers are completely immune to psychology effects, but otherwise take Leadership tests as normal.

INDEPENDENT: (Pg. 59 of the Necromunda Community Edition rulebook.)

CHITINOUS ARMOUR: 5+ Armour Save

FEAR: Genestealers cause *fear*.

Genestealer Acolyte Hybrids:

65 creds to recruit 20+D6 Experience

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	4	2	4	3	1	5	1	8

WEAPONS: Access to Pistol and Hand-to-hand sections of the Genestealer cult lists.

MUTATIONS: **Any Hybrid** may take mutations: extra arm (5 creds) and claw (10 creds).

Genestealer Neophyte Hybrids:

75 creds to recruit 20+D6 Experience

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	3	3	4	3	1	5	1	8

WEAPONS: Access to the Pistols, Basic Weapons, and Hand-to-Hand sections of the Genestealer cult lists.

MUTATIONS: (See Acolyte Hybrids)

PSYCHIC POWERS: On the roll of a 5+ it has a single Wyrd minor power. During Gang Creation, reroll *Extra Primary Power* results.

Brood Brothers:

55 creds to recruit 20+D6 Experience

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	3	3	3	3	1	3	1	6

WEAPONS: Brood Brothers may choose weapons from the basic weapons, hand-to-hand, grenades, pistols, and miscellaneous sections of the Genestealer cult lists. Up to one Brood Brother, during recruitment, **may count as a Heavy instead of Ganger and take a weapon from the Heavy or Special sections of the Genestealer Cult list.**

HATRED: Brood brothers are fanatically loyal to the brood and *hate* all **those who directly oppose the authority of the Patriarch**. This includes: Cawdor, Redemptionists, Spyrers, Enforcers, Inquisitors, and other factions of similar motive.

MAGUS

Replace the 10-11 result (New Skill) with:

10-11 New Wyrd Power, roll again

1-4 Minor

5-6 Major

Maximum Characteristics

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	6	6	5	4	3	8	4	10

BROOD BROTHERS

Maximum Characteristics

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	6	6	4	4	3	6	4	9

GENESTEALER BROODLING

Maximum Characteristics

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
6	10	0	7	5	3	10	7	10

NEOPHYTE HYBRID

Replace the 10-11 result (New Skill) with:

10-11 New Wyrd minor power

Maximum Characteristics

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	6	6	5	4	3	8	4	10

ACOLYTE HYBRID

Maximum Characteristics

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
4	7	5	5	4	3	8	4	10

LEADER ONLY WEAPONS

Bolt Pistol - 25 creds

HAND-TO-HAND WEAPONS

Sword - 15 creds

Chainsword - 25 creds

Club/Maul/Bludgeon - 10 creds

Chain/Flail - 10 creds

Additional Knife - 5 creds

Massive Axe/Sword/Club - 15 creds

PISTOLS

Autopistol - 15 creds

Laspistol - 15 creds

Hand Flamer - 25 creds

Plasma Pistol - 30 creds

Stub Gun - 10 creds

BASIC WEAPONS

Autogun - 20 creds

Shotgun - 20 creds

Lasgun - 25 creds

SPECIAL WEAPONS

Flamer - 40 creds

Plasmagun - 80 creds

Grenade Launcher - 60 creds

HEAVY WEAPONS

Lascannon - 300 creds

Heavy Stubber - 120 creds

GAINING EXPERIENCE

Exp. Points	Title	
0-5	Brood Novice	1
6-10	Brood Novice	
11-15	Brood Novice	
16-20	Brood Novice	
21-30	Brood Brother	2
31-40	Brood Brother	
41-50	Brood Brother	
51-60	Brood Brother	
61-80	Brood Champion	3
81-100	Brood Champion	
101-120	Brood Champion*	
121-140	Brood Champion	
141-160	Brood Champion	
161-180	Brood Champion	
181-200	Brood Champion	
201-240	Cult Master*	
241-280	Cult Master	
281-320	Cult Master	
321-360	Cult Master	
361-400	Cult Master	

1 = Starting level for Brood Brothers

2 = **Starting level** for Hybrids

3 = Startling level for Broodlings and Magus

* = New Generation on 4+

GENESTEALER CULT SKILL TABLES

	Brood Brother/ Neophyte	Acolyte	Broodling	Magus
Skill				
Agility	-	Y	Y	Y
Combat	-	Y	Y	Y
Ferocity	Y	Y	Y	Y
Muscle	-	-	Y	-
Shooting	Y	-	N/A	-
Stealth	Y	Y	Y	Y
Techno	-	-	N/A	-

GENERATION TABLE

Brood Brother:	1-4 5-6	Neophyte Acolyte
Hybrid:	1-2 3-4 5-6	Neophyte Acolyte Broodling
Magus:		Doesn't generate
Broodling:	1-4 5 6	Broodling 2 Broodlings Magus

Note: A Broodling may only ever generate a Magus if the previous Magus had been slain, enslaved, or otherwise obliterated from the gang roster. Once the Magus is generated it becomes the new gang leader immediately without any leadership challenge necessary. If there is already a Magus, treat the result of 6 as a 5.