

GENESTEALER CULTS

You Say You Want a Revolution? Well, You Know....

Throughout the Imperium, an insidious threat has been spreading for many years. From planet to planet, system to system, worlds are falling to a subversive force guided not by material conquest or love of battle, but by inbred genetic drives unfathomable to mankind. Spread by seemingly random chance throughout the galaxy like seeds in the wind, the alien Genestealers arrive quietly on unsuspecting and unprepared worlds. Once they set a foothold in the unsuspecting populace their drive to conquer asserts itself, and far too many times the planet is thus doomed. Their true alien masters arrive from the void between stars to consume the living biosphere of the planet: the way of the intergalactic Tyranids, who must devour fresh life for new genetic materials.

Codex: Genestealer Cults represents the forces commonly developed by the Genestealers and their offspring. The Cult will slowly grow on a planet as more and more natives are infected with the Genestealer implants, binding them to the Cult and insuring their future children are also bound genetically to the Cult. Each Genestealer can infect scores of natives via small ovipositors in their long whip-like tongues, corrupting their genetic makeup forever. Parents are hypnotically conditioned to cherish and care for their inhuman children by the strong Brood Telepathy of the Hive Mind, linking all those who carry the Genestealer mark together. These resulting Genestealer Hybrid offspring can also infect others, and thus the Cult grows larger and larger.

Leading the Cult is small inner circle cynically using the bulk of the membership to take over either a local area, or the entire planet eventually. Under the common guise of a religious cult, the leaders know only that they must remain free of outside interference and must grow constantly, driven by unwavering instinct. The leaders have no hesitancy in having their followers die and die often, to preserve the Brood. They will send them off to battle, and sometimes maybe join them, but the overriding goal is preservation of the Cult hierarchy. This especially holds true for the Magus, the most human and most powerful leader of the Cult. As long as one Genestealer, or the Magus (especially him, as he can more easily hide in normal society) can escape, then the Cult will live on again. This is the difficulty the Imperium faces in dealing with these infestations – if only one member escapes, the entire Cult can reemerge generations later, more powerful than before.

Hypnotically the Magus leads his followers; they will follow him anywhere, often to a painful death in his protection. His psychic powers are a part of his alien heritage, part of the Hive Mind mentality that flows through all those in the Cult. The more pure their Genestealer makeup, the stronger the mental link, such that Cult forces can communicate at vast distances via the Brood telepathy. The Cult forms a Rabble in Arms, but a fanatical rabble. All are ready to die for the cause, not knowing that the cause is a fraud. Even the Cult leaders are unaware of their true nature. Genestealers are merely following the genetic instructions from their Tyranid creators. Infect Others. Sow Confusion. Preserve the Seed. Make all ready for the Arrival.

Cult weapons and equipment are for the most part stolen, bought via illegal means, or home-made – resulting in quite a range of armaments. They usually have access to a very wide variety of weapons & vehicles (via converted military or government authorities), but this comes at a cost as they often cannot keep them adequately maintained. Vehicles are limited to those which are easy to steal or build, thus the Cult lacks specialized vehicles and must rely on the more common varieties. Attempts to gain more esoteric and powerful weapons sometimes happens via raids on weapons depots or by converting higher ranking authorities to the Cult, but time spent in such efforts is at the expense of gaining more commonly available items.

Cults also must rely on home-made war machines, converting many civilian vehicles into military use. The Cult limousines that are used to transport members around without revealing their true natures are adapted for use in battle by adding extra armor – turning a city vehicle into a lightly armoured combat transport. Lacking any real military doctrine or training, the Cult prepares for battle as a hodge-podge sputtering vehicles, members mounted on horseback or bike or whatever they can find, and masses of ground troops armed with whatever weapons they can find.

Once the Cult has grown to a large enough strength (and at this point is usually involved in armed combat), their Hive Mind signal becomes strong enough to attract the Tyranid Hive Fleets slowly roaming between the stars. Like their hidden puppet-masters, the Cult is also driven to consume. It will always be impelled to overthrow any local or planetary forces, to ensure its safety and continued growth. Actual combats between the Cult and other forces increases the signal, creating a beacon indicating that food is plentiful. Once the Tyranids arrive, all is lost – any surviving Cult forces are absorbed into the Hive Ships, and the planet is rendered down for bio-mass and new genetic materials. Even if the Tyranids are fought off, the planet usually lays in ruins or must be Virus Bombed to ensure no Genestealer presence remains. One by one, worlds are being lost to the Imperium as the seemingly unstoppable disease spreads across the galaxy.

Why play a Genestealer Cult Army?

Hmmm, good question actually. You certainly won't have the best troops in the game, or the best weapons. You'll also need to make most of the figures up yourself. So what do you get?

For many Tyranid players, you get a chance to expand your brood with some actual tech weapons and vehicles while still staying "loyal" to the cause. If you're a fellow bug player, you've probably always been envious of all those tanks and guns the other side have, and this is your chance to get them in a greater spread than most other Imperial armies. You can essentially create an Imperial Guard army in the guise of your Cult. For other players, it's a chance to finally play those nasty 'stealers that always make mincemeat of your finest warriors, without having to go whole hog with a Tyranid army. Cults are a nice blend of Imperial and alien forces, with a little Orky randomness mixed in.

You also get the fun of almost literally custom making your army. No two Cults have looked the same in my experience, while it's pretty darn hard to tell say one Blood Angel army from another. Your Cult forces are strongly imprinted with your hobby skills, as it takes a lot of

effort to make up a Cult force. You'll be painting a large number of figures, plus converting up quite a few as well. Make no mistake – a Cult is a lot of work! But you'll wind up with a staggering mix of figures from several different model ranges. It's a strong visually appealing force on the tabletop.

They are also fun to play, period. In battle, you'll be constantly frustrated by the poor shooting and fighting of your often bumbling Brood Brothers, as well as how quickly they can drop like flies at the merest hint of weapons fire. But you'll also be rewarded as they stay stuck in the fight when lesser armies would have the sense to get out! Your masses of vehicles will always pick the worst times to fall apart too, of course, but hopefully not before they've ripped up the enemy nicely. You'll be fielding some of the worst troops in the game, but also some of the most steadfast as well. But in huge numbers, backed up with the finest assault forces around, they form an overall effective fighting force.

Lastly, you get the chance to play a force unlike all the others in the Warhammer 40,000 Universe. Genestealer Cults aren't defending the Imperium, or struggling for the survival of their Craftworld, or fighting for the sheer love of it or to right ancient wrongs. They are attempting to overthrow the local governmental authorities (and anyone else in the way as well!). There is a subversive delight in plotting the revolution, as the Cult rises from its hidden power base in its bid for conquest. Not an actual military force, the Cult represents more closely a common uprising, making do with whatever weapons it can steal, make, or improvise. Undaunted, they fight onwards under the gaze of the all-seeing hypnotic gaze of their inhuman leaders. Let them sweep the unbelievers from the land.

Any not part of the Cult are against it, and must die!

Now the battle cries ring out as the Cult marches forth to overthrow the false rulers of the land! Down with the Imperium and all who serve it! Forward the Father! Long live the Brood!

And of course, Viva la Revolution!



SPECIAL RULES

Genestealer Cults forces do not operate like normal armies, as they represent the fanatical members of the underground revolution masking itself as a religion. They combine strong hypnotic and genetic ties between the troops and their leaders with a near total lack of military training or properly maintained weaponry. This results in several special rules for Cults in battle.

<Gasp!> They killed the Father!

Genestealer Cults are very much driven by the strong (if not hypnotic) leadership of its elders, especially the Magus and Patriarch. Cult members are instilled with a religious belief in the divinity of these creatures from the start. Obviously seeing them die in battle is unsettling at the least, but it can also lead the Cult to insane acts of bravery in the name of vengeance. If the Magus and Patriarch are both killed, at the moment the last has died all Brood Brother units and Hybrid Broods (but not Genestealer Broods) must take a Morale test with the following (possibly cumulative) modifiers:

- 1 if the unit is below 50% of starting strength
- 1 if the unit is Pinned at the time of the test
- 1 if the unit is not currently being lead by a Hybrid Leader or Hierarch (Brood Brother units only)

If this special test is passed, the squad will automatically pass any and all further Morale tests required for the rest of the game. If failed, the squad will Fall Back immediately, though they can Regroup in later turns as normal using their own normal Leadership. If the squad was engaged in an Assault at the time, enemy units in the Assault may not Advance (as the unexpected retreat takes them by surprise), but may Consolidate.

Our Father Watches Us, Let None Fail Him!

As long as any member of a Brood Brother unit can trace Line of Sight to either the Magus or the Patriarch, they count as having Leadership 10 for all Morale checks and tests to Regroup after Falling Back. This counts for Heavy Weapon teams as well as regular units, but can be modified as normal (outnumbered, below 50%, etc). These units can also test to Regroup even if they are below 50% of starting strength or within 6" of an enemy unit, but again only if they have the required Line of Sight. Note this does not effect any other Leadership-based tests such as Pinning checks.

Important Note: Genestealer Cults need not be lead into battle by the Magus or Patriarch. In the case of neither of them in play, all of the above rules would be ignored. Hierarchs will not give any of the above special benefits, nor will their deaths require any special tests to be made.

Poor Maintenance (or, "Vroooooommm putter, putter, stall.....")

Cults usually have little time or expertise to maintain any vehicles they may steal or capture. This generally results in erratic performance in the battlefield. To represent this, after moving a Cult vehicle in the Movement Phase, roll a D6. On a roll of a "1", the vehicle has breathed its last, and is Immobilized for the rest of the game. Otherwise, it can continue to operate as normal. This rule does not apply to the Cult Limousines – as you can imagine, the Cult Leaders make sure these vehicles are very well maintained!

Psychic Power: Hypnotic Gaze

Both the Magus and Patriarch are psykers, and have the special power Hypnotic Gaze. This can be used in any Assault Phase after all models have moved but before any combat takes place. The Magus or Patriarch locks eyes with one enemy model in base contact with him, attempting to take over his mind! If Cult leader passes a Psychic Test, that enemy will need to roll 6's to strike hits in that Assault round. If the test was successful, and the roll is also higher than the enemy's Leadership, then the enemy cannot strike any blows at all – his mind has been completely dominated by the Hive Mind! The Cult psyker can still attack as normal, even if the test is failed.

The power will only work on living creatures – so Vehicles, Demons, Necrons, Thousand Sons, Avatars, Wraithguard, etc. are not effected. Tyranids of any type are not effected by the power either. Note that it only lasts one round – the user will have to test again each new round, but he can test in the enemy's Assault phase as well as his own.

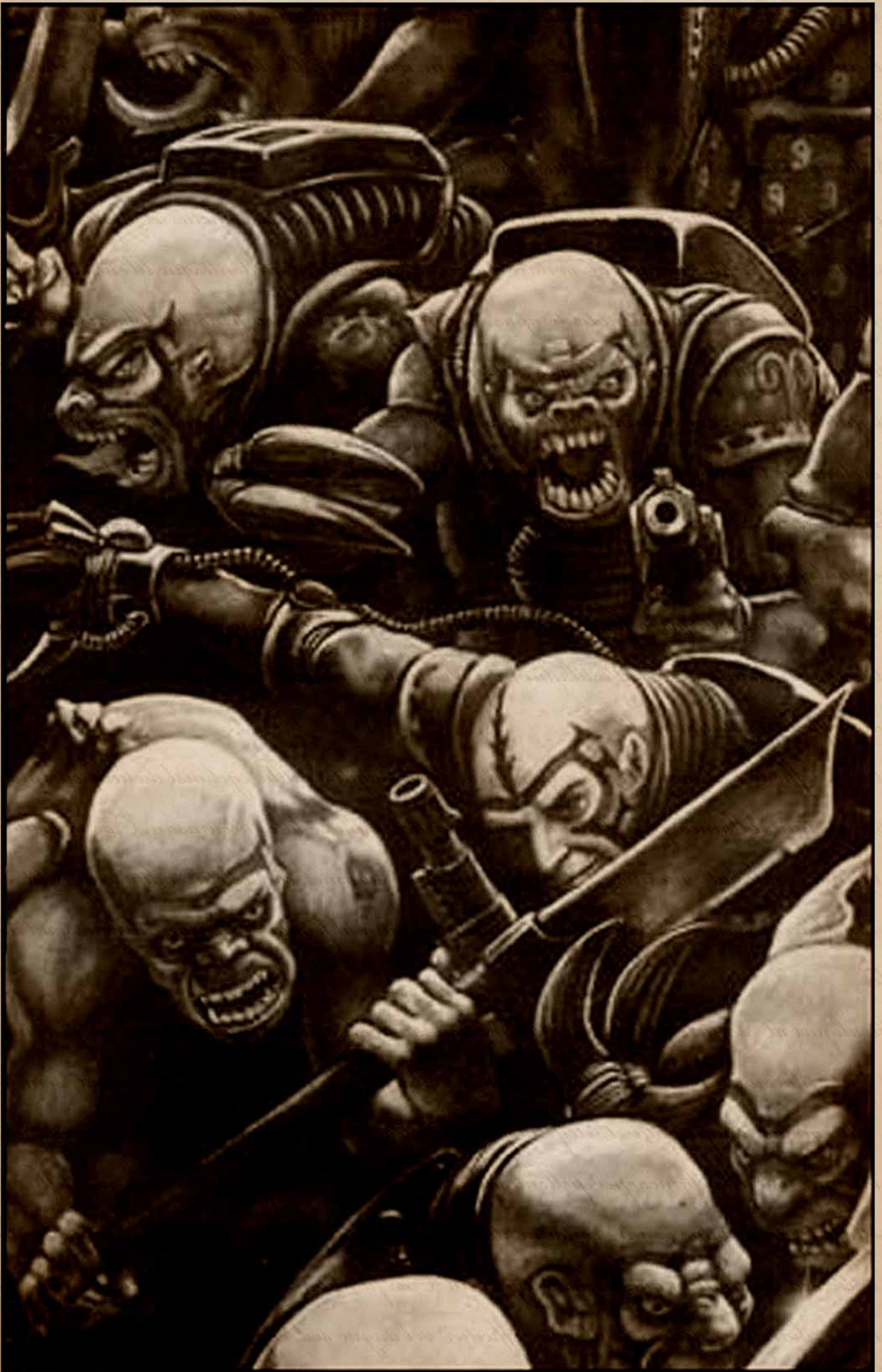
Scenario/Mission Special Rules:

While Genestealer Cults are unlikely to ever gain access to Planetary or Strategic scale weapons, they often engage in numerous acts of sabotage which can create the same types of effects before a battle. Thus they can still use the Preliminary Bombardment rules if the scenario calls for them.

If Detachment rules are in use, the Cult force can still only have a single Magus and a single Patriarch. You can never have more than one of each of these in the entire army, no matter how large.

Genestealer Cults have a Strategy Rating of 1D6, and a Vehicle Leadership Value of 7 for campaign use. For Missions involving Sentries, Cults use 10 Brood Brother Initiates (Initiative 3).

Fighting against Tyranid Forces – though not common, it is possible for the natural chemical or electromagnetic peculiarities of a planet to produce a mutated Cult that is resistant or not-effected by the Tyranid Hive Mind. Thus it is possible to have Cults fighting against their newly arriving Tyranid masters! All normal rules apply for these combats (though the Hive Mind is probably very puzzled by what is happening!). By the same token, Genestealer Cults can fight against each other (each being sure it is the true Cult, and the other a fraud).



ARMOURY

A character may carry up to two weapons, but only one of these may be a Two-Handed Weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the Armoury. In addition, each character may select up to a total of 50 points of combined Wargear and Holy Relics, except for the Magus who may have up to 100 points combined. You may not take duplicate items for the same model or vehicle, and all Wargear and Weapons should be represented on the model.

ONE-HANDED WEAPONS:

Weapons	Points
Bolt pistol	2 pts
Close combat weapon	1 pt
Laspistol	1 pt
Plasma pistol*	15 pts
Power fist	25 pts
Power weapon	15 pts

TWO-HANDED WEAPONS:

Weapons	Points
Autogun	2 pt
Boltgun	3 pts
Combi-weapon*	
Combi-flamer	12 pts
Combi-grenade launcher	12 pts
Combi-plasma gun	17 pts
Combi-melta	17 pts
Genestealer claw totem	5 pt
Lasgun	2 pts
Shotgun	2 pts
Storm bolter*	10 pts

WARGEAR:

Weapons	Points
Book of the faith*	8 pt
Carapace armour	12 pts
Chitin armour covering*	5 pts
Frag grenades	2 pts
Krak grenades	3 pts
Master-crafted weapon**	20 pts
Melta bombs	7 pts
Patriarch ichor vial	40 pt
Scanner*	5 pts
Targeter*	7 pts

VEHICLE UPGRADES:

Weapons	Points
Bell of righteousness	15 pt
Extra armour	5 pts
Hunter-killer missile***	20 pts
Pintle-mounted storm bolter***	15 pt
Rough terrain modifications	5 pts
Searchlight	1 pts
Smoke launchers	3 pts

*Magus and Hierarchs only.

**Magus only.

***Cult Predators, Leman Russ's and Land Raiders only.

Autocannon

The autocannon is a robust self-loading cannon that fires a burst of high-velocity caseless shot.

Weapon	Range	Str	AP	Type
Autocannon	48"	7	4	Heavy 2

Autogun

Smaller than the autocannon, the autogun operates under the same principle, firing a burst of high-velocity caseless shot.

Weapon	Range	Str	AP	Type
Autogun	24"	3	-	Rapid Fire

Autopistol

The smallest of the autoguns, the autopistol has a shorter range than its larger cousins.

Weapon	Range	Str	AP	Type
Autopistol	12"	3	-	Pistol

Battle Cannon

The battle cannon is the most common armament of the Leman Russ. The explosive rounds of a battle cannon decimate enemy infantry and tanks with equal contempt.

Weapon	Range	Str	AP	Type
Battle cannon	72"	8	3	Ordnance 1, Large Blast

Bolt Pistol

Like its larger cousins, the bolt pistol fires self propelled explosive bolts with devastating effect once it has penetrated its target.

Weapon	Range	Str	AP	Type
Bolt pistol	12"	4	5	Pistol

Bolter

The bolter (sometimes called the boltgun) fires small self-propelled explosive bolts that explode with devastating effect once they've penetrated their target.

Weapon	Range	Str	AP	Type
Bolter	24"	4	5	Rapid Fire

Book of the Faith

Cult Leaders often carry massive tomes with them, enormous volumes detailing the Cult beliefs and prophecies. Between battles they read to their enthralled followers, both to inspire them for the coming conflict and remove any doubts they might have in their actions. In actual combat there is little time for reading, but the thick velum (or sometimes less savory materials used in covers and pages) does often provide a modicum of protection by absorbing what might have been a lethal blow. Unless killed outright by an Instant Death effect, when the model suffers its last wound do not remove it as a casualty. Instead, place it on its side, and at the end of the current phase roll a D6. On a roll of 6, the Book has preserved its owner; stand the model back up and it is restored to 1 wound. Note this is done before determining Assault Results, but still count any wounds the owner originally took towards determining who won the assault.

Bow

The bow is a primitive weapon used on almost all planets, heavily so on Feudal Worlds. Skilled users can fire off arrows at a fast rate at short distances, or draw back fully for extra range.

Weapon	Range	Str	AP	Type
Bow	24"	3	-	Rapid Fire, Primitive Weapon*

**Unsuccessful saves made against this weapon can be re-rolled.*

Carapace Armour

Carapace armour is made up of large rigid plates of armaplas or ceramite moulded to fit parts of the body. This provides better protection than the flak armour which is normally worn by Imperial Guardsmen. A model that has carapace armour receives a 4+ Armour save.

Chitin Armour Coating

A special protective aid made from specially treated layers of Genestealer Chitin skin fashioned over regular armor. Though difficult and time-consuming to make, its unique properties are sought by most Cult leaders. A model with Chitin armor has the same saving throw as normal, but in order for a weapon to negate the model's save it must have an AP value that is better than the saving throw, not just equal to it.

Combi-weapons

These are basically two weapons joined together, giving the model a choice of two weapons to fire instead of one. A model who is armed with a combi-weapon may choose to fire either a bolter, or the weapon listed (so a combi-melta can be fired either as a bolter or as a meltagun). While the Bolter can be fired any number of times, the alternate weapon

may only be fired once per game (including the grenade launcher, as it will either be loaded with one krak, or one frag grenade).

Crossbow

While this weapon is slightly more high-tech than the bow, it follows the same idea, while hitting slightly harder but also being slower to use.

Weapon	Range	Str	AP	Type
Crossbow	24"	4	-	Heavy 1, Primitive Weapon*

**Unsuccessful saves made against this weapon can be re-rolled.*

Cult censer

During Cult services, special braziers are lit to fill the halls with scented smoke. Unknown to all but the Cult leaders, these fumes are laced with special chemicals and Genestealer pheromones. Designed to interact with the altered DNA of the membership, they work to deaden independent thinking and reinforce faith in the Cult. In battle they serve to repress any thought of slowing the fanatical advance and ensure Cult forces continue towards the enemy. Any unit which has a Censer may roll 3 dice for any Pinning Tests, and use the lowest two for the result. However, if the test is still failed the fumes have wrecked havoc with the drugged minds of the faithful, and they immediately Fall Back as if they had failed a Morale Test! This will even effect Bodyguard Initiates for the Magus (who will never normally Fall Back).

Firebombs

While many Cults lack the expertise to make or the access to steal large supplies of Frag Grenades, it is very easy for Brood Brothers to create their own home-made incendiary devices from small (usually glass) containers of flammable liquids. Hurling them at enemy units in cover, the resulting flames buy some time as the Brood Brothers advance into Assault. The Cult uprising on Moltov Prime saw these used to great effect. The planet's more famous fermented products were turned into thousands of lethal projectiles in the bid to overthrow the entrenched aristocratic government, and the battle cry of "Let them Drink Moltov Cocktails!" was heard throughout the capitol city. To use firebombs, declare that the unit is going to use them in the Assault phase against one enemy unit. The unit that used them may not assault and they must not be locked in a current assault. any Cult units already locked in combat against that enemy unit may immediately consolidate out of the assault. Firebombs may also be used in the shooting phase as Frag Grenades. In both cases they can only be used once per game.

Flak Armour

Cheap and easy to produce, flak armour comprises several layers of ablative thermoplast materials and impact absorbent carbifibres. A model with flak armour has an Armour save of 5+.

Flamer

Flamers are short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air or some sort of heat medium.

They are primarily used to scour the enemy from defended position, as walls are of no defence against blasts of superheated vapour.

Weapon	Range	Str	AP	Type
Flamer	Template	4	5	Assault 1

Frag Grenades

Frag grenades can be thrown at the enemy by cult members as they charge into battle, this forces the enemy under cover, the lethal storm of shrapnel allowing the cult members to close in, and hopefully get the first blow against a disoriented foe. A unit that contains at least one model with frag grenades fights enemies in cover as if they were charging enemies in open terrain. In addition a unit with frag grenades may be used in the Shooting phase with the following profile:

Weapon	Range	Str	AP	Type
Frag grenade	8"	3	6	Assault 1, Blast

Genestealer Claw Totem

Cults often fashion weapons from the razor sharp claws of their departed kinsmen, both to remember them in battle and to slay more of the enemy! Usually these take the form of a long staff or club, with several claws (or an entire Genestealer arm) attached at the end. A Totem is two handed, but the extra sharp claws slice through most enemy armor. Any attacks from a Totem-wielding cultist which roll a 6 to hit will wound automatically and ignore armour saving throws, exactly in the same manner as regular Genestealer Claws. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal armour saving throw.

Great weapon

A common weapon in Cults (even the poorest Cultist can find or create one from common materials), these can take many forms – huge axes, great swords, halberds, spears, flails, etc. All great weapons are two handed, and adds +2 to their users Strength, but strikes at -1 Initiative due to the ponderous nature of the attack.

Grenade launcher

Grenade launchers are versatile, man-portable weapons capable of firing a range of deadly rounds. A model with a grenade launcher may fire it as one of the two following profiles, but not both in the same shooting phase.

Weapon	Range	Str	AP	Type
Frag grenade	24"	3	6	Assault 1, Blast
Krak grenade	24"	6	4	Assault 1

Heavy Bolter

Like its smaller cousins, a heavy bolter fires small self-propelled explosive bolts that explode with devastating effect once they've penetrated their target.

Weapon	Range	Str	AP	Type
Heavy bolter	36"	5	4	Heavy 3

Heavy Flamer

Like the smaller version, a heavy flamer is a

short-ranged weapons that spew out highly volatile clouds of liquid chemicals that ignite on contact with air or some sort of heat medium. They are primarily used to scour the enemy from defended position, as walls are of no defence against blasts of superheated vapour.

Weapon	Range	Str	AP	Type
Heavy flamer	Template	5	4	Assault 1

Heavy Stubber

A cheap and easy to mass-produce weapon used mostly by Hive gangs or criminals. Reliable and easy to use, it can spread down a hail of solid slug ammunition quickly and is a favorite weapon in almost every cult force, and in cults, they are specifically modified to fire ammunition meant to deal with flak armour.

Weapon	Range	Str	AP	Type
Heavy stubber	36"	4	5	Heavy 3

Krak Grenades

Krak grenades are shaped charges, allowing their users to deal with light vehicles or large monsters. Krak grenades can be used by one model in the Shooting phase with the following profile:

Weapon	Range	Str	AP	Type
Krak grenade	8"	6	4	Assault 1

In addition, krak grenades may be used in the Assault phase, but only against Monstrous Creatures or Vehicles, with the following profile:

Weapon	Range	Str	AP	Type
Krak grenade	-	6	4	Melee Placed Charge*

*A model using this weapon can only ever make one attack when they use it.

Lascannon

Just like their smaller cousins, the Lascannon fires packets of explosive laser energy - with the exception that it is far more powerful. Regardless of their size, Las weapons are incredibly reliable, making them favoured tools of war throughout the Imperium and in many Genestealer Cults.

Weapon	Range	Str	AP	Type
Lascannon	48"	9	2	Heavy 1

Lasgun

Far smaller than the Lascannon, the lasgun operates under the same principle, firing packets of explosive laser energy - though their size hinders the strength of the shot. Despite this, they are incredibly reliable, and easy to manufacture, making them favoured tools of war throughout the Imperium and in many Genestealer Cults.

Weapon	Range	Str	AP	Type
Lasgun	24"	3	-	Rapid Fire

Lasgun

The smallest of Las weaponry, the laspistol still operates by firing packets of explosive laser energy. Despite their small size, they are incredibly reliable, and easy to manufacture, making them favoured tools of war throughout the Imperium and in many Genestealer Cults.

Weapon	Range	Str	AP	Type
Laspistol	12"	3	-	Pistol

Master-crafted

Some weapons lovingly maintained artefacts, created with a skill now lost. Though the exact form of master-crafting varies, it is usually the pinnacle of that weaponsmith's art. Weapons that are Master-crafted (or that have this rule) allow the bearer to re-roll one failed to hit roll per turn with this weapon. If this is an upgrade that is being bought, it must be applied to an existing weapon the model is currently carrying.

Melta Bombs

Melta bombs are fusion charges designed to burn through an armoured hull (or a thick hide) in a matter of seconds. Melta bombs may be used in the Assault phase, but only against Monstrous Creatures or Vehicles, with the following profile:

Weapon	Range	Str	AP	Type
Melta bomb	-	8	1	Placed Charge* Armourbane** Unwieldy***

*A model using this weapon can only ever make one attack when they use it.

**A model using this weapon rolls 2D6 and adds them together when rolling to penetrate vehicle armour.

***A model using this weapon strikes at Initiative 1.

Meltagun

Melta weapons are lethal anti-armour guns, most effective at very short range. When fired, the super-heating of the air produces a distinctive and sinister hiss. Solid rock is reduced to molten slag, and living creatures are vaporized in an instant.

Weapon	Range	Str	AP	Type
Meltagun	12"	8	1	Assault 1, Melta*

*When this weapon fires at half its maximum range, it rolls an extra D6 for determining armour penetration.

Missile Launcher

Missile launchers are versatile, man-portable weapons capable of firing a range of deadly ammunition. A model with a missile launcher may fire it as one of the two following profiles, but not both in the same shooting phase.

Weapon	Range	Str	AP	Type
Frag missile	48"	4	6	Heavy 1, Blast
Krak missile	48"	8	3	Heavy 1

Mortar

Mortars are anti-personnel weapons, capable of breaking up and pinning down enemy infantry formations.

Weapon	Range	Str	AP	Type
Mortar shell	48"	4	6	Heavy 1, Blast, Barrage

Multi-laser

The enhanced phased capacitors and reinforced barrels of a multi-laser mean that a more destructive power level can be combined with a high rate of fire, making this weapon effective against lightly armoured targets and onrushing hordes alike.

Weapon	Range	Str	AP	Type
Multi-laser	36"	6	6	Heavy 3

Multi-melta

Melta weapons are lethal anti-armour guns, most effective at very short range. The multi-melta in particular has twice the effective range as its smaller counterpart.

Weapon	Range	Str	AP	Type
Multi-melta	24"	8	1	Heavy 1, Melta*

*When this weapon fires at half its maximum range, it rolls an extra D6 for determining armour penetration.

Patriarch Ichor Vial

Only one vial may be taken per cult.

A small amount of ichor from the Patriarch is mixed with rare unholy herbs and forbidden chemicals to form a potent brew! Once per battle, at any time in any Assault Phase the bearer may shatter the vial, releasing the fumes into the air. All Cult members (including Genestealers & Hybrids) belonging to any units or open-topped vehicles within 2D6" of the Cultist who shattered the vial are filled with fanatical zeal from the vapours. After the turn ends, the vapours disperse and the effects are lost. Note that the Vial can be used in the opponent's Assault Phase if desired. Roll once using a D6 to see what the effect is for all Cultists within range:

D6 Effect

- 1 +1 Initiative
- 2 +1 Attack
- 3 +1 Strength
- 4 +1 Weapon Skill
- 5 Cultists may re-roll all misses during that Assault phase
- 6 Cultists may re-roll any failed rolls to wound or to penetrate Vehicle armour

Plasma Cannon

Like lesser plasma weaponry, plasma cannons fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate enormous temperatures when fired and are thus prone to overheating, sometimes proving deadly to the firer.

Weapon	Range	Str	AP	Type
Plasma cannon	36"	7	2	Heavy 1, Blast, Get's Hot

Plasma Gun

Plasma guns fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, they generate extreme heat when fired and are prone to overheating, sometimes proving deadly to the firer.

Weapon	Range	Str	AP	Type
Plasma gun	24"	7	2	Rapid Fire, Get's Hot

Plasma Pistol

Plasma pistols are the smallest of plasma weapons, but they're no less dangerous. They fire pulses of searing energy that are extremely effective against heavy infantry and light vehicles. However, like their larger counterparts, they generate extreme heat when fired and are prone to overheating, sometimes proving deadly to the firer.

Weapon	Range	Str	AP	Type
Plasma pistol	12"	7	2	Pistol, Get's Hot

Poorly Made Flak Armour

Most Cults simply do not have the materiel access to ensure all members get normal Flak Armor, and thus many of the lower members must make do with cheaper substitutes constructed from whatever is at hand. While not as good as the real thing, the heavy material provides some protection and gives the wearer a 6+ Armor Save.

Power Fist

See the main Warhammer 40k rulebook.

Power Weapon

See the main Warhammer 40k rulebook.

Razor Sharp Claws

Genestealer Claws are razor sharp, able to shred even Terminator Armour. Any of a Genestealer's attacks which roll a 6 to hit will inflict a wound automatically and ignore armour saves. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal armour saving throw.

Remains of the Unbeliever

Often the Cult will carry into battle the remains of a slain enemy, usually the reminder of a previous glorious victory or assassination, mounted high on a pole for all to see. This could be the head of a high ranking planetary official, the crested helm of the local Adeptus Arbites Chief, or possibly even a mighty Space Marine's helmet! No matter what form the Remains take they serve to strengthen the resolve of the Cult members by reminding them of their past successes. If the unit carrying this Relic has just failed a Morale test and is Falling Back, after it has completed the Fall Back movement (but before the enemy decides to Consolidate or Pursue) it can take another Morale test to Regroup. They must take the test using their own Leadership – the Our Father Watches Us rules cannot be used, and normal restrictions for Regrouping apply. Note this does not apply to beginning of the turn Regrouping attempts, but to Falling Back from an Assault, as a result of casualties from enemy fire, etc.

Special Optional Rule (both players must agree to it before the game!): If the Remains are from the same army as the current enemy, then the Cult may take them at half price. However, the enemy will be filled with righteous zeal to recover them, and gains +1 Attack when fighting against any units carrying those Remains!

Riding Lance:

Most mounted Cultists use a long lance or spear in combat, so they can strike their enemy with the full momentum of their charge. In the turn in which a model with this rule charges into combat, if they choose to strike with a Riding Lance, they strike at double their Initiative, strike simultaneously against enemy in cover and may only make a single attack (no matter how many attacks the model may normally have). This effect only lasts in the first round of combat. If the model uses riding lances outside of the first round of combat in which they charge, then they cannot be combined with any other close combat weapons or effects (except for that from a Patriarch Ichor Vial), so the user will normally only strike at their own Strength with a single attack when using the Lance.

Scanner

A scanner (also known as an auspex or surveyor) is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a scanner then the model is allowed to take a "free" shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit, the whole unit may shoot. These shots are taken before the battle begins and may cause the Infiltrators to fall back.

Shotgun

Shotguns are a type of low tech solution to warfare on a high-tech battlefield. The shotgun is cumbersome, noisy, and fairly primitive, as well as often employed by gangers, law enforcement officers and even civilians as they make a formidable din when fired and are easy to make as well as maintain.

Weapon	Range	Str	AP	Type
Shotgun	12"	3	-	Assault 2

Storm bolter

Storm bolters are larger than the bolter, but with twice the firepower. They fire small self-propelled explosive bolts that explode with devastating effect once they've penetrated their target.

Weapon	Range	Str	AP	Type
Storm bolter	24"	4	5	Assault 2

Stubb Gun

Like its much larger variant, the stubb gun fires solid shell ammunition, giving its user a low-tech solution on a high-tech battlefield. They are cumbersome, noisy and fairly primitive, however they are also easy to maintain and make a formidable din when fired.

Weapon	Range	Str	AP	Type
Stubb gun	12"	3	-	Pistol

Targeter

Models equipped with a targeter are allowed to pre-measure the range to a target before they decide who to shoot at in the Shooting phase. After you have used a targeter, any "Guess" range weapons may not be fired that turn.

GENESTEALER CULT VEHICLE UPGRADES

Bell of Righteousness

Before going into battle, many Cults remove sacred items from their covens to carry with them, displaying their fanatical signs of devotion for the enemy to gaze on and despair. Commonly these are huge bells, once used to call the brood faithful to gather but now used to reinforce their faith in the Cult. Any unit within 6" of a vehicle mounted with a Bell can re-roll their Morale test after losing an Assault. Note that any given test can only be re-rolled once, no matter how many Bells are within 6" of the unit.

Extra Armour

Vehicle crews sometimes add extra armour plating to their vehicle to provide a little extra protection. Vehicles equipped with extra armour count "crew stunned" results on the Damage tables as "crew shaken" results instead.

Hunter-killer Missile

Hunter-killer missiles are single use weapon systems commonly fitted to Imperial vehicles

allowing even lightly armoured Chimeras to engage enemy battle tanks. A hunter-killer missile can be used once per game with the following profile:

Weapon	Range	Str	AP	Type
Hunter-killer	Infinite	8	3	Heavy 1

Rough Terrain Modifications

This is a catch-all category for the many upgrades that help vehicles move through difficult terrain, such as dozer blades. They allow a vehicle moving no further than 6" that turn to re-roll a failed Difficult Terrain test.

Searchlight

See the main Warhammer 40k rulebook.

Smoke Launchers

See the main Warhammer 40k rulebook.

OPTIONAL GENESTEALER CULT ARMY

The structure and nature of a Genestealer Cult varies from planet to planet, and also with the age of the Cult. The Army list shown above is for fairly mature and established Cult on any of the common Civilized Worlds of the Imperium. Players may also want to try these variant rules below, to cover Cult uprisings in other situations. Both players should agree to using them before the game though! For more information on different planet types in Imperial Space, see the Warhammer 40,000 Rulebook, and feel free to try out other variant lists for some of the other worlds described there. Any of the special characters can be used in all Cult types.

Feudal/Low-tech Planets

These planets are mostly in a medieval setting, or tech levels lower than the Imperial norm.

- No Tanks or Heavy Support (except as below)
- No Fast Attack except for Mounted Cultist units
- Mounted Cultists can be chosen from Troops as well as Fast Attack (player choice)
- No restrictions on the number of Mounted Cultist units [(0-2) restriction no longer applies]
- Mounted Cultists & Hierarchs have the following rule:
 - **Trot:** In addition to the normal rules for Cavalry models in the Warhammer 40,000 Rulebook, Mounted Cultists may choose to move at a Trot. When moving at a Trot, they may not cross difficult terrain, they cannot shoot with any weapons that aren't pistols, and they can move and assault 9".
- Initiate units cannot have Heavy Weapons except for Heavy Stubbers, and only 1 for every 20 members of the unit.
- Initiate units can take an additional Close Combat Weapon or a Great Weapon for free.
- Instead of regular Heavy Weapon teams, Feudal Cults may only use the following war machines. Unlike normal heavy weapons, these massive machines can only move if both crew are alive. If one crewman is killed, it and its crewman must remain stationary for the rest of the game. All other rules for Cult Heavy Weapon teams apply.

Bolt Thrower

+20 Points

A mainstay on low-tech worlds, this ancient war machine fires a huge steel-tipped arrow or bolt at the enemy, where it can possibly pierce one foe with one massive bolt, or scatter multiple shots in a quick volley but with less force. The crew must declare which firing mode is being used before rolling any dice to hit – the single Strength 6 shot, or three shots at Strength 4.

Weapon	Range	Str	AP	Type
Single Shot	24"	6	3	Heavy 1
Volley	24"	4	5	Heavy 3

Catapult/Stone Thrower

+20 Points

Another favorite for Cults emerging on less developed worlds, this device hurls huge stones into the air at enemy units. Some even hit! Catapults operate just like regular Barrage weapons, but with special effects.

Once the template is positioned after scattering, see if the small hole in the center of the template touches the base of any enemy models (or vehicles). Any models covered in this way take a direct hit at Strength 8 AP2 as they take the full impact of the falling rock! All other models touched by the template take a Strength 4 hit with AP6 as the resulting flying rock shards fill the air. Catapults never cause Pinning.

Weapon	Range	Str	AP	Type
Direct hit	G12-48"	8	2	Heavy 1, Blast
Blast area	G12-48"	4	5	Heavy 1, Blast

Hiveworlds

Massive population concentrations in Hive Spires, surrounded by deadly wastelands (Necromunda is the most famous).

- No Tanks, Sentinels or Mounted Cultists allowed
- No restrictions on the number of Cultist Biker Units [(0-2) restriction no longer applies]
- No restrictions on Heavy Weapon Teams [(0-2) restriction no longer applies]
- Initiate units can have two Heavy Weapons instead of just one per unit, or one Heavy Stubber per 10 members of the unit
- Initiate units can form Cultist Gangs of 5-10 models (only 1 Heavy Weapon or two Heavy Stubbers though per Cultist Gang unit)
- Up to one Cultist Gang may Infiltrate as well as a one regular Initiate unit
- Cultist Gangs can Infiltrate even if they have up to one Heavy Weapon
- Cultist Gangs can use a special 4" unit coherency distance between members of the unit

Space Hulks/Fresh Cults

These represent Genestealer-infested Hulks, or Cults very early in their development cycle.

- At least one Initiate unit must be taken, and the total number of Initiates in the Cult must be no less than ½ the total number of Hybrids
- Genestealer and Hybrid Broods can be chosen as Troops as well as Elites (Cult player choice)
- No regular Magus (Cult is too recent to create one yet) but Hierarchs can be used as normal
- The Patriarch does not have the Great Age rule (the Cult is less organized, but he's younger and lighter on his feet)
- No Comrade units, and no Fast Attack, Tanks, or Heavy Support selections allowed (you may choose more Troops if the scenario would call for these as mandatory selections)
- No Cult Relics, Books of the Faith, or Bells of Righteousness (Cult has not had time to form religious trappings yet)



GENESTEALER CULT ARMY LIST



HQ

After several generations, the reproductive cycle of the Genestealer flows from near bestial hybrids to near human appearing offspring before producing more Purestrain Genestealers, thus recreating the cycle anew. Once the hybrid/Genestealer population reaches a certain level though, key pheromones given off by the offspring influence the genetic materials in the Genestealer Ovipositor, increasing the likelihood of psychic abilities in their offspring. Within a few generations, this results in the emergence of a Magus – human looking, but possessing some of the best qualities of the parent breed and his true Genestealer heritage. Totally immersed in the Brood collective mind and possessing strong psychic abilities, the Magus serves as the translator of the Patriarch's will to the Cult, driving them on towards greater levels of power. The Magus leads the Cult into the spotlight, openly gathering followers and support from the surrounding communities until the Cult makes it's final move to take control.

0-1 GENESTEALER MAGUS

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Magus	3	3	3	3	2	4	1	9	5+
Initiate Bodyguard	2	2	3	3	1	3	1	6	6+

Unit Composition:

- * 1 Magus

Unit Type:

- * Infantry
- * Independent Character (Magus, only if they don't have a bodyguard)

Wargear (Magus only):

- * Laspistol or autopistol
- * Flak armour

Wargear (Initiate Bodyguard only):

- * Lasgun or autogun or shotgun
- * Poorly made flak armour

Special Rules (Magus only):

- * Psychic Power (Hypnotic Gaze)
- * He Who Runs Away...

Special Rules (Initiate Bodyguard only):

- * We Fall So That He May Live!

Dedicated Transport:

- * If accompanied by Initiate Bodyguards, the Magus may take a Cult Limousine as a Dedicated Transport option.

Options:

- * The Magus may choose any additional equipment allowed to him from the Armoury.
- * The Magus may be accompanied by:
 - 5 Initiate Bodyguards*..... +25points
- * If the Magus is accompanied by Initiate Bodyguards, he may be accompanied by:
 - Up to 5 additional Initiate Bodyguards..... +5 points each
- * Any Initiate Bodyguard can exchange their weapons for one of the following:
 - Close combat weapon and a laspistol..... Free
 - Close combat weapon and a autopistol..... Free
 - Close combat weapon and a stubb gun..... Free
- * Any Initiate Bodyguards may substitute their pistol for:
 - A bolt pistol..... +3 points each
- * Up to two Initiate Bodyguards substitute their close combat weapon for:
 - A power weapon..... +15points each
- * Any Initiate Bodyguard may purchase:
 - Boltgun..... +3 points each
 - Flamer..... +10points each
 - Great weapon..... +1 point each
- * Up to four Initiate Bodyguards may upgrade to one of the following (though no item may be chosen more than twice):
 - Meltagun..... +10points each
 - Grenade Launcher..... +10points each
 - Plasma Gun..... +10points each
- * Two Bodyguards may be armed with one of the following:
 - Heavy stubber..... +10points
 - Missile launcher..... +20points
 - Mortar..... +20points
 - Heavy bolter..... +20points
 - Autocannon..... +30points
 - Lascannon..... +30points
- Special Option:**
 - * One Initiate Bodyguard not carrying a heavy weapon may be upgraded to a Cult Relic Bearer for free. This must be one of the two following options:
 - Remains of the unbeliever..... +15points
 - Cult censer..... +20points

We fall so that He may live!

Their absolute faith in the Cause means they will never Fall Back for any reason, and thus prevent the Magus from Falling Back too (unless Voluntarily, see above). When the unit is hit by ranged fire, the Cult player may apply up to 3 hits per Bodyguard Initiate before having to allocate any hits on the Magus. In an Assault, after all models have moved the Cult player may swap the Magus with another Bodyguard Initiate model to represent the fanatical defender rushing forward to protect his Master from harm. The same thing may be done when the unit is hit by any template or area affect weapons – after the template/marker is placed in final position, the Cult player may swap the Magus with a Bodyguard Initiate.

He who runs away...

Both the Patriarch and the Magus realize that only the Magus has the best chance of escaping to reform the Cult if the battle goes against them. Thus the Magus can make a Voluntary Fall-Back by making a successful Leadership Test, leaving behind his Bodyguard to keep on fighting in an Assault and buying him time to escape. He will automatically Regroup after this movement has ended, or if he reaches the edge of the board.

0-1 GENESTEALER PATRIARCH 50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	6	0	5	5	3	5	2	10	5+
Genestealer	6	0	4	4	1	6	2	10	6+

Unit Composition:

- * 1 Patriarch

Unit Type:

- * Infantry
- * Independent
- Character (Patriarch only)

Wargear (All):

- * Razor sharp claws

Special Rules (Patriarch):

- * Psyker (lvl 1, Hypnotic Gaze)
- * Unwavering Strength of will
- * Great Age

Dedicated Transport:

- * If accompanied by Genestealers, the Patriarch may take a Cult Limousine as a Dedicated Transport option.

Options:

- * The Patriarch may be accompanied by:
 - 3 Genestealers..... +48points
- * If the Patriarch is accompanied by Genestealers, he may be accompanied by:
 - Up to 9 additional Genestealers..... +16points each

Razor Sharp Claws

In the same manner as for regular Genestealers, attacks from the Patriarch which roll a 6 to hit will inflict a wound automatically and ignore armor saves. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives his normal armor saving throw.

Unwavering Strength of Will

A Patriarch will never Fall Back, no matter the reason. As long as he is alive, any unit he leads will never Fall Back either – such a thought would be blasphemous in the presence of the Cult Father!

Great Age

Due to increased bulk and age, the Patriarch cannot use any of the special Cult Genestealer movement & reserve rules. This means that none of the Genestealers in his Bodyguard (see below) can use them either – their total devotion is to his safety.



HQ

Oldest, wisest, most revered of all – the Father of the Brood. This ancient Genestealer is the primogenitor of the Cult, guiding them behind the scenes for years on years. Now that the Magus has arisen, the Ancient One feels the call of the stars again and spurs his children to battle. Only the massive clash of claws on flesh can ignite the Brood Overmind into shining brilliance, a beacon for guiding the true Masters to the planet and the rich feeding ground their servants will prepare for them.



HQ

There is much work involved with leading the Revolution, and even the most skilled Magus cannot do everything. Thus Cults usually have several able lieutenants to lead Cult forces on important actions such as weapon depot raids and sabotage missions. Hierarchs are nearly-human looking Hybrids, which usually only appear after several generations of the insidious Genestealer reproductive cycle. They do not share any of the Telepathic skills of the Magus, but the other gifts from their alien heritage result in them becoming skilled fighters ready to lead Cult units into battle.

GENESTEALER HYBRID HIERARCH 20 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Hierarchy	4	3	3	3	1	4	1	8	5+
Initiate Bodyguard	2	2	3	3	1	3	1	6	6+
Hybrid Acolyte	3	3	3	3	1	4	1	8	5+

Unit Composition:

- * 1 Hybrid Hierarchy

Unit Type:

- * Infantry
- * Independent Character (Hierarchy, only if they don't have a bodyguard)
- * Character (Hybrid Acolyte only)

Wargear (Hierarchy only):

- * Laspistol or autopistol
- * Flak armour

Wargear (Initiate Bodyguard only):

- * Lasgun or autogun or shotgun
- * Poorly made flak armour

Wargear (Hybrid Acolyte only):

- * Flak armour
- * Laspistol or autopistol

Dedicated Transport:

- * If an Infantry Bodyguard is taken, the Hierarchy may choose a Cult Limousine or a Cult Rhino as a Dedicated Transport.

Options (Hierarchy only):

- * The Hierarchy may choose any additional equipment allowed to them from the Armoury.
- * The Hierarchy may be accompanied by:
 - 5 Initiate Bodyguards..... +20points
- * If the Hierarchy is accompanied by Initiate Bodyguards, he may be accompanied by:
 - Up to 5 additional Initiate Bodyguards..... +4 points each
- * The Hierarchs may choose one of the following:
 - Be mounted on horseback (Cavalry)..... +6 points
 - Ride in a sidecar (gaining the Sidecar rule)..... +10points
- * If mounted on horseback, the Hierarchy may purchase:
 - Riding lance..... +3 points
- * If the Hierarchy is mounted on horseback or riding in a sidecar, their Initiate Bodyguards (if any) must be given the same option as the Hierarchy:
 - Be mounted on horseback (Cavalry)..... +2 points
 - Ride in a bike sidecar (Bikes)..... +6 points

Options (Initiate Bodyguard only):

- * Any Initiate Bodyguard can exchange weapons for one of the following:
 - Close combat weapon and a laspistol..... Free
 - Close combat weapon and a autopistol..... Free
 - Close combat weapon and a stubb gun..... Free
- * Any Initiate Bodyguards may substitute their pistol for:
 - A bolt pistol..... +3 points each
- * Up to two Initiate Bodyguards may exchange their close combat weapons for:
 - A power weapon..... +15points each
- * The following options may be purchased for the whole unit:
 - Frag grenades..... +1 point each
 - Krak grenades..... +2 points each
- * Any Initiate Bodyguard may purchase:
 - Boltgun..... +3 points each
 - Flamer..... +10points each
 - Great weapon..... +1 point each
- * Up to two Initiate Bodyguards may upgrade to one of the following (though no item may be chosen more than twice):
 - Meltagun..... +10points each
 - Grenade Launcher..... +10points each
 - Plasma Gun..... +10points each
- * One Initiate Bodyguard may be armed with one of the following:
 - Heavy stubber..... +5 points
 - Heavy bolter..... +10points
 - Missile launcher..... +12points
 - Mortar..... +12points
 - Autocannon..... +12points
 - Lascannon..... +17points

Special Option (Initiate Bodyguard only):

- * One Initiate Bodyguard not carrying a heavy weapon may be upgraded to a Cult Relic Bearer for +5 points. This must be one of the two following options:
 - Remains of the unbeliever..... +15points
 - Cult censer..... +20points

Options (Mounted Bodyguard only):

- * One model can be upgraded to the following:
 - Hybrid Acolyte..... +12points
- * Hybrid Acolyte's may choose any additional equipment allowed to them from the Armoury.
- * Any model in the unit may purchase:
 - Riding Lance..... +2 points each
- * Any model may purchase one of the following:
 - Bow..... Free
 - Lasgun..... +1 point each
 - Autogun..... +1 point each
 - Shotgun..... +1 point each
- * One model in the unit may purchase one of the following:
 - Bolter..... +3 point each
 - Flamer..... +8 point each
 - Grenade launcher..... +8 point each

Options (Biker Bodyguard only):

- * The unit may include:
 - One Hybrid Acolyte Sidecar..... +20points
- * Hybrid Acolyte's may choose any additional equipment allowed to them from the Armoury.
- * Any model can exchange their close combat weapon for one of the following:
 - Laspistol..... Free
 - Stubb gun..... Free
 - Autopistol..... Free
- * Any model may purchase:
 - Firebombs*..... +1 point each
 - Close combat weapon**..... +1 point each

**If even one model has Firebombs, the entire unit must buy them.*

***If the model traded its close combat weapon in for an autopistol, laspistol or stubb gun, this option is now +2 points each.*
- * Any model may exchange their weapons for one of the following:
 - Lasgun..... +1 point each
 - Autogun..... +1 point each
 - Shotgun..... +1 point each
- * One model in the unit may purchase one of the following:
 - Bolter..... +3 point each
 - Flamer..... +8 point each
 - Grenade launcher..... +8 point each

Special Option (Mounted Bodyguard only):

- * One member has been honored for his fierce devotion & superior riding skills and may be upgraded to a Cult Relic Bearer for +10 points. He may carry one of the two following options:
 - Remains of the unbeliever..... +15points
 - Cult censer..... +20points

Special Option (Biker Bodyguard only):

- * One Cult Biker has been honored for his loyalty and may be upgraded to a Cult Relic Bearer for +10 points. He may carry one of the two following options:
 - Remains of the unbeliever..... +15points
 - Cult censer..... +20points

Riding Lance:

Most mounted Cultists use a long lance or spear in combat, so they can strike their enemy with the full momentum of their charge. In the turn in which a model with this rule charges into combat, if they choose to strike with a Riding Lance, they strike at double their Initiative, strike simultaneously against enemy in cover and may only make a single attack (no matter how many attacks the model may normally have). This effect only lasts in the first round of combat.

If the model uses riding lances outside of the first round of combat in which they charge, then they cannot be combined with any other close combat weapons or effects (except for that from a Patriarch Ichor Vial), so the user will normally only strike at their own Strength with a single attack when using the Lance.

Sidecar

This combination of bike & sidecar counts as a single model, much like a Space Marine Attack Bike, and follows normal movement for Bikes. The model in the sidecar determines the profile, with +1 Toughness (as per normal bikes) as well as +1 Attack and +1 to their Armour save.

Civilian Bikes

These bikes do not have any weapons mounted on them; they only have the weapons the riders carry.



ELITES

They are the purest warrior – no remorse or pity, only blinding speed, clashing teeth, and ripping claws. Almost unstoppable in combat, they also serve a more important, secret purpose. Genestealers are driven to infect and corrupt other races with their genetic material in order to reproduce. Nearly immortal, and able to survive in the most inhospitable environments, they roam the galaxy on Space Hulks and other random transports. Moving from planet to planet they work to undermine planetary populations and make way for the advance of the Tyranid Hive Fleets, a more subtle threat that the Imperium is usually too late in realizing.

PURESTRAIN GENESTEALER BROOD 48 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	6	0	4	4	1	6	2	10	6+

Unit Composition:

- * 3 Genestealers

Unit Type:

- * Infantry

Wargear:

- * Razor Sharp Claws

Special Rules:

- * Master Predator
- * Hive Mind Link

Options:

- * The unit may include:

- Up to 9 additional Genestealers..... +16points each

Razor Sharp Claws

Genestealer Claws are razor sharp, able to shred even Terminator Armor.

Any of the Genestealer's attacks which roll a 6 to hit will inflict a wound automatically and ignore armor saves. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives his normal armor saving throw.

Master Predator

Like most Tyranid bio-constructs bred as predators, Genestealers are incredibly fast and effective in battle. Cult Genestealers, which have been raised as gods by their devoted worshippers, are even more potent due to their careful nurturing.

A Genestealer brood can choose to either move an additional D6" in the Shooting Phase (ignore any terrain modifiers), or remain stationary and gain a 5+ Cover Save even if in open ground (as if they were actually in cover). Note that if the latter is chosen, they will count as being in cover (and thus strike first if assaulted in the current or following turn, etc.). Cult Genestealer broods also roll an extra D6 when moving through terrain (and thus for example can roll 3D6 when moving through difficult terrain).

Hive Mind Link

Cult Genestealers are fully immersed in the totality of the Hive Mind, the subconscious undercurrent of intelligence that guides all Cult actions. They need no direction in battle, and are always at the forefront of any combat as they are driven by the Hive Mind to the perfect location.

In any game where the Reserve rules are in use, the Cult player may bring on any Genestealer broods in any turn desired after the first without needing to roll for them. Any broods not brought into play before the end of the game though count as being destroyed for Victory Purposes, something to be careful of in random turn length games!

GENESTEALER HYBRID BROOD * POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	3	3	3	3	1	4	1	8	5+

Unit Composition:

* 5 Hybrids

Unit Type:

* Infantry

* Character (Hybrid Acolyte only)

Wargear:

* Lasgun or autogun or shotgun

* Flak armour

Dedicated Transports:

Units that number 12 or fewer models may buy a Rhino or a Chimera as a Dedicated Transport.

Options:

* Each unit must be made up of at least 5 models, with a maximum of 20 models, chosen in any order from the following:

- Hybrid Acolytes.....+10points each
- Hybrid Neophytes.....+12points each

* Any member can exchange their weapons for:

- A close combat weapon and either a Laspistol, Autopistol, or Stubb Gun for free.....Free

* Any Hybrid may substitute his pistol for:

- A Bolt Pistol.....+2 points each
- Plasma Pistol*.....+15points each

*maximum of two per unit.

* Up to two Hybrids may substitute their close combat weapon for:

- A power weapon.....+15points each
- A power fist.....+20points each

* Any Hybrid may purchase:

- Boltgun.....+3 points each
- Genestealer Claw Totem.....+8 points each
- Great weapon.....+1 point each

* Up to four Hybrids may upgrade to one of the following:*

- Flamer.....+6 points each
- Grenade launcher.....+12points each
- Plasma gun.....+14points each
- Meltagun.....+14points each
- Heavy stubber.....+15points each
- Heavy bolter.....+20points each
- Mortar.....+20points each
- Autocannon.....+25points each
- Missile launcher.....+25points each
- Lascannon.....+35points each
- Multi-melta**.....+40points each
- Plasma cannon**.....+40points each

*No item may be chosen more than twice, except for Heavy Stubbers.

**Only one per unit.

* The entire unit may be upgraded with any of the following:

- Frag grenades.....+1 points each
- Krak grenades.....+2 points each
- Melta bombs.....+5 points each
- Carapace armour.....+8 points each



ELITES

When infected with Genestealer DNA, the host's own genetic makeup is subverted to produce more alien offspring. The first generation Hybrid offspring from an infected host greatly resembles the Purestrain form of a Genestealer, with at least one extra arm, purplish skin tone, and misshapen head. Each successive generation though grows more & more to resemble the parent host race, until by the 4th generation they are almost identical. These hybrids are also important for the cult, as they can more readily mix with the host population and serve as functionaries in the Cult organization. After the 4th generation, the next generation though produces more Purestrain Genestealers thus continuing the cycle anew.

Hybrids serve to bind the Cult together with brood telepathy and leading Brood Brothers into battle. While they are not as deadly as Purestrain Genestealers, Hybrids do not share their genetic inability to utilize tools and weapons. As Cult leaders, they are usually armed with the finest weapons the Cult can find or steal. Earlier generation Hybrids (Neophytes) excel in close combat, sharing many of the natural ferocity of their Purestrain brothers as well as multiple arms. Later, more human appearing generations (Acolytes) who only have one extra arm if any extra at all, are more suited to support away from the thick of the fighting.



TROOPS

Cults often infiltrate the trained members of any military forces in the area, as they know in the coming rise to power both their combat skills and access to weapons will be invaluable! These are usually local members of the Planetary Defense Forces (PDF), but can also be local Adeptus Arbites detachments, or even Imperial Guard regiments stationed on the planet. Cults often find it difficult to convert large numbers of these forces to the cause, but their actual military training (compared to the lack thereof for the rest of the Cult) more than make up for their lack of numbers. They serve a key role in arranging for proper military strategies for the Magus, and also alerting the Cult of any possible signs that the true nature of the Cult has been detected by local authorities.

0-2 BROOD BROTHER COMRADES UNIT

40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Brood Brother Comrade	3	3	3	3	1	3	1	7	5+
Hybrid Neophyte	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	3	3	3	3	1	4	1	8	5+

Unit Composition:

* 5 Brood Brother Comrades

Unit Type:

* Infantry
* Character (Hybrid Acolyte/Neophyte only)

Wargear:

* Lasgun or autogun or shotgun
* Flak armour

Wargear (Hybrid):

* Flak armour
* Laspistol or autopistol

Dedicated Transports: Units may buy a Rhino or a Chimera as a Dedicated Transport.

Options:

* The unit may include:

- Up to 5 additional Brood Brothers.....+8 points each

* One model can be upgraded to one of the following:

- Hybrid Acolyte.....+10points each

- Hybrid Neophyte.....+12points each

* Hybrid Acolyte's and Neophyte's may choose any additional equipment allowed to them from the Armoury.

* Any model can exchange their weapons for a close combat weapon and a Laspistol or Autopistol - Free

* Any Brood Brother may purchase:

- Frag grenades.....+1 point each

- Krak grenades.....+2 points each

- A bolter.....+3 points each

* One model in the unit may purchase one of the following:

- Flamer.....+3 points each

- Grenade launcher.....+8 points each

- Plasma gun.....+8 points each

- Meltagun.....+8 points each

* Two Brood Brothers can form a weapon team with one of the following:

- Heavy Bolter.....+10points

- Mortar.....+15points

- Autocannon.....+15points

- Missile Launcher.....+15points

- Lascannon.....+20points

- Plasma cannon.....+45points

- Multi-melta.....+50points

Weapon Teams

Weapon Teams count as two models for all intents and purposes, except when moving, shooting, attacking in assault and making saves, where they function but function as a single model with +1 Wound and +1 Attack on their original profile. Weapons teams models must be mounted on one 40mm base (with the weapon).

BROOD BROTHER INITIATES UNIT 40 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Brood Brother Initiates	2	2	3	3	1	3	1	6	-
Hybrid Neophyte	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	3	3	3	3	1	4	1	8	5+

Unit Composition:

- * 10 Brood Brother Initiates

Unit Type:

- * Infantry
- * Character (Hybrid Acolyte/Neophyte only)

Wargear:

- * Close combat weapon

Wargear (Hybrid):

- * Flak armour
- * Laspistol or autopistol

Special Rules:

- * Civilian Garb

Options:

- * The unit may include:
 - Up to 40 additional Brood Brothers..... +4 points each
- * One model can be upgraded to one of the following:
 - Hybrid Acolyte..... +10points each
 - Hybrid Neophyte..... +12points each
- * Hybrid Acolyte's and Neophyte's may choose any additional equipment allowed to them from the Armoury.
- * Any model can exchange their close combat weapon for one of the following:
 - Laspistol..... Free
 - Stubb gun..... Free
 - Autopistol..... Free
 - Bow..... Free
 - Crossbow..... Free
- * Any model may purchase:
 - Firebombs*..... +1 point each
 - Close combat weapon**..... +1 point each

**If even one model has Firebombs, the entire unit must buy them.*

***If the model traded its close combat weapon in for an autopistol, laspistol or stubb gun, this option is now +2 points each.*
- * Any model may purchase one of the following:
 - Lasgun..... +1 point each
 - Autogun..... +1 point each
 - Shotgun..... +1 point each
 - Great weapon..... +1 point each
- * One model in the unit may purchase one of the following:
 - Bolter..... +3 point each
 - Flamer..... +5 point each
 - Grenade launcher..... +8 point each
- * One in every ten Initiates in the unit may purchase:
 - Heavy stubber..... +6 points each
 - Heavy bolter*..... +10points each
 - Lascannon*..... +17points each
 - Autocannon*..... +12points each
 - Missile launcher*..... +12points each
 - Mortar*..... +12points each

**Can only be taken if a model has been upgraded to be a Hybrid Acolyte or Neophyte.*
- Special Option:**
 - * One Initiate not carrying a heavy weapon has been honored for his dedication to the Cult and may be upgraded to a Cult Relic Bearer for +6 points. He may carry one of the two:
 - Remains of the unbeliever..... +15points
 - Cult censer..... +20points

Civilian Garb

As the Initiates resemble simple common humans, they can often approach the enemy without the enemy forces actually believing them to be hostile or at least very much of a threat. Many are actually skilled in this (ex-gang members especially).

One (and only one!) Initiates unit may Infiltrate, as long as the unit does not have any Heavy Weapons or a Relic Bearer, contains 20 or fewer models, and is not in a vehicle.



TROOPS

The bulk of any Cult is made up of non-military forces: ordinary people caught up in the Cult's recruitment. Some are common criminals, hive gangers, deluded revolutionaries, or those with simply nothing else to lose. Many are not even aware of the true nature of the Cult until they reach the higher levels of the organization. Like all Brood Brothers, they are eventually implanted with the Genestealer seed, and many have been proud parents to hybrid offspring. No matter what, they are fully willing to join their alien progeny in battle; bound together by the strong hypnotic power of the Brood they form the backbone of the Cult forces. As access to weapons for the Cult is limited, and the finest weapons found or captured are usually given to the leaders and trained members, the Initiate units are usually left to themselves to find weapons – resulting normally in an eclectic range of weapons in each unit. Though they have no real training in military matters, their fanatical zeal and sheer weight of numbers is usually enough to overrun any opposition in their bid to overthrow the local government forces.

Distributum in: vult-risus. Pollentique habundant, nullo turgente sordet et vultus et maliscula. Juncus ac: turgis agnitus. Domo: cubitula, vultus et, vultus vultus. Phasellus et pollentique labor, ut vult-risus turgis. Nullo datur just- et, nullo vult-risus impedit pueri. Phasellus et,



DEDICATED TRANSPORTS

Cults often convert a few posh urban vehicles into special transports, to carry Cult members in secrecy (especially those they do not want prying eyes to see, such as Purestrain Genestealers). When the Cult is ready to attack these vehicles are equipped with armor plating and cannibalized tank fittings and used in the fight. While slowed by the additional armor, their unique fittings allowing them to transport high-ranking Cult forces around the battlefield relatively quickly.

CULT LIMOUSINE

40 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Cult Limousine	2	11	10	10	3

Unit Composition:

- * 1 Limousine

Unit Type:

- * Vehicle

Transport Capacity:

- * Varies (see Transport Priority)

Wargear:

- * None

Access Points:

- * 2 Access Points

Fire Points:

- * Varies (see Transport Priority)

Special Rules:

- * Transport Priority
- * Civilian Vehicle

Options (Trucks):

- * Any limousine may purchase:

- Smoke launchers.....+3 points each
- Bell of righteousness.....+15points each

Special Option:

- * In desperate times or when caught unprepared, a Cult may be forced to use Limousines without any combat preparation. If desired, a player may subtract 20 Points from the Limousine, but must also subtract 1 from all Armor Values. The Limousine will now also count as Fast due to lack of armor plating. In addition ½ of the transported models may fire their weapons rather than 1 in 5 as per Limo rules above, even with heavy weapons. The model should be represented by a suitably "civilian" car model, but with the windows blackened out of course! An Unarmored Cult Limousine can still have all the normal upgrades listed above, at their normal price.

Transport Priority

A Limousine can transport the Magus or Hierarch & his Bodyguard (up to a maximum of 8 models), or the Patriarch plus 5 Genestealers maximum (it has been specially modified to carry their larger alien forms) and it can only be taken as Transport for the HQ selection if a Bodyguard is chosen. 1 transported model in 5 may fire any weapons they're carrying at enemy models, and no Heavy-type weapons (such as lascannons or heavy Stubbers) can be fired from inside due to lack of space and firing vents.

Civilian Vehicle

The Limousine has no special vehicle rules at all. It only may move up to 12" in the movement phase, and cannot perform Tank Shock.

CULT CHIMERA

70 POINTS



DEDICATED TRANSPORTS

The Chimera is a highly versatile vehicle and over the millenia it has been pressed into service in a variety of different forms. By far the most common variant has a turret-mounted multi-laser and hull-mounted heavy bolter. The weapon ports on the side of the hull allow passengers to shoot their lasguns in a hail of anti-personel fire.

Armour

	BS	Front	Side	Rear	HP
Cult Chimera	3	12	10	10	3

Unit Composition:

* 1 Chimera

Unit Type:

* Vehicle (Tank)

Transport Capacity:

A Chimera has a transport capacity of 10 models as well as 2 characters attached to those units.

Special Rules:

* None

Wargear:

* None

Access Points:

* 1 Access Point

Fire Points:

* 2 Fire Points

Options:

* The Chimera must buy one of the following turret weapons:

- Multi-laser..... +10points
- Heavy Flamer..... +10points
- Heavy Bolter..... +10points

The Chimera may buy one of the following hull-mounted weapons:

- Heavy Bolter..... +5 points
- Heavy Flamer..... +5 points

Distributum in: velit rursus Pellentesque habitant, morbi tristique senectus et netus et malesuada fames ac turpis egestas. Donec; cubilia, massa; et, orare varius. Phasellus et pellentesque libero, sit amet euismod tortor. Nulla dictum justo et, nisl orare imperdiet purus. Phasellus et,

Phasellus et, nisl orare imperdiet purus. Phasellus et,



DEDICATED TRANSPORTS

The Rhino personnel carrier is a common part of many imperial forces, and therefore many cult forces and allows units to move swiftly to seize an objective or strike deep into the heart of an enemy force.

CULT RHINO

45 POINTS

	Armour				
	BS	Front	Side	Rear	HP
Cult Rhino	3	11	11	10	3

Unit Composition:

- * 1 Rhino

Unit Type:

- * Vehicle (Tank)

Transport Capacity:

A Rhino has a transport capacity of 10 models as well as 2 characters attached to those units.

Wargear:

- * Pintle-mounted Storm Bolter

Access Points:

- * 3 Access Points

Fire Points:

- * 1 Fire Point

Phasellus et, nisl orare imperdiet purus. Phasellus et,

Phasellus et, nisl orare imperdiet purus. Phasellus et,

0-2 SENTINEL SQUADRON

35 POINTS



	Armour								
	WS	BS	S	Front	Side	Rear	I	A	HP
Sentinel	3	3	5	10	10	10	3	1	2

Unit Composition:

- * 1 Sentinel

Unit Type:

- * Walker (open-topped)

Special Rules:

- * Scouts

Options:

- * The unit may include:
 - Up to two additional Sentinels..... +10points each
- * Each Cult Sentinel must be armed with one of the following:
 - Heavy flamer..... +5 points each
 - Multi-laser..... +10points each

Scouts

Scouts are always in the vanguard of the army. Unnoticed by the enemy, they range ahead of the main force.

After both sides have deployed (including Infiltrators) but before the first player starts the first Movement phase, a unit containing at least one model with this rule can choose to redeploy. If the unit is Infantry, Artillery, a Walker or a Monstrous Creature, each unit can redeploy anywhere entirely within 6" of its current position. If it is any other unit type, each model can instead redeploy anywhere entirely within 12" of its current position. During this redeployment, Scouts must remain more than 12" away from any enemy unit. A unit cannot embark or disembark as part of a Scout redeployment. If both sides have Scouts, roll off with the winner redeploying first, then alternating between the players. If a unit with this special rule is embarked on a Transport, they can redeploy with their transport (again, they cannot disembark as part of this move) and if a transport has this rule, it does not lose it by having a unit without this rule embark inside of it. This rule also confers the Outflank rule.

Outflank

The best way to surprise an enemy is to strike from an unexpected quarter.

During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction. When an Outflanking unit arrives from Reserves, but not Ongoing Reserves, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's table edge. On a 3-4, the unit comes in from the table edge to the right of their controlling player's table edge. On a 5-6, the player can choose if they come in from the left or the right. They arrive in the same manner as described for other Reserves. If such units have a dedicated transport, they can Outflank with it, but if they do then they must arrive embarked inside it.

FAST ATTACK

Sentinels are a common sight in most Imperial Guard forces, usually striding out in patrols of the advance force. As they are often out on independent patrol, their pilots can fall prey to Genestealer attack and once implanted with the alien seed become valued Cult members.



FAST ATTACK

Most planets have some sort of riding beast which has been converted for use in local military or Arbites forces. These can offer the Cult a speedy attack force, but it is rare to have many of these mounted units. Most mounts are spooked too easily by the vile hissing of the Genestealer broods, and tend to run away first chance they get!

0-2 BROOD BROTHER MOUNTED CULTISTS

30 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Mounted Initiates	2	2	3	3	1	3	1	6	6+
Mounted Hybrid Acolyte	3	3	3	3	1	4	1	8	5+

Unit Composition:

- * 5 Mounted Cultists

Unit Type:

- * Cavalry
- * Character (Hybrid Acolyte only)

Wargear:

- * Close combat weapon
- * Laspistol or stubb gun or autopistol
- * Poorly made flak armour

Wargear (Hybrid):

- * Flak armour
- * Laspistol or autopistol

Options:

- * The unit may include:
 - Up to 5 additional Mounted Cultists.....+6 points each
- * One model can be upgraded to the following:
 - Hybrid Acolyte.....+12points
- * Hybrid Acolyte's may choose any additional equipment allowed to them from the Armoury.
- * Any model in the unit may purchase:
 - Riding Lance.....+2 points each
- * Any model may purchase one of the following:
 - Bow.....Free
 - Lasgun.....+1 point each
 - Autogun.....+1 point each
 - Shotgun.....+1 point each
- * One model in the unit may purchase one of the following:
 - Bolter.....+3 point each
 - Flamer.....+8 point each
 - Grenade launcher.....+8 point each

Special Option:

- * One member has been honored for his fierce devotion & superior riding skills and may be upgraded to a Cult Relic Bearer for +10 points. He may carry one of the two following options:
 - Remains of the unbeliever.....+15points
 - Cult censer.....+20points

Riding Lance:

Most mounted Cultists use a long lance or spear in combat, so they can strike their enemy with the full momentum of their charge.

In the turn in which a model with this rule charges into combat, if they choose to strike with a Riding Lance, they strike at double their Initiative, strike simultaneously against enemy in cover and may only make a single attack (no matter how many attacks the model may normally have). This effect only lasts in the first round of combat.

If the model uses riding lances outside of the first round of combat in which they charge, then they cannot be combined with any other close combat weapons or effects (except for that from a Patriarch Ichor Vial), so the user will normally only strike at their own Strength with a single attack when using the Lance.

0-2 BROOD BROTHER CULTIST BIKERS

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Initiate Biker	2	2	3	3(4)	1	3	1	6	6+
Hybrid Acolyte Sidecar	3	3	3	3(4)	1	4	2	8	4+

Unit Composition:

- * 5 Initiate Bikers

Unit Type:

- * Bikes
- * Character (Hybrid Acolyte only)

Wargear:

- * Close combat weapon

Wargear (Hybrid):

- * Flak armour
- * Laspistol or autopistol

Special Rules:

- * Sidecar
- * Civilian Bikes

Options:

- * The unit may include:

- Up to 5 additional Initiate Bikers.....+10points each
- One Hybrid Acolyte Sidecar..... +20points

- * Hybrid Acolyte's may choose any additional equipment allowed to them from the Armoury.

- * Any model can exchange their close combat weapon for one of the following:

- Laspistol..... Free
- Stubb gun..... Free
- Autopistol..... Free

- * Any model may purchase:

- Firebombs*+1 point each
- Close combat weapon**+1 point each

**If even one model has Firebombs, the entire unit must buy them.*

***If the model traded its close combat weapon in for an autopistol, laspistol or stubb gun, this option is now +2 points each.*

- * Any model may exchange their weapons for one of the following:

- Lasgun..... +1 point each
- Autogun.....+1 point each
- Shotgun.....+1 point each

- * One model in the unit may purchase one of the following:

- Bolter..... +3 point each
- Flamer.....+8 point each
- Grenade launcher..... +8 point each

Special Option:

- * One Cult Biker has been honored for his loyalty and may be upgraded to a Cult Relic Bearer for +10 points.

He may carry one of the two following options:

- Remains of the unbeliever..... +15points
- Cult censer..... +20points

Sidecar

This combination of bike & sidecar counts as a single model, much like a Space Marine Attack Bike, and follows normal movement for Bikes. The model in the sidecar determines the profile, with +1 Toughness (as per normal bikes) as well as +1 Attack and +1 to their Armour save.

Civilian Bikes

These bikes do not have any weapons mounted on them; they only have the weapons the riders carry.



FAST ATTACK

Bikes are a common combat transport throughout the Imperium, used on most planets by Adeptus Arbites police forces to underground gangs or criminal elements. They (and their riders) are often absorbed into the Cult, where they provide a hard-hitting, fast moving force to augment their slower moving Brood Brothers.



CULT LIGHT ATTACK VEHICLE

20 POINTS

FAST ATTACK

Cults often have to become quite innovative in weapon creation, given their lack of ready munitions to draw on. One common adaptaion is to take a small civilian vehicle and add some light armor plus a heavy weapon mounting. The resulting two-man vehicle gives the Cult a very mobile, fast moving weapon platform, adaptable to a wide variety to heavy weapons.

		Armour			
	BS	Front	Side	Rear	HP
Light Attack Vehicle	2	10	10	10	3

- Unit Composition:**

 - * 1 Light Attack Vehicle

Options (Trucks):

 - * The unit may include:
 - Up to 2 additional Light Attack Vehicles..... +20points each
 - * Every Light Attack Vehicle must purchase one of the following:
 - Heavy stubber.....+5 points each
 - Heavy bolter.....+15points each
 - Heavy flamer.....+15points each
 - Missile launcher.....+15points each
 - Autocannon.....+20points each
 - * All Light Attack Vehicles can purchase:
 - Searchlight.....+1 points each
 - * One Light Attack Vehicle may purchase:
 - Bell of righteousness.....+15points each

CULT TRUCKERS

50 POINTS



FAST ATTACK

Another common Cult improved vehicle is a simple civilian transport, with a large open bed in the rear to carry Initiates into battle. Some armor is added, and usually the ubiquitous Heavy Stubber as well, to finish off the conversion into Cult usage. While not as well armed or armored as other Cult vehicles, they are cheap and more readily available.

Armour

	BS	Front	Side	Rear	HP				
Cult Battle Truck	2	10	10	10	3				
	WS	BS	S	T	W	I	A	Ld	Sv
Brood Brother Initiates	2	2	3	3	1	3	1	6	-

Unit Composition:

* 1 Battle Truck and 5 Brood Brothers

Unit Type:

* Vehicle (Fast, Open-topped)

Transport Capacity:

A Cult Truck has a transport capacity of 10 models.

Wargear (Initiates):

* Close combat weapon

Options (Trucks):

* The unit may include:

- Up to 2 additional Battle Trucks* +50points each
*Each additional Battle Truck comes with 5 Brood Brother Initiates.

* Any Truck may purchase:

- Up to 5 additional Initiates..... +4 points each
- Turret-mounted heavy stubber..... +5 points each

* Trucks may purchase any additional equipment allowed to them from the Armoury.

Options (Initiates):

* Any model can exchange their close combat weapon for one of the following:

- Laspistol..... Free
- Stubb gun..... Free
- Autopistol..... Free
- Bow..... Free
- Crossbow..... Free

* Any model may purchase:

- Firebombs* +1 point each
- Close combat weapon** +1 point each

*If even one model has Firebombs, the entire unit must buy them.

**If the model traded its close combat weapon in for an autopistol, laspistol or stubb gun, this option is now +2 points each.

* Any model may purchase one of the following:

- Lasgun..... +1 point each
- Autogun..... +1 point each
- Shotgun..... +1 point each
- Great weapon..... +1 point each

Special Option:

* One transported Initiate per Truck squadron has been honoured for his suicidal bravery and may be upgraded to a Cult Relic Bearer for +8 points. He may carry one of the two following options:

- Remains of the unbeliever..... +15points
- Cult censer..... +20points

* Only one Truck in the cult may take the following:

- Bell of righteousness..... +20points



HEAVY SUPPORT

Trained Cult members are often assigned to provide long range support to the advancing forces. PDF members will usually have training for these common heavy weapons, and better yet easy access to them! Cults commonly send raiding parties to "liberate" stored weapons from local depots, often with the aid of recruited officers who provide security codes and other support.

0-2 BROTHER HEAVY WEAPON TEAMS

15 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Brother Comrade Crew	3	3	3	3	2	3	2	7	5+
Hybrid Neophyte	4	2	4	3	1	5	1	8	5+
Hybrid Acolyte	3	3	3	3	1	4	1	8	5+

Unit Composition:

- * 1 Brood Brother Heavy Weapon Team

Unit Type:

- * Infantry
- * Character (Hybrid Acolyte/Neophyte only)

Wargear:

- * Flak armour
- * Lasgun or autogun

Wargear (Hybrid):

- * Flak armour
- * Laspistol or autopistol

Special Rules (All):

- * Weapon Teams

Options:

- * The unit may include:
 - Up to 2 additional Weapon Teams.....+15points each
- * One model can be upgraded to one of the following:
 - Hybrid Acolyte.....+10points each
 - Hybrid Neophyte.....+12points each
- * Hybrid Acolyte's and Neophyte's may choose any additional equipment allowed to them from the Armoury.
- * Every Weapon Team must purchase one of the following:
 - Heavy bolter.....+15points each
 - Mortar.....+20points each
 - Missile launcher.....+20points each
 - Autocannon.....+25points each
 - Lascannon.....+30points each

Weapon Teams

Weapon Teams count as two models for all intents and purposes, except when moving, shooting, attacking in assault and making saves, where they function as a single model. Weapons teams models must be mounted on one 40mm base (with the weapon).

In the case of upgrading one of the models to a character, subtract 1 Wound and 1 Attack on the profile of the Comrade Crew, as the character replaces one of the crew (and is put on the same base). Apart from this, the comrade and the hybrid function as above with the following exceptions: During each shooting phase, you may choose which model fires the heavy weapon, and whenever they are making attacks in an assault you treat them as separate models.

CULT TANKS

CULT LAND RAIDER

CULT LEMAN RUSS

CULT PREDATOR

250 POINTS PER MODEL

100 POINTS PER MODEL

100 POINTS PER MODEL

Armour

	BS	Front	Side	Rear	HP
Cult Land Raider	3	14	14	14	4
Cult Leman Russ	3	14	12	10	3
Cult Predator	3	13	11	10	3

Unit Composition:

- * 1 tank chosen from one of the following types: Land Raider, Leman Russ, Predator.

Unit Type (All):

- * Vehicle (Tank)

Wargear (Land Raider):

- * Two sponson mounted twin-linked lascannons
- * Hull mounted twin-linked Heavy Bolter

Wargear (Leman Russ):

- * None

Wargear (Predator):

- * Turret mounted autocannon

Special Rules (All):

- * Transport Priority

Special Rules (Predator):

- * Hard to Capture

Special Rules (Land Raider):

- * Very Hard to Capture

Options:

- * A Cult Leman Russ must be armed with one of the following turret mounted weapons:
 - Battlecannon.....+40points
 - Twin-linked autocannon.....+20points
- * A Cult Leman Russ must be armed with one of the following hull mounted weapons:
 - Heavy Bolter.....+5 points
 - Lascannon.....+15points
- * A Cult Leman Russ may be armed with a pair of the following sponson mounted weapons:
 - Heavy Bolters.....+10points
 - Lascannons.....+25points
- * A Cult Predator may exchange its Turret mounted autocannon for:
 - Twin-linked Lascannons.....+20points
- * A Cult Predator may be armed with a pair of the following sponson mounted weapons:
 - Heavy Bolters.....+10points
 - Lascannons.....+25points
- * Any vehicle may purchase any additional equipment allowed to them from the armoury.

Hard to Capture

Most Space Marine vehicles would be very difficult for Cult forces to capture or steal; even so, only the most powerful of Cults will ever capture or gain access to a Predator.

Due to such rarity this vehicle counts as two Heavy Support choices and cults can only field Predator Tanks in games of 2000 points or more.

Very Hard to Capture

Most Space Marine vehicles would be very difficult for Cult forces to capture or steal; even so, only the most powerful of Cults will ever capture or gain access to the venerated Land Raider.

Due to such rarity this vehicle counts as two Heavy Support choices and cults can only field Land Raiders in games of 3000 points or more.

Transport Priority

Any vehicles listed below with Transport capability can only carry the Magus, Hierarchs, Brood Brothers & Hybrids. They cannot carry Genestealers, or the Patriarch. Don't even think of transporting Mounted Cultists or Bikers!



HEAVY SUPPORT

Once the Cult has infiltrated military units, the next step is to gain access to weapons depots and storage yards. Soon, local materiel officers find a dramatic increase in missing parts and vehicles "wrecked beyond repair" on remote exercises or transferred to other commands. All of these of course being siphoned to the growing Cult force. Many tanks are simply left alone in the depots, and stolen right before the Cult makes its bid for power. Other vehicles are salvaged in battle, or even built in secret using stolen Standard Template Construct (STC) data. The Cult rarely if ever gains combat access to the more rare and valuable tank types, due to higher security and scrutiny (and difficulty in operation too!), thus most Cults only can field the more common Imperial tanks. But once repainted in the common Cult colors of Blue and Purple, they are invaluable in the fight!



HQ

Legends have sprung up on dozens of worlds of a charismatic preacher, elderly but still vital, who brings the word of the faithful to the masses then leaves to spread the word elsewhere. On Mossba he was known as The Blessed Gilessen Bogtat. On Prandium, Revered Pater Noveen the Meek. It was on Ichar IV that he took the name that the Inquisition hunts him by to this day: Learned Brother Janos Armistadt.

Under a variety of names and shifting guises this being has moved from system to system, preaching to the downtrodden and raising up new religious fervor while secretly initiating Genestealer infiltration. How long he has lived is unknown (certainly many decades longer than a normal human). He has always managed to stay a step ahead of any arriving Imperial forces sent to deal with the revolutions he instigates. Unlike most other Magi, he usually leaves the planetary system once a Cult is established, rarely staying for outright revolution to begin. One of the Purestrain Genestealers he brings with him to each new planet begins a new life as Patriarch for the emerging Cult. After his departure (along with a cadre of Genestealers and Brood Brothers) the Cult usually continues to flourish, due to the training and experience he imparts on the new leaders.

Cont...

ARCH-MAGUS JANUS ARMISTADT* 107 POINTS

THE TRAVELER *Janus Counts as the Magus choice for the army

	WS	BS	S	T	W	I	A	Ld	Sv
Janus Armistadt	3	4	3	4	3	4	1	10	4+
Protectorate	3	3	3	3	1	3	1	7	5+
Genestealer	6	0	4	4	1	6	2	10	6+

Unit Composition:

* Janus Armistadt

Unit Type:

* Infantry

* Independent

Character (Janus only)

Wargear (Janus only):

* Master Crafted bolt pistol

* The Serpent's Tooth

* The Shepherd's Staff

* Carapace armour

* Chitin covering

Wargear

(Genestealers only):

* Razor Sharp Claws

Wargear

(Protectorate only):

* Close combat weapon

* Flak armour

Special Rules (Janus):

* He Who Runs Away...

* Psyker (lvl 1)

Special Rules

(Protectorate):

* We Fall So That He

May Live!

* Suicide Bombers

Special Rules

(Genestealer):

* Master Predator

* Hive Mind Link

Dedicated Transport:

* If accompanied by 8 or less Initiate Bodyguards, Janus may take an armoured Cult Limousine as a Dedicated Transport option.

Options:

* Janus may be accompanied by one of the following:

- 5 Protectorates..... +45points

- 3 Genestealers*..... +48points

*These genestealers cannot use their normal Genestealer Cult special movement rules - their total devotion to his safety keeps them too busy to run faster or seek cover.

* If Janus is accompanied by Protectorates, he may be accompanied by:

- Up to 5 additional Initiate Bodyguards..... +9 points each

* If Janus is accompanied by Genestealers, he may be accompanied by:

- Up to 9 additional Genestealers..... +16points each

* Up to two Protectorates may purchase:

- A power weapon..... +15points each

* Any Protectorates may purchase:

- Boltgun..... +3 points each

- Flamer..... +10points each

- Great weapon..... +1 point each

* Up to four Protectorates may upgrade to one of the following (though no item may be chosen more than twice):

- Meltagun..... +13points each

- Grenade launcher..... +13points each

- Plasma gun..... +13point each

We Fall So That He May Live!

Their absolute faith in the Cause means they will never Fall Back for any reason, and thus prevent the Magus from Falling Back too (unless Voluntarily, see above). When the unit is hit by ranged fire, the Cult player may apply up to 3 hits per Bodyguard Initiate before having to allocate any hits on the Magus. In an Assault, after all models have moved the Cult player may swap the Magus with another Bodyguard Initiate model to represent the fanatical defender rushing forward to protect his Master from harm. The same thing may be done when the unit is hit by any template or area affect weapons - after the template/marker is placed in final position, the Cult player may swap the Magus with a Bodyguard Initiate.

The Serpent's Tooth

According to Imperial Intelligence reports this ornate dagger was made from a claw from the long-dead Patriarch who founded Armistadt's original Cult family. Witnesses say the blade of polished bone is covered with small notches, believed to represent each Cult the Arch-Magus has founded, or possibly each Imperial Agent he has killed.

In combat if Janus chooses to use this weapon, all of his attacks are at AP4 and any attacks from him that roll a 6 to hit will wound automatically and ignore armor saving throws. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives their normal armor saving throw. This can be used with another Close Combat Weapon as normal. Armistadt's skill with the dagger results in +2 Attacks when he uses it, for a base total of 3 Attacks for normal combat, and up to 4 if he uses another Close Combat Weapon (5 if charging).

Suicide Bombers

Honed over the years, Armistadt's incredible powers of hypnotic persuasion and mind control can create bodyguards even more fanatical than normal. His Protectorate are even willing to commit suicide for him, knowing that they will have a place at his side in the afterlife. Protectorate members are armed with special contact bombs, designed for maximum explosive power in a shaped charge.

Before blows are struck, each Protectorate model may detonate their bomb, instantly killing themselves but causing any one model in contact to take an automatic Strength 6 hit. Only models in base contact are effected, and any casualties (both Protectorate and enemy) count toward resolving the Assault. Once any Suicide Bombs are completed, resolve the rest of the Assault Phase as normal. This special attack can be used against vehicles as well, with each model causing an automatic hit with an Armor Penetration value of 6+D6 no matter the vehicle type or speed. In a Death or Glory Attack, each Protectorate member who stands and detonates his bomb will be removed as a casualty as normal. Note that the player must declare how many Protectorate models are being used in attacking a vehicle or doing a Death or Glory attack before rolling any dice to penetrate! Even if the first bomb destroys the vehicle, all of the declared Protectorate models are still removed from play.

Test of Wills (Psychic Power)

Armistadt has refined his hypnotic powers to the level that he can actually reach out and take control of enemy minds. At the start of the Cult player's Assault Phase, Armistadt may attempt to use this power against a single enemy model with 6" to which he has Line of Sight. First he must pass a Psychic Test as normal, then both models roll 2D6 and add it to their Leadership. If Armistadt's total is higher, he has taken over the mind of the enemy, and can immediately make a normal Assault move with the model. The Assault Phase is then conducted as normal, but Armistadt also controls that model and it counts as being part of the Cult Army for the rest of the phase. If the result is a tie, or the enemy's total is higher, nothing happens. The power will only work on living creatures – so Vehicles, Daemons, Necrons, Thousand Sons, Avatars, Wraithguard, etc. are not effected. Tyranids of any type are not effected by the power either. At the end of that Assault Phase, the effects wear off and the enemy model regains control of his senses.

He Who Runs Away...

Janus can make a Voluntary Fall-Back by making a successful Leadership Test, leaving behind his Bodyguard to keep on fighting in an Assault and buying him time to escape. He will automatically Regroup after this movement has ended, or if he reaches the edge of the board. If desired, when attempting to make this voluntary Fall-back test he can declare that he is deciding to quit the battlefield altogether and flee the area. If his test is successful, he is simply removed from play, but no Victory Points are scored for his removal. He will count as being dead for purposes of any other special Cult rules.

The Shepherd's Staff

Moving from planet to planet, Armistadt has acquired a collection of rare and arcane artifacts, which have served him well as he has sown the seeds of heresy and revolt throughout the Imperium. While not confirmed, it is believed that the Staff was captured in a pitched battle with rival Chaos Worshipers. Where they got (or stole) it from was never revealed, but the Staff has become a signature mark of Armistadt ever since.

The Staff counts as a two handed Power Weapon in Assaults. Any unit Janus is leading can re-roll any and all Leadership-based tests they are required to make. For any effects that cause automatic failure of a test, the unit may still make a single test but may not re-roll it. This power is in effect even if the Staff is not being used for combat at the time.

Master Predator

A Genestealer brood can choose to either move an additional D6" in the Shooting Phase (ignore any terrain modifiers), or remain stationary and gain a 5+ Cover Save even if in open ground, counting as being in cover if assaulted. Cult Genestealer broods also roll an extra D6 when moving through terrain.

Hive Mind Link

In any game where the Reserve rules are in use, the Cult player may bring on any Genestealer broods in any turn desired after the first without needing to roll for them.



HQ

...On Ichar IV he lead the Brotherhood, a religious fundamentalist group which masked his secret objectives. It was Inquisitor Agmar who finally realized that the descriptions of the missing Magus from that uprising (only barely averted due to a combined Imperial Guard and Ultramarines counter-attack) matched those of religious leaders seen on several other planets stretching back over many decades. On each of these worlds, serious revolts had later begun, not hapless uprisings as commonly seen in badly governed worlds but well-orchestrated and professional insurrections. Agmar alerted others, and the mysterious preacher was sighted shortly again and nearly captured. Since then though Armistadt has been more careful, adopting a new disguise as he arrives at each new world. One step behind usually though are the Arbites and Inquisitorial forces, keeping him from staying too long on any one planet. It is still not known how long or why he operates in this manner, or how many other Magi might also be doing so, or even his true name. It is even more uncertain if he is possibly aware of his true Tyranid heritage, or if he might even be guided from afar by the Hive Mind. The fact that these are still unknown has been the cause for great concern amongst the Inquisition, especially Agmar who has made it his personal quest to eradicate this threat to the Imperium at any cost.



ELITES

Manos (certainly not his original name) began life on a backwater planet, the first generation offspring in a newly formed Cult. Oddly though for a first generation hybrid, he appeared fully human. His parents were killed mere months after his birth though, attempting to rescue their Genestealer master from the wreck of a burning transport vehicle. Orphaned, Manos was raised by a local seminary and thoroughly immersed in proper Imperial Cult and worship of the Emperor.

Young Manos showed himself to be quite brilliant and fervent as a student. His devotion to the Ministorum was without doubt, and he had lead several local crusades against heretics, saving hundreds of souls from living as unbelievers. Soon he was readied to leave the planet and embark on what looked to be a successful career as a Preacher. Then his true heritage emerged.

A small blue growth appeared under his left arm, which grew rapidly in mere days to become an additional arm! Shocked to the core to discover his heresy as a mutant, he immediately severed the limb and burned the foul flesh. Praying to the Emperor for deliverance he drifted off to a troubled sleep filled with monstrous visions of hissing demons with deep hypnotic eyes. Salvation was not forthcoming though cont...

MANOS THE MAD

MUTANT HYBRID

60 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Manos the Mad	4	2	4	5	2	4	2	10	-

Unit Composition:

- * Manos the Mad

Unit Type:

- * Infantry (Independent Character)

Wargear:

- * Close combat weapon
- * The Flames of Blood
- * The Brazier of Damnation
- * The Eye of Judgement
- * The Crown of Iron

Brazier of Damnation

Neither of his true parents realized that they carried recessive taints of heresy in their genes. Even had they not been implanted with Genestealer viral DNA, Manos would have been born a mutant. His mutation caused his first new arm to grow back, and did the same thing each other time Manos tries to sever his heretical limbs. He chops up his severed parts to burn in a brazier he carries on a pole, surrounding him with the foul evidence of his sins.

These fumes give Manos a 5+ cover save at all times, allowing him to strike first as if in cover all the time. If he has joined a Cult unit, the scent of his burning flesh also allows them to gain +1 Initiative and +1 Attack in the first round of each Assault.

Flames of Blood

Manos mixes flammable liquid with his own vile blood, producing a toxic potion he stores in special canisters. When fired from his Flamer, it results in an even more potent effect than a regular Flamer hit, thus proving to others the depth of his heresy.

Weapon	Range	Str	AP	Type
Flames of Blood	Template	4	4	Assault 1

The Eye of Judgement

Manos wears special device on his back – the all-seeing Eye of Judgement. Made it long ago in one of his more lucid moments to aid him in his search, it uses illegal and forbidden tech from variety of planets and races. The Eye projects a scanning beam of psychic energy designed to search for his visionquest creature – any who do not measure up against the programmed criteria are filled with pain as their brains or spirits are suddenly engulfed with his horrifying visions!

The beam will always target the closest enemy model in any direction within 12", and hits automatically (vehicles or models without a Leadership value are never targeted). The Eye is fired even if Manos also fired his flamer, and even when he is in close combat (it will automatically hit one enemy model he is touching at random as an additional attack). A model hit by the Eye must pass a Leadership test (using only their own Leadership value), or take a Strength 5 hit with no armor or cover saves allowed.

The Crown of Iron

In one of his more mad moments (and he has had many over his many years of roaming the galaxy), as a self-inflicted curse Manos drove still-glowing steel spikes into his head, forming a circlet of metal. This didn't hurt him of course, but it did make him almost impervious to pain and allows him shrug off wounds that would kill others.

Manos has higher than normal Toughness, and he cannot be wounded by weapons with a Strength lower than his Toughness (ie., he cannot be harmed by Strength 4 or lower weapons). He can still be wounded as normal by a Sniper Rifle though.



ELITES

...as the next morning he awoke to not only find the arm regrown, but a hard layer of blue chitin forming over his now purple-ish skin! Needless to say his world view shifted a bit, and he snapped quite utterly and completely. Effortlessly slaughtering his former brethren, he boarded his ship and left the planet. Abandoned by his former God-Emperor, one vision now fills his brain – to find his true father, a mighty being of daggered teeth and razor claws who must be out there somewhere in the stars. Only he can cure poor Manos of his heresy, and forgive him of his sins. Manos travels from system to system in search of his father and new god, hiding his heresy with robes and skin-paint. Periodically his alien urges take control, and he spreads the Genestealer infection amongst the local populace before regaining his "senses" and continuing with his quest for redemption.



HQ

Some Cults are naturally more successful than others, and grow to large sizes. As the years pass though, and their Patriarch grows older and not as light on their feet as he once was, it becomes more difficult to have their father lend his guidance to his flock in battle. Many Cults convert other vehicles into command and control centers, doubling as mobile transports for their Patriarch. The Chimera chassis is commonly used, and fitted scanning and imaging systems plus powerful defensive fields. Special trained multi-limb hybrids are chosen to operate the vehicle mounted weapons.

The Patriarch is aided by a Hierarchy, who monitors the gathered battlefield intelligence data and relays his instructions to the rest of the Cult.

GENESTEALER ARK

175 POINTS

	Armour						
	WS	BS	S	Front	Side	Rear	I A HP
Genestealer Ark	6	3	5	14/10	14/10	14/10	5 4 3

Unit Composition:

- * 1 Genestealer Ark

Unit Type:

- * Vehicle (Open-topped Tank)

Wargear:

- * Pintle-mounted Storm Bolter
- * Hull-mounted heavy flamer
- * Two side-sponson heavy flamers

Special Rules (All):

- * The Ark
- * Hybrid Gunners
- * Command and Control
- * Power Field
- * Special Movement
- * Close Combat Vehicle
- * Razor Sharp Claws

Access Points:

- * None

Fire Points:

- * None

Crew:

- * Patriarch
- * Genestealer Hierarchy
- * Genestealer Hybrids
- * Brood Brother Comrade

Ancient Cult:

A Genestealer Ark may be taken as a single HQ choice in a Genestealer Cult Army for games of 2000 points and higher only.

Options:

- * The side sponsons may be dropped if desired. If this is done the cost for the Ark is reduced to 135 points.

The Ark

The vehicle, Patriarch and crew all constitute a single model. The Patriarch cannot take a Bodyguard and neither he or anyone else can leave the vehicle. If the vehicle is destroyed, he & the crew are automatically killed. The enemy cannot target separate parts of the Ark from the Patriarch

Hybrid Gunners

Each of the Heavy Flamers can fire together as if they were a single weapon, not three (one of the benefits of having extra arms!). Thus all three can be fired even if the Ark moves up to 6 inches. The fire may be targeted at any enemy desired as well, not just one unit. The Comrade driving the Ark can fire Pintle-mounted Storm Bolter as normal, as per the rules for that vehicle upgrade.

Command and Control

The Ark carries an array of command & control equipment, with multiple video systems displaying the gathered data for the Hierarchy. He can then relay this information to his fellow Cult units. This allows any one unit with Line of Sight to the Ark to re-roll any shooting misses once per turn, as long as the Ark also had Line of Sight to that target.

Power Field

Power fields are usually much too wasteful, cumbersome and energy draining for regular vehicle mounting, but for a single special vehicle the Cult will spare no expense! Built into the Patriarch's Throne, it gives the Ark an Armor Value of 14 all around for shooting attacks. In Close Combat however the regular armor values of 12 to the front and 10 to the side & rear take effect.

Special Movement

The Ark has a maximum movement of 12". If the Ark moved 6" or less in the Movement Phase, then it can make an assault movement of up to 6" in the Assault Phase. As a tank, it can perform Tank Shock in the Movement Phase, but if the unit passes its Morale Test the Ark must stop there and remain stationary in the Assault Phase to fight them. If the Shocked unit fails its test, the Ark is free to keep moving and continue the turn as normal.

Close Combat Vehicle

The Ark fights in an Assault exactly as a Dreadnought, using the characteristics given above. Any extra attacks from additional weapons are already included in the Attacks characteristic. All hits are worked out using the Strength value in the profile. Note that as a Vehicle, it will never Falls Back in an Assault, even if defeated.

Razor Sharp Claws

Genestealer Claws are razor sharp, able to shred even Terminator Armor. Any of the Genestealer's attacks which roll a 6 to hit will inflict a wound automatically and ignore armor saves. Other attacks which hit on a roll other than 6 must roll to wound as normal and the victim receives his normal armor saving throw.

