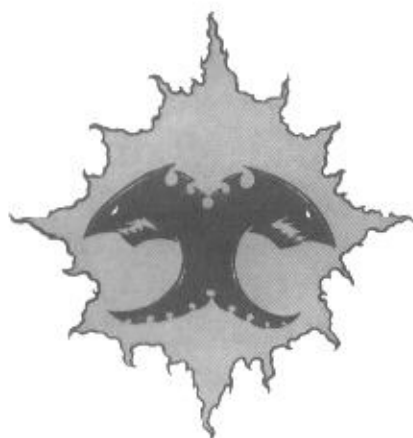


CODEX GENESTEALER CULTS

By Tim Huckelbery

Greetings Warhammer 40,000 players and welcome to a full Warhammer 40,000 army list. We've had to listen to you lot going on because Genestealer Cults weren't included in the latest edition of 40K and that you had an entire army left on the shelf gathering dust. Well, as if in answer to your prayers, a pleasantly mad American, Tim Huckelbery, has submitted this, the first part of his Genestealer Cults army list for you to feast your eyes upon and know doubt comment on in the next issue of the Journal (you can look forward to part II in issue 41 which will include special characters and tips on how to convert up your army).

This list has been chopped and changed by the chaps from Games Development and they are now satisfied that you can use this army list in your games without upsetting the divine balance of all things! In other words you don't need your opponent's permission to use this list, but you should ask permission if you wish to use it in a tournament (although only sensible organisers will say 'yes please!'). So, give it a try and see how well you can infiltrate the Imperium with your cult before the forces of law and order attempt to bring you to justice...



Genestealer Cults

Throughout the Imperium, an insidious threat has been slowly spreading for many centuries. 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 the human mind. Spread by seemingly random chance throughout the galaxy like seeds in the wind, the alien Genestealers arrive quietly on unsuspecting and worlds. Once they get a foothold within the unprepared populace their drive to conquer asserts itself, and all too often the planet is doomed. Once the planet's defenses are weakened the Genestealers Tyranid masters arrive to consume the living biosphere of the planet, leaving behind a barren, lifeless rock.

The Way of the 'Stealers
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, forever corrupting their genetic makeup. 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 then go out to infect others. Reproductive cycles move along faster than the norm as the new alien-human genetic coding shortens gestation and maturation; possible hazards to

the hosts are ignored in the overriding quest to infect as many as possible. The broods must grow larger and larger. All else is secondary.

Leading the Cult is small inner circle cynically using the bulk of the membership to take over either a local area, or even the entire planet and system 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 sending their followers off to die in order 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 re-emerge generations later, more powerful than before.

The Magus has a powerful Hypnotic psychic power that he uses to control his followers with. His 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 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 specialised vehicles and must rely on the more common varieties. Attempts to gain more esoteric and powerful weapons can sometime happen 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 must also 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 armour – turning a city vehicle into a lightly armoured combat transport. Lacking any real military doctrine or training, the Cult prepares for battle as a hotch-potch sputtering vehicles, members mounted on

horseback or bike or other transport, and masses of ground troops armed with whatever weapons they can find or steal.

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.

USING FORCE ORGANISATION CHARTS & THE ARMY LISTS

We realise that most of you, well at least we hope you are, hoary old hardened veterans of many games and campaigns and really don't need to be told how to use the army lists or the force organisation charts. However, just in case your mum/kid brother/visiting cousin has recently hit you over the head with your Thunderhawk gunship (40K scale), here's those rules again, in really teeny-weeny print of course!

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each Force Organisation chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark toned box means that you must make a choice from that section.

To make a choice, look in the relevant section in the army list and decide what unit you wish to have in your army, how many models there will be in the unit, and which upgrades that you want (if any). Remember that you can not field models that are equipped with weapons and wargear that is not shown on the model. Once this is done

subtract the points value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. You're then ready to lead your Genestealer Cult.

Each army list entry consists of the following:

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make of that unit type (0-1, for example).

Profile: These are the characteristics of that unit type, including its points cost. Where the unit can have different warriors, there may be more than one profile.

Number/Squad: This shows the number of models in the unit, or the number of models

you may take for one choice from the Force Organisation chart. Often this is a variable amount, in which case it shows the minimum and maximum unit size.

Weapons: These are the unit's standard weapons.

Options: This lists the different weapon and equipment options for the unit and any additional points cost for taking these options. It may also include an option to upgrade one squad member to a character. If a squad is allowed to have models with upgraded weaponry (such as special weapons), then these must be given to ordinary squad members, not the character.

Special Rules: This is where you'll find any special rules that apply to the unit.

GENESTEALER CULT ARMOURY

Genestealer characters may pick up to two single-handed weapons from the list below. In addition, each character may be given up to 25 points worth of items of wargear or 50 points for the Magus, unless otherwise noted in their army list entry. You may not take duplicate items of wargear for the same model.

Single Handed Weapons

Bolt Pistol	2 pts
Close Combat Wpn	1 pts
Lasipistol	1 pts
Plasma Pistol*	15 pts
Power weapon	15 pts
Power Fist	2 pts



Double Handed Weapons

Autogun	2 pts
Boltgun	3 pts
Combi-Weapon*	
Bolter-Flamer	12 pts
Bolter-Grenade Launcher	12 pts
Bolter-Plasma Gun	17 pts
Bolter-Meltagun	17 pts
Lasgun	2 pts
Shotgun	2 pts
Storm Bolter*	10 pts

(For details of the new items in this armoury please see the Wargear section on page 15)

Wargear

Carapace Armour	12 pts
Frag Grenades	2 pts
Krak Grenades	3 pts
Master Crafted Wpn (Magus Only)	20 pts
Melta Bombs	7 pts
Patriarch Ichor Vial (one per cult)	40 pts
Cult Relic*	16 pts
(Relic Bearer only)	
Scanner*	5 pts
Targeter*	7 pts

**Magus or Hierarch only*

Vehicle Upgrades

Many cult vehicles may be fitted with the following additional equipment. Any upgrades must be represented on the model.

Sacred Item	15 pts
Extra Armour	5 pts
Pintle Mtd Storm Bolter	15 pts
Rough Terrain Modifications	5 pts
Searchlight	1 pts
Smoke Launchers	3 pts

GENESTEALER CULT 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.

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 or Falling Back.

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 is within 12" 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 are within 12" of the Magus or Patriarch. 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.

GENESTEALER CULT SPECIAL RULES (CONT)

POOR MAINTENANCE (OR, 'VROOOOOMMMM ... SPLUTTER, SPLUTTER, STALL...')

Cults usually have little time or expertise to maintain any vehicles they may steal or capture. This generally results in erratic performance on the battlefield. To represent this, after moving a Cult vehicle in the Movement Phase, roll 2D6. On a roll of a '2', the vehicle has breathed its last, and is Immobilised 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 the Cult psyker 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 will has been completely overpowered 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 creatures 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.

RENDING CLAWS

Genestealer Claws are razor sharp, able to shred even Terminator Armour. Any attacks from Genestealer which roll a 6 to hit will wound automatically and ignore armour saving throws. 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. When rolling to penetrate vehicle armour, if a 6 is rolled then the user can add an additional D6 to the score (thus giving Strength + 6 + D6 in all). Both Genestealers and the Patriarch are armed with Rending Claws as noted below. Note – having Rending Claws on any model (Genestealers, Patriarch, etc) does not give them an additional attack, only what is listed in the profile.



HYBRID LEADERS

Many Brood Brother units have the option to be lead by a Genestealer Hybrid, assigned by the Magus to oversee the faithful and inspire them to greater acts of bravery. This will be noted in the unit description, along with which types of Hybrids are allowed as a Leader for the unit and the extra points cost for that model. A unit can be lead by only a single Hybrid Leader, and the Leader can never leave the unit. Hybrid Leaders are armed with a Lasipistol or Autopistol, wear Flak Armour (5+ Save), and can select items from the Armoury as normal. Note that a Hybrid Leader is not an upgrade of an existing model in the unit – it is an additional model.

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?

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 your hands on a few of them. You can essentially create an Imperial Guard army in the guise of your Cult. Cults are a nice blend of Imperial and alien forces, with a little Orky randomness mixed in.

You also get the fun of 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. 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 very visually appealing force on the tabletop, sure to impress your fellow gamers.

In battle, you'll be constantly frustrated by the poor shooting and fighting of your Brood Brothers, as well as how quickly they can drop like flies. 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.

Genestealer Cults 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.

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!



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. By their nature genestealers seek out Psychically attuned individuals. 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 its final move to take control.

0-1 GENESTEALER MAGUS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer Magus	40	3	3	3	3	2	4	1	9	5+
Initiate Bodyguard	5	2	2	3	3	1	3	1	6	6+

Weapons: The Magus is armed with a Laspistol or Autopistol and wears Flak Armour (5+ Save).

Options: The Cult Magus may select from the Armoury as normal - he is very willing to take the finest weapons found or captured by the Cult (even if he probably isn't very good at using them).

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard the Genestealer Magus is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

Psychic Power: Hypnotic Gaze. See Special Rules section above for details.

'He who runs away...' The Magus has the best chance to reform the Cult if the battle goes badly. 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. Note that this rule cannot be used unless the Magus is joined by a Bodyguard – no others are sufficiently fanatical enough to ensure his safe retreat from the hazardous melee.

BROOD BROTHER INITIATES BODYGUARD

Fanatical Cult defenders are utterly devoted to the Magus, these Brood Brothers are chosen for their devotion, not necessarily their fighting skill (or intelligence). While they do gain access to better equipment, they know they are there to primarily protect and die for their Magus – a duty they are ready to perform without hesitation.

Squad: An Initiates Bodyguard unit consists of 5-10 models, at 5 pts each

Relic Bearer: One Bodyguard Initiate not carrying a Heavy Weapon has been honoured for his total devotion to the Cult and may be upgraded to a Cult Relic Bearer and he may carry a Cult Relic chosen from the Cult Armoury list.

Weapons: Bodyguard Initiates are armed with either a Lasgun, Autogun, or Shotgun and wear Flak Jackets (Armour Save 6+). Any member can exchange his weapons for a close combat weapon and either a Laspistol, or Autopistol for free.

Options: Any Bodyguard Initiates may substitute their pistol for a Bolt Pistol or Boltgun at +3 pts.

Up to 2 Bodyguard Initiates can also substitute their Close Combat Weapon for a Power Weapon at +15 pts.

Up to two Bodyguard Initiates may upgrade to one of the following weapons at the points cost indicated: Flamer (+6 pts), Meltagun (+13 pts), Grenade Launcher (Krak/Frag) (+13 pts), Plasma Gun (+13 pts). No more than one of the same weapon may be chosen for the unit though.

Up to one Bodyguard Initiate may upgrade to one of the following Heavy Weapons at the points cost indicated: Lascannon (+30 pts), Autocannon (+30 pts), Missile Launcher (+20 pts), Heavy Stubber (+10 pts), Heavy Bolter (+20 pts)

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model), Krak Grenades (+2 points per model).

SPECIAL RULES

'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.

Transport: If a Bodyguard is taken, they & the Magus may ride in a Cult Limousine (see below) for +15 points.

0-1 GENESTEALER PATRIARCH

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Patriarch	50	6	0	5	5	3	5	2	10	5+
Genestealer	16	6	0	4	4	1	6	2	10	6+

Weapons: Rending claws and a bad attitude.

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard the Genestealer Patriarch is an Independent Character and follows the independent character special rules in the Warhammer 40,000 rulebook.

Psychic Power: Hypnotic Gaze. See Special Rules section above for details.

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.

Note: 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.

GENESTEALER BODYGUARD

The Patriarch may be accompanied by a small cadre of his progeny. This unit of Genestealers can be from 3-12 models at 16 points each.

Transport: If a Bodyguard is taken, they & the Patriarch may ride in a Cult Limousine (see below) for +15 points.



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.



There is much work involved with leading the Revolution, and even the most skilled Magus cannot do everything. This 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 HIERARCH

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer Magus	20	4	3	3	3	1	4	1	8	5+
Initiate Bodyguard	4	2	2	3	3	1	3	1	6	6+

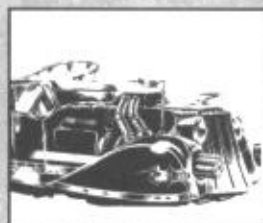
Weapons: The Hierarchy is armed with a Las pistol or Autopistol and wears Flak Armour (5+ Save).

Options: May select from the Armoury as normal.

BROOD BROTHER INITIATES BODYGUARD

(See Genestealer Magus entry for details)

Transport: If a Bodyguard is taken, they & the Hierarchy may ride in a Cult Limousine (see below) for +15 points.



Culds 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 armour plating & cannibalised tank fittings, to become useful in the fight. While slowed by the additional armour, their unique fittings allowing them to transport high-ranking Cult forces around the battlefield or to distant combat zones relatively quickly.

(Next issue Tim will tell you how to make these Limos! - Ed)

TRANSPORT COVEN LIMOUSINE

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Limousine	+15	10	10	10	2

Type: Generic vehicle, may only move 12" in the movement phase, cannot perform Tank Shock, counts as open-topped.

Crew: Brood Brother driver.

Transport: Magus/Hierarchy and bodyguard (up to 8 models), or the Patriarch and up to 5 Genestealers.

Weapons: None! Crew may shoot out of the windows etc...

Options: To preserve their secrecy the Limos are never upgraded with additional equipment.



ELITES

GENESTEALERS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Genestealer	16	6	0	4	4	1	6	2	10	5+

Squad: A brood consists of 3-12 Purestrain Genestealers.

Weapons: Rending Claws.

SPECIAL RULES

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, unless they are in close combat. 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.

Hive Mind Link: Cult Genestealers are fully immersed in the totality of the Hive Mind that guides all Cult actions. They need no direction in battle, and are always at the forefront of any combat. 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.

GENESTEALER HYBRIDS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+

Unit: A Hybrid unit consists of 5-20 Genestealer Hybrids. Note that these can be any mix desired of Acolytes & Neophytes.

Weapons: Each Hybrid is armed with either a Lasgun, Autogun, or Shotgun and wears Flak Armour. Any member can exchange his weapons for a close combat weapon and either a Laspistol or Autopistol for free.

Options: Any Hybrids may substitute their pistols for Bolt Pistols (+2pts).

Up to 2 Hybrids in the unit may upgrade to one of the following: Lascannon (+35 pts), Autocannon (+25 pts), Multi-Melta (+40 pts, only one per unit), Missile Launcher (+25 pts), Plasma Cannon (+40 pts, only one per unit), Heavy Stubber (+15 pts), Heavy Bolter (+20 pts), Flamer (+9 pts), Grenade Launcher with Krak/Frag rounds (+12 pts), Plasma Gun (+14 pts), Meltagun (+14 pts).

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model) or Krak Grenades (+2 points per model).

Leader: One Hybrid may be upgraded to a unit leader and given equipment from the Armoury.

Transport: The entire unit (if 12 models or less) may be transported in a cult truck for +20pts.



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, sinister purpose. Genestealers are driven to infect and corrupt other races with their genetic material in order to reproduce. Nearly immortal, and able to survive even in the most inhospitable environments, they roam the galaxy on Space Hives. Moving from planet to planet, they work to undermine planetary populations and make way for the advance of the dreaded Tyranid Hive Fleets.



When infected with Genestealer DNA, the host's own genetic makeup is subverted to produce more alien offspring. The first generation Hybrid offspring resembles a Genestealer. Each successive generation though grows more to resemble the parent host race, until by the 4th generation they are almost identical. These hybrids can readily mix with the host population. After the 4th generation, the next produces more Purestrain Genestealers, thus continuing the cycle.

Hybrids serve to bind the Cult together with brood telepathy. While they are not as deadly as Genestealers they are still fierce combatants and will fight to further the cult.

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 Defence 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 BROTHERS COMRADES UNITS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+
Comrade	8	3	3	3	3	1	4	1	8	5+

Squad: The Squad consists of 5-10 models, and can be lead by a single Hybrid Acolyte or Neophyte.

Weapons: Comrade units are armed with either a Lasgun, Autogun, or Shotgun and wear Flak Armour (Armour Save 5+). Any member can exchange their original weapon for a close combat weapon and either a Laspistol or Autopistol at no extra cost.

Options: Any number of models can upgrade to a Bolter for +5 points. One model in the unit may have one of the following: Flamer (+3 pts), Meltagun (+8 pts), Plasma Gun (+8 pts), Grenade Launcher (Krak/Frag, +8 pts)

Two members can form a Heavy Weapons team, together also armed with one of the following: Lascannon (+20 pts), Autocannon (+15 pts), Missile Launcher (+15 pts), Heavy Bolter (+10 pts), Multi-Melta (+50 pts), Plasma Cannon (+45 pts). See Codex: Imperial Guard for details on two-man heavy weapon team rules.

The entire unit may be armed with any of the following: Frag Grenades (+1 point per model), Krak Grenades (+2 points per model).

Leader: If the unit has a Hybrid leader he may be given equipment from the Armoury.

Transport: The unit (and Leader) may be transported in a Cult Truck for +20 pts. See below for descriptions. This will not count as a further Troops selection.



Fanatical Brood Brothers advance lead by their Neophyte

BROOD BROTHERS INITIATES

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+
Initiate	4	2	2	3	3	1	3	1	6	-

Squad: The unit consists of 10-50 models, and can be lead by a single Hybrid Acolyte or Neophyte.

Weapons: Each member is armed with either a Close Combat weapon, Laspistol or Autopistol. Note you are free to mix weapons in the unit – Initiate units rarely if ever all have the same weapon. Also note that Initiates do not wear any armour, and thus do not normally get any saving throws when wounded.

Options: Each Initiate armed with a Close Combat Weapon may take one additional Close Combat Weapon for +1 point. If they are armed with a Laspistol, or Autopistol they may also take a Close Combat Weapon at +2 points.

Any number of models may upgrade to one of the following weapons for +1 point: Lasgun, Autogun or Shotgun.

One model in the unit may have one of the following weapons: Flamer (+6 pts), Grenade Launcher (Krak/Frag, +8 pts), Bolter (+3 pts).

One Initiate may have a Heavy Stubber at +6 points per weapon (see Codex Armageddon).

Instead of taking any Heavy Stubbers, units with a Hybrid Leader may have a single member armed with one of the following: Lascannon (+17 pts), Autocannon (+12 pts), Missile Launcher (+12 pts), or Heavy Bolter (+10 pts).

The entire unit may be armed with Firebombs for +1 point per model.

Relic Bearer: One Initiate not carrying a Heavy Weapon has been honoured for his dedication to the Cult and may be upgraded to a Cult Relic Bearer. He may carry into battle a Cult Relic chosen from the Cult Armoury list.

Character: If the unit has a Hybrid leader he may be given equipment from the Armoury.



SPECIAL RULES

Infiltrate: As the Initiates closely resemble humans (or Orks or Eldar), they can often approach the enemy without the enemy forces actually believing them to be hostile. Many are actually skilled in this (ex-gang members especially). Of course, if a Hybrid is leading the unit this can be more difficult than normal, but the heavy robes most Cults adopt can keep him disguised until the unit is ready to act. One (and only one!) Initiate unit may then *Infiltrate* (if the scenario allows it), 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. Even the dimmest Ork might think a very large group of humans scuttling towards them would look suspicious!



The bulk of any Cult is made up of 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. Like all Brood Brothers, they are implanted with the Genestealer seed, and many have been proud parents to hybrid offspring. 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 often poorly equipped. Though they have no real training in military matters, their fanatical zeal and weight of numbers will usually see them through.

FAST ATTACK



Sentinels are a common sight in most Imperial Guard forces, usually striding out in patrols from advance forces. 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.

Bikes are a common combat transport throughout the Imperium, ranging in use from 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.

0-1 SENTINEL SQUADRON

Profile	Points					Armour			I	A
		WS	BS	S	T	Front	Side	Rear		
Sentinel	35	3	3	5	3	10	10	10	3	1

Squadron: 1-3 Sentinels per Squadron

Type: Open-topped, Walker

Crew: One Brood Brother Comrade

Weapon: Each Cult Sentinel must be armed with one of the following weapons: Multi-laser at +10 pts or Heavy Flamer at +5 pts.

Options: Sentinels can only take the following upgrades: Extra Armour, Searchlight, Smoke Launchers, Hunter-Killer Missile, Rough Terrain Modifications.

SPECIAL RULES

Scouts: Sentinel pilots are usually at the forefront of any fighting force, scouting out the advance terrain and picking out good deployment locations. As such, they may use the special Sentinel Scouting rules from Codex: Imperial Guard.

BROOD BROTHERS BIKERS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Acolyte Bike & Sidecar	20	3	3	3	3(4)	1	4	2	8	4+
Initiate Biker	10	2	2	3	3(4)	1	3	1	6	6+

Unit: 3-12 Cultist Bikers per unit.

Weapons: Each member is armed with either a Laspistol or Autopistol. Note you are free to mix weapons in the unit – Initiates rarely if ever all have the same weapon. They wear Flak Jackets (6+ Save).

Options: Any number of models may exchange their weapons for either a Shotgun, Lasgun, or Autogun for +1 point. One model in the unit may have one of the following: Grenade Launcher (Krak/Frag, +8 pts), Flamer (+8 pts), or Bolter (+3 pts).

The entire unit may be armed with Firebombs for +1 point per model.

Character: The unit can be lead by a Hybrid Acolyte. He rides in a special Sidecar, driven by an Initiate Cult Biker. Like all Hybrid Leaders this is an additional model added to the unit, not an upgrade of an existing member. The combination of bike & sidecar counts as a single model and follows normal movement rules 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 his regular Armour Save. The Hybrid may be given equipment from the Armoury.

Important Note: Cult Bikes do not have any weapons mounted on them; they only have the weapons the riders carry.

SPECIAL RULES

Cult Bikers ride Bikes (what, you were thinking they were riding Dreadnoughts?), and gain all regular special rules for them from page 94 of the 40K Rulebook.

CULT TRUCKERS

	Pts/Model	Front Armour			Side Armour			Rear Armour			BS
Truck	+20	9			9			9			2
Crew	Points	WS	BS	S	T	W	I	A	Ld	Sv	
Initiate	4	2	2	3	3	1	3	1	6	-	

1 Battle Truck per Squadron

Type: Open-topped, Fast

Crew: Brood Brother Initiates

Transport: Each Cult Truck must carry 5-10 Brood Brother Initiates at +4 points each.

Weapons: Each transported Initiate is armed with either a Close Combat weapon, Lasipistol or Autopistol. Note you are free to mix weapons – Initiate units rarely if ever all have the same weapon.

Options: As Brood Brothers.

Another common Cult improved vehicle is a simple civilian transport, with a large open bed in the rear to carry Initiates into battle. Some armour is added, and often the ubiquitous Heavy Stubber as well, to finish off the conversion into Cult usage. While not as well armed or armoured as other Cult vehicles, they are cheap and more readily available. In combat, they thunder across the battlefield in a torrent of kicked-up gravel as the Initiates in the rear hang as best they can, trusting their lives to the Patriarch for protection!

HEAVY SUPPORT

0-2 BROOD BROTHERS HVY WPN TEAMS

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Hybrid Neophyte	12	4	2	3	3	1	5	2	8	5+
Hybrid Acolyte	10	3	3	3	3	1	4	1	8	5+
Comrade	8	3	3	3	3	1	4	1	8	5+

Squad: The squad is formed from 1-3 Heavy Weapons teams, with each team consisting of a crew of 2 Brood Brother Comrades. See Codex: Imperial Guard for details on two-man heavy weapon team rules.

The squad can be lead by a single Hybrid Acolyte or Neophyte.

Weapons: Each model is armed with either a Lasgun, Autogun, or Shotgun and wears Flak Armour, and one Heavy Weapon per team: Autocannon (+25 pts), Lascannon (+30), Heavy Bolter (+15), Missile Launcher (+20). The weapon cost is added to the 15 points per crew pair to arrive at the total weapon cost.

Character: If the unit has a Hybrid leader he may be given equipment from the Armoury.



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.

LEMAN RUSS

	Pts/Model	Front Armour			Side Armour			Rear Armour			BS
Leman Russ	110 +Weapons	14			12			10			3

Type: Tank

Crew: Brood Brother Comrades

Weapons: The Leman Russ must be armed with a single turret-mounted weapon for the following cost: Battlecannon +40 points, or twin-linked Autocannon +20 points. You must also equip it with a single hull mounted weapon: Heavy Bolter +5 points or Lascannon +15 points

Options: You may upgrade the Leman Russ with a pair of sponson weapons at +10 points for either pair of weapons: Heavy Bolters or Heavy Flamers.

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 on remote exercises or transferred to other commands. All of these of course being siphoned to the growing Cult force. Other vehicles are salvaged in battle. 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 field the more common Imperial tanks. But once reported in Cult colours (usually Blue and Purple), they are invaluable in the fight!

Editor's Note:

Tim wouldn't have known this when he submitted his article but there are loads of vehicle variants in the Imperial Armour tank book so why not use these for your Cults as well.

CAPTURED PREDATOR

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Predator	110	13	11	10	3

Type: Tank

Crew: Brood Brother Comrades.

Weapons: Turret-mounted Autocannon. This can be upgraded to a twin-linked Lascannon turret for +20 points.

Options: You may upgrade the Predator with a pair of sponson weapons: Heavy Bolters at +10 points for the pair, or Lascannons at +25 points for the pair.



CAPTURED RHINO

	Pts/Model	Front Armour	Side Armour	Rear Armour	BS
Rhino	50	11	11	10	3

Type: Tank

Crew: Brood Brother Comrades

Weapons: The Rhino is armed with Storm Bolter

Options: None.

Transport: Up to 10 Cultists from a single unit, plus up to 2 characters attached to the unit.

Cult Tank Options: All Cult Tanks listed above can take any of the vehicle upgrades from the Armoury list.

Transport: Any vehicles listed with Transport capability can only carry the Magus, Hierarchs, Brood Brothers & Hybrids. They cannot carry Genestealers, or the Patriarch. And don't even think of transporting Brood Brother Bikers!



The Genestealer Cult advances behind its armour.

GENESTEALER CULTS WARGEAR

This section describes how all the Genestealer Cults specialised wargear works in the game. These rules tend to be more detailed than those included in the WH40K rulebooks, and supersede them if they are different. Any items not listed here function exactly as described in the WH 40K rulebook.

Patriarch Ichor Vial (one 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 the Assault Phase the bearer may shatter the vial, releasing the fumes into the air. All Cult members (including Genestealers & Hybrids) belonging to any units with at least one model or open-topped vehicles within 2D6" of the Cultist who shattered the vial are filled with fanatical zeal from the vapours. Roll once on the table below to see what effects occur. 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.

D6	Effects
1.	+1 Initiative
2.	+1 Attack
3.	+1 Strength
4.	+1 Weapon Skill
5.	May re-roll any misses in the Assault
6.	May re-roll any failed rolls to wound or to penetrate vehicle armour

Flak Jacket

Most Cults simply do not have the materiel access to ensure all members get normal Flak Armour, 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 modicum of protection and gives the wearer a 6+ Armour Save.

Heavy Stubber

(See Hive Militia in Codex Armageddon)

See Codex Imperial Guard for special rules for the following wargear items and special rules:

Carapace Armour, Combi-Weapon, Master Crafted Weapons, Scanner, Targeter, Heavy Weapon Teams.

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 Molotov 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 Molotov Cocktails!" was heard throughout the capitol city.

Firebombs in game play work exactly like Frag Grenades, but the resulting flames prevent any assaulting Cultists from Advancing; any Cult units involved in that Assault may only Consolidate. Firebombs are also more bulky and unwieldy than regular grenades, so they can only be used once per game.

Sacred Item

Before going into battle, many Cults remove sacred items from their covens to carry with them to battle on their vehicles, 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 with members within 6" of a vehicle mounted with a Sacred Item can re-roll their Morale Test after losing an Assault or after taking casualties in the Shooting Phase. Note that any given test can only be re-rolled once, no matter how many Items are within 6" of the unit.

Vehicle Upgrades

See Codex Imperial Guard and the Warhammer 40,000 Rulebook for special rules for the following vehicle upgrades

Extra Armour, Hunter-Killer Missile, Pintle-Mounted Storm Bolter, Rough Terrain Modifications, Searchlight, Smoke Launchers



Genestealer Cults

CULT RELICS

Most Cults have special icons or relics that serve to inspire the faithful. Before battle, special Brood Brothers are chosen to carry them as they launch their holy crusades against their oppressors. These chosen are called Relic Bearers, and only the most devoted are allowed this honour and duty. Relics are usually affixed to long poles for all too see, and can either be carried in one hand or strapped to the back of the Bearer, or his mount or bike. There can only be one Relic Bearer per unit, and thus only one Relic per unit. Note that Relic Bearers count as

Character models as well, but may only take a Relic from the Armoury.

No matter what form the Relics take (huge tomes bound in human skin or preserved parts of ancient Genestealers are popular) 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.

Editor's Note to Tim H

Sorry old boy but we had to at least attempt to get the spelling correct because although this is an American list it's still written in English!

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 1D6-1, 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).

+++Director, Divisio Ocular – EYES ONLY

The following are my personal comments to your Lordship only. Overall, while the sheer zeal of this new cult can feel disturbing at first, I see little cause for worry. As noted above, they have high marks from the regional governor of their originating province – several of the higher ranking officials are openly strong members of the cult, but continue of course to be loyal to your Lordship. Their basic tenets do not conflict with the Imperial Creed, though several members of the Ministorum locally have differing opinions on that matter as I'm sure your Lordship is aware.

This 'Brotherhood of the Faithful' preach honest toil, respect for elders, humility, and self-reliance. I was allowed to visit one of their countryside retreats, and observed the membership in action. All were very properly subservient to me as a recognised agent of your Lordship, and no attempt was made to hide or conceal anything. I also viewed several church services, and while there were not enough specific praises to the Emperor of Man for my personal tastes, their more general calls to serve the 'All-Father' were plentiful and enthusiastic. When queried, I was told this was the overall name they used in their faith for the Emperor or even your Lordship. They feel strongly in following the single leading figure in the culture evidently.

Many of the ranking officials wanted to press upon me their dedication to your Lordship; I got the feeling they were worried they might be targeted as heretics. During my meeting with Brother Baranto, the young leader of the movement (see transcript above), I got the same feeling, but more of a confident tone of the fundamental and righteous nature of his faith. Very well spoken, as well as a strongly charismatic fellow. This undercurrent of absolute and utter conviction is one of the things that has made this group grow so well in my opinion. As noted above, it started out some years ago as an odd cult of re-birth and renewal through faith, represented by the 'snake swallowing its own tail' symbol. [Again, I'm still not sure exactly how long ago; some archived records we have contain clues indicating this could be an offshoot of an even older religious following dating back several decades at least] Some of the older members still cling to those older beliefs I would imagine, but has done much better since moving towards a more mainstream belief system.

Quite honestly, I think the main reason the Ministorum is so upset with this group is that they are simply becoming too popular, especially in the more remote areas away from the capitol. Since they follow the Imperial Creed, they cannot launch an overt attack on the group though. Thus my official recommendation for continued intensive monitoring and possible infiltration, so we can keep them satisfied by appearing to be closely watching the situation. But privately, I would recommend your Lordship not waste any more resources than the bare minimum. This 'Brotherhood' is just a passing fancy of the masses, and will fade on its own soon enough with time.