



TERROR IN THE HIVE!

by Michael Turvey

My name is Michael Turvey, I'm fourteen and from Aldridge near Walsall. I've recently joined the North Birmingham Trollslayers, the best Warhammer club in the Midlands (all challenges welcome). I usually play Warhammer, fielding the 'good guys', High Elves, Wood Elves, Bretonnians and Empire. I also occasionally fight with Eldar in 40K. After Outlanders came out I played in an Arbitrators Scenario that included Genestealers. My Cawdor gang the Doombringers received a sound thrashing and that made me want a Genestealer gang of my own.

The following rules were playtested with my mates. They could still stand some fine-tuning and any comments from other Necromunda players would be appreciated.

GENESTEALER SECRECY

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

-1 for every Genestealer Purestrain or Hybrid or Magus (Wyrd) that took part in the game, if any of the opposing gang members survived.

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

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

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

D3-1 Inquisitors

D3-1 Squads of Adeptus Arbitres Arbitrators

Any Cawdor gangs or Redemptionists that are taking part in a campaign may lend a hand

TERRITORY

As for a normal gang but if the cult is uncovered it then loses all its territories with the exception of guild contact, (because they will be cult members themselves). One territory may be retained as for normal Outlaw gangs.

INCOME

Only Brood Brothers and the Magus can work territories, to gain income.

TRADING

Only Brood Brothers may trade at the Trading Post. They are offered D3 items as for a normal gang leader and any additional brood brother sent along gains an extra +1 rare trade item.

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

HIREGUNS

Genestealer Cults cannot employ hired guns of any kind because non-Genestealers are likely expose the Cult. They may only gain the services of the Genestealer Patriarch.

STARVATION

Purestrains must be fed or they can become utterly uncontrollable. If a Purestrain is not fed roll on the following table:

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- 1 The Purestrain leaves the cult and goes on a killing frenzy, rampaging through the hive never to be seen again by the cult!
- 2-5 The Stealer goes berserk with hunger and kills a random Brood Brother (if none are available count as 1). His weapons and equipment bar armour may be kept.
- 6 The Stealer suffers the rules for *frenzy* next game.

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

GENESTEALER BROOD INTELLIGENCE

The entire brood shares a Psychic link so it has no leader as such. The Magus appears to lead the Cult but receives his instructions from the Patriarch. He psychically relays these instructions to the Brood Brothers and Hybrids. To represent the brood intelligence any Hybrids or Brood Brothers on the table may re-take any Ld test at -2 on their basic value (this rule does not apply to *hatred* which is amplified by the psi-link).

BOUNTY

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

CAPTURE

Genestealer Purestrains because of their inhuman ferocity cannot be captured. If any Hybrids or Magi are captured, they will avoid capture on the D6 roll of 4+ because they combine human intelligence with Genestealer instincts. If a Hybrid is successfully captured by a non-outlaw gang, the Cult is automatically discovered and is outlawed. If the Cult captures an enemy gang member it must always kill or implant him to avoid discovery. If he is rescued on a 4+ on a D6 he will uncover the cult.

SCENARIOS

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

RECRUITING FOR THE CULT

Genestealers depend on intelligent lifeforms in order to propagate their species. Human gangers are recruited into the Genestealer Cult by being implanted with a Genestealer's genetic material. Once infected the new Cultist (Brood Brother) is controlled by the Brood

Intelligence and is one hundred per cent loyal to the Cult.

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

Each time a cultist reaches a level on the Experience Table indicated with an asterisk he must roll a D6. On a 4+ he or she has been called upon to do their duty, take a roll on the appropriate Generation Table (see below). A Magus does not have to test because he cannot evolve any further. Genestealer Purestrains do not contribute to the mating game but are responsible for infecting new recruits to the Cult.. If a cultist gives birth to a new member then he or she must then take "maternity leave" and is removed from the gang roster.

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

The Cult may be chosen freely from the list below. New Purestrains & Hybrids cannot be recruited after the initial setup for obvious reasons but may be generated as a result of breeding (see Advance Tables).

BOTTLE ROLLS

The Genestealer Brood is so single minded in its attack it always takes bottle rolls on an unmodified leadership of 10. The Cult may still bottle out voluntarily as normal.

0-1 GENESTEALER MAGUS:

109 creds to recruit

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

WEAPONS: Any weapons from the close combat, pistols and grenades list.

BROOD INTELLIGENCE: Cult members may re-roll their Ld tests any where on the board, because the cult shares a psychic link with the Magus.

PSYCHIC POWERS: The Magus may have 1 Wyrd major power and 3 Wyrd minor powers.

EXPERIENCE: It begins 60 +D6 experience points.

IMPLANT: When an enemy ganger is captured both sides roll 2D6 and add their respective leaderships (the Magus and the captured model). If the Genestealer player gets the highest total the ganger is implanted and becomes part of the cult. He now suffers from *hatred* of all non-Cultists and you must add 10 creds to his value. His weapons may be kept.

GENESTEALER PURESTRAINS:

280 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

WEAPONS: None - their razor sharp claws are enough!

PSYCHOLOGY: Genestealers are totally immune to psychology. NB: Genestealers aren't immune to Ld tests.

PINNING: Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

CHITINOUS ARMOUR: The Genestealers have thick Chitinous hides which give them an armour save of 5+ on a D6.

FEAR: Genestealers are frightening alien creatures which cause *fear* as described in the Necromunda rule book.

GENESTEALER NEOPHYTE HYBRIDS:

80 creds to recruit

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	5	1	8

WEAPONS: Any to be bought from the pistol and close combat section of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 creds) and claw (10 creds). Note that the points cost for Hybrids with the same mutation does not double up as it does the Scavvies because the claw and extra arm mutation are not rare in a Genestealer brood.

GENESTEALER ACOLYTE HYBRIDS

90 creds to recruit

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

WEAPONS: Any to be bought from the pistol and close combat and basic weapons sections of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 creds) and claw (10 creds). Note that the points cost for Hybrids with the same mutation does not double up as it does for Scavvies because the claw and extra arm mutation are not rare in a Genestealer brood.

PSYCHIC POWERS: On the roll of 5+ it has a single Wyrd minor power.

BROOD BROTHERS:

60 creds to recruit

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

WEAPONS: Brood Brothers may choose weapons from the basic, close combat, grenades and pistols grenades sections of the Genestealer cult lists and up to one may take a special weapon.

HATRED: Brood Brothers are fanatically loyal to the brood and *bate* all enemy fighters as described in the Necromunda rule book.

MAGUS ADVANCE TABLE

2D6	RESULT
2	New skill (any table)
3-4	New skill
5	Characteristic increase roll again
1-3	+1 Strength
4-6	+1 Attacks
6	Characteristic increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
7	Characteristic increase roll again
1-3	+1 Initiative
4-6	+1 Leadership
8	Characteristic increase roll again
1-3	+1 Weapon skill
4-6	+1 Ballistic skill
9	Characteristic increase roll again
1-3	+1 Wounds
4-6	+1 Toughness
10-11	New Wyrd power roll again
1-4	New minor power

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- 5-6 New primary power
- 12 New skill (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	9

BROOD BROTHER ADVANCE TABLE

- | 2D6 | RESULT |
|-------|------------------------------------|
| 2 | New skill (any table) |
| 3-4 | New skill |
| 5 | Characteristic increase roll again |
| 1-3 | +1 Strength |
| 4-6 | +1 Attacks |
| 6 | Characteristic increase roll again |
| 1-3 | +1 Weapon skill |
| 4-6 | +1 Ballistic skill |
| 7 | Characteristic increase roll again |
| 1-3 | +1 Initiative |
| 4-6 | +1 Leadership |
| 8 | Characteristic increase roll again |
| 1-3 | +1 Weapon skill |
| 4-6 | +1 Ballistic skill |
| 9 | Characteristic increase roll again |
| 1-3 | +1 Wounds |
| 4-6 | +1 Toughness |
| 10-11 | New skill |
| 12 | New skill (any table) |

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	4	9

GENESTEALER CULT WEAPONS LISTS

PISTOLS

- Autopistol15 creds
- Laspistol15 creds
- Bolt Pistol20 creds
- Plasma Pistol25 creds
- Hand Flamer20 creds
- Stub Gun.....10 creds

HAND-TO-HAND WEAPONS

- Sword10 creds
- Chainsword.....25 creds
- Club, Maul10 creds
- or Bludgeon
- Chain or Flail10 creds
- Additional Knife 5 creds
- Massive Axe, Sword15 creds
- or Club

BASIC WEAPONS

- Autogun20 creds
- Shotgun20 creds
- Lasgun.....25 creds
- Bolter35 creds

SPECIAL WEAPONS

- Flamer40 creds
- Plasma Gun.....70 creds
- Melta Gun.....95 creds
- Grenade Launcher130 creds
- Frag grenades30 creds
- Krak grenades50 creds
- Missile Launcher.....185 creds
- Frag missiles35 creds
- Krak missiles115 creds
- Heavy Stubber120 creds
- Heavy Bolter180 creds
- Heavy Plasma Gun285 creds
- Autocannon300 creds
- Lascannon.....400 creds

GRENADES AND AMMO

- Frag30 creds
- Krak.....50 creds
- Hotshot.....5 creds
- Manstopper.....5 creds
- Bolt25 creds
- Dum-Dums5 creds

GAINING EXPERIENCE

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

#01+ (no further advances) Brood Mind

1=starting level for Hybrids

2=starting level for Brood Brothers

3=starting level for Purestrains and Magus

*=new generation on 4+

GENESTEALER PURESTRAIN & NEOPHYTE HYBRID ADVANCE TABLE

2D6	Advance
2	New skill (any table)
3-4	New skill
4-5	Characteristic Increase roll again
	1-3 +1 Strength
	4-6 +1 Attacks
5-6	Characteristic Increase roll again
	1-3 +1 Weapon skill
	4-6 +1 Initiative

7-8	Characteristic Increase roll again
	1-3 +1 Attacks
	4-6 +1 Weapon skill
9	Characteristic Increase roll again
	1-3 +1 Toughness
	4-6 +1 Wounds
10-11	New Skill
12	New Skill (any table)

MAXIMUM CHARACTERISTICS

PURESTRAINS

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

NEOPHYTE

M	WS	BS	S	T	W	I	A	Ld
4	7	5	5	4	3	8	4	10

GENESTEALER ACOLYTE HYBRID ADVANCE TABLE

2D6	Advance
2	New skill (any table)
3-4	New skill
5	Characteristic Increase roll again
	1-3 +1 Strength
	4-6 +1 Attacks
6	Characteristic Increase roll again
	1-3 +1 Weapon skill
	4-6 +1 Ballistic skill
7	Characteristic Increase roll again
	1-3 +1 Initiative
	4-6 +1 Leadership
8	Characteristic Increase roll again
	1-3 +1 Weapon skill
	4-6 +1 Ballistic skill
9	Characteristic Increase roll again
	1-3 +1 Wounds
	4-6 +1 Toughness
10-11	New Wyrd minor power
12	New skill (any table)

Terror in the Hive!

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	10

GENESTEALER CULT SKILL TABLES

Skill	B.Brother/ Neophyte	Acolyte	Pure- Strain	Magus
Agility	Y	Y	Y	Y
Combat	Y	Y	Y	Y
Ferocity	Y	Y	Y	Y
Muscle	-	-	Y	-
Shooting	Y	-	NA	-
Stealth	Y	Y	Y	Y
Techno	-	-	NA	-

GENERATION TABLE

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

The Furor peered cautiously into the dimly lit ruins. The Cawdor ganger had been lost in the underhive for several days now. His gang had been slaughtered in the night by an unseen, clawed horror. As he had laid awake that night, it seemed so long ago now, restlessly cradling his lasgun, he heard a quiet movement in the deserted hive dome where the gang had been scavenging that day.

He became alert, listening intently for another sound. He peered into the void of darkness surrounding him, but saw nothing. Then he heard another sound, a strange eerie growl. He stood up and checked the powerpack on his lasgun; it was fully charged. A chill of fear ran down his spine as he stood up.

Suddenly, from out of the still darkness, there came a chilling scream of terror and pain, that made the Furor cringe. There were shouts and the sound of a scuffle. More gunshots and terrified screams rent the air. Filled with zeal, Furor raced towards the sounds of battle, lasgun primed.

The ganger tore into the derelict building only to discover a most gruesome scene: heavily mutilated corpses littered the floor, the blood of what had been his gang had fountained up the wall and pooled on the floor. Most of the corpses were torn apart beyond recognition. Then he heard a groan from a shadowy corner of the room. The Furor rushed over to where it had come from to find the lead Doombringer clutching a huge tear in his chest with one hand, blood streaming through his fingers, and holding his prized power sword limply in the other.

"Take this," said his leader weakly, feebly holding out the sword to him, "In the Emperors name, kill the clawed scum that has killed me!" Grimly, he took the sword as the Doombringer leader groaned and died.

There was movement in the ruins. Something was scuttling about in the shadows. Then it emerged into the light streaming down through a hole in the ceiling of the ruined dome. It was a huge creature, agile and powerful. The six limbed, clawed monstrosity was awful to behold, with its malignant, very alien features. Its small beady eyes made contact with the Furor's. As the ganger sighted down the barrel of his lasgun at the Genestealer it grinned maliciously, showing all of its bright, glistening, razor sharp canine teeth.

Suddenly he heard a noise to his left and drew his power sword to meet the threat. In an instant it was upon him, lashing out with claws and talons. The ganger tried desperately to parry the onslaught of blows but a claw sunk deep into his side ripping through his soft flesh and tearing into his internal organs; it was the other Genestealer.....