

# GENESTEALER CULTS

## ARMY RULE

Genestealer Cults keep their fighting strength carefully hidden from their oppressors until the glorious Day of Ascension arrives. When they finally emerge to fight, it is after long years of meticulous planning, and with an intimate knowledge of the battlefield that grants them a tactical advantage. Even as battle rages, reinforcements slip from the shadows or spill up from the dark places below, called to war by the Broodmind.

### CULT AMBUSH

If your Army Faction is **GENESTEALER CULTS**, each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is a **BATTLELINE** unit, and adding 1 to the result if it is the first or second battle round. On a 5+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength and with all of its wounds remaining, and you can place one Cult Ambush marker\* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed).

If an enemy model (excluding **AIRCRAFT** models) ends any kind of move within 9" of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of the Reinforcements step of your opponent's next Movement phase, for each of your Cult Ambush markers that is still on the battlefield, you can select one unit from your army that is in Cult Ambush and set up that unit on the battlefield more than 9" horizontally away from all enemy models and with at least one model in that unit touching that Cult Ambush marker and all other models placed wholly within 3" of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield).

**CHARACTERS** that are attached to a unit with this ability are not returned alongside that unit should it return to the battlefield as described above (only the Bodyguard unit returns).

**Designer's Note:** Each time a unit with this ability is destroyed, it triggers all rules that apply when a unit is destroyed. For example, if a rule awards a player 1VP each time an enemy unit is destroyed, and a unit with this ability is destroyed, returned using this ability then subsequently destroyed again, it would award the opponent 2VP.

### BROOD BROTHERS

Through cunning and unholy good fortune, a Genestealer Cult can send its questing tendrils writhing into even the highest ranks of the military forces that should be standing guard against it. So does the Patriarch seize new and potent weapons of revolution.

If your Army Faction is **GENESTEALER CULTS**, you can include **ASTRA MILITARUM** units in your army, even though they do not have the **GENESTEALER CULTS** Faction keyword. The combined points cost of **ASTRA MILITARUM** units you can include in your army depends on your battle size, as follows:

- **Incursion:** Up to 250 pts
- **Strike Force:** Up to 500 pts
- **Onslaught:** Up to 750 pts

No **ASTRA MILITARUM** models in your army can be your **WARLORD**, and they cannot be given Enhancements. You cannot include units with any of the following keywords in your army using these rules: **EPIC HERO**; **OGRYN**; **RATLING**; **MILITARUM TEMPESTUS**; **COMMISSAR**; **REGIMENTAL PREACHER**; **REGIMENTAL ENGINSEER**; **MUNITORUM SERVITORS**; **AIRCRAFT**.

\* A circular 32mm diameter marker should be used for Cult Ambush Markers.



# GENESTEALER CULTS – ASCENSION DAY DETACHMENT RULE

If your Army Faction is **GENESTEALER CULTS**, you can use this Ascension Day Detachment rule.

## THEY CAME FROM BELOW

*For generations an insidious threat has lain hidden within the shadows. Now their time is nigh, and from out of the tunnels and sewers they rise to topple their oppressors in brutally violent insurrection. None can escape the sudden ambushes that herald the Day of Ascension!*

Each time a **GENESTEALER CULTS** unit from your army is set up on the battlefield as Reinforcements, until the end of your next Fight phase, weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** and **[IGNORES COVER]** abilities.



# GENESTEALER CULTS – ASCENSION DAY STRATAGEMS

If you are using the Ascension Day Detachment rule, you can use these Ascension Day Stratagems.

## UNQUESTIONING LOYALTY

ASCENSION DAY – EPIC DEED STRATAGEM

*Broodkin are so fanatically loyal that they do not hesitate to sacrifice themselves to protect their leaders.*

1CP

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One GENESTEALER CULTS

**CHARACTER** unit from your army that was selected as the target of one or more of that enemy unit's attacks.

**EFFECT:** Until the end of the phase, each time a **CHARACTER** model in your unit would lose a wound, select one friendly GENESTEALER CULTS unit within 3" of it (excluding **VEHICLE** units). Your **CHARACTER** model does not lose that wound and that selected unit suffers one mortal wound instead.

## COORDINATED TRAP

ASCENSION DAY – BATTLE TACTIC STRATAGEM

*Flowing like a dark tide down hidden tunnels, along rubble-choked gulleys or through sagging and rusted vents, the faithful utterly encircle their enemies.*

2CP

**WHEN:** The start of your Shooting phase or the start of the Fight phase.

**TARGET:** Two GENESTEALER CULTS units

from your army that have not been selected to shoot or fight this phase, and one enemy unit.

**EFFECT:** Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target for that attack), and when resolving that attack, add 1 to the Wound roll.



# GENESTEALER CULTS – ASCENSION DAY STRATAGEMS

If you are using the Ascension Day Detachment rule, you can use these Ascension Day Stratagems.

## TUNNEL CRAWLERS

### ASCENSION DAY – STRATEGIC PLOY STRATAGEM

*Squirming, crawling and scrabbling through confined spaces is second nature to many broodkin, and is a skill they use to assail seemingly impregnable enemy positions.*

**1CP**

**WHEN:** Your Movement phase.

**TARGET:** One **GENESTEALER CULTS** unit from your army that is arriving using the Deep Strike ability this phase.

**EFFECT:** Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy models.

**RESTRICTIONS:** A unit targeted by this Stratagem is not eligible to declare a charge in the same turn.

## A PERFECT AMBUSH

### ASCENSION DAY – BATTLE TACTIC STRATAGEM

*These Cultists have tracked their enemies tirelessly, as predatory beasts stalk their prey. Only when their position is perfect do they strike, engulfing their victims in a hail of unexpected firepower.*

**1CP**

**WHEN:** Your Shooting phase.

**TARGET:** One **GENESTEALER CULTS** unit from your army that arrived from Reserves this turn and has not been selected to shoot this phase.

**EFFECT:** Until the end of the phase, improve the Ballistic Skill and Armour Penetration characteristics of ranged weapons equipped by models in your unit by 1.

## ONE WITH THE DARKNESS

### ASCENSION DAY – STRATEGIC PLOY STRATAGEM

*In dark nooks and crevices the true believers of the cult whisper and skulk, all but invisible to those who approach.*

**WHEN:** Your opponent's Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One **GENESTEALER CULTS INFANTRY** unit from your army that was selected as the target of one or more of that enemy unit's attacks.

**EFFECT:** Until the end of the phase, your unit has the Stealth ability and can only be selected as the target of a ranged attack if the attacking model is within 12".

## RETURN TO THE SHADOWS

### ASCENSION DAY – STRATEGIC PLOY STRATAGEM

*Ever cunning and duplicitous, broods of the faithful often vanish back into tunnels and vents after their initial strike, ready to regroup and attack again elsewhere.*

**WHEN:** End of your opponent's turn.

**TARGET:** Up to two **GENESTEALER CULTS BATTLELINE** units from your army, or one other **GENESTEALER CULTS INFANTRY** unit from your army.

**EFFECT:** Remove the targeted units from the battlefield and place them into Strategic Reserves.

**RESTRICTIONS:** The targeted units must have the Deep Strike ability and cannot be within Engagement Range of any enemy units when targeted.



# GENESTEALER CULTS – ASCENSION DAY ENHANCEMENTS

If you are using the Ascension Day Detachment rule, you can use these Ascension Day Enhancements.

## PROWLING AGITANT

*No matter how often the oppressors seek to trap or silence this leader, they always find themselves left empty-handed and foolish, their elusive quarry long gone.*

**GENESTEALER CULTS** model only. Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of the bearer's unit, if the bearer's unit is not within Engagement Range of any enemy units, it can make a Normal move of up to D6".

## INSCRUTABLE CUNNING

*Every variable has been factored into this strategist's master plan.*

**GENESTEALER CULTS** model only. While the bearer is leading a unit, models in that unit have the Infiltrators ability and each time you select that unit as the target of a Stratagem, roll one D6: on a 4+, you gain 1CP.

## METICULOUS PLANNER

*No other force spends as long laying meticulous preparations for the battles to come as the Genestealer Cults. Their plans to counter the foe are works of dark genius.*

**GENESTEALER CULTS** model only. Once per battle, just after your opponent uses a Stratagem, if the bearer is on the battlefield, it can use this ability. If it does, until the end of the battle, the CP cost your opponent must pay to use that Stratagem again is increased by 1CP.

## FOCUS OF ADORATION

*This warlord inspires such insane devotion that their minions will leap headlong into battle in order to win their favour.*

**GENESTEALER CULTS** model only. While the bearer is leading a unit, you can target that unit with the Heroic Intervention Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.





# ABERRANTS

M    T    SV    W    LD    OC

6"    6    5+    3    7+    1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Heavy improvised weapon	Melee	5	3+	6	0	2
Heavy power weapon	Melee	3	3+	8	-2	3
Hypermorph tail [EXTRA ATTACKS]	Melee	1	3+	5	0	1

## ABILITIES

CORE: Deep Strike, Feel No Pain 4+

FACTION: Cult Ambush

**Hulking Bodyguards:** While a CHARACTER is leading this unit, each time an attack targets this unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.

KEYWORDS: INFANTRY, GREAT DEVOURER, ABERRANTS



FACTION KEYWORDS:  
GENESTEALER CULTS

# ABERRANTS

No one truly knows what causes Aberrants to spring up amidst the brood cycle, yet the uses of these lumpen gene-deviants are obvious. Possessed of immense strength and resilience coupled with simplistic loyalty to the cult, they are hurled into battle as line breakers or massed as hulking, expendable bodyguards.



## WARGEAR OPTIONS

- The Aberrant Hypermorph's heavy power weapon can be replaced with 1 heavy improvised weapon.

## UNIT COMPOSITION

- 1 Aberrant Hypermorph
- 4-9 Aberrants

The Aberrant Hypermorph is equipped with: heavy power weapon; hypermorph tail.

Every Aberrant is equipped with: heavy power weapon.

KEYWORDS: INFANTRY, GREAT DEVOURER, ABERRANTS



FACTION KEYWORDS:  
GENESTEALER CULTS

# ABOMINANT

M	T	SV	W	LD	OC
6"	6	5+	5	7+	1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Power sledgehammer	Melee	3	3+	12	-2	D6+1

## ABILITIES

**CORE: Deep Strike, Feel No Pain 4+, Leader**

**The Chosen One:** While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Regenerating Gene-mass:** The first time this model is destroyed, roll one D6 at the end of the phase. On a 2+, set this model back up on the battlefield as close as possible to where it was destroyed and not within Engagement Range of any enemy units, with its full wounds remaining.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, ABOMINANT



FACTION KEYWORDS:  
GENESTEALER CULTS

# ABOMINANT

Born from the sting of a mindwyrm familiar, the Abominant is an Aberrant tainted with the Patriarch's own gene-mass. This transforms the beast into a mountain of mutated chitin and muscle that can regenerate as swiftly as its foes can harm it, and whose raw might is a lethal battlefield asset.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Abominant

This model is equipped with: power sledgehammer.

## LEADER

This model can be attached to the following unit:

- ABERRANTS

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, ABOMINANT



FACTION KEYWORDS:  
GENESTEALER CULTS

# ACHILLES RIDGERUNNERS

M T SV W LD OC  
12" 7 3+ 8 7+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Achilles missile launcher	36"	3	4+	9	-2	3
Heavy mining laser [BLAST]	36"	D3	4+	12	-3	D6+1
Heavy mortar [BLAST, INDIRECT FIRE]	48"	D6+3	4+	6	0	1
Twin heavy stubber [TWIN-LINKED, RAPID FIRE 3]	36"	3	4+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Ridgerunner wheels	Melee	3	4+	5	0	1

## ABILITIES

CORE: Deadly Demise 1, Scouts 9"

**Crossfire:** Each time this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly **GENESTEALER CULTS** unit makes an attack that targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1. The same enemy unit can only be affected by this ability once per phase.

## WARGEAR ABILITIES

**Flare Launcher:** The bearer's unit has the **SMOKE** keyword.

**Spotter:** The bearer's ranged weapons have a Ballistic Skill characteristic of 3+.

**Survey Augur:** Each time the bearer's unit has shot, select one enemy unit that was hit by one or more attacks made by the bearer this phase. Until the end of the phase, each time a friendly **GENESTEALER CULTS** model makes an attack against that unit, that attack has the **[IGNORES COVER]** ability.

KEYWORDS: VEHICLE, GREAT DEVOURER, ACHILLES RIDGERUNNERS

FACTION KEYWORDS:  
**GENESTEALER CULTS**

# ACHILLES RIDGERUNNERS

These lightweight but rugged scout vehicles serve as the eyes and ears of the uprising, as well as coordinating lethal armoured ambushes that eliminate isolated foes or sever communication and supply lines. They can mount a versatile range of heavy weapons, allowing them to serve well whatever the Patriarch's needs.



## WARGEAR OPTIONS

- Any number of models can each have their heavy mining laser replaced with one of the following:
  - 1 achilles missile launcher
  - 1 heavy mortar
- Any number of models can each have their flare launcher replaced with one of the following:
  - 1 spotter
  - 1 survey augur

## UNIT COMPOSITION

- 1-2 Achilles Ridgerunners

**Every model is equipped with:** heavy mining laser; twin heavy stubbers; Ridgerunner wheels; flare launcher.

KEYWORDS: VEHICLE, GREAT DEVOURER, ACHILLES RIDGERUNNERS



FACTION KEYWORDS:  
GENESTEALER CULTS

# ACOLYTE HYBRIDS

M	T	SV	W	LD	OC
6"	4	5+	1	7+	2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Demolition charges [ASSAULT, BLAST, HAZARDOUS, ONE SHOT]	6"	D6+3	5+	12	-2	2

**One Shot:** The bearer can only shoot with this weapon once per battle.

	RANGE	A	BS	S	AP	D
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Cult claws and knife	Melee	3	3+	4	-1	1
Heavy mining tool	Melee	2	3+	10	-2	3
Leader's cult weapons	Melee	5	3+	5	-2	1

## ABILITIES

**CORE: Deep Strike**

**FACTION: Cult Ambush**

**Vile Insurrectionists:** Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack is an enemy unit within range of an objective marker, re-roll a Wound roll of 1 as well.

## WARGEAR ABILITIES

**Cult Icon:** In the Reinforcements step of your Movement phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed **CHARACTER** models in Attached units.

**KEYWORDS:** INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, ACOLYTE HYBRIDS

**FACTION KEYWORDS:**  
GENESTEALER CULTS

# ACOLYTE HYBRIDS

Acolyte Hybrids are the offspring of the first hosts infected by the Genestealer Curse, and they are accordingly monstrous in body and mind. Possessed of hulking strength and the skill to manipulate complex mechanisms, they bear repurposed industrial tools and deadly close-quarters firearms into battle.



## WARGEAR OPTIONS

- Any number of models can each have their autopistol replaced with 1 hand flamer.
- One Acolyte Hybrid's autopistol can be replaced with 1 cult icon.
- For every 5 models in this unit, up to 2 Acolyte Hybrids can each have their autopistol and cult claws and knife replaced with one of the following:
  - 1 demolition charges and 1 cult claws and knife
  - 1 heavy mining tool
- The Acolyte Leader's cult claws and knife can be replaced with 1 Leader's cult weapons.

## UNIT COMPOSITION

- 1 Acolyte Leader
- 4-9 Acolyte Hybrids

**Every model is equipped with:** autopistol; cult claws and knife.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, ACOLYTE HYBRIDS



FACTION KEYWORDS:  
GENESTEALER CULTS

# ACOLYTE ICONWARD

M	T	SV	W	LD	OC
6"	4	5+	3	6+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Cult claws	Melee	4	3+	4	-1	1

## ABILITIES

**CORE: Deep Strike, Leader**

**Nexus of Devotion:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

**Summon the Cult:** Once per battle, when you have to remove a Cult Ambush marker because your opponent has moved too close to it, if one or more models from your army with this ability are on the battlefield, you can use this ability. If you do, instead of removing that marker, you can place it anywhere on the battlefield that is within 12" of a model from your army with this ability and more than 9" horizontally away from all enemy units [if this is not possible, this ability is not considered to have been used and that marker is removed as normal].

KEYWORDS: INFANTRY, CHARACTER, GRENADES, GREAT DEVOURER,  
ACOLYTE ICONWARD

FACTION KEYWORDS:  
GENESTEALER CULTS

# ACOLYTE ICONWARD

*It is a great honour to bear the cult's sigil aloft, out in the open for all to see. These banners are hung with pseudo-sacred artefacts, some stemming from the secretions or body of the Patriarch itself. The effect of the Acolyte Iconward's presence upon nearby cult warriors is electrifying, driving them to new heights of violence.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Acolyte Iconward

This model is equipped with: autopistol; cult claws.

## LEADER

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

KEYWORDS: INFANTRY, CHARACTER, GRENADES, GREAT DEVOURER,  
ACOLYTE ICONWARD



FACTION KEYWORDS:  
GENESTEALER CULTS

# ATALAN JACKALS

M	T	SV	W	LD	OC
12"	4	5+	2	7+	1
12"	4	5+	4	7+	1

ATALAN JACKAL



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Atalan incinerator [IGNORES COVER, TORRENT]	12"	D6	N/A	5	-1	1
Atalan small arms [PISTOL]	12"	2	4+	4	0	1
► Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
► Grenade launcher – krak	24"	1	4+	9	-2	D3
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Mining laser	24"	1	4+	12	-3	D6+1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Atalan power weapon	Melee	2	4+	4	-2	1
Close combat weapon	Melee	2	4+	3	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: MOUNTED, GRENADES, GREAT DEVOURER, ATALAN JACKALS

## ABILITIES

CORE: Scouts 9"

FACTION: Cult Ambush

**Outrider Gangs:** Each time you use the Cult Ambush ability to set this unit back up on the battlefield, in addition to the normal rules, all of its models must be set up wholly within 9" of a battlefield edge and at least one of its models must be touching one of your Cult Ambush markers (that marker is then removed from the battlefield). If this cannot be done, this unit cannot be set back up.

**Demolition Run:** Once per battle round, after this unit ends a Normal move, you can select one enemy unit within 6" of and visible to this unit and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

FACTION KEYWORDS:  
GENESTEALER CULTS

# ATALAN JACKALS

Atalan Jackals share a mental link that allows them to coordinate in hunting packs and ride in tight formations at high speeds with no risk of mishap. They harass the foe with hit-and-run strikes, their Wolfquads unleashing heavy firepower to augment the guns, bludgeons and mining charges of their packmates.



## WARGEAR OPTIONS

- Any number of Atalan Jackals can each replace their close combat weapon with 1 Atalan power weapon.
- For every 4 Atalan Jackals in this unit, 1 Atalan Jackal's Atalan small arms can be replaced with 1 grenade launcher.
- Any number of Atalan Wolfquads can each have their heavy stubber replaced with one of the following:
  - 1 Atalan incinerator
  - 1 mining laser

## UNIT COMPOSITION

- 4-8 Atalan Jackals
- 1-2 Atalan Wolfquads\*

\* This unit can only contain 2 Atalan Wolfquads if it also contains 8 Atalan Jackals.

**Every Atalan Jackal is equipped with:** Atalan small arms; close combat weapon.

**Every Atalan Wolfquad is equipped with:** Atalan small arms; heavy stubber; close combat weapon.

KEYWORDS: MOUNTED, GRENADES, GREAT DEVOURER, ATALAN JACKALS

FACTION KEYWORDS:  
GENESTEALER CULTS

# BIOPHAGUS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Chemical vials [ANTI-INFANTRY 2+]	6"	1	3+	1	-1	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Injector goad [ANTI-INFANTRY 2+]	Melee	1	3+	2	0	D3

## ABILITIES

**CORE: Deep Strike, Leader**

**Twisted Science:** While this model is leading a unit, melee weapons equipped by models in that unit have the [LETHAL HITS] ability.

**Biological Warfare:** Once per battle, when this model's unit is selected to fight, this model can use this ability. If it does, until the end of the phase, improve the Attacks and Damage characteristics of its injector goad by 3.

## WARGEAR ABILITIES

**Alchemicus Familiar:** Once per battle, when the bearer's unit is selected to fight, the bearer can use its alchemicus familiar. If it does, until the end of the phase, melee weapons equipped by models in that unit have the [ANTI-INFANTRY 2+] ability.

**Designer's Note:** Place an Alchemicus Familiar token next to the bearer, removing it once this ability has been used.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, BIOPHAGUS

FACTION KEYWORDS:  
GENESTEALER CULTS

# BIOPHAGUS

The Biophagus is a scientist-surgeon whose injector goad can be used to enhance the unholy might of Aberrants and other favoured cultists, or to dose enemies with a mutagenic cocktail that rapidly dissolves them from within. Coupled with hurled vials of bio-acids, this arsenal renders the Biophagus a deadly agent of biological warfare.



## WARGEAR OPTIONS

- This model can be equipped with 1 alchemicus familiar.

## UNIT COMPOSITION

- 1 Biophagus

**This model is equipped with:** autopistol; chemical vials; injector goad.

## LEADER

This model can be attached to the following units:

- ABERRANTS
- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

*You can attach this model to a GENESTEALER CULTS BATTLELINE unit, even if a PRIMUS, MAGUS or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.*

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, BIOPHAGUS



FACTION KEYWORDS:  
GENESTEALER CULTS

# CLAMAVUS

M	T	SV	W	LD	OC
6"	3	5+	3	6+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

## ABILITIES

CORE: Deep Strike, Leader

**Voice of New Truths (Aura):** While an enemy unit is within 12" of this model, subtract 1 from Battle-shock tests taken for that unit and, if that unit fails a Battle-shock test, it suffers 1 mortal wound.

**Scrambler Array:** Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this model.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, CLAMAVUS

FACTION KEYWORDS:  
GENESTEALER CULTS

# CLAMAVUS

Vox-hacker and information assassin supreme, the Clamavus scythes into enemy communications networks for intelligence. It seeds the amplified psychic signal of the Broodmind through the foe's comms to spread dismay from a distance, while up close it can rupture its victims' brains with its savage audial symphony.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Clamavus

This model is equipped with: autopistol; close combat weapon.

## LEADER

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to a GENESTEALER CULTS BATTLELINE unit, even if a PRIMUS, MAGUS or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, CLAMAVUS



FACTION KEYWORDS:  
GENESTEALER CULTS

# GOLIATH ROCKGRINDER

M T SV W LD OC  
 12" 10 3+ 10 7+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Clearance incinerator [IGNORES COVER, TORRENT]	12"	2D6	N/A	6	-1	1
Demolition charge cache [ASSAULT, BLAST, HAZARDOUS]	6"	D6+3	5+	12	-2	2
Heavy mining laser [BLAST]	36"	D3	4+	12	-3	D6+1
Heavy seismic cannon [RAPID FIRE 2]	24"	4	4+	8	-2	D3
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Drilldozer blade [SUSTAINED HITS 1]	Melee	6	3+	10	-2	2

## ABILITIES

**CORE: Deadly Demise D3, Firing Deck 6**

**Grinding Clearance:** Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

## DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, TRANSPORT, GREAT DEVOURER, GOLIATH ROCKGRINDER

FACTION KEYWORDS:  
GENESTEALER CULTS

# GOLIATH ROCKGRINDER

The drilldazer blade fitted to the Goliath Rockgrinder is intended for gouging tunnels deep into solid rock faces in search of mineral riches. However, it works just as well as both an ablative shield and a hideously bloody line-breaking weapon, mangling a crimson path through the luckless foe.



## WARGEAR OPTIONS

- This model's heavy mining laser can be replaced with one of the following:
  - 1 clearance incinerator
  - 1 heavy seismic cannon

## UNIT COMPOSITION

- 1 Goliath Rockgrinder

This model is equipped with: heavy mining laser; heavy stubber; drilldazer blade; demolition charge cache.

## TRANSPORT

This model has a transport capacity of 6 GENESTEALER CULTS INFANTRY models. It cannot transport a PATRIARCH.

KEYWORDS: VEHICLE, TRANSPORT, GREAT DEVOURER, GOLIATH ROCKGRINDER



FACTION KEYWORDS:  
GENESTEALER CULTS

# GOLIATH TRUCK

M T SV W LD OC  
12" 9 3+ 10 7+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Demolition charge cache [ASSAULT, BLAST, HAZARDOUS]	6"	D6+3	5+	12	-2	2
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Twin autocannon [TWIN-LINKED]	48"	2	4+	9	-1	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Goliath wheels	Melee	3	4+	6	0	1

## ABILITIES

**CORE:** Deadly Demise D3, Firing Deck 12

**Fire Support:** In your Shooting phase, after this model has shot, select one enemy unit it scored one or more hits against this phase. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, GREAT DEVOURER, GOLIATH TRUCK

FACTION KEYWORDS:  
GENESTEALER CULTS

# GOLIATH TRUCK

Robust and versatile, the Goliath Truck is the armoured transport of choice for the Genestealer Cults. These vehicles boast thick armour and capacious holds, and their heavy stubber and twin autocannon allow the crew to lay down a hail of supporting fire as the broodkin passengers disembark into battle.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Goliath Truck

This model is equipped with: heavy stubber; twin autocannon; demolition charge cache; Goliath wheels.

## TRANSPORT

This model has a transport capacity of 12 GENESTEALER CULTS INFANTRY models. It cannot transport a PATRIARCH.

KEYWORDS: VEHICLE, TRANSPORT, DEDICATED TRANSPORT, GREAT DEVOURER,  
GOLIATH TRUCK



FACTION KEYWORDS:  
GENESTEALER CULTS

# HYBRID METAMORPHS

M T SV W LD OC  
 6" 4 5+ 1 7+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hand flamer [IGNORES COVER, PISTOL, TORRENT]	12"	D6	N/A	3	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Leader's cult weapons	Melee	5	3+	5	-1	2
Metamorph mutations – strike	Melee	3	3+	5	-1	2
Metamorph mutations – sweep	Melee	5	3+	4	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, GREAT DEVOURER, HYBRID METAMORPHS

## ABILITIES

CORE: Deep Strike, Scouts 6"

FACTION: Cult Ambush

**Savage Amalgam:** Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6. On a 3+, do not remove it from play; that destroyed model can fight after the attacking model's unit has finished making its attacks, and it is then removed from play.

## WARGEAR ABILITIES

**Cult Icon:** In the Reinforcements step of your Movement phase, you can return up to D3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to 3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units.

FACTION KEYWORDS:  
GENESTEALER CULTS

# HYBRID METAMORPHS

Triggered by the approach of a hive fleet or a sudden trauma to the cult, Hybrid Metamorphs mutate from early generations of the brood cycle. Dormant gene-codes burst to life, bestowing weaponised limbs, ghastly bio-acidic glands and other so-called blessings upon these creatures, transforming them into devastating shock troops.



## WARGEAR OPTIONS

- Any number of models can each have their autopistol replaced with 1 hand flamer.
- One Hybrid Metamorph's autopistol can be replaced with 1 cult icon.

## UNIT COMPOSITION

- 1 Metamorph Leader
- 4-9 Hybrid Metamorphs

The Metamorph Leader is equipped with: autopistol; Leader's cult weapons.

Every Hybrid Metamorph is equipped with: autopistol; Metamorph mutations.

KEYWORDS: INFANTRY, GRENADES, GREAT DEVOURER, HYBRID METAMORPHS



FACTION KEYWORDS:  
GENESTEALER CULTS

# JACKAL ALPHUS

M	T	SV	W	LD	OC
12"	4	5	4	7+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Cult sniper rifle [HEAVY, PRECISION]	36"	1	3+	5	-2	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

## ABILITIES

**CORE: Leader, Scouts 9"**

**Priority Target:** Each time this model makes an attack with its cult sniper rifle that targets an enemy unit, if it scores a hit, until the end of the phase, each time another **GENESTEALER CULTS** model from your army makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.

**Master Outrider:** In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy units, that unit can make a Normal move of up to 6" as if it were your Movement phase. If it does, until the end of the turn, that unit is not eligible to declare a charge.

KEYWORDS: MOUNTED, CHARACTER, GRENADES, GREAT DEVOURER, JACKAL ALPHUS

FACTION KEYWORDS:  
**GENESTEALER CULTS**

# JACKAL ALPHUS

The Jackal Alphus rides their dirtcycle to commanding battlefield vantage points. With their long-range vox, the Alphus calls in strike missions against tougher, armoured targets. Should a foe fall beneath the cross hairs of their cult sniper rifle, its life expectancy can be measured in moments.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Jackal Alphus

This model is equipped with: autopistol; cult sniper rifle; close combat weapon.

## LEADER

This model can be attached to the following unit:

- ATALAN JACKALS

KEYWORDS: MOUNTED, CHARACTER, GRENADES, GREAT DEVOURER, JACKAL ALPHUS



FACTION KEYWORDS:  
GENESTEALER CULTS

# KELERMORPH

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1



## RANGED WEAPONS

Liberator autostubs [DEVASTATING WOUNDS, PISTOL, PRECISION, SUSTAINED HITS D3]	12"	6	2+	5	0	1
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## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	3	0	1

## ABILITIES

### CORE: Deep Strike, Lone Operative

**Cometh the Hour, Cometh the Hero:** When this model is set up using the Deep Strike ability, if it is set up within 3" horizontally of a friendly **GENESTEALER CULTS BATTLELINE** unit, it can be set up anywhere on the battlefield that is more than 3" horizontally from all enemy models, but if it is set up within 9" horizontally of an enemy unit it is not eligible to declare a charge this turn.

**Gunslinger:** Each time an enemy unit targets a friendly **GENESTEALER CULTS BATTLELINE** unit within 3" of this model with ranged attacks, after that enemy unit has finished making its attacks, this model can shoot as if it were your Shooting phase.

### INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, KELERMORPH

FACTION KEYWORDS:  
**GENESTEALER CULTS**

# KELERMORPH

This gunfighter is a living icon of rebellion, moulded to exploit the psyche of fractured Human societies. Whip-fast reactions and hypersensory acuity lend the Kelermorph lethal reaction speeds and help it unleash withering volleys from its iconic liberator autostubs, whose depleted volonium rounds can punch through tank armour.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Kelermorph

**This model is equipped with:** liberator autostubs; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, KELERMORPH

FACTION KEYWORDS:  
GENESTEALER CULTS

# LOCUS

M	T	SV	W	LD	OC
6"	4	5+	3	7+	1



## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Locus blades	Melee	5	2+	5	-2	2
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## ABILITIES

**CORE:** Deep Strike, Fights First, Leader

**Sudden Assault:** While this model is leading a unit, models in that unit have the Fights First ability.

**Bodyguard:** While this model is leading a unit, other **CHARACTER** models attached to that unit have the Feel No Pain 4+ ability.

**INVULNERABLE SAVE**

4+

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, LOCUS

FACTION KEYWORDS:  
GENESTEALER CULTS

# LOCUS

An unassuming bodyguard, the Locus may be overlooked by the foe until the exact moment it abandons calm stillness for lightning-fast attack. Robes thrown back, the Locus' whipping tail barb and vestigial limbs are revealed even as its twin blades flash out to neutralise any threats to its ward.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Locus

This model is equipped with: Locus blades.

## LEADER

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to a GENESTEALER CULTS BATTLELINE unit, even if a PRIMUS, MAGUS or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, LOCUS



FACTION KEYWORDS:  
GENESTEALER CULTS

# MAGUS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Magus stave [PSYCHIC]	Melee	3	3+	5	-1	D3

## ABILITIES

**CORE: Deep Strike, Leader**

**Spiritual Leader:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability against Psychic Attacks.

**Mind Control [Psychic]:** At the start of your opponent's Shooting phase, one PSYKER model from your army with this ability can use it. If used, select one enemy unit within 12" of and visible to that PSYKER model and roll one D6: on a 1, that PSYKER model suffers D3 mortal wounds; on a 2-5, until the end of the phase, each time a model in that enemy unit makes an attack, subtract 1 from the Hit roll; on a 6, that enemy unit is not eligible to shoot this phase.

**Psychic Familiar:** Once per battle, at the start of any of your opponent's Shooting phases, this model can use its psychic familiar. If it does, until the end of the phase, double the range of its Mind Control ability.

**Designer's Note:** Place a Psychic Familiar token next to the model, removing it once this ability has been used.

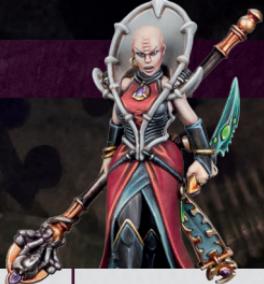
KEYWORDS: INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, MAGUS



FACTION KEYWORDS:  
GENESTEALER CULTS

# MAGUS

The Magus acts as its Patriarch's vizier, and as the head of that alien monstrosity's deviant church. Each one is a powerful psyker, their formidable will enhanced by the gestalt powers of the Star Children until they can manipulate enemies' minds and bodies like puppets – or tear them apart from within.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Magus

This model is equipped with: autopistol; Magus stave.

## LEADER

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, MAGUS



FACTION KEYWORDS:  
GENESTEALER CULTS

# NEOPHYTE HYBRIDS

M	T	SV	W	LD	OC
6"	3	5+	1	7+	2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	4+	3	0	1
Hybrid firearm [RAPID FIRE 1]	24"	1	4+	3	0	1
Leader pistol [PISTOL]	12"	1	4+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Grenade launcher – frag [BLAST]	24"	D3	4+	4	0	1
Grenade launcher – krak	24"	1	4+	9	-2	D3
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Mining laser [HEAVY]	24"	1	5+	12	-3	D6+1
Seismic cannon [HEAVY, RAPID FIRE 2]	24"	4	5+	6	-1	D3
Webber [DEVASTATING WOUNDS, TORRENT]	12"	D6	N/A	2	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Chainsword	Melee	2	4+	3	0	1
Power weapon	Melee	1	4+	4	-2	1
Close combat weapon	Melee	1	4+	3	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, NEOPHYTE HYBRIDS

## ABILITIES

**CORE: Deep Strike**

**FACTION: Cult Ambush**

**A Plan Generations in the Making:** At the start of your Command phase, roll one D6 for each objective marker you control that has one or more units from your army with this ability within range of it. If one or more of the results is a 4+, you gain 1CP.

## WARGEAR ABILITIES

**Cult Icon:** In the Reinforcements step of your Movement phase, you can return up to 3 destroyed models to the bearer's unit. If the bearer's unit is within range of an objective marker you control, you can return up to D3+3 destroyed models to that unit instead. This ability cannot be used to return destroyed CHARACTER models in Attached units.



# NEOPHYTE HYBRIDS

Making up the bulk of their cult's ranks, Neophyte Hybrids are the least alien in appearance of all the Patriarch's brood. They are no less dangerous for this, however, and what they lack in weaponised bio-adaptations they make up for in numbers, massed firepower and zealous revolutionary fanaticism.



## WARGEAR OPTIONS

- One Neophyte Hybrid equipped with a Hybrid firearm can be equipped with 1 cult icon.
- For every 10 models in this unit, up to 2 Neophyte Hybrids can each have their Hybrid firearm replaced with one of the following:
  - Heavy stubber
  - Mining laser
  - Seismic cannon
- For every 10 models in this unit, up to 2 Neophyte Hybrids can each have their Hybrid firearm replaced with one of the following:
  - Flamer
  - Grenade launcher
  - Webber

## UNIT COMPOSITION

- 1 Neophyte Leader
- 9-19 Neophyte Hybrids

**Every model is equipped with:** autopistol; Hybrid firearm; close combat weapon.

**KEYWORDS:** INFANTRY, BATTLELINE, GRENADES, GREAT DEVOURER, NEOPHYTE HYBRIDS



**FACTION KEYWORDS:** GENESTEALER CULTS

# NEXOS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1



## RANGED WEAPONS

Autopistol [PISTOL]	RANGE	A	BS	S	AP	D
	12"	1	3+	3	0	1

## MELEE WEAPONS

Close combat weapon	RANGE	A	WS	S	AP	D
	Melee	2	3+	3	0	1

## ABILITIES

**CORE: Deep Strike, Leader**

**Battlefield Analysis:** Once per turn, you can select one model or unit from your army with this ability as the target of a Stratagem for OCP, even if you have already selected a model or unit from your army as the target of that Stratagem this phase.

**Cult Infiltration:** At the start of each player's Command phase, if this model is on the battlefield, you can select one of your Cult Ambush markers that is on the battlefield and move it up to 6".

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, NEXOS

FACTION KEYWORDS:  
GENESTEALER CULTS

# NEXOS

*Engineered to share a portion of the Patriarch's cerebral might, the NEXOS can absorb the entirety of a cultist's thoughts and experiences through physical contact. They compartmentalise millions of these snapshots, building a formidable mental map, then using it to direct cult forces like a rear-echelon officer of prodigious skill.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 NEXOS

This model is equipped with: autopistol; close combat weapon.

## LEADER

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

You can attach this model to a GENESTEALER CULTS BATTLELINE unit, even if a PRIMUS, MAGUS or ACOLYTE ICONWARD model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, NEXOS



FACTION KEYWORDS:  
GENESTEALER CULTS

# PATRIARCH

M	T	SV	W	LD	OC
8"	5	4+	6	6+	1



## MELEE WEAPONS

RANGE	A	WS	S	AP	D
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Patriarch's claws [DEVASTATING WOUNDS, TWIN-LINKED]

Melee	5	2+	6	-2	2
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## ABILITIES

**CORE:** Deep Strike, Infiltrators, Leader

**Might From Beyond:** While this model is leading a unit, melee weapons equipped by models in that unit have the [DEVASTATING WOUNDS] ability.

**Cosmic Horror (Psychic):** At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test.

**Psychic Familiar:** Once per battle, at the start of the Fight phase, this model can use its psychic familiar. If it does, until the end of the phase, double the range of its Cosmic Horror ability.

**Designer's Note:** Place a Psychic Familiar token next to the model, removing it once this ability has been used.

**INVULNERABLE SAVE**

4+

**KEYWORDS:** INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, EPIC HERO, PATRIARCH

**FACTION KEYWORDS:** GENESTEALER CULTS

# PATRIARCH

*Psychic abomination; alpha predator; parasitic demigod – the Patriarch is all of these things and worse. They are the source of the bio corruption that spawns each Genestealer Cult cell. Moreover, when the Day of Ascension comes, they are the cult's deadliest killer, prowling the shadows of embattled worlds to rip and slay.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Patriarch – EPIC HERO

This model is equipped with: Patriarch's claws.

## LEADER

This model can be attached to the following unit:

- PURESTRAIN GENESTEALERS

## SUPREME COMMANDER

If this model is in your army, it must be your WARLORD.

KEYWORDS: INFANTRY, CHARACTER, PSYKER, GREAT DEVOURER, EPIC HERO,  
PATRIARCH

FACTION KEYWORDS:  
GENESTEALER CULTS

# PRIMUS

M	T	SV	W	LD	OC
6"	3	5+	4	6+	1



## RANGED WEAPONS

Scoped needle pistol [ANTI-INFANTRY 2+, IGNORES COVER, PISTOL]	18"	1	2+	1	0	D3
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## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Cult bonesword	Melee	5	2+	5	-2	1
Toxin injector claw [ANTI-INFANTRY 2+, EXTRA ATTACKS]	Melee	2	2+	2	0	D3

## ABILITIES

**CORE: Deep Strike, Leader**

**Cult Demagogue:** While this model is leading a unit, each time a model in that unit makes an attack, you can re-roll the Hit roll.

**Decoys and Misdirection:** If your army includes one or more models with this ability, after both players have deployed their armies, select up to three **GENESTEALER CULTS** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, PRIMUS

FACTION KEYWORDS:  
**GENESTEALER CULTS**

# PRIMUS

Occupying a role somewhere between guerrilla general and shadowy symbol of resistance, the Primus is a Genestealer Cult's ultimate military commander. Besides being deadly combatants in their own right, their mastery of insurgent tactics transforms their followers from a rebellious mob into a lethal military machine.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Primus

This model is equipped with: scoped needle pistol; cult bonesword; toxin injector claw.

## LEADER

This model can be attached to the following units:

- ACOLYTE HYBRIDS
- HYBRID METAMORPHS
- NEOPHYTE HYBRIDS

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, PRIMUS

FACTION KEYWORDS:  
GENESTEALER CULTS

# PURESTRAIN GENESTEALERS

M	T	SV	W	LD	OC
8"	4	5+	2	7+	1



## MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	4	2+	4	-2	1

Cult claws and talons

## ABILITIES

CORE: Deep Strike, Infiltrators

FACTION: Cult Ambush

**Swift and Deadly:** This unit is eligible to declare a charge in a turn in which it Advanced.

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, GREAT DEVOURER, PURESTRAIN GENESTEALERS

FACTION KEYWORDS:  
GENESTEALER CULTS

# PURESTRAIN GENESTEALERS

Vanguard organisms for the Tyranid hive fleets, Purestrain

Genestealers are one of the most lethal life forms in the galaxy. They combine the cunning of an apex predator with inhuman speed and agility, closing with their prey in the blink of an eye before tearing their victims to bloody tatters.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 5-10 Purestrain Genestealers

Every model is equipped with: cult claws and talons.

KEYWORDS: INFANTRY, GREAT DEVOURER, PURESTRAIN GENESTEALERS



FACTION KEYWORDS:  
GENESTEALER CULTS

# REDUCTUS SABOTEUR

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Autopistol [PISTOL]	12"	1	3+	3	0	1
Demolition charges [ASSAULT, BLAST, ONE SHOT]	6"	D6+3	2+	12	-2	2
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Remote explosives [BLAST, INDIRECT FIRE]	24"	D6+3	3+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1

## ABILITIES

**CORE:** Deep Strike, Infiltrators, Lone Operative, Stealth

**Primed and Ready:** In your Shooting phase, you can select one model from your army with this ability as the target of the Grenade Stratagem for OCP, provided that model has not already been the target of that Stratagem this phase. This can allow you to use the Grenade Stratagem for a second time this phase.

**Planted Explosives:** Once per battle, when an enemy unit ends a Normal, Advance or Fall Back move within 12" of this model, this model can use its Reductus mine. If it does, roll one D6: on a 2+, that enemy unit suffers D3+3 mortal wounds. Only one model from your army with this ability can use it in the same battle round.

**Designer's Note:** Place a Reductus Mine token next to the model, removing it once this ability has been used.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, GREAT DEVOURER,  
REDUCTUS SABOTEUR

FACTION KEYWORDS:  
GENESTEALER CULTS

# REDUCTUS SABOTEUR

*There is no engine of the oppressors that a Reductus Saboteur cannot lay low, and few materials they cannot fashion into a bomb given a little time to tinker. Flitting through the shadows, they lace the battlefield with booby traps and deploy powerful explosives that make short work of enemy armour.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Reductus Saboteur

This model is equipped with: autopistol; demolition charges; remote explosives; close combat weapon.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, GREAT DEVOURER,  
REDUCTUS SABOTEUR

FACTION KEYWORDS:  
GENESTEALER CULTS

# SANCTUS

M T SV W LD OC  
6" 3 5+ 3 7+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Cult sniper rifle [ANTI-PSYKER 2+, HEAVY, PRECISION]	36"	1	3+	5	-2	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Sanctus bio-dagger [ANTI-INFANTRY 3+, PRECISION]	Melee	6	2+	3	-2	1
Close combat weapon	Melee	2	3+	3	0	1

## ABILITIES

**CORE:** Deep Strike, Infiltrators, Lone Operative, Stealth

**Creeping Shadow:** This unit is eligible to shoot and declare a charge in a turn in which it Advanced or Fell Back.

**Psychic Spoor:** At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets its prey, that attack has the [IGNORES COVER] and [DEVASTATING WOUNDS] abilities.

**INVULNERABLE SAVE**

5+

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, SANCTUS

FACTION KEYWORDS:  
GENESTEALER CULTS

# SANCTUS

A Sanctus is an inescapable assassin who can track by psychic spoor and squirm through the smallest gaps. Its bio-dagger – spawned from the Patriarch's genesis pools – unleashes the psychic might of the Broodmind with the slightest cut, while the Sanctus' cult sniper rifle allows it to strike down prey from afar.



## WARGEAR OPTIONS

- This model's Sanctus bio-dagger can be replaced with 1 cult sniper rifle and 1 close combat weapon.

## UNIT COMPOSITION

- 1 Sanctus

This model is equipped with: Sanctus bio-dagger.

KEYWORDS: INFANTRY, CHARACTER, GREAT DEVOURER, SANCTUS



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