



# BROOD BROTHERS: UPDATE LOG

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Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

This document has a version number; when this document is revised, the version number will be incremented and new updates can be found under that version's subtitle. Where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction.

## ERRATA

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This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### PSYCHIC FAMILIAR OPERATIVE, SMALL RULE

Second sentence changed to read:

**'Whenever this operative is in cover, it cannot be selected as a valid target**, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) **except being within 2"**.

## UPDATE 1.0

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### ICONWARD OPERATIVE, BROODMIND DEVOTION RULE

Second sentence changed to read:

**'If you do, before that operative is removed from the killzone, it can perform a 1AP action for free** (excluding **Fight** and **Explosives Mind Control**), and you can change its order to do so.'

# BROOD BROTHER OPERATIVES

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The soldiers known as Brood Brothers are xenos-infected turncoat soldiers who secretly serve the Genestealer Cults. Concealing themselves within Imperial military formations, they await the moment to rise up and use their combat experience and weapons training to aid the Cult's rise to power.

## BROOD BROTHER COMMANDER

Skilled in tactical coordination, these highly experienced combatants are calm and competent leaders who serve their Cult by directing elite squads of xenos-tainted soldiers, humbly ceding authority only to a greater agent of the Star Children.

## BROOD BROTHER AGITATOR

Agitators preach the word of their Cult with zealous devotion. The psiren casters they carry emit an excruciating chittering – an amplification of the Broodmind – which the faithful hear as glorious hymnals or angelic silence, but causes neural disruption in the foe.

## BROOD BROTHER GUNNER

Trained in the maintenance and operation of specialist weaponry, Gunners joyously turn searing jets of flame, blinding plasma, thermal beams or explosive shells on the Cult's foes, providing tactical support against the heavily armoured faithless.

## BROOD BROTHER ICONWARD

Guardianship of an icon of the Cult is an honour granted only to those who have proved themselves. Such icons act as psycho-resonant nodes, projecting the Broodmind wherever its sinister will is most needed, and ensuring the Patriarch's eyes are always upon its children.

## BROOD BROTHER KNIFE FIGHTER

Knife Fighters are stealthy assassins who use their heightened sensory perception and unsettlingly precise movements to creep unnoticed towards their target. Like stalking arachnoids, they nimbly close the distance before striking with blades coated in alien toxins.

## BROOD BROTHER MEDIC

Medics perform combat surgery to keep their elite squadmates fit to serve the will of the Broodmind. What professional compassion they show to their brothers and sisters is at stark odds with the vicious injections of xenos biogruel they stab into foes that get too close.

## BROOD BROTHER SAPPER

These operatives are highly skilled grenadiers and combat engineers. Equipped with a large variety of explosive charges, Sappers efficiently demolish threats or obstacles to the squad's mission, whether they be a sealed vault door, enemy bunker or heavy weapons nest.

## BROOD BROTHER SNIPER

Snipers are expert marksmen that employ personally maintained rifles, which can eliminate high priority targets from long distances. These Cult soldiers often carry hand-crafted rounds for specific quarry, including slivers of frozen xenos genetic material.

## BROOD BROTHER TROOPER

Troopers are the backbone of Brood Brother squads. Selected for their martial skills and humble selflessness in the furtherance of the Patriarch's will, these Cult soldiers are professional killers whose concentrated firepower has felled many an oppressor.

## BROOD BROTHER VETERAN

Veterans are grizzled warriors whose xenos-tainted genes and long battlefield experience have honed them into hardened survivors. Their skills make them ideal guardians for Cult leaders, fervently blasting attackers away with their brutal shotguns.



## BROOD BROTHER VOX OPERATOR

These operatives use their heavy comms equipment to transmit and receive detailed coordinates and ciphers by which to outmanoeuvre the oppressor. They also warn of enemy movements, call in lurking guerrilla auxiliaries and jam the foe's own signals.

## PSYCHIC FAMILIAR

Coalesced from the psionic shadow that gathers around a Patriarch or Magus, Psychic Familiars are diminutive xenoforms that serve as spies, messengers and extensions of their master's will. They are elusive and nimble, and gouge with their iron talons when threatened.

## MAGUS

Maguses are the psychically gifted high priests of a Genestealer Cult. They possess supernatural charisma and use their telepathic powers to enforce the Patriarch's will, as well as shield their underlings from the most esoteric attacks.

## PATRIARCH

At the centre of every Genestealer Cult infestation is a Patriarch: the sire of an entire dynasty of xenos hybrids and a focus of the Cult's adoration. They are leering nightmares of talons and fangs, with a hypnotic psychic will through which they can dominate the weak-willed.

## PRIMUS

A Primus is a strategic mastermind, serving a Cult's Patriarch as a bombastic marshal that helps to plot and militarise the uprising. Using a sentient sword and a needle pistol that fires toxins distilled from their own blood, they are also a deadly Cult champion.

# BROOD BROTHERS KILL TEAM



Below you will find a list of the operatives that make up a **BROOD BROTHERS** kill team, including, where relevant, any weapons specified for that operative.



## OPERATIVES

- ▼ 1 **BROOD BROTHERS** **COMMANDER** operative with one of the following options:
  - Bolt pistol; chainsword & claw
  - Drum-fed autogun; bayonet
  - Laspistol; power weapon & claw

- ▼ 3 **BROOD BROTHERS** operatives selected from the following list<sup>3</sup>:
  - 2 **PSYCHIC FAMILIAR** operatives (still counts as one selection)
  - **MAGUS** (counts as two selections)<sup>2</sup>
  - **PATRIARCH** (counts as three selections)<sup>2</sup>
  - **PRIMUS** (counts as two selections)<sup>2</sup>
  - **TROOPER**

- ▼ 9 **BROOD BROTHERS** operatives selected from the following list:
  - **AGITATOR**
  - **GUNNER** with flamer and bayonet<sup>1</sup>
  - **GUNNER** with grenade launcher and bayonet<sup>1</sup>
  - **GUNNER** with meltagun and bayonet<sup>1</sup>
  - **GUNNER** with plasma gun and bayonet<sup>1</sup>
  - **ICONWARD**
  - **KNIFE FIGHTER**
  - **MEDIC**
  - **SAPPER**
  - **SNIPER**<sup>1</sup>
  - **TROOPER**
  - **VETERAN**
  - **VOX-OPERATOR**

Other than **TROOPER** operatives, your kill team can only include each option on this list once.

<sup>1</sup> You cannot select more than three of these operatives combined.

<sup>2</sup> Your kill team can only include up to one **BROODCOVEN** operative. If one of these operatives is selected for deployment, your **COMMANDER** operative loses the **LEADER** keyword for the battle.

<sup>3</sup> Up to three times, instead of selecting one of these operatives, you can select one **BROOD BROTHERS** ploy to cost you 0CP for the battle. Note that 'counts as' selections still apply; for example, if you select a **PATRIARCH** operative, you could not do this.

## ARCHETYPES



INFILTRATION



SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

The newest version of these rules can be found online.  
Scan the QR code or visit [warhammer-community.com](http://warhammer-community.com).



## COMMANDER

Power weapon & claw



## PRIMUS

Scoped needle pistol

Bonesword & toxin injector claw



## MAGUS

Force stave

Autopistol

Bio dagger



## TROOPER

Lasgun



## PATRIARCH

Claws



## PSYCHIC FAMILIAR

Claws



'THESE TAKERS, THESE POLLUTERS, THESE HARVESTERS – THESE TECH-PRIESTS! THEY HAVE DARED PILLAGE A WORLD CHOSEN BY THE STAR CHILDREN. YOUR LIVES MEAN NOTHING TO THEM. BUT THE STAR CHILDREN CARE FOR THEIR CHOSEN. CAST OFF THE SHACKLES OF THESE FALSE PRIESTS AND LET US BEGIN A NEW EPOCH OF DIVINITY!'

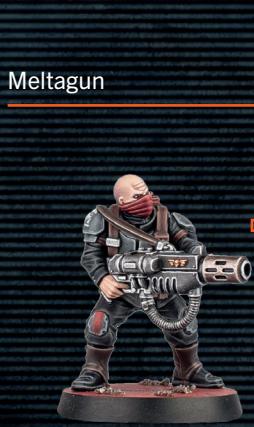
- Soreniska von Dammert, Magus of the Cult of the Chittering Verse

**AGITATOR**

Shock maul

**GUNNER**

Melta gun



Flamer



Plasma gun



Grenade launcher

**ICONWARD**

Large knife

**KNIFE FIGHTER**

Poisoned fighting knives

**MEDIC**

Gene-needler



Lasgun

**SAPPER**

Demolition charge

**SNIPER**

Sniper rifle

**VETERAN**

Combat shotgun

**VOX-OPERATOR**

Lasgun

