



CODEX: GENESTEALER CULTS

Indomitus Version 1.3

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; 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. When a document is revised, the version number will be incremented and new updates will be highlighted in **blue**, while new errata and FAQs will be highlighted in **magenta**.

DESIGNER'S NOTES WEAPON UPDATES

Several weapon profiles were updated in the 2020 edition of Codex: Space Marines. As a result, where those same weapons appear in this publication, they are updated to match. We have also updated the wording of certain weapons' abilities that would explode or inflict mortal wounds on hit rolls of 1, so that they now only do so on unmodified hit rolls of 1. The weapons in question, and the updated profiles for them, are found at the end of this document, and should be changed wherever they appear in this book.

Having updated several weapon profiles, we have also reviewed those Relics that replace one of the updated weapons. As a result, we have decided to update a few Relics to ensure that they are not worse (e.g. have a lower Strength characteristic) than the weapons they replace.

UPDATES & ERRATA

*Page 78 – Abilities, Cult Ambush

Add the following:

'Matched Play: In matched play, units set up in ambush using this rule do not count as being Strategic Reserves or Reinforcement units.'

Page 79 – Cult Ambush, Revealing Ambush Markers

Change the last sentence of the first paragraph to read:

'Note that unless these units actually move during this Movement phase, they do not count as having moved in their Movement phase for any rules purposes, such as shooting Heavy weapons.'

Page 81 – Magus, Abilities, Spiritual Leader

Change to read:

*'<CULT> units (other than **PSYKERS**) within 6" of any friendly <CULT> **MAGUS** models at the start of your opponent's Psychic phase can attempt to deny one psychic power manifested within 12" of them that phase as if they were themselves a **PSYKER** (measure range to any model in the unit).'*

*Pages 83 and 102 – Jackal Alphus and Ranged Weapons list, Jackal sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 90 – Locus, Abilities, Unquestioning Bodyguard

Change the first sentence to read:

*'Each time a <CULT> **CHARACTER** model (other than a **LOCUS**) loses a wound whilst they are within 3" of any friendly <CULT> **LOCUSES**, you can select one of those Locuses to use this ability instead of using the Unquestioning Loyalty ability (pg 78).'*

*Page 91 – Sanctus, Abilities, Camo Cloak

Change the first sentence to read:

'Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.'

*Pages 91 and 103 – Sanctus and Ranged Weapons list, silenced sniper rifle, Abilities

Change the first sentence to read:

'Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.'

Page 92 – Kelermorph, Abilities, Heroic Deeds, Heroic Inspiration

Change this ability to read:

*'If this model kills any enemy models with its ranged weapons, then until the end of the phase, after resolving its attacks, re-roll hit rolls of 1 for attacks made by friendly <CULT> **INFANTRY** units whilst they are within 6" of this model.'*

*Page 92 – Kelermorph, Abilities, Gunslinger

Change the first sentence to read:

'Each time you select a target for a ranged attack made by this model, you can ignore the Look Out, Sir rule.'

Page 95 – Atalan Jackals, unit description.

Change second sentence to read:

*'It can include up to 4 additional Atalan Jackals (**Power Rating +3**) or up to 8 additional Atalan Jackals (**Power Rating +6**).'*

Page 98 – Cult Leman Russ, Abilities, Emergency Plasma Vents

Change the second sentence to read:

‘Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon’s shots have been resolved.’

*Page 98 – Cult Leman Russ, Abilities, Grinding Advance

Delete the second sentence.

Page 100 – Cult Chimera, Transport

Add the following:

‘Each **ASTRA MILITARUM** Heavy Weapons Team takes the space of two other models and each **OGRYN** takes the space of three other models.’

Page 102 – Ranged Weapons list, mining laser

Change the weapon’s Damage characteristic to ‘D6’.

*Page 108 – Brood Brothers

Add the following:

‘Crusade

You can add **ASTRA MILITARUM** units to your **GENESTEALER CULTS** Crusade Force using the Brood Brothers rules presented here. However, that **ASTRA MILITARUM’S <REGIMENT>** or **MILITARUM TEMPESTUS** keyword is replaced with **BROOD BROTHERS** at the point that it is added to your Order of Battle, instead of when mustering your army.

When mustering your army, these **ASTRA MILITARUM** units cannot include any other **GENESTEALER CULTS** units that do not have the **ASTRA MILITARUM** keyword in their detachment.’

*Page 108 – Brood Brothers

Change the penultimate sentence to read:

‘**BROOD BROTHERS** Detachments do not gain Command Benefits.’

Add the following paragraphs at the end of the Brood Brothers rules:

‘Orders

BROOD BROTHERS units that have the Voice of Command or Tank Orders abilities (see *Codex: Astra Militarum*) cannot issue orders to any unit that has the **GENESTEALER CULTS** Faction keyword, nor can they issue orders to units that they would not have been able to issue orders to before they gained the **BROOD BROTHERS** keyword (e.g. a **BROOD BROTHERS COMPANY COMMANDER** cannot issue orders to a **BROOD BROTHERS OGRYN** unit or to a **BROOD BROTHERS TEMPESTUS SCIONS** unit).

Transports

BROOD BROTHERS TAUROX PRIMES can only transport 10 **BROOD BROTHERS OFFICIO PREFECTUS INFANTRY** models or 10 **INFANTRY** models that replaced their **MILITARUM TEMPESTUS** keyword with **BROOD BROTHERS**.’

*Page 109 – Cult Creeds, The Hivecult: Disciplined Militants, rules text

Change the first sentence to read:

‘Each time a Morale test is failed for a unit with this Cult Creed, until the end of the phase, halve the number of models that flee that unit due to failed Combat Attrition tests (rounding fractions down).’

*Page 109 – Cult Creeds, Rusted Claw: Nomadic Survivalists

Change the second sentence of this Cult Creed to read:

‘If a **BIKER** unit with this Cult Creed Advances, until the end of the turn, all models in that unit treat all Pistol and Rapid Fire weapons they are equipped with as Assault weapons. In addition, **BIKER** models with this Cult Creed do not suffer the penalty to their hit rolls for Advancing and shooting Assault weapons.’

Page 110 – Stratagems, They Came From Below..., rules text

Add the following:

‘Any units set up underground in this way cannot arrive on the battlefield during the first battle round, and in a matched play game, if they haven’t arrived from underground by the end of the third battle round they count as having been destroyed. You can only use this Stratagem once per battle.’

Page 110 – Stratagems, Lurk in the Shadows, rules text

Change the third sentence to read:

‘Until the end of the phase, enemy models can only shoot that unit if it is the closest enemy unit that is visible to them.’

Page 111 – Stratagems, Lying in Wait, rules text

Change the first sentence to read:

‘Use this Stratagem when you set up a unit from your army as reinforcements that has the Cult Ambush ability and that was set up underground.’

Page 111 – Stratagems, A Perfect Ambush, rules text

Add the following:

‘You cannot use this Stratagem on a unit that disembarked from a **TRANSPORT** this turn.’

*Change the last sentence of this Stratagem to read:

‘That unit can either make a Normal Move of up to D6" as if it were your Movement phase (even if it has arrived as Reinforcements), or it can shoot with all of its ranged weapons as if it were your Shooting phase (using this Stratagem in your own turn does not prevent that unit from shooting in your Shooting phase or making a charge move in the Charge phase of this turn).’

*Page 112 – Stratagems, A Plan Generations in the Making, rules text

Add the following:

‘You can only use this Stratagem once per battle.’

Designer’s Note: *This publication went to print before the changes to the Drukhari Stratagem ‘Agents of Vect’ were made. To make this Stratagem different whilst still maintaining game balance, we have decided to make this Stratagem one use only rather than increasing the Command Point cost.*

Page 113 – Broodmind Discipline, Mental Onslaught, rules text

Change the last sentence to read:

‘If your score is higher, the enemy model’s unit suffers 1 mortal wound; if the selected model is still alive you then repeat this process (each player rolling a D6 and adding their respective Leadership) until either the selected model is destroyed, your opponent rolls a 6, and/or your opponent’s result is equal to or higher than yours.’

Page 113 – Broodmind Discipline, Mass Hypnosis

Add the following:

‘If the target has a rule that allows it to fight first in the Fight phase even if it did not charge, then instead of fighting last in the Fight phase, it fights as if it did not have that ability and did not charge.’

Page 113 – Broodmind Discipline, Mind Control

Change third and fourth sentences to read:

‘If the score is less than that model’s Leadership characteristic, nothing happens, but if it equals or exceeds it, that model can either shoot as if it were your Shooting phase, or make a single close combat attack as if it were the Fight phase. In either case, treat that model as if it were a separate unit that is part of your army whilst shooting or making that close combat attack.’

Page 115 – Cult Warlord Traits, The Rusted Claw:

Entropic Touch

Change the first sentence to read:

‘Each time you roll an unmodified wound roll of 6 in the Fight phase for a model from a friendly **RUSTED CLAW** unit whilst it is within 6" of your **WARLORD**, the Armour Penetration characteristic of that attack is improved by 1 (i.e. AP0 becomes AP-1, AP-1 becomes AP-2, and so on).’

Page 116 – Sacred Relics of the Cult, Amulet of the Voidwurm, rules text

Change the second sentence to read:

‘In addition, enemy units cannot fire Overwatch at the bearer’s unit.’

*Page 116 – Sacred Relics of the Cult, Oppressor’s Bane, Abilities

Change the first sentence to read:

‘Each time you select a target for this weapon, you can ignore the Look Out, Sir rule.’

*Page 117 – Sacred Relics of the Cult, Metallophagic Stave, rules text

Change the Strength characteristic of this weapon to ‘+3’

Page 118 – Points Values, Troops, Brood Brothers Infantry Squad

Change the models per unit value to ‘10-20’.

Page 118 – Points Values, Achilles Ridgerunner

Change the Models per Unit value to read ‘1-3’.

FAQS

*Q: Are units in **BROOD BROTHERS** Detachments restricted from using Regimental Orders, or all orders?*

A: They cannot use Regimental Orders, but can use other orders. Note the errata above that further clarified which units these orders can and cannot be issued to.

Q: If you use a Stratagem to stop an opponent’s Stratagem from being resolved (e.g. A Plan Generations in the Making) to stop a one use only Stratagem such as Tide of Traitors, does that Stratagem still count as being used and therefore cannot be used again for the remainder of the battle?

A: No.

Q: Can ambush markers be placed on top of each other or partially overlapping?

A: No.

Q: In regards to ambush markers and revealing them, what is the correct order if one player has other interactions that would take place at the same time (e.g. Dark Matter Crystal)?

A: Revealing ambush markers is the final step, after all other ‘end of the Movement phase’ interactions have been completed.

Q: If a model suffers a mortal wound as a result of the Mental Onslaught psychic power, but then does not lose a wound due to an ability such as Disgustingly Resilient, does the Mental Onslaught power continue?

A: Yes.

Q: Can you use the A Perfect Ambush Stratagem on a unit set up in ambush when it is set up on the battlefield within 1" of an ambush marker?

A: Yes

Q: Can you use Stratagems such as They Came From Below to increase the number of units set up underground beyond the Strategic Reserves and Reinforcement unit limits?

A: Yes. The limits concerning this apply specifically to deployment, whilst this Stratagem is used once the battle has started.

Q: When setting up models in unit coherency as a result of the Cult Reinforcements Stratagem, does each model need to be set up in coherency with other models from that unit that were in play at the start of the phase?

A: Yes.

Q: How many autopistols can an Atalan Jackal be armed with?

A: When the wargear option states that ‘the same model cannot take the same weapon twice’, this is referring to weapons taken from the Atalan Weapons list, and does not include the autopistol that the model is armed with to start with. As such, an Atalan Jackal can take one autopistol from this list, which is in addition to the one it is already armed with.

*Q: If a **PSYKER** unit containing models with a Wounds characteristic of 1 suffers a wound from the Sanctus' silencer sniper rifle, how is the resulting Perils of the Warp resolved?*

A: If the unit loses any wounds as the result of an attack made with this weapon (in the case of a **PSYKER** unit of single-wound models, this essentially means 'if any models were destroyed as the result of an attack made with this weapon'), then the unit suffers Perils of the Warp. Note that the unit only suffers Perils of the Warp after the attack has been resolved; therefore, if the last model in that unit was destroyed by the attack, then there is no unit left on the battlefield to suffer Perils of the Warp (i.e. this ability can't cause a **PSYKER** unit to 'explode' if the attack destroys the last model in a unit before it suffers Perils of the Warp).

Q: If I target an enemy model within Engagement Range of another enemy unit with the Mind Control psychic power, can I choose to shoot with that model if the power is successfully manifested and I beat its Leadership characteristic on the 3D6 roll?

A: As this model is now treated as part of your army, it would follow all the normal rules for units making shooting attacks whilst within 1" of an enemy unit, so the answer to this question is no, unless you are shooting with a Pistol weapon (or another ranged weapon that can be shot even if enemy units are within 1"). Note that the model could still make a single close combat attack instead, though.

Q: The Gift From Beyond Relic adds +2 to the wound roll. Given that these rolls cannot be modified by more than -1 or +1, how does this work?

A: While hit rolls and wounds rolls cannot be modified by more than -1 or +1, this limit takes effect after all applicable modifiers have been applied, some of which may cancel each other out.

For example, if a model making an attack with the Gift From Beyond, which is conferring a +2 modifier to the wound roll, targets a unit that has a rule that applies a -1 modifier to the wound roll, then, after applying both of these modifiers to the roll, there would be a final modifier of +1.

WEAPON UPDATES

RANGED WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hand flamer	12"	Pistol D6	3	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Heavy bolter	36"	Heavy 3	5	-1	2	-
Heavy flamer	12"	Heavy D6	5	-1	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Hunter-killer missile	48"	Heavy 1	10	-2	D6	The bearer can only shoot with each hunter-killer missile it is equipped with once per battle.
Multi-melta	24"	Heavy 2	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Plasma cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy D3	7	-3	1	Blast
- Supercharge	36"	Heavy D3	8	-3	2	Blast. If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer is destroyed after shooting with this weapon.

MELEE WEAPONS	RANGE	TYPE	S	AP	D	ABILITIES
Force stave	Melee	Melee	+3	-1	D3	-
Power axe	Melee	Melee	+2	-2	1	-
Power maul	Melee	Melee	+3	-1	1	-