

WARHAMMER 40,000

CODEX: GENESTEALER CULTS

Official Update Version 1.2

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 79 – Cult Ambush

Add the following sentence:

'Matched Play: In matched play, units set up in ambush using this rule count as being set up on the battlefield for the purposes of Tactical Reserves.'

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, Spiritual Leader

Change the ability 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).'

Page 90 – Locus, 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 Loci to use this ability instead of using the Unquestioning Loyalty ability (pg 78).'

Page 92 – Kelermorph, 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 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, 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 100 – Cult Chimera, Transport

Add the following sentence:

'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 – Wargear of the Cults, Mining Laser

Change the weapon's Damage characteristic to 'D6'.

Page 108 – Brood Brothers

Add the following sentence to the final paragraph:

'The Command Benefits of Auxiliary Support Detachments are unaffected.'

Add the following paragraphs to 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 110 – They Came From Below...

Add the following sentences:

'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 – Lurk in the Shadows

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 – Lying in Wait

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 – A Perfect Ambush

Add the following sentence:

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

Page 112 – A Plan Generations in the Making

Add the following sentence:

'You can only use this Stratagem once per battle.'

Designer's Note: *This publication went to print before the changes to the Drukharri 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 – Mental Onslaught

Change the last sentence of this psychic power 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 – Mass Hypnosis

Add the following sentence:

'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 – 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 – 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 – Amulet of the Voidwyrn

Change the second sentence to read:

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

Page 118 – Points Values, Brood Brothers Infantry Squad

Change the models per unit value to '10-20'.

Page 118 – Points Values, Achilles Ridgerunners

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 a matched play game, can the Command Re-roll Stratagem be used to re-roll the D6 when using the First Curse Stratagem?

A: No. As The First Curse requires a dice roll before the battle, that dice roll is considered a Mission dice roll for the purposes of the Limits of Command matched play rule.

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: In a matched play game, can you use Stratagems such as They Came From Below to increase the number of units set up underground beyond the normal Tactical Reserves limits?

A: Yes. The Tactical Reserves 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 a model from that unit that was 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 1" 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.