



COMBAT PATROL: GENESTEALER CULTS

HAND OF THE MAGUS

Pouring up from the Nykol Consortium under-mines of Lasmar III, this twisted horde of Genestealer Cultists seek to throw off the chains of their Imperial oppressors. They are led by the cunning Magus Veridielle, who has forged a ragtag collection of mutants, monsters and stolen mining equipment into a powerful army of rebellion. The Magus' warriors are fanatically loyal, and would follow her even unto their own destruction. Given their likely eventual fate, this may be fortunate...

This Combat Patrol includes the units shown below.

A Magus Veridielle

[1 model]

- This model is equipped with: autopistol; Magus stave.

B Neophyte Hybrids

[10 models]

- 1 Neophyte Leader is equipped with: autopistol; leader pistol; power weapon.
- 5 Neophyte Hybrids are equipped with: autopistol; hybrid firearm; close combat weapon.
- 1 Neophyte Hybrid is equipped with: autopistol; hybrid firearm; close combat weapon; cult icon.
- 1 Neophyte Hybrid is equipped with: autopistol; heavy stubber; close combat weapon.
- 1 Neophyte Hybrid is equipped with: autopistol; seismic cannon; close combat weapon.
- 1 Neophyte Hybrid is equipped with: autopistol; webber; close combat weapon.

C Neophyte Hybrids

[10 models]

- 1 Neophyte Leader is equipped with: autopistol; leader pistol; power weapon.
- 5 Neophyte Hybrids are equipped with: autopistol; hybrid firearm; close combat weapon.
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- 1 Neophyte Hybrid is equipped with: autopistol; seismic cannon; close combat weapon.
- 1 Neophyte Hybrid is equipped with: autopistol; webber; close combat weapon.

D Acolyte Hybrids

[5 models]

- 1 Acolyte Leader is equipped with: leader's cult weapons; autopistol.
- 2 Acolyte Hybrids are equipped with: autopistol; cult claws and knife.
- 1 Acolyte Hybrid is equipped with: demolition charges; cult claws and knife.
- 1 Acolyte Hybrid is equipped with: heavy mining tool.

E Aberrants

[5 models]

- 1 Aberrant Hypermorph is equipped with: heavy improvised weapon; hypermorph tail.
- 4 Aberrants are equipped with: heavy power weapon.

F Goliath Rockgrinder

[1 model]

- This model is equipped with: clearance incinerator; demolition charge cache; heavy stubber; drilldozer blade.





Heavy stubber



Webber



Heavy mining tool



Heavy improvised weapon



Neophyte Hybrids

Acolyte Hybrid

Aberrant Hypermorph

COMBAT PATROL: GENESTEALER CULTS HAND OF THE MAGUS

ABILITIES

The datasheets required to use Hand of the Magus can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Cult Ambush – that is referenced on some units' datasheets, and is described below.

CULT AMBUSH

Genestealer Cults keep their fighting strength carefully hidden from their oppressors until the glorious Day of Ascension arrives. Even as battle rages, reinforcements slip from the shadows or spill up from the dark places below, called to war by the Broodmind.

Each time a unit with this ability is destroyed, roll one D6, adding 3 to the result if it is a **BATTLELINE** unit. On a 4+, that unit is placed into Cult Ambush 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 that destroyed unit back up on the battlefield using the Deep Strike ability, containing all of its models with their full wounds remaining and with at least one of those models touching 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.*

*A circular marker 32mm in diameter should be used for Cult Ambush markers.

Combat Patrol

When playing a Combat Patrol battle, in battle rounds four and five, you cannot set up any units that are in Cult Ambush on the battlefield.

ENHANCEMENTS

Your **MAGUS** model is your **WARLORD** and has the Psionic Shield Enhancement. You can replace this with Resonance Stave.

DEFAULT ENHANCEMENT

PSIONIC SHIELD

The Magus fashions a shield of psionic energy and lets it billow outward to ward away the firepower of the foe.

While the bearer is leading a unit, each time a ranged attack is allocated to a model in that unit, add 1 to the saving throw made against that attack.

OR

OPTIONAL ENHANCEMENT

RESONANCE STAVE

Fashioned with a core of psychoreactive chitin, this weapon thrums with the gestalt energies of the Broodmind. It need only land the lightest blow upon a foe to blast away their sanity and contort their body with bone-shattering spasms of agony.

Melee weapons equipped by the bearer have the **[ANTI-INFANTRY 5+]** and **[DEVASTATING WOUNDS]** abilities.

SECONDARY OBJECTIVES

You will use the Rise Up secondary objective. You can replace this with Will of the Patriarch.

DEFAULT SECONDARY OBJECTIVE //

RISE UP

By seizing key locations and employing them to spread the cult's incendiary propaganda, the fires of rebellion can be fed until they grow into full-blown revolution.

From the second battle round onwards, at the end of your opponent's turn, roll one D6 for each objective marker you control that has one or more **NEOPHYTE** **HYBRID** units from your army within range of it (excluding Battle-shocked units): on a 1-3, you score 1VP; on a 4+, you score 3VP.

OR

OPTIONAL SECONDARY OBJECTIVE //

WILL OF THE PATRIARCH

Every member of the Genestealer Cult lives to obey their alien Patriarch and will go to any lengths to further its goals. Whether it be seizing a location the xenos monster deems vital, securing some holy icon or vital plans it desires, or whatever other expression of its will, the Magus will see it done.

At the end of the battle, you score 15VP if your **MAGUS** model is within 3" of the centre of the battlefield.

STRATAGEMS

You can use the following Stratagems:

DEFEND THE MAGUS

HAND OF THE MAGUS – EPIC DEED STRATAGEM

The faithful will expend every effort to protect their Magus, for she is touched by the will of the Patriarch and is surely his living prophet.

WHEN: Start of your Shooting phase or start of the Fight phase.

TARGET: One **MAGUS** unit from your army and one enemy unit within Engagement Range of that **MAGUS** unit.

EFFECT: Until the end of the phase, each time a **GENESTEALER CULTS** model from your army makes an attack that targets that enemy unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

LURKING KILLERS

HAND OF THE MAGUS – BATTLE TACTIC STRATAGEM

Combining guerrilla tactics and local knowledge with rudiments of alien instincts not their own, Genestealer Cultists display an almost supernatural ability to blend into cover.

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

TARGET: One **GENESTEALER CULTS INFANTRY** unit from your army [excluding **ABERRANT** units] that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, subtract 1 from the Hit roll.

RETURN TO THE SHADOWS

HAND OF THE MAGUS – STRATEGIC PLOY STRATAGEM

Seeing the foe advancing heedlessly into their trap, the cultists fade into the gloom and move to encircle or outflank their prey.

WHEN: Your opponent's Movement phase, just after an enemy unit ends a Normal, Advance or Fall Back move.

TARGET: One **GENESTEALER CULTS INFANTRY** unit from your army that is within 9" of that enemy unit.

EFFECT: Your unit can make a Normal move of up to D6". If your unit has the **MAGUS** keyword, it can make a Normal move of up to 6" instead.

MAGUS VERIDIELLE

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



Combat Patrol Datasheet

Magus Veridielle is a powerful psyker, her formidable will enhanced by the gestalt powers of the Star Children – the ominous xenos gods the Genestealer Cults worship. She is able to manipulate the psionic energies of the Broodmind to shield her followers from harm, or else to strike down her foes with surges of xeno-tainted energies.

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

LEADER

This model can be attached to the following units: ACOLYTE HYBRIDS, NEOPHYTE HYBRIDS

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.

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

FACTION KEYWORDS:
GENESTEALER CULTS

NEOPHYTE HYBRIDS

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



Combat Patrol Datasheet

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.

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
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	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
Power weapon	Melee	1	4+	4	-2	1
Close combat weapon	Melee	1	4+	3	0	1

ABILITIES

CORE: Deep Strike

FACTION: Cult Ambush

KEYWORDS: INFANTRY, BATTLELINE, GREAT DEVOURER, NEOPHYTE HYBRIDS

FACTION KEYWORDS:
GENESTEALER CULTS

ACOLYTE HYBRIDS

M T SV W LD OC

6" 4 5+ 1 7+ 2



Combat Patrol Datasheet

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.

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.

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.

KEYWORDS: INFANTRY, GREAT DEVOURER, ACOLYTE HYBRIDS

FACTION KEYWORDS:
GENESTEALER CULTS

ABERRANTS

M T SV W LD OC

6" 6 5+ 3 7+ 1



Combat Patrol Datasheet

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.

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

None.

KEYWORDS: INFANTRY, GREAT DEVOURER, ABERRANTS

FACTION KEYWORDS:
GENESTEALER CULTS

Combat Patrol Datasheet

GOLIATH ROCKGRINDER

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



The drilldozer 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.

_RANGE 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 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

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.

ABILITIES

CORE: Deadly Demise D3, Firing Deck 6

KEYWORDS: VEHICLE, GREAT DEVOURER, GOLIATH ROCKGRINDER

FACTION KEYWORDS:
GENESTEALER CULTS

