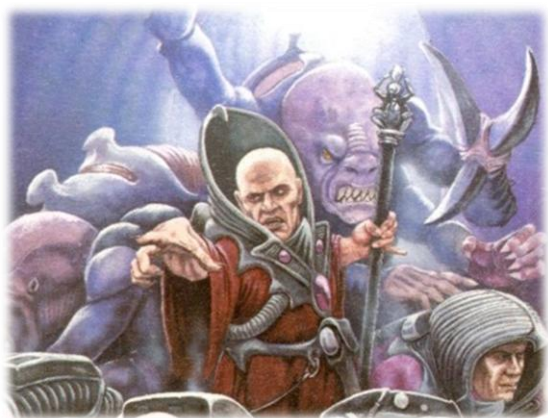


# KILL TEAM

## GENESTEALER CULTS



### MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-5 Special models

### OUR FATHER WATCHES US

All Genestealer Cult Team Leaders have an Inspiring Presence radius of 12".

### THEY KILLED THE FATHER!

Genestealer Cults are driven by the hypnotic leadership of its elders, as such cult members are instilled with a religious belief in the divinity of these creatures. If the Team Leader is removed as a casualty during a game every friendly model within 12" of the point it died must pass a Leadership test or Fall Back immediately. Models in close combat automatically pass this test. From that point forward all models in the team gain the Hatred special rule for the rest of the game.

### WE FALL SO HE MIGHT LIVE

Their absolute faith in the Cult drives its members to protect their cult leaders at any cost. A Team Leader passes Look Out, Sir rolls on a 2+ instead of 4+.

### GENESTEALER PSYCHIC POWERS

Both the Magus and Patriarch have access to both of the following psychic powers:

**Hypnotic Gaze:** This psychic power is used during your Assault phase. If successful, choose one enemy in base contact with the psyker. Both players roll a d6 and add the Leadership of the respective models. If the psyker rolls equal to or higher than the target's score, that model may not attack in this phase.

**Aura of Despair:** This is a Blessing psychic power that targets the psyker. If successful, all enemy units within 12" of the psyker suffer a -1 penalty to their Leadership while the power is in effect.

### NON-STANDARD WARGEAR

Below is a list of all wargear not already found in the Warhammer 40,000 rulebook under the ranged and melee weapons sections:

#### Armour

The Genestealer Cults use a variety of armour types as shown below:

- *Hardened Carapace:* 4+ armour save
- *Reinforced Chitin:* 5+ armour save
- *Carapace Armour:* 4+ armour save
- *Flak Armour:* 5+ armour save
- *Improvised Armour:* 6+ armour save

#### Cult Bike

Models equipped with a Cult Bike change their unit type to Bike.

#### Firebomb

A home-made incendiary grenade with the following profile:

|          | Range | S | AP | Type                               |
|----------|-------|---|----|------------------------------------|
| Firebomb | 8"    | 3 | -  | One Use, Assault 1, Blast, Flamer* |

\*Uses the Flamer special rules in the Kill Team rules.

#### Cult Grenade Launcher

These are versatile, man-portable weapons with the following profiles. Each time you fire the Grenade Launcher, decide which round is used:

|              | Range | S | AP | Type                  |
|--------------|-------|---|----|-----------------------|
| Frag Grenade | 24"   | 3 | 6  | Assault 1, Blast      |
| Krak Grenade | 24"   | 6 | 4  | Assault 1             |
| Slam Grenade | 24"   | 1 | -  | Assault 1, Strikedown |
| Stun Grenade | 24"   | 1 | -  | Assault 1, Blind      |
| Fire Grenade | 24"   | 3 | -  | Assault 1, Flamer*    |

\*Uses the Flamer special rules in the Kill Team rules.

#### Rending Claws

All close combat attacks made by a model with Rending Claws gain the Rending special rule.

#### Scything Talons

All close combat attacks made by a model with Scything Talons re-roll To Hit rolls of 1.

#### Adrenal Glands

The model gains the Furious Charge special rule.

#### Toxin Sacs

All close combat attacks made by a model with Toxin Sacs gain the Poisoned (4+) special rule.



# TEAM LEADERS

## GENESTEALER MAGUS

25 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4  | 4  | 3 | 3 | 2 | 4 | 1 | 9  | 5+ |

**Wargear:**

- Flak Armour
- Autopistol
- Close Combat Weapon
- Frag & Krak Grenades

**Special Rules:**

- Inspiring Presence
- Psyker (Mastery Level 1)

**Psychic Powers:**

The Magus has the *Hypnotic Gaze* and *Aura of Despair* powers (see previous page).

**Options:**

- May replace any weapon with:
  - Autogun or Shotgun Free
  - Bolt Pistol or Boltgun 2 pts
  - Combi-flamer, -plasma, -melta 5 pts
  - Storm Bolter 5 pts
  - Power Weapon 10 pts
  - Plasma Pistol 10 pts
  - Power Fist 15 pts
- May take any of the following:
  - Firebomb 2 pts
  - Carapace Armour 5 pts
  - Melta Bomb 5 pts
  - Cult Bike 10 pts
- *May take wargear from the Genestealer Cult armoury including Leader only items.*

## GENESTEALER PATRIARCH

50 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 6  | 0  | 5 | 5 | 3 | 5 | 2 | 10 | 5+ |

**Wargear:**

- Rending Claws
- Reinforced Chitin

**Special Rules:**

- Inspiring Presence
- Fearless
- Psyker (Mastery Level 1)
- Unwavering Devotion\*

**Unwavering Devotion:**

All friendly models within 6" of the Patriarch gain the Zealot special rule.

**Psychic Powers:**

The Patriarch has the *Hypnotic Gaze* and *Aura of Despair* powers (see previous page).

**Options:**

- May take any of the following:
  - Scything Talons 2 pts
  - Adrenal Glands 3 pts
  - Toxin Sacs 3 pts
  - Hardened Carapace 5 pts



## GENESTEALER HIERARCH

15 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4  | 4  | 3 | 3 | 2 | 4 | 1 | 8  | 5+ |

**Wargear:**

- Flak Armour
- Autopistol
- Close Combat Weapon
- Frag & Krak Grenades

**Special Rules:**

- Inspiring Presence



**Options:**

- May replace any weapon with:
  - Autogun or Shotgun Free
  - Bolt Pistol or Boltgun 2 pts
  - Combi-flamer, -plasma, -melta 5 pts
  - Storm Bolter 5 pts
  - Power Weapon 10 pts
  - Plasma Pistol 10 pts
  - Power Fist 15 pts
- May take any of the following:
  - Firebomb 2 pts
  - Carapace Armour 5 pts
  - Melta Bomb 5 pts
  - Cult Bike 10 pts
- *May take wargear from the Genestealer Cult armoury including Leader items.*

# CORE

## BROOD BROTHER INITIATES SQUAD

20 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 2  | 2  | 3 | 3 | 1 | 3 | 1 | 6  | 6+ |

### Wargear:

- Improvised Armour
- Autogun
- Close Combat Weapon
- Frag Grenade

### Special Rules:

- Infiltrate
- Squad (5 Brood Brother Initiates)

### Options:

- The *entire* Squad may replace their Autoguns with:
  - Autopistols Free
  - Shotguns Free
- One model in the Initiates Squad may replace its Autogun with one of the following:
  - Boltgun 2 pts
  - Flamer 5 pts
  - Heavy Stubber 5 pts
  - Cult Grenade Launcher 10 pts

## BROOD BROTHER COMRADE SQUAD

25 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 3  | 3  | 3 | 3 | 1 | 3 | 1 | 7  | 5+ |

### Wargear:

- Flak Armour
- Autogun
- Close Combat Weapon
- Frag Grenade

### Special Rules:

- Squad (5 Brood Brother Comrades)

### Options:

- The *entire* Squad may replace their Autoguns with:
  - Autopistols Free
  - Shotguns Free
  - Boltguns 10 pts
- One model in the Comrade Squad may replace its Autogun with one of the following:
  - Heavy Stubber 5 pts
  - Flamer 5 pts
  - Cult Grenade Launcher 10 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- The *entire* Squad may take any of the following:
  - Krak Grenades 5 pts
  - Firebombs 10 pts

## BROOD BROTHER ACOLYTE

9 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 3  | 4  | 3 | 3 | 1 | 4 | 1 | 8  | 5+ |

### Wargear:

- Flak Armour
- Autogun
- Close Combat Weapon
- Frag Grenade

### Special Rules:

- Combat Trained\*

### Combat Trained:

Most Acolytes come from the planet's PDF or Imperial Guard forces. Others, however, come from vicious gangs and specialise in close quarters fighting. You may, when the model is bought, decide to increase the Acolyte's Weapon Skill to 4 and lower its Ballistic Skill to 3.

### Options:

- May replace its Autogun with:
  - Autopistol Free
  - Shotgun Free
  - Boltgun 2 pts
- For every five Brood Brother Acolytes you take in your team, one model may replace its Autogun with:
  - Heavy Stubber 5 pts
  - Flamer 5 pts
  - Cult Grenade Launcher 10 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
  - Heavy Flamer 20 pts
- May take any of the following:
  - Krak Grenade 1 pts
  - Firebomb 2 pts
  - Carapace Armour 3 pts

# SPECIAL

## PURESTRAIN GENESTEALER

16 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 6  | 0  | 4 | 4 | 1 | 6 | 2 | 10 | 5+ |

**Wargear:**

- Rending Claws
- Reinforced Chitin

**Special Rules:**

- Fearless
- Fleet
- Infiltrate
- Move Through Cover
- Stealth

**Options:**

- May take any of the following:
  - Scything Talons 2 pts
  - Adrenal Glands 3 pts
  - Toxin Sacs 3 pts

## GENESTEALER HYBRID

12 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4  | 2  | 3 | 3 | 1 | 5 | 2 | 9  | 5+ |

**Wargear:**

- Flak Armour
- Autogun
- Close Combat Weapon
- Frag Grenades

**Special Rules:**

- Fearless
- Fleet



**Options:**

- May replace Autogun with:
  - Autopistol Free
  - Shotgun Free
  - Bolt Pistol 2 pts
  - Boltgun 2 pts
- For every two Genestealer Hybrids you take in your team, one model may replace its Autogun with:
  - Heavy Stubber 5 pts
  - Flamer 5 pts
  - Cult Grenade Launcher 10 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
  - Heavy Flamer 20 pts
- May take any of the following:
  - Krak Grenade 1 pts
  - Firebomb 2 pts
  - Carapace Armour 3 pts
  - Adrenal Glands 3 pts
  - Toxin Sacs 3 pts
- May take wargear from the Genestealer Cult armoury.

## BROOD BROTHER BIKER

14 points

| WS | BS | S | T | W | I | A | Ld | Sv |
|----|----|---|---|---|---|---|----|----|
| 4  | 3  | 3 | 4 | 1 | 4 | 1 | 8  | 5+ |

**Wargear:**

- Flak Armour
- Autopistol
- Close Combat Weapon
- Frag Grenade
- Cult Bike

**Unit Type:** Bike

**Special Rules:**

- None

**Options:**

- For every two Brood Brother Bikers you take in your team, one model may replace its Autopistol with:
  - Boltgun or Bolt Pistol 2 pts
  - Flamer 5 pts
  - Cult Grenade Launcher 10 pts
  - Meltagun 10 pts
  - Plasma Gun 15 pts
- May take any of the following:
  - Krak Grenade 1 pts
  - Firebomb 2 pts
  - Carapace Armour 3 pts

## BROOD BROTHER HEAVY WEAPONS TEAM

25 points

You may only take a maximum of three Brood Brother Heavy Weapons Teams in your Kill Team.

|    |    |   |   |   |   |   |    |    |
|----|----|---|---|---|---|---|----|----|
| WS | BS | S | T | W | I | A | Ld | Sv |
| 3  | 3  | 3 | 3 | 2 | 3 | 2 | 7  | 5+ |

### Wargear:

- Flak Armour
- Autogun
- Autocannon
- Frag Grenades

### Special Rules:

- None

### Options:

- May replace Mortar with:
  - Heavy Bolter 5 pts
  - Missile Launcher 10 pts
  - Lascannon 15 pts
- May take any of the following:
  - Krak Grenade 1 pt
  - Firebomb 2 pts

## CAPTURED SENTINEL

35 points

You may only take a maximum of two Captured Sentinels in your Kill Team.

|    |    |   |    |    |    |   |   |    |
|----|----|---|----|----|----|---|---|----|
| WS | BS | S | FA | SA | RA | I | A | HP |
| 3  | 3  | 5 | 10 | 10 | 10 | 3 | 1 | 2  |

### Unit Type: Vehicle

(Walker, Open Topped)

### Wargear:

- Multi-laser

### Special Rules:

- Scouts
- Move Through Cover
- Non-Flammable

### Options:

- May replace its Multi-laser with:
  - Heavy Flamer 5 pts
  - Autocannon 5 pts
  - Missile Launcher 10 pts
  - Lascannon 15 pts
- May take any of the following:
  - Searchlight 1 pt
  - Smoke Launchers 5 pts

# ARMOURY

### Refractor Field (Leader Only) – 15 pts

An all-enclosing energy field that partially refracts energy around the bearer. Grants the model a 5+ invulnerable save.

### Patriarch Ichor Vial (Leader Only) – 15 pts

A small amount of the ichor from the Patriarch is mixed with are herbs and forbidden chemicals to form a potent brew! Once per battle, at the start of any Assault phase the bearer may shatter the vial and release the fumes. All friendly models within 2D6" are affected by the fumes for this phase only. Roll on the chart below to see what happens to all affected models:

1. Gains +1 Initiative
2. Gains +1 Attack
3. Gains +1 Strength
4. Gains +1 Weapon Skill
5. Re-roll any failed To Hit rolls
6. Re-roll any failed To Wound rolls

### Sacred Item (Leader Only) – 10 pts

The Sacred Item is a sign of the Cult's devotion to their cult leaders. All friendly models within 6" of the bearer may re-roll all Morale checks.

### Bio-scanner – 10 pts

A bio-scanner detects life signs within the proximity of the user. If any Infiltrating models set up within the model's weapon range, you may take a round of shooting at a single infiltrating model before the battle starts.

### Smoke Grenades – 10 pts

A smoke grenade has the following profile:

|               | Range | S | AP | Type                                    |
|---------------|-------|---|----|---|
| Smoke Grenade | 8"    | - | -  | Assault 1, One Shot Large Blast, Smoke* |

\*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

### Infra-red Goggles – 5 pts

This enables the wearer to see foes who are hiding or who are partially concealed behind cover. The model may shoot at hidden models and gains the Night Vision rule.

### Auspex – 5 pts

A model with an Auspex can use it in place of making a shooting attack. Target an enemy unit within 12". A unit that is targeted by one or more auspexes has its cover save reduced by 1 until the end of the phase.

### Chem-inhaler – 5 pts

Chem-inhalers are combat-drug dispensing rebreathers. The model gains the Feel No Pain (6+) special rule.

### Targeter – 5 pts

If a model with a Targeter has not moved in the previous Movement phase it may re-roll To Hit rolls of 1 when shooting.