

KILL TEAM

GENESTEALER CULTS

CODIX: GENESTEALER CULTS

This team list uses the special rules and wargear found in Codex: Genestealer Cults. If a rule differs from the Codex, it will be clearly stated.

MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-30 Core models
- 0-5 Special models

CULT AMBUSH

Genestealer Cults plan meticulously before each strike, their strategies honed to give every advantage when they rise up as one. This special rules works in the same way as shown in Codex: Genestealer Cults.

RETURN TO THE SHADOWS

Those kissed by the void find it easy to melt away into the shadows once their bloody ambush has been launched. This special rules works in the same way as shown in Codex: Genestealer Cults.

UNQUESTIONING LOYALTY

The scions of the cult are so fanatically devoted to their masters that they will hurl themselves in front of blades and bullets. Team Leaders with this special rule pass Look Out, Sir! rolls on a 2+ instead of a 4+.

OUR FATHER WATCHES US

A Genestealer Cult Kill Team's Team Leader has an Inspiring Presence range of 12".

THEY KILLED THE FATHER!

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.

PSYCHIC ABILITIES

At the start of the battle, Genestealer Cult psykers generate their Mastery Level in psychic powers from the following list: Enfeeble (Biomancy), Psychic Shriek (Telepathy), Mass Hypnosis (Broodmind), Psychic Stimulus (Broodmind), or Psionic Blast (Broodmind).



Neophyte Weapons Team — Model and photo by Freek Van Deynze

TEAM LEADERS

PRINCELING

15 points

Princeling

WS	BS	S	T	W	I	A	Ld	Sv
6	0	4	4	2	6	3	10	5+

Brood Prince

WS	BS	S	T	W	I	A	Ld	Sv
7	3	5	5	3	7	4	10	4+

Unit Type: Infantry (Ch)

Wargear:

- Rending Claws

Special Rules:

- Cult Ambush
- Return to the Shadows
- Fleet
- Infiltrate
- Move Through Cover
- Stealth
- Hyper Reflexes
- Unquestioning Loyalty
- Inspiring Presence
- Bulky (Brood Prince only)

Bringer of the Curse:

In a team led by a Princeling or a Brood Prince, Purestrain Genestealers may be taken as Core.

Options:

- A Princeling may upgrade to a Brood Prince for 25 pts.
- A Princeling or a Brood Prince may take Scything Talons for 3 pts each.
- A Brood Prince may upgrade to a Psyker (ML1) for 20 pts.
- A Princeling or a Brood Prince may take Genestealer Only wargear from the Genestealer Cult Armoury.

MAGUS

40 points

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

Unit Type: Infantry (Ch)

Wargear:

- Autopistol
- Force stave

Special Rules:

- Cult Ambush
- Return to the Shadows
- Adamantium Will
- Infiltrate
- Psyker (ML 1)
- Spiritual Leader
- Unquestioning Loyalty
- Inspiring Presence

Options:

- May upgrade to Psyker (Mastery Level 2) for 25 pts.
- May take up to two Familiars for 5 pts each.
- May take wargear from the Genestealer Cult Armoury; including Leader Only and Magus Only items.

PRIMUS

25 points

WS	BS	S	T	W	I	A	Ld	Sv
5	4	4	3	2	4	3	10	5+

Unit Type: Infantry (Ch)

Wargear:

- Autopistol
- Rending Claws
- Toxin Injector
- Blasting Charges

Special Rules:

- Cult Ambush
- Return to the Shadows
- Hatred
- Infiltrate
- Cult Demagogue
- Unquestioning Loyalty
- Inspiring Presence

Options:

- May replace its Autopistol with one of the following:
 - Laspistol free
 - Bolt Pistol 1 pts
 - Web Pistol 5 pts
 - Needle Pistol 15 pts
- May take a Bonesword for 20 pts.
- May take wargear from the Genestealer Cult Armoury; including Leader Only and Hybrid Only items.

NEOPHYTE LEADER

15 points

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

Unit Type: Infantry (Ch)**Special Rules:**

- Cult Ambush
- Return to the Shadows
- Inspiring Presence

Wargear:

- Autopistol
- Close Combat Weapon
- Blasting Charges

Underhive Maps:

In a team led by a Neophyte Leader, rolls of 1 on the Cult Ambush chart are, while the Neophyte Leader is still alive, treated as a roll of 2 instead.

Options:

- May take items from the **Pistol** and/or **Melee Weapons** List.
- May take wargear from the Genestealer Cult Armoury; including Leader Only and Hybrid Only items.

HYBRID METAMORPH LEADER

19 points

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

Unit Type: Infantry (Ch)**Special Rules:**

- Cult Ambush
- Return to the Shadows
- Inspiring Presence

Wargear:

- Autopistol
- Rending Claws
- Metamorph Talon
- Blasting Charges

Harbingers from Below:

In a team led by a Hybrid Metamorph Leader, up to ten Hybrid Metamorphs may be taken in a single Kill Team.

Options:

- May replace its Autopistol with a Hand flamer for 5 pts.
- May take a Bonesword for 20 pts.
- May do one of the following:
 - Replace Rending Claws and Metamorph talon with two Metamorph talons for free.
 - Replace Metamorph talon with a Metamorph claw for 2 pts.
 - Replace Metamorph talon with a Metamorph whip for 2 pts.
- May take wargear from the Genestealer Cult Armoury; including Leader Only and Hybrid Only items.



Neophyte Leader – Model and photo by Greg Winkleman



Neophyte Hybrid – Model and photo by Ash Gavin

CORE

NEOPHYTE HYBRID SQUAD

25 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
3	3	3	3	1	4	1	8	5+	<ul style="list-style-type: none"> Any model may replace its Autogun with a Shotgun or a Lasgun for free. One model may replace its Autogun with one of the following Heavy Mining Weapons: <ul style="list-style-type: none"> Heavy Stubber 5 pts Mining Laser 15 pts Seismic Cannon 20 pts One model may replace its Autogun with one of the following Special Weapons: <ul style="list-style-type: none"> Flamer 5 pts Grenade Launcher 5 pts Webber 10 pts The squad may take a Cult Icon for 5 pts. If a model is equipped with a Grenade Launcher, then it may take Grenade Launcher only items from the Genestealer Cult Armoury.
Unit Type: Infantry									
Wargear: <ul style="list-style-type: none"> Autogun Autopistol Blasting Charges 									
Special Rules: <ul style="list-style-type: none"> Cult Ambush Return to the Shadows Squad (5) 									

NEOPHYTE WEAPONS TEAM

10 points

One "NWT" may be taken for every two Neophyte Hybrid Squads, without Heavy Mining Weapons, that are also taken.

WS	BS	S	T	W	I	A	Ld	Sv	Options:
3	3	3	3	2	4	2	8	5+	<ul style="list-style-type: none"> May take one of the following: <ul style="list-style-type: none"> Mortar 5 pts Autocannon 10 pts Heavy Bolter 10 pts Missile Launcher 15 pts Lascannon 25 pts
Unit Type: Infantry									
Wargear: <ul style="list-style-type: none"> Autopistol Blasting Charges 									
Special Rules: <ul style="list-style-type: none"> Cult Ambush Return to the Shadows 									

ACOLYTE HYBRID

8 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	3	4	3	1	4	2	8	5+	<ul style="list-style-type: none"> Any model may replace its Autopistol with a Hand Flamer for 5 pts. For every 5 Acolyte Hybrids taken, one model may replace its Close Combat Weapon with one of the following: <ul style="list-style-type: none"> Demolition Charge 20 pts Heavy Rock Drill 20 pts Heavy Rock Cutter 25 pts Heavy Rock Saw 25 pts
Unit Type: Infantry									
Wargear: <ul style="list-style-type: none"> Autopistol Blasting Charges Close Combat Weapon Rending Claws 									
Special Rules: <ul style="list-style-type: none"> Cult Ambush Return to the Shadows 									

HYBRID METAMORPH

9 points

No more than five Hybrid Metamorphs may be taken in one Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	3	4	3	1	4	2	8	5+	<ul style="list-style-type: none"> Any model may replace its Autopistol with a Hand Flamer for 5 pts. Any model may replace its Metamorph Talon and Rending Claws with the following: <ul style="list-style-type: none"> 2 Metamorph Talons free Rending Claws and a Metamorph Claw 2 pts Rending Claws and a Metamorph Whip 2 pts
Unit Type: Infantry									
Wargear: <ul style="list-style-type: none"> Autopistol Blasting Charges Metamorph Talon Rending Claws 									
Special Rules: <ul style="list-style-type: none"> Cult Ambush Return to the Shadows 									

SPECIAL

PURESTRAIN GENESTEALER

14 points

No more than five Purestrain Genestealers may be taken in a single Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv	
6	0	4	4	1	6	3	10	5+	
Unit Type: Infantry				Special Rules: <ul style="list-style-type: none">Cult AmbushReturn to the ShadowsFleetInfiltrateMove Through CoverStealthHyper ReflexesBrood Instinct					
Wargear: <ul style="list-style-type: none">Rending claws				Brood Instinct: <i>Rule Addendum:</i> Purestrain Genestealers within 6" of a Princeling or a Brood Prince gain the Furious Charge special rule.					
				Options: <ul style="list-style-type: none">A Purestrain Genestealer may add Scything Talons for 3 pts.May take Genestealer Only wargear from the Genestealer Cult Armoury.					

ABERRANT

30 points

WS	BS	S	T	W	I	A	Ld	Sv	Options:
4	1	5	4	2	2	2	8	5+	<ul style="list-style-type: none">An Aberrant may replace its Power pick for a Power hammer for free.
Unit Type: Infantry				Special Rules: <ul style="list-style-type: none">Cult AmbushReturn to the ShadowsStubbornFeel No Pain					
Wargear: <ul style="list-style-type: none">Rending clawsPower pick									

CULT ICON BEARER

23 points

No more than one Cult Icon Bearer may be taken in a single Kill Team.

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

Unit Type: Infantry

Wargear:

- Autopistol
- Blasting Charges
- Close Combat Weapon
- Rending Claws
- Banner of Wrath

Special Rules:

- Cult Ambush
- Return to the Shadows
- Cult Icon Bearer

Brood Instinct:

Hybrids are deeply motivated by the sight of their Cult's Icon. In addition to fighting with greater vigour, Hybrids will also sacrifice themselves to protect their Cult's Icon.

The Cult Icon Bearer can Look Out, Sir! on a 4+ to any friendly model with the Genestealer Cult Faction within 6".

Options:

- May replace its Autopistol with a Hand Flamer for 5 pts.
- May replace its Banner of Wrath with a Banner of Endurance for 10 pts.
- May take wargear from the Genestealer Cult Armoury; including Hybrid Only items.

Banner of Wrath

All friendly models with the Genestealer Cult Faction within 6" of this model, including the Cult Icon Bearer, have +1 Weapons Skill and receive Furious Charge.

Banner of Endurance

All friendly models with the Genestealer Cult Faction within 6" of this model, including the Cult Icon Bearer, have +1 Weapons Skill and receive Feel No Pain (6+). If the model already has Feel No Pain from another source, then that model instead adds +1 to their Feel No Pain roll.

SCOUT SENTINEL

35 points

No more than two Scout Sentinels can be taken in a single Kill Team.

WS	BS	S	FA	SA	RA	I	A	HP	Options:
3	3	5	10	10	10	3	1	2	<ul style="list-style-type: none"> A Scout Sentinel may replace its Multi-laser with one of the following: <ul style="list-style-type: none"> Heavy Flamer free Autocannon 5 pts Missile Launcher 5 pts Lascannon 10 pts A Scout Sentinel may take one each of any of the following: <ul style="list-style-type: none"> Searchlight 1 pt Smoke Launchers 5 pts Hunter-killer Missile 10 pts

Unit Type: Vehicle (Open-topped, Walker)	Special Rules: <ul style="list-style-type: none"> Move Through Cover Scout
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Wargear: <ul style="list-style-type: none"> Multi-laser

*Acolyte Hybrids - Models and photo by Eddie Stilwell***GENESTEALER BROOD BY DECLAN MONTGOMERY***Purestrain Genestealers – Models by Declan Montgomery*

If you are using the Optional Transport rules, then the following Transports may be used, in addition to the standard allowable Transports, for your Kill Team.

TRANSPORTS

CULT LIMO

25 points

BS	FA	SA	RA	HP	
3	10	10	10	3	
Unit Type: Vehicle (Transport, Fast)					The Cult Limo may take up to two of the following options but no option more than once: <ul style="list-style-type: none"> Pintle-mounted Heavy Stubber 5 pts Bolted on Armour 5 pts Convertible 5 pts Stretch 5 pts All-Wheel Drive 5 pts
Special Rules: <ul style="list-style-type: none"> Transport Capacity (5) Access Point on each side 2 Firing Points on each side Civilian Vehicle 					
Civilian Vehicle <i>The Cult Limo is a repurposed road vehicle that is not well equipped for driving on a battlefield.</i> When making a Dangerous Terrain Test with the Cult Limo, roll 2D6 and use the lowest result.					Bolted on Armour — Increases the Front, Side, and Rear Armour of the Cult Limo to 11 and it loses the Fast special rule. Convertible — Gains the Open-topped special rule. Stretch — Increases the Transport Capacity to 10. All-Wheel Drive — The Cult Limo loses the Civilian Vehicle special rule.



Brood Prince with Purestrain Genestealers — Models and photo by J.P. Robert

ARMOURY

Neural Stunner (Leader Only) – 10 pts

A rare weapon of ancient design; Neural Stunners incapacitate, rather than killing, their target, which makes them useful for Cult coercion of targets and recruits. A Neural Stunner has the following profile:

	Range	S	AP	Type
Neural Stunner	12"	4	3	Pistol, Blind, Concussive, Strikedown, Pinning, Non-lethal*

*Non-lethal: Unsaved wounds suffered from this weapon are not lost from the wounded model, but the effects of those wounds are resolved. Nerve tests triggered by this weapon are rolled on 2D6 despite its Pinning rule.

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.

Etheric Affinity (Leader Only) – 15 pts

The Cult's leader is gifted at reading the Warp to shape his children's fate. You may re-roll the dice when generating Warp Charges and when Seizing the Initiative.

Staff of the Claw (Magus Only) – 15 pts

If taken, this weapons replaces the Magus' Force Stave and Autopistol. The Staff of the Claw functions exactly as a Force Stave in melee and, in addition, has the following ranged profile.

	Range	S	AP	Type
Staff of the Claw	Template	3	-	Assault 1, Rending, Shred, Specialist Weapon

Strange Mutation (Genestealer Only) – 5 pts

Before the start of the game, roll a dice for each model with this upgrade and apply the corresponding result to that model:

1. **Flesh Hooks:** The model doesn't suffer the penalty to their Initiative for charging enemies through difficult terrain.
2. **Hardened Carapace:** The model's Armour Save is improved by 1.
3. **Toxin Glands:** The model's Melee weapons have the Poisoned special rule.
4. **Adrenal Sacs:** The model has the Rage special rule.
5. **Feeder Tendrils:** The model has the Preferred Enemy special rule.
6. **Perfect Killing Machine:** Choose the result you wish to apply to the model.

Toxin Injectors (Hybrid Only) – 10 pts

If a model with this upgrade attacks with Rending Claws, then this model's melee attacks have the Poisoned special rule.

Aberrant's Blood (Hybrid Only) – 15 pts

Hybrids with Aberrant's Blood are more formidable in battle as they do not suffer wounds as easily. A model or unit equipped with Aberrant's Blood has the Feel No Pain special rule. May not be taken on a model with the Chem-inhaler upgrade.

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 model or unit that is targeted in this manner reduces its cover save by 1 until the end of the phase.

Bio-scanner – 10 pts

A bio-scanner detects signs of life 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, with that model, before the battle starts.

Chem-inhaler – 5 pts

Chem-inhalers are combat drug dispensing rebreathers. A model or unit equipped with this upgrade gains the Feel No Pain (6+) special rule. If the model already has Feel No Pain, then this upgrade improves its Feel No Pain roll by +1. May not be taken on a model with the Aberrant's Blood upgrade.

Infrared 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 special rule.

Patriarch's Ichor Vial – 15 pts

A small amount of the ichor from the Patriarch is mixed with 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 6" are affected by the fumes for this phase only. Roll on the chart below to see what happens to all of the affected models:

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

Sacred Item – 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.

Targeter – 5 pts

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

Smoke Grenade (Grenade Launcher Only) – 10 pts

	Range	S	AP	Type
Smoke Grenade (Thrown)	8"	-	-	Assault 1, One Use Only, Large Blast, Smoke*
Smoke Grenade (Shot)	24"	-	-	Assault 1, One Use Only, Large Blast, Smoke*

*Smoke: Any model that is hit by this weapon gains the Shrouded special rule until the start of their next turn, or until they move for any reason. You may target friendly models with this weapon.

Spore Mine Grenade (Grenade Launcher Only) – 5 pts

	Range	S	AP	Type
Spore Mine Grenade	24"	4	4	Assault 1, Large Blast, Spore Burst*, One Use Only

*Spore Burst – If, when the final position of the blast marker is determined, there are no models (friend or foe) under it, place D3 Spore Mine models anywhere under the blast marker so that they are in unit coherency and not within impassable terrain or 1" of an enemy model (any that cannot be placed are lost). These act as a Spore Mine Cluster for the rest of the game.

	WS	BS	S	T	W	I	A	Ld	Sv
Spore Mine	-	-	1	1	1	1	-	1	-

UNIT TYPE: Infantry

SPECIAL RULES: Fearless, Deep Strike, Floating Death, Living Bomb, Squad

Floating Death – Spore Mines move 3" in the Movement phase, 3" when they Run, and half the distance rolled when they charge. Spore Mines are never slowed by difficult terrain, but must take Dangerous Terrain tests as normal. Spore Mines do not attack in close combat. Instead, at the Initiative 10 step, the entire cluster detonates! To resolve this, centre the large blast marker over any one of the unit's Spore Mines. Every other unit (friend or foe) under the blast marker suffers a number of hits equal to the number of its models under the blast marker. The Strength of these hits is equal to 4, but is increased by 1 for each additional Spore Mine in the detonating cluster (to a maximum of Strength 10). These hits are resolved at AP4 and ignore cover saves. Once all hits have been resolved, remove all models in the Spore Mine Cluster from play as casualties.

Living Bomb – Spore Mine Clusters are non-scoring, non-denial units. They do not award Victory Points when destroyed, and Wounds suffered by Spore Mines in close combat (including those caused by a Floating Death detonation) are not counted when determining assault results. Spore Mines do not count when determining if a Rout Test is needed.