

# GENESTEALER CULTS

## HOR

### **CODEX: GENESTEALER CULTS**

This Opus uses the special rules and wargear lists found in Codex: Genestealer Cults. If a rule differs from the Codex, it will be clearly stated as AMENDED. Amended rules are to be used exactly as presented in this Opus - parts of these rules may have been left out and this is intentional. The points are intended for the model

WITHOUT the equipment listed. You need to add the costs of the wargear you can find in the Genestealer Cults points values section of the Codex (or their most recent update).

### **FACTION KEYWORDS**

All models in this list have the Tyranids, Genestealer Cults and <Cult> keywords.

### **CULT ICON, AMENDED**

Friendly Genestealer Cults models within 3" of a cult icon may re-roll 1's to hit in the Fight phase. Additionally, one model carrying a Cult Icon may instead carry a Sacred Icon (see Armoury below) even if it would not normally be allowed to take items from the Armoury.

### **UNQUESTIONING LOYALTY, AMENDED**

Change the last sentence to read: "on a 4+, the Character does not lose a wound, but the model you picked is slain."

### **BROOD BROTHERS**

This Opus does not contain the Brood Brothers datasheet. You may select up to half of your Core models from the Astra Militarum Opus. They replace their Faction Keywords with Tyranids and Genestealer Cults and cannot use Cult Ambush. Note they do not gain the <Cult> keyword.

### **CULT AMBUSH**

The Cult Ambush ability has the following amendments. Of the models with this ability:

- Up to half may be set up Underground. Models set up Underground follow the same Reserves rules as other models in Heralds of Ruin.
- Additionally, up to half may be set up using Ambush Markers, exactly as described in Codex: Genestealer Cults.
- In a mission that does not allow Reserves, models may be set up in Ambush markers but not Underground.
- Note that models set up by Ambush marker count as deployed on the battlefield.

### **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 model

# Cult Creeds

Your team may belong to any of the six Cult Creeds found in Codex: Genestealer Cults, or one of the Heralds of Ruin special Cult Creeds below. All <Cult> models except Purestrain Genestealers gain the ability described. You may choose to gain a single Tactical Point instead of a Cult Creed.

## Hivecult amendment

Replace the part of this Cult Creed that pertains to Morale tests with the following: “When taking a Nerve test for a model with this Cult Creed, roll 3D6 and use the two lowest results.”

## Scions of Marekatskal

*Almost dead center in the Segmentum Tempestus, Marekat fell to the Genestealer Cults in 145.M41. Escaping planetary elites told of the infestation starting with a single, extended family living out in the bayous, far beyond Imperial control. The insular, distrustful and outcast Skal family was the perfect breeding ground for a young cult and by the time anyone realized something was wrong, the Deathwatch had dispatched a kill team to sort it out. They were never heard from again. Fortunately, the world of Marekat has been quarantined by the Inquisition for study while the last vestiges of regular humans desperately try to evade the purestrains unleashed upon them, praying for help that is not coming. In recent years, similar rural cults have been appearing on Agri-worlds and feudal planets all around Tempestus.*

**Too Ornerly to Die Proper:** An unmodified roll to Wound of 1 or 2 is treated as a failed roll against models with this cult creed.

## The Warriors (Come out to Play)

*Gangs are nothing new in hive cities; but it says something about the gangs in the infamous Spiralix Hive Nexus that a gang financed and supported by alien Genestealers can barely gain a foothold in the appalling violence. While they may not be successful in Spiralix, those who escape to other built-up environments are the apex predators of these lesser places.*

**Hive-born Predators:** In the Movement phase, models with this cult creed never count vertical movement against the maximum distance they can move. Furthermore, a model with this keyword can move and charge through intervening models that also have this creed as long as they have enough movement to clear the intervening model's base (while obeying all of the other rules for moving). Finally, in the Shooting phase, a model with this keyword never blocks line to other models with this creed unless doing so would be advantageous to you.

## TACTICAL POINTS

PHILOSOPHIES	
They Walk Among Us +1TP	When you set your Leader up on the battlefield for the first time, it must be set up within 3" of at least 5 other models from your team.
Void-Born Logistician +1TP	You must deploy at least three models each in Ambush Markers, Underground and normally on the battlefield.
Unyielding Devotion +3TP	You may only use your Creed's Tactical Action.
Gifts of the Star-Children +2TP	You may only use Tactical Re-Rolls on dice rolls made for a model with at least three arms per torso, but you may use up to two Tactical Re-rolls in a single phase.

Alien Supremacist +1TP	Your team may contain only models with three or more arms per torso
Seize the Means of Oppression +2TP	Your team must contain at least four models from the Astra Militarum Opus, and you must purchase a number of items from the armoury equal to the number of models in your team from the Astra Militarum Opus.
Infiltrator +1TP	Your team contains only models with fewer than three arms per torso.
Knife-Edge Instinct +0TP	Models set up on the battlefield from Underground may be set up 6" or more from enemy models when they arrive, rather than 9". Models may not be set up from Underground before battle round 4.
<b>ACTIONS</b>	
Four-Armed is Forewarned - 1TP	Use when a friendly Purestrain Genestealer is selected as the target of a charge. Immediately move that Purestrain Genestealer up to D6" in any direction. Proceed with the rest of the phase with the model in its new position.
Infiltrated Infrastructure - 2TP	Use when deployment is complete, before the first battle round begins. Choose two pieces of terrain on the battlefield. For each, you can say that no models can receive the benefit of cover from any part of it, or that any models claiming the benefit of cover from any part of it add 2, rather than 1, to their saving throws.
Fearless Decoy - 1TP	Use when a friendly model enters the battlefield from Underground or an Ambush marker is revealed. All enemy models within 12" of the chosen model at the point when it is set up must target it with ranged attacks when able. The effect lasts until the start of your next turn or the model is slain.
Cornered! - 1TP	Use at the start of your shooting phase. Choose a friendly <Cult> model within 1" of an enemy model. Until the end of the phase, a single ranged weapon that model is equipped with changes its Type to Pistol. Subtract 1 from Hit rolls made for that model this phase.
Blade Eject - 1TP	Use at the end of the Charge phase. A friendly model with Heavy Rock Drill/Cutter/Saw can be chosen to fight immediately as though it were the Fight phase. However, it may only make a single attack, and loses its Drill/Cutter/Saw once the attack is resolved.
Germinex Parasite - 2TP	Use at the end of any phase. Choose an enemy model that suffered a wound as a result of an attack made by a friendly <Cult> model in this phase and roll a D6. If the roll is equal to or lower than the current battle round, that enemy model suffers a mortal wound.
Acute Cunning - 1TP/3TP	HIVECULT only. Use when a friendly <Cult> model falls back. That model ignores the penalty to hit rolls for falling back and shooting. If you spend 3TP on this Action, that model may also charge later in this turn.
Vengeance of the Downtrodden - 2TP	RUSTED CLAW only. Use at the beginning of the Fight phase. Choose a friendly <Cult> model. Roll a D6 for it and every other friendly model within 3" of it. For each roll of a 6, an enemy model within 1" of any of those models suffers a mortal wound.
Clockwork Precision - 3TP	BLADED COG only. Use immediately after an enemy model is removed as a casualty in the Shooting or Fight phase by an attack made by a friendly <Cult> model. At the end of the phase, the model that made the attack may be chosen to attack for a second time.

Incurably Unstable - 1TP	CULT OF THE FOUR-ARMED EMPEROR only. Use when a friendly <Cult> model is chosen to fight in the Fight phase. Roll a D3. That model's Attacks characteristic is increased by the result. After it has Fought, roll a number of D6 equal to the D3 result. For every 1, the model suffers a mortal wound.
Awe-Inspiring Demagogue - 1TP	PAUPER PRINCES only. Use at the beginning of a player turn. Choose one of the following to last until the end of the turn: Your Leader's Inspiring Presence range is tripled OR you may roll a D6 when a friendly <Cult> model inside your Leader's Inspiring Presence range loses a wound: on a 6 the wound is not lost OR you can re-roll charge rolls for friendly <Cult> models within your Leader's Inspiring Presence range.
Volatile Bio-Ammunition - 1TP	TWISTED HELIX only. Use when a friendly <Cult> model is chosen to shoot. Until the end of the phase, add 1 to rolls to Wound for that model's attacks. Until the end of the phase, if you roll any 1s when rolling to hit with that model, it suffers a mortal wound after all its attacks have been resolved.

# TEAM LEADERS

Magus										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Magus	6"	3+	3+	3	3	4	3	8	5+	73
EQUIPMENT	- Autopistol - Force Stave									
RULES	- Cult Ambush, Unquestioning Loyalty - Spiritual Leader - Hangers-On: Familiars must be set up within 3" of the Magus but can act independently from then on. They can only contest or capture objectives when within 3" of their Magus.									
OPTIONS	- May take items from the Armoury.									
PSYKER	This model can attempt to manifest one power in each friendly Psychic phase and attempt to deny one power in each enemy Psychic phase. It knows <i>Smite</i> from the Broodmind Discipline.									
KEYWORDS	Infantry, Character, Psyker, Magus									

## Primus

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Primus	6"	2+	3+	4	3	5	4	9	5+	72
EQUIPMENT	<ul style="list-style-type: none"> <li>- Needle Pistol</li> <li>- Bonesword</li> <li>- Toxin Injector Claw</li> <li>- Blasting Charges</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Cult Demagogue</li> <li>- Meticulous Planning</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> </ul>									
KEYWORDS	Infantry, Character, Primus, Hybrid									

## Acolyte Leader

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Acolyte Leader	6"	3+	4+	4	3	3	3	8	5+	17
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Cultist Knife</li> <li>- Rending Claw</li> <li>- Blasting Charges</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its Cultist Knife with a Bonesword.</li> <li>- May replace its Cultist Knife with a Lash Whip and Bonesword.</li> <li>- May take items from the Armoury.</li> </ul>									
KEYWORDS	Infantry, Character, Acolyte Hybrid									

## Metamorph Leader

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Metamorph Leader	6"	3+	4+	4	3	3	4	8	5+	17
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Metamorph Talon</li> <li>- Rending Claw</li> <li>- Blasting Charges</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury</li> <li>- May replace Rending Claw with Metamorph Talon</li> <li>- May replace Metamorph Talon with Metamorph Whip</li> <li>- May replace Metamorph Talon and Rending Claw with Metamorph Claw</li> <li>- May replace Autopistol with Hand Flamer</li> <li>- May take a Bonesword</li> <li>- May take items from the Armoury.</li> </ul>									
KEYWORDS	Infantry, Character, Hybrid Metamorphs									

## Kelermorph

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Kelermorph	6"	3+	2+	3	3	4	3	8	5+	75
EQUIPMENT	<ul style="list-style-type: none"> <li>- Three Liberator Autostubs</li> <li>- Cultist Knife</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Gunslinger</li> <li>- Heroic deeds, Heroic Inspiration</li> <li>- Preternatural Senses</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> </ul>									
KEYWORDS	Infantry, Character, Kelermorph									

## Jackal Alphas

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Jackal Alphas	14"	3+	2+	3	4	5	3	8	5+	70
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Jackal Sniper Rifle</li> <li>- Blasting Charge</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Skilled Outrider</li> <li>- Priority Target Sighted: This ability works as normal using the standard 3" expanded range of abilities that target a single unit.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May take items from the Armoury.</li> </ul>									
KEYWORDS	Biker, Character, Jackal Alphas									

## Aberrant Hypermorph

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aberrant Hypermorph	6"	3+	6+	5	4	4	3	7	5+	31
EQUIPMENT	<ul style="list-style-type: none"> <li>- Rending Claw</li> <li>- Hypermorph Tail</li> <li>- Heavy Power Hammer</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Bestial vigour</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- This model can replace its Heavy Power Hammer with a Power Pick or Heavy Improvised Weapon.</li> <li>- May take a single item from the Armoury.</li> </ul>									
KEYWORDS	Infantry, Character, Aberrant Hypermorph									

# CORE

## Acolyte Hybrid

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Acolyte Hybrid	6"	3+	4+	4	3	1	2	7	5+	7
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Cultist Knife</li> <li>- Rending Claw</li> <li>- Blasting Charges</li> </ul>									
RULES	- Cult Ambush, Unquestioning Loyalty									
OPTIONS	<ul style="list-style-type: none"> <li>- For every five Acolyte Hybrids in your warband, up to two may replace their cultist knife and rending claw with one choice from the following, in any combination: Heavy Rock Drill, Heavy Rock Cutter, Heavy Rock Saw or Demolition Charge.</li> <li>- Any Acolyte Hybrid may replace its Autopistol with a Hand Flamer.</li> <li>- Up to one Acolyte Hybrid in your warband not upgrade as above may carry a cult icon.</li> </ul>									
KEYWORDS	Infantry, Acolyte Hybrids									

## Neophyte Hybrid

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Neophyte Hybrid	6"	4+	4+	3	3	1	1	7	5+	7
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autogun</li> <li>- Autopistol</li> <li>- Blasting Charges</li> </ul>									
RULES	- Cult Ambush, Unquestioning Loyalty									
OPTIONS	<ul style="list-style-type: none"> <li>- Any Neophyte Hybrid may replace its autogun with a shotgun or lasgun.</li> <li>- For every five Neophyte Hybrids in your warband, up to two may replace their autogun with one item each from the Special Weapons list.</li> <li>- For every five Neophyte Hybrids in your warband, up to two may replace their autogun with one item each from the Heavy Mining Weapons list.</li> <li>- Up to one Neophyte Hybrid in your warband not so upgraded may carry a cult icon.</li> </ul>									
KEYWORDS	Infantry, Infantry, Neophyte Hybrids									



## Atalan Jackal

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Atalan Jackal	14"	4+	4+	3	4	2	7	8	5+	10
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Blasting charge</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Skilled Outriders</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- Any Atalan Jackal may choose up to two different options from the following: Autogun, Autopistol, Bolt Pistol, Cultist Knife, Improvised Weapon, Power Axe, Power Hammer, Power Pick, Shotgun.</li> <li>- For every four Atalan Jackals in your warband, one may take a Grenade Launcher or Demolition Charge as one of its weapon choices as above.</li> </ul>									
KEYWORDS	Biker, Atalan Jackals									

You may take a single Neophyte Weapons Team for your warband. For every 10 Neophytes and/or Acolytes in any combination in your warband, you may replace two of them with a Neophyte Weapons Team.

## Neophyte Weapons Team

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Neophyte Weapons Team	6"	4+	4+	3	3	2	2	7	5+	14
EQUIPMENT	<ul style="list-style-type: none"> <li>- Two Autoguns</li> <li>- Two Autopistols</li> <li>- Blasting Charges</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- This model consists of two Cultists on a single base but acts in all respects as a single model</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- A Neophyte Heavy Weapons team MUST replace one of its Autoguns with one of the following: Lascannon, Missile Launcher, Autocannon, Heavy Bolter or Mortar.</li> </ul>									
KEYWORDS	Infantry, Infantry, Neophyte Hybrids, Neophyte Weapons Teams									

# SPECIAL

Hybrid Metamorph										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Hybrid Metamorphs	6"	3+	4+	4	3	1	3	7	5+	7
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Rending Claw</li> <li>- Metamorph Talon</li> <li>- Blasting Charge</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Brood Family: You may take up to three Hybrid Metamorphs per special slot in your warband.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- Any Hybrid Metamorph may replace its Rending Claw with a Metamorph Talon.</li> <li>- Any Hybrid Metamorph may replace its Metamorph Talon and Rending claw with a Metamorph Whip and Rending Claw.</li> <li>- Any model may replace its Metamorph Talon and Rending Claw with a Metamorph Claw.</li> <li>- Any model may replace its Autopistol with a Hand Flamer.</li> <li>- One Hybrid Metamorph on your team may carry a Cult Icon.</li> </ul>									
KEYWORDS	Infantry, Hybrid Metamorphs									

Aberrant										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Aberrant	6"	3+	6+	5	4	2	2	7	5+	19
EQUIPMENT	<ul style="list-style-type: none"> <li>- Rending Claw</li> <li>- Heavy Power Hammer</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Bestial Vigour</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- Any Aberrant may replace its Heavy Power Hammer with a Power Pick.</li> </ul>									
KEYWORDS	Infantry, Aberrants									

Locus										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Locus	6"	2+	3+	4	3	4	4	8	5+	40
EQUIPMENT	- Locus Blades - Hypermorph Tail									
RULES	- Cult Ambush, Unquestioning Loyalty - Unquestioning Bodyguard - Neurotrauma Rod - Sudden Strike - Quicksilver Dodge - Quicksilver Strike									
OPTIONS	- May take items from the Armoury.									
KEYWORDS	Infantry, Locus									

Purestrain Genestealer										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Purestrain Genestealer	8"	3+	-	4	4	1	3	9	5+	15
EQUIPMENT	- Purestrain Talons - Rending Claws									
RULES	- Cult Ambush, Unquestioning Loyalty - Clutch: You may take up to three Purestrain Genestealers for each Special Model slot in your warband. - Lightning Reflexes - Swift and Deadly									
OPTIONS	- None.									
KEYWORDS	Infantry, Genestealer, Purestrain Genestealer									

Biophagus										
NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Biophagus	6"	3+	3+	3	3	4	3	8	5+	35
EQUIPMENT	- Autopistol - Injector Goad									
RULES	- Cult Ambush, Unquestioning Loyalty - Genomic Enhancement (Amended): Replace "unit" with "model"									
OPTIONS	- May take items from the Armoury									
KEYWORDS	Infantry, Biophagus									

## Clamavus

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Clamavus	6"	3+	3+	3	3	4	3	8	5+	55
EQUIPMENT	- Autopistol									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Scrambler Array</li> <li>- Proclamator Hailer</li> </ul>									
OPTIONS	- May take items from the Armoury									
KEYWORDS	Infantry, Clamavus									

## Sanctus

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Sanctus	6"	2+	2+	3	3	4	4	8	5+	55
EQUIPMENT	- Silencer Sniper Rifle									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Cult Assassin (Amended): This model may not be your team leader for any reason.</li> <li>- Camo Cloak</li> <li>- Soulsight Familiar</li> </ul>									
OPTIONS	- This model may replace its Silencer Sniper Rifle with a Sanctus Bio-Dagger									
KEYWORDS	Infantry, Sanctus									

## 0-1 Cult Scout Sentinel

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Cult Scout Sentinel	9"	4+	4+	5	5	6	1	7	4+	30
EQUIPMENT	- Multi-Laser									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush</li> <li>- Scout Vehicle</li> <li>- Smoke Launchers</li> <li>- Explodes (Cult Scout Sentinel)</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>- May replace its Multi-Laser with a Heavy Flamer, Autocannon, Missile Launcher or Lascannon.</li> <li>- May take a Hunter-Killer Missile</li> <li>- May take a Sentinel Chainsaw</li> </ul>									
KEYWORDS	Vehicle, Cult Scout Sentinels									

## Atalan Wolfquad

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Pts
Atalan Wolfquad	14"	4+	4+	3	4	4	1	7	5+	15
EQUIPMENT	<ul style="list-style-type: none"> <li>- Autopistol</li> <li>- Blasting Charge</li> <li>- Heavy Stubber</li> </ul>									
RULES	<ul style="list-style-type: none"> <li>- Cult Ambush, Unquestioning Loyalty</li> <li>- Skilled Outriders</li> <li>- Restriction: No more than 1 out of every 5 <b>Biker</b> models in your team may be an Atalan Wolfquad</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>-Any Atalan Wolfquad may take one of the following: Autopistol, Shotgun, Improvised Weapon or Power Pick.</li> <li>- Any Atalan Wolfquad can replace its Heavy Stubber with a Mining Laser or Atalan Incinerator.</li> </ul>									
KEYWORDS	Biker, Atalan Wolfquad									

# ARMOURY

ITEM	DESCRIPTION
Patriarch Ichor	8 points – At the start of any battle round, declare the use of this item and its effects last for the duration of the battle round. This model gains +2 to charge distance rolls and adds 1 to its Attacks characteristic.
Refractor Field	5 points – This model has a 5+ invulnerable save.
Acid Blood	5 points – Each time this model loses a wound in the Fight phase, roll a d6. On a 6, an enemy model within 6" (chosen by you) suffers a mortal wound. Attacks that inflict multiple damage trigger one roll per wound lost.
Neuro Paralytics	10 points (Primus only) – When this model inflicts an unsaved wound on a non-vehicle model that does not kill it, reduce that model's Movement to 0" for the duration of its next Movement phase.
Chem-Inhaler	3 points – Each time this model loses a wound, roll a d6. On a roll of 6+, the wound is not lost.
Staff of the Claw	17 points – See Below; replaces Force Stave
Ichor Injectors	3 points - (Model with Rending Claw only) When attacking with Rending Claws, this model may re-roll wound rolls of 1.
Smoke Grenade	5 points – Instead of shooting, this model may use a Smoke Grenade. If it does so, enemy unit attacking it with ranged weapons must subtract 1 from hit rolls. This lasts until the beginning of this model's next Shooting phase. One use only.
Born In The Tunnels	4 points – This model reveals hidden enemy models within 9" instead of 6".
Where Did It Go?	7 points – For 1 Tactical Point, you may use the Return to Shadows stratagem from Codex: Genestealer Cults. The stratagem will affect this model and any friendly Genestealer Cults units within 3" of it. All of its other restrictions, and criteria apply, except it's CP cost.
Sacred Cult Icon	Cult Icon Bearer only – Add 1 to any Unquestioning Loyalty rolls affecting characters within 12" of this model.
Ground-Penetrating Surveyor	8 points – Instead of shooting, this model may designate a single enemy model within 18" (does not need line of sight). That model (and any enemy models within 3" of it, per the Heralds of Ruin Skirmish rules) does not gain a bonus to its armour saves for being in cover.
Military Optics	5 points – Choose one of this model's ranged weapons. When attacking with this weapon in the Shooting phase, you may re-roll hit rolls of 1.
Cult Vox Caster	5 points - When purchasing this item you may equip it to any friendly model except an Aberrant, Aberrant Hypermorph or Purestrain Genestealer, even if they could not normally take Armoury items. Friendly models within 3" of the bearer may re-roll failed Nerve tests.

## Weapons

Weapon	Type	Rng	Str	AP	Dmg	Abilities
Staff of the Claw (Ranged)	Assault d6	8"	5	-1	1	Attacks from this weapon hit automatically.
Staff of the Claw (Melee)	Melee	-	+3	-1	D3	

