



GENESTEALER CULTS

FACTION PACK: VERSION 1.1

Legal for matched play from 22nd July 2026

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra detachments and datasheets to rules updates and FAQs. All of these changes are also updated in the Warhammer 40,000 app, along with points values for your units and detachments.

WHAT'S NEW?

- Changes to Rules Updates

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HEROES OF THE UPRISING

CHAMPIONS OF THE GENESTEALER CULT LEAD THE UPRISING WITH UNHOLY CHARISMA AND ALIEN FEROCITY



DETACHMENT RULES

KILLER REPUTATION

What passes for folk heroism amongst the deviants of the Genestealer Cults is part broodmind compulsion and unwilling worship, and part these champions' ability to commit deeds of great and terrible violence against any who stand in the way of the cult.

- Friendly **KELERMORPH/LOCUS/REDUCTUS SABOTEUR/SANCTUS** models have **KILLER**.
- Friendly **KILLER** models' attacks can:
 - Re-roll **hit rolls** of 1.
 - Re-roll **wound rolls** of 1.

ENHANCEMENTS

GENE-TAILORED TOXINS

Years of experimentation and stolen biodata have gone into the fabrication of these unique and horrible toxins, which are now used to coat the weapons of the cult's favoured champions.

LOCUS/SANCTUS model only. This model's attacks have +1 **D**.

CONTRABAND MUNITIONS

Carefully husbanded against the Day of Ascension, these rare and powerful black-market rounds are issued only to the cult's finest marksmen.

KELERMORPH/REDUCTUS SABOTEUR model only. This unit's ranged attacks have +2 **S**.

LIVING UP TO LEGEND

1CP

HEROES OF THE UPRISING STRATAGEM

Few sights are more inspiring to the downtrodden yet fanatical masses of the Genestealer Cult than seeing their folk heroes striking down their oppressors.

WHEN: Your Shooting phase or the Fight phase, when a friendly **KILLER** unit has **attacked**, if those attacks **destroyed** an enemy unit or an enemy **CHARACTER** model.

TARGET: That **KILLER** unit.

EFFECT: Each **visible** friendly **battle-shocked GENESTEALER CULTS** unit within 12" of your unit is no longer **battle-shocked**.



SURGING BROODWORSHIP

1CP

HEROES OF THE UPRISING STRATAGEM

Feeding back through the unnatural connection of the broodmind, the sheer worshipful belief of the masses in the superhuman abilities of their champions actually manifests to empower those very figureheads.

WHEN: Your Shooting phase or the Fight phase, when a friendly **KILLER** unit is **selected to attack**.

TARGET: That **KILLER** unit.

EFFECT: Attacks made by **KILLER** models in your unit have **[DEVASTATING WOUNDS]**.



LOYAL TO THE END

1CP

HEROES OF THE UPRISING STRATAGEM

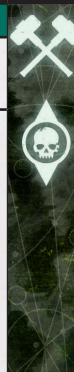
Even caught firmly within the jaws of death, still this champion of the cult lives up to their reputation for deadly skill and utter devotion to the cause.

WHEN: Fight phase, when an enemy unit targets a friendly **KILLER** unit.

TARGET: That **KILLER** unit.

EFFECT: When a **KILLER** model in your unit is **destroyed**, if your unit has not been **selected to fight** this phase, roll one D6:

- On a 1, that enemy unit suffers 1 **mortal wound**.
- On a 2+, do not remove that model from the battlefield. When your unit has fought, or at the end of the phase (whichever comes first), that model is removed from the battlefield.



UNIQUE: PURESTRAIN

PURESTRAIN BROODSWARM

PURESTRAIN BROODS ARE UNLEASHED EN MASSE TO TEAR THE HEART FROM THE ENEMY ARMY



DETACHMENT RULES

ENEMY WITHIN

Genestealers on the hunt combine malevolent cunning and inhuman agility to strike and fade again and again, until their prey are reduced to panicked disarray.

At the end of your opponent's Fight phase, friendly **unengaged PURESTRAIN GENESTEALER** units can be placed in **strategic reserves**.

This **detachment** has the **PURESTRAIN** tag and cannot be taken with another **PURESTRAIN detachment**.

ENHANCEMENTS

MARK OF THE STAR CHILDREN **UPGRADE**

Spontaneous biomorphs amongst this brood of Purestrains render them bigger, stronger, and mark them out as surely being the chosen of the Star Children themselves.

PURESTRAIN GENESTEALERS unit only. This unit has:

- +1 **T**.
- 4+ **Sv**.
- This unit's melee attacks have +1 **S**.

TALONS OF THE SIRE

The broodmind bond between this Patriarch and its Purestrain spawn is so strong that it can virtually wield them like its own vicious talons.

PATRIARCH model only. This unit's attacks can re-roll **wound rolls** of 1.

LURK AND STRIKE

1CP

PURESTRAIN BROODSWARM STRATAGEM

Any sign these vicious aliens are trying to flee is but misdirection as they slip away from their attackers only to pounce once again upon unsuspecting prey.

WHEN: Your Movement phase, when a friendly **PURESTRAIN GENESTEALERS** unit is selected to make a **fall-back move**.

TARGET: That **PURESTRAIN GENESTEALERS** unit.

EFFECT: That move does not prevent your unit from being **eligible to declare a charge**.



CRAWLING HORROR

1CP

PURESTRAIN BROODSWARM STRATAGEM

Genestealers can constrict themselves into grotesquely narrow spaces, can crawl across vertical surfaces and hang from ceilings in utter silence, and are rarely seen by their prey before it is altogether too late.

WHEN: Start of your opponent's Movement phase.

TARGET: One friendly **PURESTRAIN GENESTEALERS** unit.

EFFECT: Your unit has -6" **detection range** until the end of the turn.



INHUMAN REACTIONS

1CP

PURESTRAIN BROODSWARM STRATAGEM

Purestrain Genestealers think and move with horrifying swiftness, darting through the smoke and shadow of the battlefield, remaining always a few steps ahead of their prey.

WHEN: Your opponent's Movement phase, when an enemy unit ends a move within 8" of a friendly **unengaged PURESTRAIN GENESTEALERS** unit.

TARGET: That **PURESTRAIN GENESTEALERS** unit.

EFFECT: Your unit can make a **normal move** of up to D3+3".



UNIQUE: HOSTS

XENOCULT MASSES

MASSED BROODS OF NEOPHYTE HYBRIDS USE GUERRILLA TACTICS TO UNDERMINE THEIR ENEMIES



DETACHMENT RULES

HORDES OF THE FAITHFUL

More and yet more Neophytes surge from tunnel mouths, mine entrances and derelict fortifications, drowning the foe in a tide of fanatical killers.

In your Command phase, if a friendly **NEOPHYTE HYBRIDS** unit is within a **terrain area**, that unit **heals** 3 wounds.

This **detachment** has the **HOSTS** tag and cannot be taken with another **HOSTS detachment**.

ENHANCEMENTS

INSPIRED TO GREATNESS

Fighting under the eyes of the very leaders of their cult, the faithful are gripped by an unwavering determination to excel in battle.

MAGUS/PRIMUS model only. This unit's attacks can re-roll **damage rolls**.

DEVIOUS DISGUISES **UPGRADE**

Whether it be stolen uniforms, ad-hoc camouflage or even some chameleonic xenomutation, these Neophytes are able to blend into their surroundings.

NEOPHYTE HYBRIDS unit only. This unit has -3" **detection range**.

EYES OF THE CULT

1CP

XENOCULT MASSES STRATAGEM

Equipped with a wealth of local knowledge, it is no great task for these Neophytes to make out the positions of the unbelievers and report their presence to the cult.

WHEN: Start of your Shooting phase.

TARGET: One friendly **NEOPHYTE HYBRIDS** unit within a **terrain area**.

EFFECT: Enemy units within that **terrain area** have +6" **detection range**.



FANATICAL HAIL

1CP

XENOCULT MASSES STRATAGEM

Driven wild with hate and fervour, the hybrids unleash a veritable storm of criss-crossing fire into their loathed foe.

WHEN: Your Shooting phase, when a friendly **NEOPHYTE HYBRIDS** unit is **selected to shoot**.

TARGET: That **NEOPHYTE HYBRIDS** unit.

EFFECT: Select one enemy unit. Your unit's ranged attacks that target that enemy unit can re-roll **hit rolls**.



SLUNK FROM THE UNDERBELLY

1CP

XENOCULT MASSES STRATAGEM

Used to being downtrodden, to creeping secretively through the shadows and hiding from authority, these Neophyte Hybrids are almost preternaturally skilled at making use of battlefield cover.

WHEN: Your opponent's Shooting phase, when an enemy unit targets a friendly **NEOPHYTE HYBRIDS** unit with every model within a **terrain area**.

TARGET: That **NEOPHYTE HYBRIDS** unit.

EFFECT: Ranged attacks that target your unit have -1 **AP** until that unit has attacked.



FINAL DAY

Every Genestealer Cultist wishes to witness the Star Children's arrival and ascend to join them in blessed oneness. They believe this will be a transcendent experience, a sublime reward for their devotion. The reality is altogether more hideous. As the Tyranids approach through the void, the utterly alien Hive Mind assimilates the more nuanced Broodmind of the cult. Many faithful die from psionic shock. Others are freed from Tyranid mind control only to go mad with horror as the truth is revealed. The rest become short-lived puppets for the first waves of Tyranid vanguard organisms descending on their world. Exerting its will to make them fight harder and move faster, the Hive Mind swiftly burns out these surviving faithful, harvesting each flicker of bioenergy to reinvigorate its more valuable Tyranid organisms.

DETACHMENT RULE

PSIONIC PARASITISM

With each tug on the synaptic leash, the Hive Mind drains more of its hapless worshippers.

At the end of your Movement phase, for each **TYRANIDS SYNAPSE** unit from your army, you can select one friendly **GENESTEALER CULTS** unit (excluding **PURESTRAIN GENESTEALER** and **PATRIARCH** units) and one friendly **TYRANIDS** unit each within 9" of and visible to that **SYNAPSE** unit. If you do, that **GENESTEALER CULTS** unit from your army suffers D3+1 mortal wounds and one model in the selected **TYRANIDS** unit regains up to that many lost wounds and until the start of your next Movement phase, each time a model in the selected **TYRANIDS** unit makes an attack, add 1 to the Hit roll.

TYRANIDS units from your army have the following ability:

Catalyst (Aura): While an enemy unit is within 6" of this unit, each time a friendly **GENESTEALER CULTS** unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

THE STAR CHILDREN'S BLESSINGS

You can include **TYRANIDS VANGUARD INVADER** units (excluding **AIRCRAFT**, **BROODLORD** and **GENESTEALERS** units) in your army. The combined points cost of such units depends on your battle size:

- **Incursion:** Up to 500 pts
- **Strike Force:** Up to 1000 pts
- **Onslaught:** Up to 1500 pts

No **TYRANIDS** models from your army can be your **WARLORD**.

ENHANCEMENTS

SYNAPTIC AUGER

Invisible psionic tendrils drift around this bioform's cranium, stabbing out to force alien demands into fragmenting hybrid minds and suck the bioenergy from them in merciless draughts.

TYRANIDS model only. Each time the bearer would regain one or more lost wounds from the Psionic Parasitism Detachment rule, it regains up to twice that number of lost wounds instead.

ENRAPTURED DAMNATION

Though hollowing them out like acid, the insidious power of the Hive Mind blazes from this delirious fanatic and forces their enemies to recoil.

GENESTEALER CULTS model only. Enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer's unit.

VANGUARD TYRANT

Adapted by the Hive Mind to lead the first invasion swarms, this leader organism's bioweapons emphasise vicious shock assault and maximum bloodshed.

WINGED HIVE TYRANT model only. Improve the Strength and Armour Penetration characteristics of melee weapons equipped by the bearer by 1.

INHUMAN INTEGRATION

This cult leader's powerful psyche has withstood Hive Mind integration better than most, at least for now. It even relays a crude approximation of synaptic signals to their underlings. Of course, this only makes them and their followers more selflessly obedient drones.

GENESTEALER CULTS model only. Weapons equipped by models in the bearer's unit have the [SUSTAINED HITS 1] ability while targeting an enemy unit within 6" of one or more friendly **TYRANIDS** units.



HYPERFEROCITY

FINAL DAY – BATTLE TACTIC STRATAGEM

Goaded by the newly ascendant Hive Mind, the cultists fight with greater fury even as their muscles tear and organs rupture under the strain.

WHEN: Fight phase.

TARGET: One **GENESTEALER CULTS** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit, re-roll a Wound roll of 1. If one or more friendly **TYRANIDS** units are within 6" of that enemy unit, you can re-roll the Wound roll instead.

1CP

PSI SURGE

FINAL DAY – STRATEGIC PLOY STRATAGEM

As the Tyranid invasion gathers pace, the influence of the Hive Mind surges like waves rolling ever higher onto a desolate shore.

WHEN: Start of any phase.

TARGET: One **TYRANIDS** unit from your army.

EFFECT: Until the start of your next Command phase, increase the range of your unit's Catalyst ability by 3".

RESTRICTIONS: Each time you use this Stratagem, until the end of your next Command phase, you cannot use this Stratagem again.

1CP

AVENGE THE STAR CHILDREN

FINAL DAY – BATTLE TACTIC STRATAGEM

Some amongst the cult still retain enough sentience and zeal to feel rage and a need for vengeance if they see the Star Children slain.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has shot or fought.

TARGET: One **TYRANIDS CHARACTER** unit from your army that was destroyed by that enemy unit this phase. You can use this Stratagem on that unit even though it was just destroyed.

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

1CP

DIVINE IMPERATIVE

FINAL DAY – BATTLE TACTIC STRATAGEM

Cultists dash madly into the fighting without a care for their survival, drawn onward to aid the vanguard organisms by a will they cannot resist.

WHEN: Your Charge phase, when a friendly **GENESTEALER CULTS** unit within 12" of a friendly engaged **TYRANIDS** unit declares a charge.

TARGET: That **GENESTEALER CULTS** unit.

EFFECT:

- Your unit has +1 to **charge rolls**.
- You can use this part of this **stratagem**. If you do:
 - Your unit can re-roll **charge rolls**.
 - Your unit **must** end that **charge move** engaged with an enemy unit engaged with that friendly **TYRANIDS** unit.

1CP

DARTING ATTACKS

FINAL DAY – STRATEGIC PLOY STRATAGEM

Like predatory sea beasts lunging from wheeling shoals of fish, the vanguard organisms strike and fade from amidst the cultist hordes repeatedly, picking apart their overwhelmed prey.

WHEN: Your Shooting phase or your Charge phase.

TARGET: One **TYRANIDS** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

1CP

RESISTANCE TUNNELS

FINAL DAY – STRATEGIC PLOY STRATAGEM

Never again will the tunnel networks of the cult provide secret roads for hopeful and idealistic freedom fighters. Yet they can still serve one last time as a means by which the Tyranids and their surviving worshippers can vanish from the battlefield only to strike again elsewhere.

WHEN: End of your opponent's Fight phase.

TARGET: One **GENESTEALER CULTS** or **TYRANIDS** unit from your army that is not within Engagement Range of one or more enemy units.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

1CP



GENESTEALER CULTS

RULES UPDATES

This section presents updates and clarifications to your faction's rules, designed to improve the gaming experience for all players. Changes applied after the first iteration of this Faction Pack will be **highlighted in red**.

UPDATES

ARMY RULES

Cult Ambush

Change to:

'If your Army Faction is **GENESTEALER CULTS**, you start the battle with a number of Resurgence points, depending on the battle size, as shown below.

- Incursion: 6 Resurgence points
- Strike Force: 10 Resurgence points
- Onslaught: 14 Resurgence points

Each time a unit from your army is destroyed, if every model (**excluding CHARACTER models**) in that unit has this ability, you can spend the relevant number of Resurgence points shown below based on that unit's Starting Strength (**not including attached CHARACTER models**).

Aberrants	
5 models.....	4 Resurgence points
10 models.....	8 Resurgence points
Acolyte Hybrids with Autopistols, Acolyte Hybrids with Hand Flamers, Hybrid Metamorphs	
5 models.....	2 Resurgence points
10 models.....	4 Resurgence points
Atalan Jackals	
5 models.....	2 Resurgence points
10 models.....	6 Resurgence points
Neophyte Hybrids	
10 models.....	3 Resurgence points
20 models.....	6 Resurgence points
Purestrain Genestealers	
5 models.....	2 Resurgence points
10 models.....	6 Resurgence points

If you do:

- Add a new unit to your army identical to that destroyed unit (**excluding CHARACTER models**), in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been shot.
- Place one Cult Ambush marker (see below) anywhere on the battlefield that is more than **8"** horizontally away from all enemy units (if this is not possible, no marker is placed).

UNITS IN CULT AMBUSH

Cult Ambush is a type of Strategic Reserves. Units in Cult Ambush cannot be targeted with the Rapid Ingress Stratagem, but can be set up on the battlefield using a Cult Ambush marker as described below, or by following the rules for Strategic Reserves in a subsequent turn. Units in Cult Ambush are not automatically destroyed at the end of the third battle round.

CULT AMBUSH MARKERS

Use a circular 32mm diameter marker for Cult Ambush markers. If an enemy model (excluding **AIRCRAFT**) ends any kind of move within **8"** of a Cult Ambush marker you placed, that Cult Ambush marker is removed from the battlefield. At the end of your opponent's next Movement phase, for each of your Cult Ambush markers still on the battlefield, you can select one unit from your army that is in Cult Ambush to make an **ingress move**. For that **ingress move**, set that unit up with at least one model in that unit in base contact with that Cult Ambush marker and all other models placed wholly within **3"** of that Cult Ambush marker (that Cult Ambush marker is then removed from the battlefield). Units in Cult Ambush can make an **ingress move** in the first battle round using this rule.'

BIO-SANCTIC BROODSURGE DETACHMENT

Evasive Vanguard Stratagem, When and Effect Sections
Change **9"** to **8"**.

Stimulated Bio-surge Stratagem, Effect section

Change to:

'Your unit has +2 to **charge rolls**.'

Predatory Instincts Enhancement

Change to:

'**ABOMINANT**, **BIOPHAGUS** or **PATRIARCH** model only.

- Models in the bearer's unit have the Infiltrators ability.
- You can target this unit with the **Heroic Intervention stratagem**, regardless of any other uses of that **stratagem** this phase. If you do:
 - That use is -1 CP.
 - That use does not prevent any uses of that **stratagem** on other units this phase.'

BROOD BROTHERS AUXILIA DETACHMENT

Adaptive Reprisal Enhancement

Change to:

'**GENESTEALER CULTS INFANTRY** model only. When you target this unit with the **Heroic Intervention stratagem**, that use is -1 CP.'

In the Shadow of Iron Stratagem, When and Effect Sections
Change **9"** to **8"**.

Regimental Reinforcements Stratagem, Effect Section

Change to:

'EFFECT: Roll one D6: on a 3+, place one Cult Ambush marker anywhere on the battlefield that is more than **8"** horizontally away from all enemy units (if this is not possible, no marker is placed) and add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been shot.'

Integrated Tactics Detachment Rule, Brood Brothers Section

Change second paragraph to:

A **GENESTEALER CULTS** model must be your **WARLORD**, and **ASTRA MILITARUM** models from your army lose the Voice of Command ability if they have it. You cannot include units with any of the following keywords in your army using this rule: **AIRCRAFT**; **COMMISSAR**; **EPIC HERO**; **MILITARUM TEMPESTUS**; **OGRYN**; **RATLING**; **TECH-PRIEST ENGINEER**; **MINISTORUM PRIEST**.

HOST OF ASCENSION DETACHMENT

Primed and Readied Stratagem, CP cost

Change to '2CP'.

Return to the Shadows Stratagem, When and Target Sections

Change to:

'WHEN: End of your opponent's Fight phase.

TARGET: One **GENESTEALER CULTS INFANTRY** unit from your army that is not within Engagement Range of one or more enemy units.'

Tunnel Crawlers Stratagem, Effect Section

Change to:

'Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units.

Prowling Agitant Enhancement

Change to:

'**GENESTEALER CULTS** model only. In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".'

OUTLANDER CLAW DETACHMENT

Along Shadowed Trails Stratagem

Change to:

WHEN: Any phase, just after an enemy unit ends a move within 8" of one or more of your Cult Ambush markers. '

TARGET: Select one of those Cult Ambush markers.

EFFECT: You can set up that Cult Ambush marker anywhere on the battlefield that is more than 8" horizontally away from all enemy units.'

Rapid Feint Stratagem, Target Section

Change 9" to 8".

Rapid Takeover Detachment Rule

Change to:

'While a **GENESTEALER CULTS MOUNTED/VEHICLE** model from your army is not Battle-shocked, add 1 to its Objective Control characteristic. In addition, at the end of your Command phase, if one or more **ATALAN JACKALS** units from your army are within range of an **objective** you control, that **objective** remains under your control until your opponent's Level of Control over that objective marker is greater than yours at the end of a phase.'

XENOCREEP CONGREGATION DETACHMENT

The Downtrodden Rise Stratagem, When and Effect Sections

Change to:

'WHEN: End of your opponent's Movement phase.

EFFECT: Until the end of the phase, you can set up your unit on the battlefield without using a Cult Ambush marker. When doing so, set up your unit anywhere on the battlefield that is more than 6" horizontally away from all enemy units.'

Tireless Fervour Stratagem, Effect Section

Change to:

- 'If your unit made an **advance/fall-back move** this turn, that **advance/fall-back move** does not prevent your unit from being **eligible to declare a charge**.
- When your unit **declares a charge**, you can use this part of this **stratagem**. If you do:
 - Your unit can re-roll **charge rolls**.
 - Your unit must end that **charge move** **engaged** with an enemy unit **engaged** with a friendly **CHARACTER** unit.'

Deeds That Speak to the Masses Enhancement

Change to:

'**MAGUS, PRIMUS** or **ACOLYTE ICONWARD** model only. You start the battle with 2 additional Resurgence points.'

DATASHEETS

Biophagus, Clamavus, Locus, Nexos – Core Abilities Section

Remove 'Leader', add 'Support'.

Biophagus, Unit Composition, Wargear

Change to:

'**This model is equipped with:** autopistol; chemical vials; injector goad; alchemicus familiar.'

Acolyte Hybrids with Hand Flamers, Ranged Weapons

Change the Range characteristic of demolition charges to '8"'.

Acolyte Iconward, Summon the Cult Ability

Change 9" to 8".

Goliath Rockgrinder, Ranged Weapons

Change the Range characteristic of demolition charge cache to '8"'.

Goliath Truck, Ranged Weapons

Change the Range characteristic of demolition charge cache to '8"'.

Hybrid Metamorphs, Brood Surge Ability

Change to:

'In your opponent's Shooting phase, when an enemy unit has shot, if a model in this unit was **destroyed** as a result of those attacks, this unit can make a **surge move** of up to D6".'

Kelermorph, Hypersensory Abilities

Change to:

'Once per turn, in your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this model, if this model is not within Engagement Range of one or more enemy units, it can shoot at that unit as if it were your Shooting phase and then make a Normal move of up to D6" (it cannot embark within a Transport as part of this move).

Nexos, Abilities, Battlefield Analysis

Change to:

'Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP'

Primus, Cult Demagogue Ability

Change to:

'While this model is leading a unit, each time a model in that unit makes an attack, you can add 1 to the Hit roll.'

Reductus Saboteur

- **Demolition Charges:** Change Range characteristic to '8"'.
- **Planted Explosives Ability:** Change 9" to 8".

Sanctus

▪ Creeping Shadow Ability

Change to:

'If this model is equipped with a Cult Sniper Rifle, In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".'

▪ Cloaked Assassin Ability, Second Sentence

Change to:

'Enemy units cannot target this unit with **snap shooting** attacks.'

Goliath Rockgrinder, Goliath Truck – Keywords Section

Add '**FRAME**'.

FAQS

Q: If I include Kasrkin units in my army using the rules for Brood Brothers, can I use their Warrior Elite ability to select an Order for them in my Command phase?

A: Yes.

Q: When I set up a unit using the Cult Ambush army rule without using a Cult Ambush marker, can I target that unit with the Tunnel Crawlers Stratagem?

A: Yes.

Q: If one of my **CHARACTER** models is destroyed, do I need to have another **GENESTEALER CULTS CHARACTER** model on the battlefield or in Reserves to use the Vengeance for the Martyr! Stratagem?

A: Yes.

Q: Do I have to remove 'unused' Cult Ambush markers from the battlefield at the end of my opponent's next Movement phase?

A: No.

Q: If I have no units in Cult Ambush, do I have to remove any remaining Cult Ambush markers from the battlefield?

A: No.

Q: When setting up a unit using the Cult Ambush army rule, if my opponent has an ability that places restrictions on where my Reserves units can be set up (e.g. a Space Marine Infiltrator Squad's Omni-scramblers ability), do I have to meet those restrictions when setting up my unit (e.g. for Omni-scramblers, not within 12" of that Infiltrator Squad)?

A: Yes.

TECTONIC FRAGDRILL

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	11	3+	14	7+	0

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fragdrill	Melee	6	6+	12	-2	D6

FORTIFICATION

While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

ABILITIES

CORE: **Deadly Demise D3**

Tectonic Fragdrill: Friendly **GENESTEALER CULT INFANTRY** models can be set up or end any type of move on top of the floor sections of this **FORTIFICATION**.

Underground Egress: Each time one of your Cult Ambush markers is removed as the result of an enemy unit ending any kind of move within 8" of it, you can instead move that marker so that it is wholly within 8" of this **FORTIFICATION** and more than 8" horizontally away from all enemy units (if this is not possible, that marker is removed as normal).

Manufactorum Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

KEYWORDS: FORTIFICATION, VEHICLE, FRAME, TECTONIC FRAGDRILL



FACTION KEYWORDS:
GENESTEALER CULTS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tectonic Fragdrill

This model is equipped with: fragdrill.

KEYWORDS: FORTIFICATION, VEHICLE, FRAME, TECTONIC FRAGDRILL



FACTION KEYWORDS:
GENESTEALER CULTS