



GENESTEALER CULTS

FACTION PACK: VERSION 1.0

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

This is the first iteration of this Faction Pack, collecting pre-existing documents into one convenient place. The next time it is updated, this box will summarise what has been added or changed.

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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.

TARGET: One **GENESTEALER CULTS** unit from your army that has not declared a charge this phase.

EFFECT: Select one enemy unit within Engagement Range of one or more **TYRANIDS** units from your army. Until the end of the phase, each time your **GENESTEALER CULTS** unit declares a charge, if that enemy unit is one of the targets of that charge, add 1 to Charge rolls made for your unit and you can re-roll the Charge roll.

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

UPDATES & ERRATA

Page 69 – Cult Ambush Army Rule, first paragraph

Change to:

'If your Army Faction is **GENESTEALER CULTS**, each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is the first or second battle round. On a 5+, 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. Then 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). You can set up that unit on the battlefield using a Cult Ambush marker as described below or, if it has the Deep Strike ability, in the Reinforcements step of one of your Movement phases you can set up that unit anywhere on the battlefield that is more than 9" horizontally away from all enemy units.'

Page 78 – Brood Brother Auxilia Detachment, Brood Brothers section, 2nd paragraph

Change 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**.'

Page 79 – Regimental Reinforcements Stratagem, Effect

Change to:

'Roll one D6: on a 3+, 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) 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.'

Page 87 – Nexos, Abilities, Battlefield Analysis

Change to:

'**Battlefield Analysis**: 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.'

Page 89 – Biophagus, Unit Composition, equipment list

Change to:

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

Page 94, Hybrid Metamorphs, Abilities, Brood Surge, second paragraph

Change to:

'If, at the start of the battle, **no** model in this unit is equipped with a **hand flamer**, each time this unit makes a Brood Surge move, it can be moved up to 6" instead of up to D6". A unit cannot make a Brood Surge move while it is Battle-shocked.'

FAQS

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.

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: Can I use the Primus' Decoys and Misdirection ability if the Primus is embarked within a **TRANSPORT**?

A: No.

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: If an enemy unit is set up within 9" of one or more Cult Ambush markers, are those markers removed from the battlefield?

A: No.

TECTONIC FRAGDRILL

WARHAMMER LEGENDS

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



MELEE WEAPONS

Fragdrill

RANGE

Melee

A

6

WS

6+

S

12

AP

-2

D

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 9" of it, you can instead move that marker so that it is wholly within 9" of this **FORTIFICATION** and more than 9" 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, TECTONIC FRAGDRILL



FACTION KEYWORDS:
GENESTEALER CULTS

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Tectonic Fragdrill

This model is equipped with: fragdrill.

KEYWORDS: FORTIFICATION, VEHICLE, TECTONIC FRAGDRILL



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