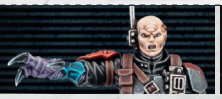
BROOD BROTHER COMMANDER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	8

	NAME	ATK	HIT	DMG	WR
	Bolt pistol	4	3+	3/4	Range 8"
	Drum-fed autogun	4	3+	2/3	Ceaseless
	Laspistol	4	3+	2/3	Range 8"
	Bayonet	3	3+	2/3	-
	Chainsword and claw	4	3+	4/5	Balanced, Rending
	Power weapon and claw	4	3+	4/6	Balanced, Lethal 5+

Coordinate: STRATEGIC GAMBIT if this operative is in the killzone. Select one enemy operative to gain one of your Crossfire tokens.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, LEADER, COMMANDER 25

BROOD BROTHER AGITATOR



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Shock maul	4	4+	4/4	Shock

Devoted: Once per turning point, when this operative is fighting or retaliating, in the Resolve Attack Dice step, you can ignore the damage inflicted on it from one normal success.

Psiren Caster: Whenever a friendly BROOD BROTHER operative is shooting against, fighting against or retaliating against an enemy operative within 6" of this operative, you can re-roll one of your attack dice.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, AGITATOR 25

BROOD BROTHER GUNNER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Flamer	4	2+	3/3	Range 8", Saturate, Torrent 2"
	Grenade launcher (frag)	4	4+	2/4	Blast 2"
	Grenade launcher (krak)	4	4+	4/5	Piercing 1
	Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
	Plasma gun (standard)	4	4+	4/6	Piercing 1
	Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
	Bayonet	3	4+	2/3	-

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, GUNNER 25

BROOD BROTHER ICONWARD



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

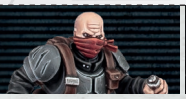
	NAME	ATK	HIT	DMG	WR
	Large knife	4	4+	3/5	-

Cult Icon: Whenever determining control of a marker within 4" of this operative, treat the total APL stat of friendly BROOD BROTHER operatives that contest it as 1 higher if at least one friendly BROOD BROTHER operative contests that marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.

Broodmind Devotion: Once per turning point, when a ready friendly BROOD BROTHER **BROODGUARD** operative is incapacitated while visible to and within 6" of this operative, you can use this rule. If you do, before that operative is removed from the killzone, it can perform a 1AP action for free (excluding **Fight** and **Explosives**), and you can change its order to do so. It's then removed from the killzone as normal. You cannot use this rule and the Medic! rule (see **MEDIC**) on the same operative at the same time.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, ICONWARD 25

BROOD BROTHER KNIFE FIGHTER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Poisoned fighting knives	4	3+	3/4	Ceaseless, Lethal 5+

Assassin: This operative can perform the **Charge** action while it has a Conceal order.

Counterattack: Whenever this operative is fighting or retaliating, whenever your opponent resolves a normal success, inflict 1 damage on the enemy operative in that sequence.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, KNIFE FIGHTER 25

BROOD BROTHER MEDIC



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-
Gene-needler	1	4+	5/7	Lethal 5+, Limited 1

Medic!: The first time during each turning point that another friendly BROOD BROTHER operative (excluding **PATRIARCH**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ▶

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, MEDIC 25

BROOD BROTHER MEDIC



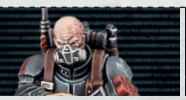
APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

MEDIKIT 1AP

▶ Select one friendly BROOD BROTHER operative (excluding **PATRIARCH**) within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the Medic! rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

BROOD BROTHER SAPPER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Demolition charge	4	3+	4/6	Range 3", Blast 2", Heavy (Reposition only), Limited 1, Piercing 1, Saturate
Bayonet	3	4+	2/3	-

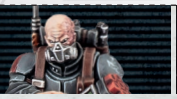
Final Defiance: If this operative is incapacitated, it can perform a free **Explosives** unique action before it's removed from the killzone.

Grenadier: This operative can use frag and krak grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever it's doing so, improve the Hit stat of that weapon by 1.

RULES CONTINUE ON OTHER SIDE ▶

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, SAPPER 25

BROOD BROTHER SAPPER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

EXPLOSIVES 1AP

- The first time this operative performs this action during the battle, place your Explosives marker within its control range. The second time this operative performs this action during the battle, inflict 2D6 damage on each operative within 2" of that marker (roll separately for each) unless Heavy terrain is wholly intervening between that operative and that marker.
- This operative cannot perform this action more than twice per battle, while within control range of an enemy operative, or during an activation in which it performed the **Charge**, **Dash** or **Fall Back** action (or vice versa).

BROOD BROTHER SNIPER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Sniper rifle (concealed)	4	2+	3/3	Devastating 3, Heavy, Silent, Concealed Position*
Sniper rifle (mobile)	4	3+	3/4	-
Sniper rifle (stationary)	4	2+	3/3	Devastating 3, Heavy
Fists	3	4+	2/3	-

***Concealed Position:** This operative can only use this weapon the first time it's performing the **Shoot** action during the battle.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, SNIPER 25

BROOD BROTHER TROOPER



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Lasgun	4	4+	2/3	-
Bayonet	3	4+	2/3	-

Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **BROOD BROTHER TROOPER** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal (in other words, you cannot activate more than two operatives in succession with this rule).

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, TROOPER 25

BROOD BROTHER VETERAN



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

NAME	ATK	HIT	DMG	WR
Combat shotgun (close range)	4	3+	4/4	Range 6"
Combat shotgun (long range)	4	5+	2/2	-
Bayonet & claw	3	4+	2/3	Balanced

Resilient: Normal Dmg of 3 or more inflicts 1 less damage on this operative.

Bodyguard: You can use the Unquestioning Loyalty firefight ploy for 0CP if this is the specified friendly **BROODGUARD** operative.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, VETERAN 25

BROOD BROTHER VOX-OPERATOR



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

	NAME	ATK	HIT	DMG	WR
	Lasgun	4	4+	2/3	-
	Bayonet	3	4+	2/3	-

SIGNAL 1AP

SUPPORT. Select one other friendly **BROOD BROTHER** **BROODGUARD** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ▶

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODGUARD, VOX-OPERATOR 25

BROOD BROTHER VOX-OPERATOR



APL	MOVE	SAVE	WOUNDS
2	6"	5+	7

JAM 1/2AP

Select one ready enemy operative that's a valid target for this operative, or visible to this operative instead if you spend 1 additional AP. Roll one D6. Until the end of the turning point, that enemy operative cannot be activated or perform actions until it's the last enemy operative to be activated, or until your opponent has completed the activation of a number of enemy operatives after this action equal to the result of the D6 (whichever comes first).

This operative cannot perform this action while within control range of an enemy operative or more than once per turning point.

MAGUS



APL	MOVE	SAVE	WOUNDS
3	6"	4+	9

	NAME	ATK	HIT	DMG	WR
	Autopistol	4	4+	2/3	Range 8"
	Bio dagger	2	4+	3/6	Lethal 4+
	Force stave	4	4+	4/6	**PSYCHIC**, Shock

Spiritual Leader: STRATEGIC GAMBIT if this operative is in the killzone. Select one of the following for friendly **BROOD BROTHER** operatives to have until the end of the turning point or until this operative is incapacitated (whichever comes first):

- Whenever an operative is shooting a friendly **BROOD BROTHER** operative, ignore the Piercing weapon rule.
- You can ignore any changes to friendly **BROOD BROTHER** operatives' stats from being injured (including their weapons' stats).
- You can ignore any changes to the APL stat of friendly **BROOD BROTHER** operatives.

RULES CONTINUE ON OTHER SIDE ▶

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODCOVEN, PSYKER, LEADER, MAGUS 32

MAGUS



APL	MOVE	SAVE	WOUNDS
3	6"	4+	9

TELEPATHIC OVERLOAD 1AP

PSYCHIC. Select one enemy operative that's a valid target for this operative. Until the end of that operative's next activation, subtract 1 from its APL stat.

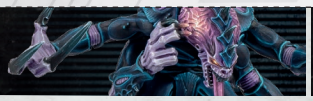
This operative cannot perform this action while within control range of an enemy operative.

MENTAL ONSLAUGHT 1AP

PSYCHIC. Select one enemy operative that's a valid target for this operative. Inflict 2 damage on it, or 4 damage instead if it's within 6" of this operative. Then roll one D6: if the result is higher than that enemy operative's APL stat, inflict an additional 2 damage on it, or 4 damage instead if it's within 6" of this operative. Keep rolling one D6 in this manner until you roll equal to or less than that enemy operative's APL stat, until it's incapacitated, or until you inflict 8 damage on it during this action (whichever comes first).

This operative cannot perform this action while within control range of an enemy operative.

PATRIARCH



APL	MOVE	SAVE	WOUNDS
4	6"	4+	21

	NAME	ATK	HIT	DMG	WR
	Claws	5	3+	5/6	Relentless, Rending

Alpha Predator: Whenever an operative is shooting this operative, ignore the Piercing weapon rule. You can activate this operative twice during the turning point as long as it has AP to spend (it stays ready while it can still be activated a second time). Per turning point, it cannot move more than 9" and you cannot spend more than 4AP in total for it.

Monster: This operative cannot use any weapons that aren't on its datacard, or perform unique actions (excluding **Into Shadow** and **Mind Control**). Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

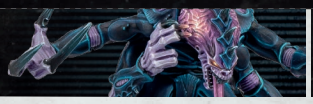
INTO SHADOW 1AP

- Change this operative's order.
- This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ▶

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODCOVEN, PSYKER, LEADER, PATRIARCH 50

PATRIARCH

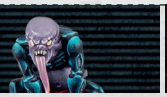


APL	MOVE	SAVE	WOUNDS
4	6"	4+	21

MIND CONTROL 2AP

- **PSYCHIC**. Select one enemy operative visible to and within 2" of this operative. Both players roll one D6 and add their respective operative's APL stat to their result. If your total is higher than your opponent's, you can resolve this action's second effect.
- Until the end of the activation, that enemy operative is a friendly operative (an enemy operative for your opponent), you can change its order, and it can immediately perform one free action. It cannot perform an action in which it moves other than **Dash** (in which case specify the location for your opponent to move the operative to). You can only resolve this action's second effect once per battle.
- This operative cannot perform this action while within control range of an enemy operative, unless the only enemy operative it's within control range of is selected for this action.

PSYCHIC FAMILIAR



APL	MOVE	SAVE	WOUNDS
2	6"	5+	3

	NAME	ATK	HIT	DMG	WR
	Claws	3	4+	2/3	Rending

Small: This operative cannot use any weapons that aren't on its datacard, or perform unique actions. Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2". This operative can perform the **Fall Back** action for 1 less AP.

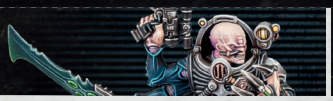
Group Activation: Whenever this operative is expended, you must then activate one other ready friendly **BROOD BROTHER PSYCHIC FAMILIAR** operative (if able) before your opponent activates. When that other operative is expended, your opponent then activates as normal.

Elusive: This operative can perform mission actions while within control range of an enemy operative (this takes precedence over those actions' normal conditions). It can move through enemy operatives, move within control range of them, and during the **Charge** action can leave their control range (it must still end the move following all requirements for that move).

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BROOD BROTHER, TYRANID, GENESTEALER CULT, PSYCHIC FAMILIAR 25

PRIMUS



APL	MOVE	SAVE	WOUNDS
3	6"	4+	9

	NAME	ATK	HIT	DMG	WR
	Scoped needle pistol (short range)	4	3+	2/4	Range 8", Lethal 5+, Silent
	Scoped needle pistol (long range)	4	3+	2/4	Silent
	Bonesword and toxin injector claw	5	3+	4/5	Lethal 5+, Rending

Fist of the Patriarch: This operative can either perform two **Shoot** or two **Fight** actions during its activation.

Mastermind: Once per turning point, after rolling off to determine initiative, if this operative is in the killzone, you can do one of the following (you cannot select each option more than once per battle):

- Add 1 to your dice result.
- If you didn't have initiative in the previous turning point, re-roll your dice.

CONSPIRE 1AP

- You gain 1CP.
- This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

BROOD BROTHER, TYRANID, GENESTEALER CULT, BROODCOVEN, LEADER, PRIMUS 32

BROOD BROTHERS KILL TEAM

ARCHETYPES: INFILTRATION, SECURITY

OPERATIVES

↘ 1 BROOD BROTHER **COMMANDER** operative with one of the following options:

- Bolt pistol; chainsword and claw
- Drum-fed autogun; bayonet
- Laspistol; power weapon and claw

↘ 9 BROOD BROTHER operatives selected from the following list:

- **AGITATOR**
- **GUNNER** with flamer and bayonet[1]
- **GUNNER** with grenade launcher and bayonet[1]
- **GUNNER** with meltagun and bayonet[1]
- **GUNNER** with plasma gun and bayonet[1]
- **ICONWARD**
- **KNIFE FIGHTER**
- **MEDIC**
- **SAPPER**
- **SNIPER**[1]
- **TROOPER**
- **VETERAN**
- **VOX-OPERATOR**

CONTINUES ON OTHER SIDE ▶

↘ 3 BROOD BROTHER operatives selected from the following list[3]:

- **2 PSYCHIC FAMILIAR** operatives (still counts as one selection)
- **MAGUS** (counts as two selections)[2]
- **PATRIARCH** (counts as three selections)[2]
- **PRIMUS** (counts as two selections)[2]
- **TROOPER**

Other than **TROOPER** operatives, your kill team can only include each option on this list once.

[1] You cannot select more than three of these operatives combined.

[2] Your kill team can only include up to one **BROODCOVEN** operative. If one of these operatives is selected for deployment, your **COMMANDER** operative loses the **LEADER** keyword for the battle.

[3] Up to three times, instead of selecting one of these operatives, you can select one BROOD BROTHER ploy to cost you 0CP for the battle. Note that 'counts as' selections still apply; for example, if you select a **PATRIARCH** operative, you could not do this.

BROOD BROTHER

FACTION RULE

CROSSFIRE

Combined with their advanced coordination skills, the professional training and high-grade weapons of Brood Brothers make them a deadly threat. With a sinister synchronicity born of the alien Broodmind that worms through their psyche, these soldiers are capable of a concentration of firepower or a harmonising of blows that is ferociously effective.

Whenever a friendly BROOD BROTHER operative is shooting against or fighting against an enemy operative, after resolving all of your attack dice, if that enemy operative isn't incapacitated it gains one of your Crossfire tokens.

Whenever a friendly BROOD BROTHER operative is shooting against, fighting against or retaliating against an enemy operative that has any of your Crossfire tokens, you can remove any of those tokens. For each that you do, you can re-roll one of your attack dice.

BROOD BROTHER

MARKER/TOKEN GUIDE


Crossfire tokens (Values 1 & 2)


Devoted token


Broodmind Devotion token


Mind Control token


Medic token


Demolition Charge token


Gene-needler token


Jam token


Explosives marker


Cult Talisman token

BROOD BROTHER
STRATEGY PLOY

PERVASIVE

The Genestealer Cult is omnipresent and all-pervading, infiltrating and attacking from dozens of locations at once.

During each friendly **BROOD BROTHER** operative's activation, you can ignore the first vertical distance of 2" they move during one climb up.

BROOD BROTHER
STRATEGY PLOY

UPRISING

Appearing at first to be allied troops, the Brood Brothers close in on their foes before revealing their treachery.

The first time each friendly **BROOD BROTHER** operative performs either the **Shoot** or **Fight** action during each of its activations, if its order was changed from Conceal to Engage at the start of that activation, the enemy operative selected as the valid target or to fight against gains one of your Crossfire tokens as soon as it's selected (instead of after resolving your attack dice). This ploy has no effect if that friendly operative was activated within control range of an enemy operative. Note this ploy cannot come into effect more than once per activation (you cannot use it during both the **Shoot** and **Fight** action in the same activation).

BROOD BROTHER
STRATEGY PLOY

EMBEDDED

Brood Brothers are intimately familiar with the battlefields upon which they fight, taking up positions that offer greatest protection from incoming fire.

Whenever an enemy operative is shooting a friendly **BROOD BROTHER** operative, if you can retain any cover saves as a result of Heavy terrain, you can retain one additional cover save.

BROOD BROTHER
STRATEGY PLOY

CULT DEVOTION

Such is their devotion to the Cult's cause that Brood Brothers will gladly trade their lives to land a telling blow upon their oppressors.

Whenever a friendly **BROOD BROTHER** operative (excluding **PATRIARCH**) is incapacitated while fighting or retaliating, if you have any unresolved successes, you can roll one D6: if the result is a success as if it were the Roll Attack Dice step of that sequence (i.e. using the same weapon, but with no re-rolls), you can strike the enemy operative in that sequence with one of your unresolved normal successes, or any of your successes instead if the D6 result is a critical success. In either case, that friendly operative is removed from the killzone afterwards.

BROOD BROTHER
FIREFIGHT PLOY

RUTHLESS COORDINATION

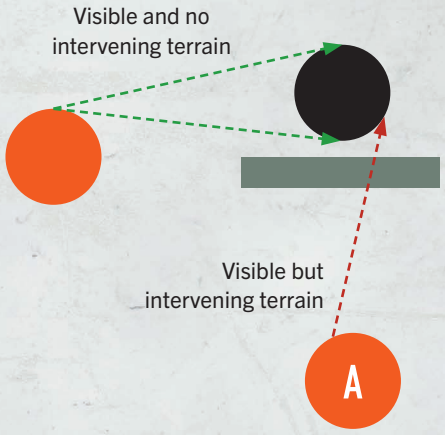
The Broodmind allows for incredibly precise communication and coordinated fire between the members of a Brood Brothers kill team.

Use this firefight ploy when selecting a valid target for a friendly **BROOD BROTHER** operative. Until the end of the action, determine visibility as normal, but you can instead determine intervening (for cover and obscured) from another friendly **BROOD BROTHER** operative that both that friendly operative and the potential valid target are visible to, but that isn't itself within control range of enemy operatives.

Note the friendly operative doesn't gain the additional benefits of Vantage terrain if the other friendly operative is on it (e.g. to target an enemy operative that has a Conceal order that's in cover provided only by Light terrain).

CONTINUES ON OTHER SIDE ▶

Selecting a valid target for operative A



BROOD BROTHER
FIREFIGHT PLOY

UNQUESTIONING LOYALTY

The Cult's rigid hierarchy is reinforced by military training. Lower ranking Brood Brothers will stand in the way of bullets or blades to protect their leaders.

Use this firefight ploy when a friendly **BROOD BROTHER** **LEADER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **BROOD BROTHER** **BROODGUARD** operative (excluding **LEADER**) visible to and within 3" of that **LEADER** operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

BROOD BROTHER
FIREFIGHT PLOY

IDOLISATION

The Cult's leaders use the psionic power of the Broodmind to provide powerful inspiration to their followers.

Use this firefight ploy when a friendly **BROOD BROTHER** operative (excluding **LEADER**) within 6" of a friendly **BROOD BROTHER** **LEADER** or **BROOD BROTHER** **ICONWARD** operative is shooting, fighting or retaliating, in the Roll Attack Dice step. You can retain one of your fails as a normal success instead of discarding it, or retain one of your normal successes as a critical success instead.

BROOD BROTHER
FIREFIGHT PLOY

INSIDIOUS

Brood Brothers rely upon ambush and surprise to defeat their enemies, retreating and repositioning as required.

Use this firefight ploy after an activation. Before the next activation, one friendly **BROOD BROTHER** operative can perform a free **Dash** action, as long as it's not a valid target for enemy operatives when it starts and ends that action. You cannot use this ploy during the first turning point.

BROOD BROTHER
FACTION EQUIPMENT

CULT TALISMAN

The Cult places great importance on trinkets and talismans infused with the Patriarch's power. These items are believed to offer protection to the bearer.

Once per turning point, when an operative is shooting a friendly **BROOD BROTHER** operative (excluding **PATRIARCH**), in the Roll Defence Dice step, you can retain one of your normal successes as a critical success instead.

BROOD BROTHER
FACTION EQUIPMENT

COVERT GUISES

Brood Brothers are able to pass as Human long enough to close upon their unsuspecting enemies.

After revealing this equipment option, roll one D3. As a **STRATEGIC GAMBIT** in the first turning point, a number of friendly **BROOD BROTHER** **BROODGUARD** operatives equal to the result that are wholly within your drop zone can immediately perform a free **Reposition** action, but must end that move wholly within 3" of your drop zone.

BROOD BROTHER
FACTION EQUIPMENT

CULT KNIVES

Brood Brothers wield an array of nonstandard weapons, including various knives decorated with xenocult iconography.

Friendly **BROOD BROTHER** **BROODGUARD** operatives have the following melee weapon:

NAME	ATK	HIT	DMG
Cult knife	3	4+	3/4

BROOD BROTHER
FACTION EQUIPMENT

LOOKOUT

The Brood Brothers' keen eyes pick out encroaching foes and mark them for annihilation.

STRATEGIC GAMBIT. Select one enemy operative visible to a friendly **BROOD BROTHER** operative to gain one of your Crossfire tokens.

NOTES:

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BROOD BROTHERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in blue, while amended text for balance updates are shown in magenta.

VOX-OPERATOR OPERATIVE, JAM ACTION

Relevant part of third sentence of effect changed to read:
'[...], or until your opponent has completed the activation of a number of enemy operatives after this action equal to the result of the D6 (whichever comes first).'

Condition changed to read:
'This operative cannot perform this action while within control range of an enemy operative or more than once per turning point.'

PREVIOUS ERRATAS

STRATEGY PLOYS, PERVASIVE

Changed to read:
'During each friendly **BROOD BROTHER** operative's activation, you can ignore the first vertical distance of 2" they move during one climb up.'

FIREFIGHT PLOYS, UNQUESTIONING LOYALTY

Additional text added to end of first paragraph:
'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

FIREFIGHT PLOYS, INSIDIOUS

Additional text added to end of paragraph:
'You cannot use this ploy during the first turning point.'

ALL OPERATIVES

'**TYRANID**' keyword added.

COMMANDER OPERATIVE, COORDINATE RULE

First sentence changed to read:
'**STRATEGIC GAMBIT** if this operative is in the killzone.'

ICONWARD OPERATIVE, BROODMIND DEVOTION RULE

First two sentences changed to read:
'Once per turning point, when a ready friendly **BROOD BROTHER BROODGUARD** operative is incapacitated while visible to and within 6" of this operative, you can use this rule. If you do, before that operative is removed from the killzone, it can perform a 1AP action for free (excluding **Fight** and **Explosives** ~~**Mind Control**~~), and you can change its order to do so.'

ICONWARD OPERATIVE, CULT ICON RULE

Relevant part of first sentence changed to read:
'Whenever determining control of a marker within 4" of this operative, [...]'

MAGUS OPERATIVE, SPIRITUAL LEADER RULE

First sentence changed to read:
'**STRATEGIC GAMBIT** if this operative is in the killzone. Select one of the following for friendly **BROOD BROTHER** operatives to have until the end of the turning point or until this operative is incapacitated (whichever comes first):'

MAGUS OPERATIVE, TELEPATHIC OVERLOAD ACTION

Relevant part of effect changed to read:
'**PSYCHIC**. Select one enemy operative that's a valid target for this operative. Until the end of that operative's activation, subtract 1 from its APL stat.'

MEDIC OPERATIVE, MEDIC! RULE

Changed to read:
'The first time during each turning point that another friendly **BROOD BROTHER** operative (excluding **PATRIARCH**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can ~~then~~ immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

PRIMUS OPERATIVE, MASTERMIND RULE

Relevant part of first sentence changed to read:
', you can do one of the following (you cannot select each option more than once per battle):'

PSYCHIC FAMILIAR OPERATIVE, SMALL RULE

Second sentence changed to read:
'Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *How does the Ruthless Coordination firefight ploy interact with an enemy* **WOLF SCOUT** *operative that's obscured by the* **RUNE PRIEST SKJALD** *operative's* **Call the Storm** *action, when the other friendly* **BROOD BROTHER** *operative that intervening is determined from is within 3" of that enemy operative?*

A: That **WOLF SCOUT** operative is not obscured by **Call the Storm** in this scenario.

Q: *If my operative isn't injured at the start of the action and then is incapacitated, when rolling a D6 for the Cult Devotion strategy ploy, do I worsen the Hit stat of the weapon by 1 as a result of being injured?*

A: No, as an operative's stats don't change during an action.

Q: *How does the Ruthless Coordination firefight ploy interact with an enemy operative that's wholly within an area of smoke, when the friendly operative that intervening is determined from is within 2" of that enemy operative?*

A: Smoke grenades and similar rules (e.g. **MANDRAKE** **Weave Darkness**) have no effect in this scenario.

BROOD BROTHER OPERATIVES

The soldiers known as Brood Brothers are xenos-infected turncoat soldiers who secretly serve the Genestealer Cults. Concealing themselves within Imperial military formations, they await the moment to rise up and use their combat experience and weapons training to aid the Cult's rise to power.

BROOD BROTHER COMMANDER

Skilled in tactical coordination, these highly experienced combatants are calm and competent leaders who serve their Cult by directing elite squads of xenos-tainted soldiers, humbly ceding authority only to a greater agent of the Star Children.

BROOD BROTHER AGITATOR

Agitators preach the word of their Cult with zealous devotion. The psiren casters they carry emit an excruciating chittering – an amplification of the Broodmind – which the faithful hear as glorious hymnals or angelic silence, but causes neural disruption in the foe.

BROOD BROTHER GUNNER

Trained in the maintenance and operation of specialist weaponry, Gunners joyously turn searing jets of flame, blinding plasma, thermal beams or explosive shells on the Cult's foes, providing tactical support against the heavily armoured faithless.

BROOD BROTHER ICONWARD

Guardianship of an icon of the Cult is an honour granted only to those who have proved themselves. Such icons act as psycho-resonant nodes, projecting the Broodmind wherever its sinister will is most needed, and ensuring the Patriarch's eyes are always upon its children.

BROOD BROTHER KNIFE FIGHTER

Knife Fighters are stealthy assassins who use their heightened sensory perception and unsettlingly precise movements to creep unnoticed towards their target. Like stalking arachnoids, they nimbly close the distance before striking with blades coated in alien toxins.

BROOD BROTHER MEDIC

Medics perform combat surgery to keep their elite squadmates fit to serve the will of the Broodmind. What professional compassion they show to their brothers and sisters is at stark odds with the vicious injections of xenos bio-gruel they stab into foes that get too close.

BROOD BROTHER SAPPER

These operatives are highly skilled grenadiers and combat engineers. Equipped with a large variety of explosive charges, Sappers efficiently demolish threats or obstacles to the squad's mission, whether they be a sealed vault door, enemy bunker or heavy weapons nest.

BROOD BROTHER SNIPER

Snipers are expert marksmen that employ personally maintained rifles, which can eliminate high priority targets from long distances. These Cult soldiers often carry hand-crafted rounds for specific quarry, including slivers of frozen xenos genetic material.

BROOD BROTHER TROOPER

Troopers are the backbone of Brood Brother squads. Selected for their martial skills and humble selflessness in the furtherance of the Patriarch's will, these Cult soldiers are professional killers whose concentrated firepower has felled many an oppressor.

BROOD BROTHER VETERAN

Veterans are grizzled warriors whose xenos-tainted genes and long battlefield experience have honed them into hardened survivors. Their skills make them ideal guardians for Cult leaders, fervently blasting attackers away with their brutal shotguns.



BROOD BROTHER VOX-OPERATOR

These operatives use their heavy comms equipment to transmit and receive detailed coordinates and ciphers by which to outmanoeuvre the oppressor. They also warn of enemy movements, call in lurking guerrilla auxiliaries and jam the foe's own signals.

PSYCHIC FAMILIAR

Coalesced from the psionic shadow that gathers around a Patriarch or Magus, Psychic Familiars are diminutive xenoforms that serve as spies, messengers and extensions of their master's will. They are elusive and nimble, and gouge with their iron talons when threatened.

MAGUS

Maguses are the psychically gifted high priests of a Genestealer Cult. They possess supernatural charisma and use their telepathic powers to enforce the Patriarch's will, as well as shield their underlings from the most esoteric attacks.

PATRIARCH

At the centre of every Genestealer Cult infestation is a Patriarch: the sire of an entire dynasty of xenos hybrids and a focus of the Cult's adoration. They are leering nightmares of talons and fangs, with a hypnotic psychic will through which they can dominate the weak-willed.

PRIMUS

A Primus is a strategic mastermind, serving a Cult's Patriarch as a bombastic marshal that helps to plot and militarise the uprising. Using a sentient sword and a needle pistol that fires toxins distilled from their own blood, they are also a deadly Cult champion.

BROOD BROTHERS KILL TEAM

Below you will find a list of the operatives that make up a **BROOD BROTHER** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **BROOD BROTHER** **COMMANDER** operative with one of the following options:
  - Bolt pistol; chainsword & claw
  - Drum-fed autogun; bayonet
  - Laspistol; power weapon & claw
- 3 **BROOD BROTHER** operatives selected from the following list[3]:
  - **2 PSYCHIC FAMILIAR** operatives (still counts as one selection)
  - **MAGUS** (counts as two selections)[2]
  - **PATRIARCH** (counts as three selections)[2]
  - **PRIMUS** (counts as two selections)[2]
  - **TROOPER**
- 9 **BROOD BROTHER** operatives selected from the following list:
  - **AGITATOR**
  - **GUNNER** with flamer and bayonet[1]
  - **GUNNER** with grenade launcher and bayonet[1]
  - **GUNNER** with meltagun and bayonet[1]
  - **GUNNER** with plasma gun and bayonet[1]
  - **ICONWARD**
  - **KNIFE FIGHTER**
  - **MEDIC**
  - **SAPPER**
  - **SNIPER**[1]
  - **TROOPER**
  - **VETERAN**
  - **VOX-OPERATOR**

Other than **TROOPER** operatives, your kill team can only include each option on this list once.

[1] You cannot select more than three of these operatives combined.

[2] Your kill team can only include up to one **BROODCOVEN** operative. If one of these operatives is selected for deployment, your **COMMANDER** operative loses the **LEADER** keyword for the battle.

[3] Up to three times, instead of selecting one of these operatives, you can select one **BROOD BROTHER** ploy to cost you 0CP for the battle. Note that 'counts as' selections still apply; for example, if you select a **PATRIARCH** operative, you could not do this.

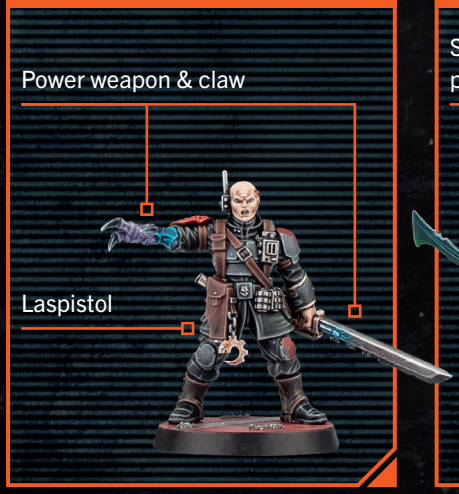
ARCHETYPES

INFILTRATION

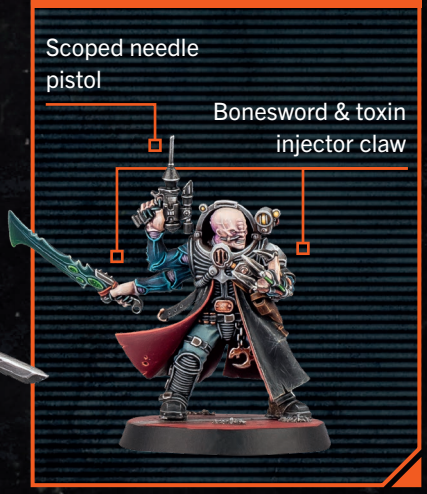
SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

COMMANDER



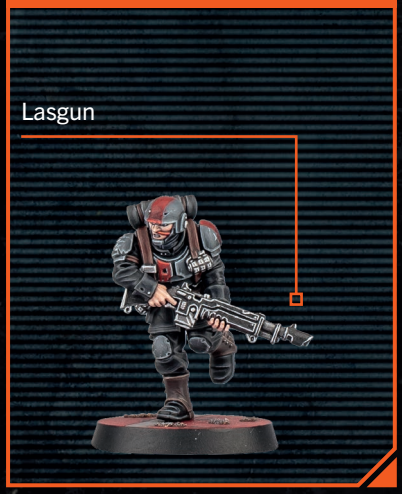
PRIMUS



MAGUS



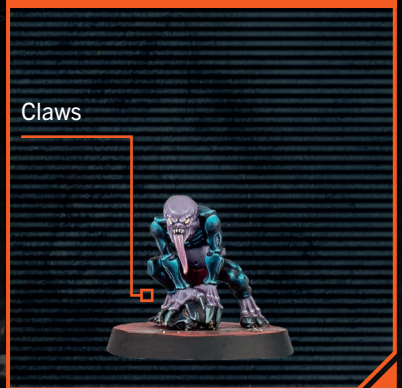
TROOPER



PATRIARCH



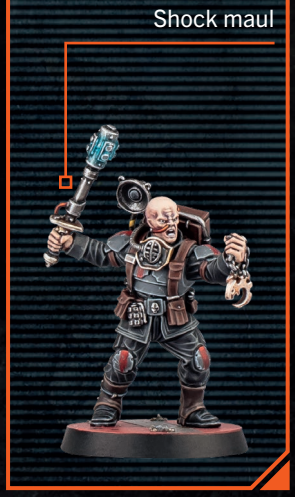
PSYCHIC FAMILIAR



'THESE TAKERS, THESE POLLUTERS, THESE HARVESTERS – THESE TECH-PRIESTS! THEY HAVE DARED PILLAGE A WORLD CHOSEN BY THE STAR CHILDREN. YOUR LIVES MEAN NOTHING TO THEM. BUT THE STAR CHILDREN CARE FOR THEIR CHOSEN. CAST OFF THE SHACKLES OF THESE FALSE PRIESTS AND LET US BEGIN A NEW EPOCH OF DIVINITY!'

- Soreniska von Dammert, Magus of the Cult of the Chittering Verse

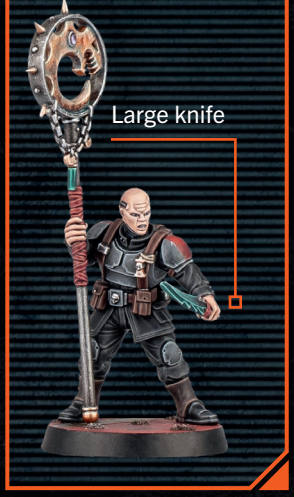
AGITATOR



GUNNER



ICONWARD



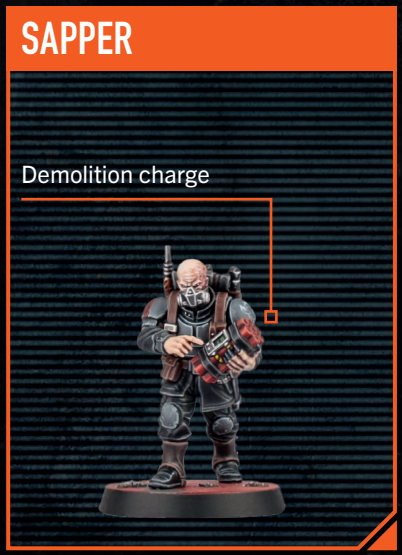
KNIFE FIGHTER



MEDIC



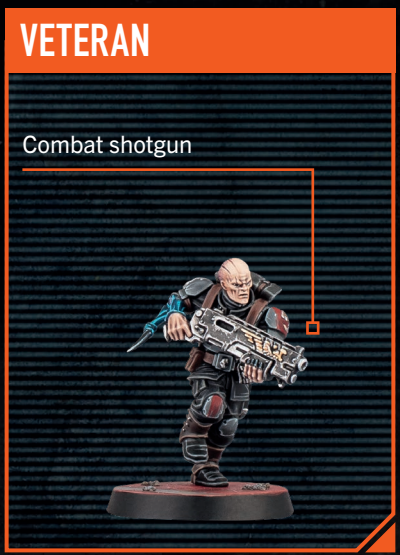
SAPPER



SNIPER



VETERAN



VOX-OPERATOR

