

NETEPIC 5.2 ARMY BOOK

Genestealer Cults

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Genestealer Cults

Background

A single Purestrain Genestealer is all that it takes. One single 'Stealer that finds its way into contact with an intelligent and social race is all it takes, making humans the most ideal and most common victims. The 'Stealer is able to hypnotize his victim, paralysing him and rooting him to the spot. From there, the Genestealer corrupts the hosts genetic structure, by the use of an ovipositor located in his tongue, in a grim parody known as the Genestealers Kiss. Often the victim will remember nothing except for nightmares of powerful claws and deep eyes. However, in a short time, the victim finds that he has a strong desire to mate and to produce offspring. When this happens, the first born is hideously deformed, possessing at least an extra arm ending in a large claw, a bulbous head, a purple tint to the skin, a dislike and lack of ability to understand the simplest technology and other symptoms. It is a first generation Genestealer Hybrid. A parental nature is a very strong thing, and this is reinforced by the Genestealers corruption and the hybrids latent psychic ability, and so the infant is protected and looked after. He also has the hypnotic ability of the Purestrain, and so the social infection continues and spreads, with each hybrid generation the offspring become more like the host species and by the third or fourth generation they reproduce as normal and do not have to use their Ovipositor. There are four generations of Hybrid, the fourth being almost indistinguishable from a normal human. Any subsequent offspring of a fourth generation hybrid can be hybrid, a normal member of the host species, or in extremely rare circumstances a Purestrain Genestealer.

A Purestrain Genestealer has a very strong, bestial presence in the Warp, and this is what counts for its hypnotic ability, and so they are all latent psychics. However, with subsequent generations of hybrids, when the strength of the Purestrains presence becomes tempered by the subtlety and control of another actively psychic species, the potential for full psychic powers becomes greater. In this way, a Genestealer Cult becomes more likely to produce and attract psykers as it matures. Additionally, all direct members of the cult - those who are hybrid offspring and those who have been genetically tainted by a Genestealer - share a psychic link in the form of a brood telepathy, allowing the will and wishes of the Genestealers to be passed onto other members.

When the fourth generation hybrids come into existence, the cycle is complete. One of the fourth generations becomes the Magus, a charismatic individual able to conduct business and to understand the society in which the cult is embedded as well as being a powerful psyker, while the original Purestrain grows in size and psychic stature to become the Patriarch - the real cult leader. Imperial scholars have conjectured that if the original Purestrain corrupts ten humans (a very conservative estimate indeed, with numbers more likely to be around 50 or 60), and each of those ten resulting Hybrids infect ten and so on down the line, there will be over eleven thousand one hundred Genestealers by the fourth generation, in addition to the human parents, relatives, enthralled, sympathisers and other cult members. This is what makes Genestealers so very dangerous.

Initially, the cult seems fairly innocent, and certainly one of the more benign and peaceful possibilities that planetary governors should worry about. The cult promotes family values and respect for ones elders. The members are humble, shunning complex and expensive technology and dress in simple robes which hide them almost completely. Often, the only way that a cult is recognised is by the large, dark cars which no-one ever sees inside of. As the cult matures, it uses any method possible to grow in size and strength. Often, members will turn to Chaos in an attempt to gain power, making pacts with Daemons and other cultists. The cult also attracts the dregs of society. Those abandoned by the system find a home and a family within the walls of the cult, and so it becomes a haven for mutants and psykers of all types. Even its own members are often ignorant of the real purpose and beings behind the Inner Circle of the cult, and innocent people looking for guidance, as well as the relatives of Hybrid generations, frequent the building.

And then, when the cult reaches maturity, it turns on the society in which it is situated. By then, it is often too late. Large sections of the population are connected and support the cult, including the planetary defence forces, and Genestealers emerge in vast numbers. The society almost literally explodes, and is torn apart by civil wars, with the authorities never knowing exactly who is on the side of the rebels. External forces, such as the Adeptus Astartes, are sent, or the planet may be Virus bombed from Orbit, if the uprising is caught quickly enough. Genestealers are sent out in ships, with Hybrids and Brood Brother cultist to care for them and set autoguidance systems in the star ships (which are unintelligible to the Purestrains) before these devotees die. A Purestrain Genestealer does not breathe, it does not age or die of natural causes, it can wait forever, until a new host is found and the cycle starts again on another planet.

ARMY COMPOSITION

The Genestealer Cult is a variation on the existing PDF list included in the NetEpic 5.0 Adaptus Militaris army book. It is a codex list. As the Genestealer Cult may be a prelude to full scale Tyranid invasion, up to 25% of your army may come from the Tyranid list. Allies must as usual follow their particular constructions rules.

Codex	At least 75% of your points from	Up to 25% into...
Genestealer Cult	This list and the PDF list.	The Tyranid List

A Genestealer Cult army must always include one (and only one) Genestealer Patriarch (free card) and at least one Genestealer Coven. The Genestealer Patriarch is considered the equivalent to a regimental command. This free card counts as a company card.

The Genestealer Cult does not get the normal PDF advantages of free defenses for company cards or the ability to re-arrange terrain.

The following PDF units are not available to the Genestealer Cult:

Grey Knights, Inquisitor, Ordo-Malleus Inquisitor, Commissar, Regimental Command, Battalion Command.

The additional Genestealer Cult army cards may only attach support from this list. Any PDF army cards taken may only attach support or special cards from the PDF list, unless their CHQ stands have been replaced with Hybrid CHQ stands. In this case Infantry support cards from the Cultist list may be attached.

Optional Rule: Chaos as Allies

The original Genestealer Cults were often aligned with a particular Chaos power. The cult used the compact with Chaos to extend its influence. A Genestealer Cult army may include allies from and one Chaos power. Up to 25% of your points can be put into one Chaos Power list. The allied contingent must follow their normal construction rules.

SPECIAL RULES

The Chain of Command Rule

The Genestealer Cult follows the normal chain of command rules that apply to the PDF.

There's something not quite right here!

Each PDF company card may be bought at the standard points cost, but will have a morale value one lower than normal. This represents companies that have not been infiltrated. These troops are uneasy, but don't know exactly what's wrong.

Alternatively, any company with Tactical CHQ stands may replace them with Hybrid CHQ stands at a cost of 25 points (per company, not stand). The company retains its normal morale value, and in addition gains the same morale re-roll ability as a Penal Legion.

Sample Army: The Patriarch Strikes

Army Card	Cost	Notes
1) The Patriarch	Free	Mandatory
Special: Zoats	200	
2) Genestealer Coven	700	Mandatory
Special: Magus	100	
Support: Cultists	200	
3) Mammoth Company	750	
Special: Shadowsword	225	
4) Earthshaker Company	450	
+ Hybrid CHQ	+25	
Special: Sanctioned Psyker	75	
Support: Sentinel Squad	150	
5) The Converted	600	
+ Truck Bomb x2	100	
6) Light Artillery	250	
+ Hybrid CHQ	+25	
Special: Cyborg Berserkers	150	
Total	4000	

UNIT DESCRIPTIONS

INFANTRY

Zoat: A Genestealer infection can sometimes start with a reconnaissance by an advance party of Zoat. These highly intelligent clients of the Tyranids are Independent.

Purestrain Genestealer: The Purestrain Genestealers are formidable creatures in close combat and their independence make them highly useful to the Patriarch.

Genestealer Hybrid: The first and second generation hybrids retain much of the combat ability of their purestrain progenitors and make up the foot soldiers of the coven. The third and fourth generation hybrids are generally used to infiltrate key facilities and replace those in key positions. First, second and third generation Genestealer Hybrids are treated the same for game purposes.

Hybrid CHQ: The third generation hybrids usually assume much of the lower level command roles once the Cult surfaces. A Hybrid CHQ is used to replace a Tactical CHQ in PDF companies, granting the company its' normal morale value. In addition, if any detachment of that company fails any morale roll, remove one stand and re-take the morale check. Continue this process until you make the morale check, or the detachment is wiped out.

Magus: The fourth generation hybrids, known as Magus, maintain psychic links with the Patriarch and act as synapse nodes, directing the lesser hybrids and cultists. Magus have some limited Psychic ability, and their powers also grant them a 4+ save against psychic attacks. The Magus may use one psychic power per turn from the following:

Psychic Scream: For each non-Genestealer psyker within 25cms roll a D6. On a 5+ the psyker is stunned and may take no action for the remainder of the turn. Any ongoing psychic powers are disrupted immediately.

Harden resolve: Target any unit on fall-back orders within 50cms. That unit may make a rally attempt at +2 to the die roll. However, if the unit fails this morale check, it immediately routs.

Tear: Select one stand/unit within 25cm of the Magus (no LoS required) which must make its' psychic save or take a single hit at -3 TSM. Shielded units are unaffected, however units with a hit location template and no shields that fail their psychic save take a hit on the Head or Bridge location as above.

A Magus is a command, HQ and Elite unit. They may create an exception to the normal chain of command rule. A Magus may join any detachment and as long as they stay within coherency that unit may be given orders normally (as per a Commissar).

WALKERS

Genestealer Patriarch: The Patriarch is the leader of the Coven and guides all the activities of the Cult. The Patriarch may act as a CHQ for chain of command purposes. Further, all companies commanded by Hybrid CHQ have a command radius of 35cms. If the Patriarch is ever killed however, any companies lead by a Hybrid CHQ may not be given orders on the following turn.

The Genestealer Patriarch is a command and HQ unit, and a psyker. The Patriarch has 3 wounds and regenerates. He has a 3+ psychic save. Once per turn the Patriarch may use one of the following psychic powers:

Psychic Scream: For each non-Genestealer psyker within 40cms roll a D6. On a 4-5 the psyker is stunned and may take no action for the remainder of the turn. Any ongoing psychic powers are disrupted immediately. On a roll of 6, the psyker is destroyed. No psychic save is allowed.

Charisma: Target any one enemy unit/detachment within 25cms. The target must make a morale check at -1. If the check is failed, the Cult player may immediately take a normal action with that unit as if it were his own, ignoring its' current orders. The Patriarch may elect to maintain control of the unit in subsequent turns but can use no other psychic power while it does so. If the Patriarch does not maintain control of the detachment, control reverts to the owner in the end phase.

Rend: All stands/units in base contact with the Patriarch must make a psychic save or take a single hit at -5 TSM. Units with a hit location template that fail any psychic save take a hit on the Head or Bridge location as above.

VEHICLES

Coven Limousine: During the early expansion phase, the Coven needs a means of transportation that can keep their "unique" physical attributes out of the public eye. To this end, the Coven makes extensive use of specially customised limousines. They have uprated engines, 6x6 drive for off-road performance, considerable appliqué armour and a basic conversion field. Their blacked out windows allow the Hybrids and Patriarch to travel around under the very noses of the Planetary Defense Force until it is too late.

Trucks: For most PDF, armored personnel carriers are a luxury that is not affordable. The venerable Truck is the standard battlefield transport.

Truck Bombs: During the final stages of the Cult-lead insurrection, much use is made of truck bombs to take out key command and control facilities. They are also used once open battle is joined.

A Truck Bomb can be set off at any stage during the First Fire or Advance Fire segments. This counts as an activation for the owning player. Once declared, place the large 12cm diameter template centered on the truck, and then place the smaller 6cm diameter template on this, again centered on the model. Everything at least half covered by the 12cm template is hit on a 4+ with a -1TSM. Further, if any structures

are at least touched by the smaller template, they must make a saving throw at -3TSM to avoid being damaged.

A Truck Bomb is purchased as an upgrade to a Company or Detachment card containing Trucks. For each Truck Bomb upgrade purchased one of the trucks in that unit becomes a Bomb, losing its transport capacity. The owning player may nominate any of the trucks in that unit when it is time to detonate the bomb. The destroyed truck counts against the unit break point.

Army Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Genestealer Coven	Magus + Coven Limo 1 Genestealer Brood 1 Hybrid Brood 1 Hybrid Support Brood	9	2	7	700
Hybrid Coven	Magus + Coven Limo 3 Flying Squad detachments	15	2	7	700
The Converted	Magus + Coven Limo 2 Motorised Platoons	16	3	6	600

Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Genestealer Brood	5 Genestealer stands	3	-	2	150
Hybrid Brood	6 Hybrid stands	3	2	2	150
Flying Squad	6 Hybrid stands + 3 Coven Limousines	5	2	2	200
Hybrid Support Brood	6 Hybrid Support stands	3	2	3	300
Cultist	10 stands of Cultists	5	3	2	200
Motorised Platoon	10 Stands of Cultists 5 Trucks	8	3	3	250
Hybrid CHQ	<i>Replaces Tactical CHQ in PDF companies</i>				+25
Vehicles					
Coven Limos	3 Coven limousines	2	2	1	50
Trucks	5 Trucks	3	4	1	50
Truck Bomb	See rules				+50

Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
The Patriarch	1 Genestealer Patriarch, 1 Magus, 2 Hybrid stands	Stand	-	5	FREE
Magus	Magus stand + coven limousine	Stand	-	2	100
Zoats	5 Zoaat stands	3	-	2	200

