

NetEPIC 5.2 Army Book  
Genestealer Cults  
Version of January 17th, 2009

- @ : Combine barrage points from all battery

<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
  - SB : Standard Barrage, 6cm diameter circle
  - LB : Large Barrage, 12cm diameter circle
  - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

## Genestealer Coven

Genestealer Cults

Magus  
Coven Limousine

Genestealer Brood

5 Genestealer stands

Hybrid Brood

6 Hybrid stands

Hybrid Support Brood

6 Hybrid Support stands

Cost : 700

Magus *Infantry (1)*

Move : 10cm	Save : - CAF : +1
Laspistol	25cm 1d 4+ (0)

Command, HQ, Elite, 4+ *Psychic Save*, *Psyker*, may join a detachment and bypass chain of command

Coven Limousine *Vehicle (3)*

Move : 20cm	Save : 5+/6+f CAF : +0
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Transport 2, PD(1)

Genestealer (purestrain) *Infantry (1)*

Move : 15cm	Save : - CAF : +6
Weapon	Range Shoot
Claws	- -

Independent

Genestealer Hybrid *Infantry (1)*

Move : 10cm	Save : - CAF : +3
Weapon	Range Shoot
Pistol	25cm 1d 5+ (0)

Infiltrate

Hybrid Support *Infantry (1)*

Move : 10cm	Save : - CAF : +1
Weapon	Range Shoot
Heavy Weapon	75cm 1d 5+ (-1)

Break : 9 Morale : 2

Victory Points : 7

Magus *Infantry (1)*

Move : 10cm	Save : - CAF : +1
Laspistol	25cm 1d 4+ (0)

Command, HQ, Elite, 4+ *Psychic Save*, *Psyker*, may join a detachment and bypass chain of command

Genestealer Hybrid *Infantry (1)*

Move : 10cm	Save : - CAF : +3
Weapon	Range Shoot
Pistol	25cm 1d 5+ (0)

Infiltrate

Coven Limousine *Vehicle (3)*

Move : 20cm	Save : 5+/6+f CAF : +0
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Transport 2, PD(1)

Break : 15 Morale : 2

Victory Points : 7

## The Converted

Genestealer Cults

Magus  
Coven Limousine

Motorised Platoon

10 stands of Cultists  
5 Trucks

Motorised Platoon

10 stands of Cultists  
5 Trucks

Cost : 600

Magus

Move : 10cm	Save : - CAF : +1
Laspistol	25cm 1d 4+ (0)

Command, HQ, Elite, 4+ *Psychic Save*, *Psyker*, may join a detachment and bypass chain of command

Coven Limousine

Move : 20cm	Save : 5+/6+f CAF : +0
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Transport 2, PD(1)

Cultist

Move : 10cm	Save : - CAF : +0
Weapon	Range Shoot
Various	50cm 1d 5+ (0)

Infantry (1)

Truck

Move : 20cm	Save : 6+ CAF : +0
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Transport 2, OTV

Vehicle (3)

Break : 16 Morale : 3

Victory Points : 6

Genestealer Patriarch *Infantry (1)*

Move : 15cm	Save : 2+ CAF : +8
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Command, HQ, Fear, 3 Wounds, Regeneration, 3+ *Psychic Save*, *Special*, *Psyker*

Magus *Infantry (1)*

Move : 10cm	Save : - CAF : +1
Laspistol	25cm 1d 4+ (0)

Command, HQ, Elite, 4+ *Psychic Save*, *Special*

1) **Psychic Scream:** 25cm range. Stuns a psyker on 5+ (cannot play, powers canceled).

2) **Harden resolve:** 50cm range. A rally at temp at +2, but unit routs if failed.

3) **Tear:** 25cm range, no LoS. One hit at -3 TSM (on Head or Bridge). Save allowed. Shielded units are unaffected.

Genestealer Hybrid *Infantry (1)*

Move : 10cm	Save : - CAF : +3
Pistol	25cm 1d 5+ (0)

Infiltrate

1) **Psychic Scream:** 40cm range. Stuns a psyker on a roll of 4-5, kills him on 6. No Save.

2) **Charisma:** 25cm range. Take control of a unit if it fails a morale check at -1. Current orders ignored. Keeping control forbids other psychic power. Control reverts in End Phase.

3) **Render:** Units in contact take a hit at -5 TSM (on Head or Bridge). Save allowed.

Break : Model Morale : -

Victory Points : 5

## The Patriarch

Genestealer Cults

Genestealer Patriarch  
Magus

2 Hybrid stands

Cost : Free

# Magus

Genestealer Cults

Magus  
Coven Limousine

Cost : 100

# Zoats

Genestealer Cults

5 Zoaat stands

Cost : 200

## Magus

Infantry (1)

Move : 10cm	Save : -	CAF : +1
Laspistol	25cm	1d 4+ (0)

Command, HQ, Elite, 4+ Psychic Save, Psyker, may join a detachment and bypass chain of command

## Coven Limousine

Vehicle (3)

Move : 20cm	Save : 5+/6+f	CAF : +0
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Transport 2, PD(1)

- 1) Psychic Scream:** 25cm range. Stuns a psyker on 5+ (cannot play, powers canceled).
- 2) Harden resolve:** 50cm range. A rally attempt at +2, but unit routs if failed.
- 3) Tear:** 25cm range, no LoS. One hit at -3 TSM (on Head or Bridge). Save allowed. Shielded units are unaffected.

Break : Model Morale : -

Victory Points : 2

## Zoaat

Infantry (1)

Move : 15cm	Save : 5+	CAF : +5
Weapon	Range	Shoot
Barbed Strangler	50cm	2d 5+ (0)

Independent

Break : 3 Morale : -  
Victory Points : 2

## Genestealer (purestrain)

Infantry (1)

Move : 15cm	Save : -	CAF : +6
Weapon	Range	Shoot
Claws	-	-

Independent

Break : 3 Morale : -  
Victory Points : 2

## Genestealer Hybrid

Infantry (1)

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Pistol	25cm	1d 5+ (0)

Infiltrate

Break : 3 Morale : 2  
Victory Points : 2

## Genestealer Hybrid

Infantry (1)

Move : 10cm	Save : -	CAF : +3
Weapon	Range	Shoot
Pistol	25cm	1d 5+ (0)

Infiltrate

## Coven Limousine

Vehicle (3)

Move : 20cm	Save : 5+/6+f	CAF : +0
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Transport 2, PD(1)

Break : 5 Morale : 2  
Victory Points : 2

## Hybrid Support

Infantry (1)

Move : 10cm	Save : -	CAF : +1
Weapon	Range	Shoot
Heavy Weapon	75cm	1d 5+ (-1)

Break : 3 Morale : 2  
Victory Points : 3

## Genestealer Brood

Genestealer Cults

5 Genestealer stands

Cost : 150

## Hybrid Brood

Genestealer Cults

6 Hybrid stands

Cost : 150

## Flying Squad

Genestealer Cults

6 Hybrid stands  
3 Coven Limousines

Cost : 200

## Hybrid Support Brood

Genestealer Cults

6 Hybrid Support stands

Cost : 300

**Cultist** *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Various	Range	50cm	Shoot	1d 5+ (0)

*Gene stealer Cults*

10 stands of Cultists

**Cost : 200**

**Break : 5** *Morale : 3*

**Victory Points : 2**

**Motorised Platoon**

*Gene stealer Cults*

10 stands of Cultists

5 Trucks

**Cost : 250**

**Break : 8** *Morale : 3*

**Victory Points : 3**

**Hybrid CHQ**

*Gene stealer Cults*

*Replaces the Tactical CHQ in a PDF company*

*Allows Cultist support card to this company*

**Cost : +25**

**Break :** *Morale :*

**Victory Points :**

**Coven Limousines**

*Gene stealer Cults*

3 Coven Limousines

**Cost : 50**

**Break : 2** *Morale : 2*

**Victory Points : 1**

**Trucks**

*Gene stealer Cults*

5 Trucks

**Cost : 50**

**Break : 3** *Morale : 4*

**Victory Points : 1**

**Truck** *Vehicle (3)*

Move	20cm	Save	6+	CAF	+0
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*Transport 2, OTV*

**Truck Bomb**

*Gene stealer Cults*

Truck Bomb

*Replaces one Truck in a truck detachment.*

**Cost : +50**

**Break :** *Morale :*

**Victory Points :**

**Truck Bomb** *Infantry (1)*

Weapon	Bomb	Range	LB	Shoot	CAF
		20cm	6+	6BP 4+ (-1)	+0

*Damages Buildings, Special*

**Cultist** *Infantry (1)*

Move	10cm	Save	-	CAF	+0
Weapon	Various	Range	50cm	Shoot	1d 5+ (0)

*Gene stealer Cults*

10 stands of Cultists

5 Trucks

**Cost : 200**

**Break : 5** *Morale : 3*

**Victory Points : 2**

**Motorised Platoon**

*Gene stealer Cults*

10 stands of Cultists

5 Trucks

**Cost : 250**

**Break : 8** *Morale : 3*

**Victory Points : 3**

**Hybrid CHQ**

*Gene stealer Cults*

*Replaces the Tactical CHQ in a PDF company*

*Allows Cultist support card to this company*

**Cost : +25**

**Break :** *Morale :*

**Victory Points :**

**Hybrid CHQ** *Infantry (1)*

Move	10cm	Save	-	CAF	+2
Weapon	Las pistol	Range	25cm	Shoot	2d 5+ (0)

*HQ, Infiltrate, Removes one stand on a failed morale test and roll it again until success*

**Coven Limousines**

*Gene stealer Cults*

3 Coven Limousines

**Cost : 50**

**Break : 2** *Morale : 2*

**Victory Points : 1**

**Coven Limousine** *Vehicle (3)*

Move	20cm	Save	5+/6+f	CAF	+0
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*Transport 2, PD(1)*