

Additional Rules
Epic Armageddon – Genestealer Cults

Genestealer Cult Force – Lite

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This is bare bones version of the Genestealer Cult list, for you to use as a reference during play, or simply for those who just want the basic facts without the background and don't want to print all the pages of the full version. Everything that you need to play a Genestealer Cult Army in Epic Armageddon is here. The only information not included are the rules for additional thralls and allies of a Genestealer force.

Note: Genestealer Cult armies are comprised of cells. These are simply standard formations under another name, and all normal rules concerning cells apply equally to formations.

Force Stats

- Strategy Rating: 3
- Initiative: 2+ (Abhuman cells have an Initiative Value of 3+)

Using the List

- Inner Circle Cells - You may never have more than one of these in any Cult force. You do not have to include one, but it is characterful to, since it includes the Patriarch and Magus.
- Cult Support Cells - You may not have more Cult Support cells in your force than you have Brood Brother cells. Note that this is counted simply by the number of cells, not the points values of the cells.

- Core Cell Units - These are the units which make up the cell at the basic level. This may also include upgrade options, such as transport vehicles.
- Auxiliary Units - These units may be added to the basic cell for the points cost indicated. You may select up to three auxiliary options for each cell chosen. These units join the basic cell and are added to it. While you are able to select up to three options, you can select the same option more than once, and so potentially add the same auxiliary units to a cell three times. Some auxiliary options can only be added once for each cell. Where this is the case, it is noted.
- Support Units - These units are purchased as separate cells. You can select up to one Support cell for each cell chosen. Although you can only take a support cell if you first take a company, they are treated as separate independent cells during a battle and do not have to move around together.

Transporting Purestrain Genestealers - Purestrain Genestealers may be transported as normal, since the vehicles are crewed by trusted cultists.

Cells

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>Inner Circle (450 points)</i> One Patriarch, One Magus, Six Purestrain units, Six Hybrid units, Three 4th Generation Hybrid units</p>	<p><u>Rogue Psyker (+10 points each)</u> - Add a up to three Rogue Psykers to 4th Generation or Hybrid units only. Each unit can have a maximum of one Psyker.</p> <hr/> <p><u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points.</p> <hr/> <p><u>Ancient Evil (15 points)</u> - Upgrade all six Hybrid units to Purestrain units. Maximum one per cell.</p> <hr/> <p><u>Expand the Coven</u> - Add six Hybrid units for 105 points. You can upgrade these stands to Purestrain units for an additional 5 points for two units. You can also add three APC's for 75 points.</p> <hr/> <p><u>Inner Circle Transport (225 points)</u> - Five Cult Limousines, Six APC's. You can upgrade the Cult Limousines to Command APC's at the additional cost of +10 points per vehicle. Maximum one per cell.</p> <hr/> <p><u>Close Support (100 points)</u> - Two Hellhounds.</p>	<p>None Available</p>

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>Coven (175 points)</i> Ten Hybrid units</p>	<p><u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.</p> <hr/> <p><u>Ancient Evil (+5 points per two units)</u> - Upgrade up to ten Hybrid units to Purestrain units for 5 points for each two units. Maximum one per cell.</p> <hr/> <p><u>Expand the Coven</u> - Add six Hybrid units for 105 points. You can upgrade these stands to Purestrain units for an additional 5 points for every two units. You can also add three APC's for 75 points.</p> <hr/> <p><u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points.</p> <hr/> <p><u>Rogue Psyker (+10 points each)</u> - Add a up to two Rogue Psykers to 4th Generation or Hybrid units. Each unit can have a maximum of one Psyker.</p> <hr/> <p><u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or three Gorgon's for 150 points. Maximum one per cell.</p> <hr/> <p><u>Close Support (100 points)</u> - Two Hellhounds.</p>	<p><u>Children of the Claw (105 points)</u> - Six Hybrid units. You can add three APC's for an additional 75 points.</p> <hr/> <p><u>Ancient Evil (120 points)</u> - Six Purestrain units.</p>

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>First Wave (150 points)</i> Ten Brood Brother Units</p>	<p><u>Expand the Coven</u> - Add six hybrid units for 105 points. You can upgrade these stands to Purestrains units for an additional 5 points for every two units. You can also add three APC's for 75 points.</p> <hr/> <p><u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.</p> <hr/> <p><u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points, or three trucks for 30 points.</p> <hr/> <p><u>Fanatical Devotion (75 points)</u> - Four Human Bomb units.</p> <hr/> <p><u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or three Gorgon's for 150 points, or five trucks for 50 points. Maximum one per cell.</p> <hr/> <p><u>Close Support (100 points)</u> - Two Hellhounds.</p>	<p><u>Children of the Claw (105 points)</u> - Six Hybrid units. You can add three APC's for an additional 75 points.</p> <hr/> <p><u>Brood Bikes (100 points)</u> - Six Brood Bike units.</p> <hr/> <p><u>Attack Buggies (150 points)</u> - Six Cult Attack Buggy units.</p> <hr/> <p><u>Medusa Siege Engines (150 points)</u> - Two Medusa units.</p> <hr/> <p><u>Leman Russ Thunderers (150 points)</u> - Two Leman Russ Thunderer units.</p> <hr/> <p><u>Griffon Siege Engines (150 points)</u> - Three Griffon units.</p> <hr/> <p><u>Bomb Trucks (75 points)</u> - Three Bomb Truck units.</p>

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>Brood Brothers (150 points)</i> Ten Brood Brother units</p>	<p><u>Expand the Coven</u> - Add six hybrid units for 105 points. You can upgrade stands to Purestrains units for an additional 5 points for every two units. You can also add three APC's for 75 points.</p> <hr/> <p><u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.</p> <hr/> <p><u>Brood Brothers (100 points)</u> - Six Brood Brother units. You can add three APC's for an additional 75 points, or three trucks for 30 points</p> <hr/> <p><u>Rogue Psyker (+10 points each)</u> - Add a up to two Rogue Psykers to 4th Generation or Hybrid units. Each unit can have a maximum of one Psyker.</p> <hr/> <p><u>Coven Transport</u> - Add 5 APC's to the Coven for 125 points, or 5 trucks for 50 points. Max one per cell.</p> <hr/> <p><u>Support Tanks (150 points)</u> - Add 3 Support Tanks to the cell for 150 points.</p> <hr/> <p><u>Leman Russ Demolishers (150 points)</u> - Two Leman Russ Demolisher units.</p> <hr/> <p><u>Close Support (100 points)</u> - Two Hellhounds.</p>	<p><u>Heavy Support (200 points)</u> - Six Brood Brother Support Teams. You can add three APC's for an additional 75 points, or three trucks for 30 points</p> <hr/> <p><u>Brood Cavalry (100 points)</u> - Six Brood Cavalry units.</p> <hr/> <p><u>Cult Walkers (100 points)</u> - For Cult Walker units.</p> <hr/> <p><u>Cult Support Weapons (100 points)</u> - Four Cult Support Weapons.</p> <hr/> <p><u>Hydra Flak Battery (100 points)</u> - Two Hydra units.</p> <hr/> <p><u>Support Tanks (200 points)</u> - Four Support Tanks.</p> <hr/> <p><u>Griffon Siege Battery (150 points)</u> - Three Griffon units.</p> <hr/> <p><u>SAM Launcher (150 points)</u> - Three SAM Launcher units.</p>

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>Cult Support (150 points)</i> Ten Brood Brother units</p>	<p><u>Heavy Support (+15 points each)</u> - Upgrade up to ten Brood Brother units to Brood Brother Support Teams for 15 points each. Maximum one per cell.</p> <hr/> <p><u>Expand the Coven</u> - Add six hybrid units for 105 points. You can also three APC's for 75 points.</p> <hr/> <p><u>Commanders (35 points)</u> - Add two 4th Generation Hybrid units. You can add two Coven Limousines for 30 points, or two Command APC's for 50 points, or a single APC for 25 points. Maximum one per cell.</p> <hr/> <p><u>Brood Brothers (100 points)</u> - Six Brood Brother units, these can be upgraded to Brood Brohter Support Teams for an additional 20 points per unit. You can add three APC's for an additional 75 points, or three trucks for 30 points</p> <hr/> <p><u>Coven Transport</u> - Add five APC's to the Coven for 125 points, or five trucks for 50 points. Maximum one per cell.</p>	<p><u>Cult Support Weapons (100 points)</u> - Four Cult Support Weapons.</p> <hr/> <p><u>Hydra Flak Battery (100 points)</u> - Two Hydra units.</p> <hr/> <p><u>Leman Russ Conquerors (150 points)</u> - Two Leman Russ Conquerors.</p>

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>Cult Outriders (150 points)</i> Ten Brood Cavalry units <i>or</i> Ten Cult Bike units (all core units in a cell must be of the same type).</p>	<p><u>Heavy Outriders (100 points)</u> - Upgrade all ten units to Cult Attack Buggies. Maximum one per cell.</p> <hr/> <p><u>Attack Buggies (150 points)</u> - Add six Cult Attack Buggy units.</p>	<p><u>Cult Walkers (100 points)</u> - For Cult Walker units.</p> <hr/> <p><u>Support Tanks (200 points)</u> - Four Support Tanks.</p>

<i>Core Units</i>	<i>Auxiliary Units</i>	<i>Support Units</i>
<p><i>Abhumans (150 points)</i> Twelve Abhuman units.</p>	<p><u>Bolster the Ranks (100 points)</u> - Add eight Abhuman units. You can also add four Trucks or two Land Transporters for an additional 40 points.</p> <hr/> <p><u>Transport (60 points)</u> - Add six Trucks or three Land Transporters. Maximum one per cell.</p> <hr/> <p><u>Close Support (100 points)</u> - Two Hellhounds. Maximum one per cell.</p> <hr/> <p><u>Fanatical Devotion (75 points)</u> - Four Human Bomb units.</p>	<p><u>Bomb Trucks (75 points)</u> - Three Bomb Truck units.</p>

Special Rules

Brood Telepathy: Genestealer Cult armies are bound by telepathic communication. They are aware of the general actions of the Cult, and while they are not able to communicate direct instructions and specific commands, they can sense the purpose, emotions and drives of others in the cult. In addition to this, when the Patriarch or Magus is close by, the entire cult is inspired to greater acts of devotion and self sacrifice. All cells in a Genestealer Cult army are subject to the Brood Telepathy special rule, except for any Abhuman cells. In addition, cells which are subject to the Brood Telepathy special rule are also automatically subject to the Protect the Father special rule. Cells with Brood Telepathy are never broken if they receive blast markers equal to the number of stands, instead they are simply considered as being suppressed with no units able to fire. A cell can never have more blast markers than there are units in the cell. Cells subject to Brood Telepathy which lose a close combat receive the normal number of blast markers, including an extra blast marker for each unit in the cell which would normally result in a broken cell if it loses, and must make a normal withdrawal move with the usual restrictions and rules associated with the withdrawal move. Note that, since cells are never counted as broken they are not destroyed in close combat if they have one blast marker per unit and are attacked in close combat. This rule makes the cells tenacious, but liable to blast markers to build up. The Brood Telepathy special rule is in effect for Genestealer Cult armies only while the Magus and/or Patriarch are on the table and involved in the battle. It ceases to affect the force when both the Patriarch and Magus are killed, or if they are not taken in the army, or if they are held in reserve at any time.

Protect the Father: On the first full turn after the death of the Patriarch (not the Magus), all cells subject to the Protect the Father special rule may select *only* Charge, Sustained Fire or Hold orders. However, these formations also receive a +1 to action tests. In addition, cells do not suffer the -1 to their initiative for having blast markers and any save throws made by an enemy as a result of close combat attacks or firefight attacks receives a -1 modifier to their saving throw. This means that if the Patriarch is destroyed, but the Magus is still alive, both the Brood Telepathy and Protect the Father rules are in effect for a turn.

Cult Stats

<u>Patriarch</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	5+	2+	-
Weapons - Rending Claws				
Weapon		Range	Firepower	
Rending Claws		(Base Contact)	Multiple attacks (2), Assault Weapon (MW)	
Notes - Supreme Commander, Inspiring, Invulnerable Save, First Strike. The macro weapon ability counts for both of the close combat attacks, not only one.				

<u>Magus</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	5+
Weapons - Hellfire, bolt pistol, force rod				
Weapon		Range	Firepower	
Hellfire		30cm	2BP, Ignore cover	
Bolt pistol		(15cm)	Small Arms	
Force Rod		(Base Contact)	Assault Weapon (MW)	
Notes - Commander, Invulnerable save, Inspiring.				

<u>Purestrain Genestealers</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	6+	2+	-
Weapons - Rending Claws				
Weapon		Range	Firepower	
Rending Claws		(Base Contact)	Assault Weapon	
Notes - First Strike, Infiltrate				

<u>Hybrid Genestealers</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	-	4+	6+
Weapons - Rending Claws, pistols, Close Combat Weapons				
Weapon		Range	Firepower	
Rending Claws, Close Combat Weapons		(Base Contact)	Assault Weapon	
Pistols		(15cm)	Small Arms	
Notes - Scouts				

<u>4th Generation Hybrids</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	5+
Weapons - Bolt Pistols, Close Combat Weapons				
Weapon		Range	Firepower	
Close Combat Weapons		(Base Contact)	Assault Weapon	
Bolt Pistols		(15cm)	Small Arms	
Notes - Leader				

<u>Rogue Psyker</u>				
Type	Speed	Armour	CC	FF
-	-	-	-	-
Weapons - Lightning Arc				
Weapon		Range	Firepower	
Lightning Arc		30cm	AP4+/AT6+, Ignore cover	
Notes - Rogue Psykers are added to an existing stand, and add to its characteristics as above.				

<u>Brood Brothers</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	5+
Weapons - Various Weaponry				
Weapon		Range	Firepower	
Various Weaponry		(15cm)	Small Arms	
Notes -				

<u>Brood Brother Support Team</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	-	6+	5+
Weapons - 1 Auto Cannon, Various Weaponry				
Weapon		Range	Firepower	
Auto Cannon		30cm	AP5+/AT6+	
Various Weaponry		(15cm)	Small Arms	
Notes -				

<u>Brood Cavalry</u>				
Type	Speed	Armour	CC	FF
Infantry	25cm	-	5+	6+
Weapons - Lance, LasPistol				
Weapon		Range	Firepower	
LasPistol		(15cm)	Small Arms	
Lance		(Base Contact)	Assault Weapon, First Strike	
Notes - Mounted.				

<u>Cult Bikes</u>				
Type	Speed	Armour	CC	FF
Infantry	35cm	-	5+	5+
Weapons - Bolt Pistol, Chain Sword				
Weapon		Range	Firepower	
Bolt Pistol		(15cm)	Small Arms	
Chain Sword		(Base Contact)	Assault Weapon	
Notes - Mounted.				

<u>Human Bombs</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	-	5+	6+
Weapons - Bomb Harness				
Weapon		Range	Firepower	
Bomb Harness		(Base Contact)	Assault Weapons, First Strike, See notes	
<p>Notes - Immune to Panic.</p> <p>Bomb Harness: Human bombs can detonate their harnesses instead of making a normal close combat attack (and the first strike ability applies only to this detonation in close combat). Remove the human bomb unit. All enemy units in base contact must then make an armour save. In effect, the bombs get automatic AP hits for their sacrifice, this attack cannot affect armoured vehicles, war engines or any other unit type. These attacks are a part of the normal close combat resolution, but happen before the standard close combat attacks (first strike) and the attacks are made specifically against only those enemy stands in base contact.</p> <p>Not Transported: Human bomb units cannot be transported at all (would you get in a truck at high speed sitting next to a guy strapped to high explosives?).</p>				

<u>Abhumans</u>				
Type	Speed	Armour	CC	FF
Infantry	15cm	6+	5+	-
Weapons - Natural Weapons				
Weapon		Range	Firepower	
Natural Weapons		(Base Contact)	Assault Weapon	
Notes - Immune to Panic.				

<u>Cult Walker (Nytore pattern Sentinel)</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	20cm	6+	6+	5+
Weapons - 1 MultiLaser				
Weapon		Range	Firepower	
MultiLaser		30cm	AP5+/AT6+	
Notes - Walker, Scout.				

<u>Cult Support Weapon</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	10cm	-	6+	5+
Weapons - Twin RPG Launcher				
Weapon		Range	Firepower	
Twin RPG Launcher		45cm	AP5+/AT6+	
Notes -				

<u>Attack Buggy</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	30cm	6+	5+	5+
Weapons - 1 MultiLaser				
Weapon		Range	Firepower	
MultiLaser		30cm	AP5+/AT6+	
Notes -				

<u>Coven Limousine (Psublin)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	5+	6+	6+
Weapons - None				
Weapon		Range	Firepower	
-		-	-	
Notes - Transport one Genestealer infantry unit.				

<u>Command APC (Nytore pattern Salamander)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	5+	6+	5+
Weapons - 1 MultiLaser				
Weapon		Range	Firepower	
MultiLaser		30cm	AP5+/AT6+	
Notes - Transport one Genestealer infantry unit.				

<u>APC (Ferrolyte pattern Chimera)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	5+	6+	5+
Weapons - 1 MultiLaser				
Weapon		Range	Firepower	
MultiLaser		30cm	AP5+/AT6+	
Notes - May transport two Genestealer, Brood Brother or Brood Kin infantry units.				

<u>Gorgon (Euripadese)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	15cm	4+	6+	4+
Weapons - 1 Mine Thrower, 1 Heavy Flamer				
Weapon		Range	Firepower	
Mine Thrower		15cm	2BP	
Heavy Flamer		15cm	AP5+, Ignore Cover	
Notes - May transport four Genestealer, Brood Brother or Brood Kin infantry units. Reinforced armour, Ignores dangerous terrain test.				

<u>Truck</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	30cm	-	6+	6+
Weapons - None				
Weapon		Range	Firepower	
-		-	-	
Notes - May transport two abhuman, brood brother, brood kin or human bomb infantry units.				

<u>Land Transporter (Euripadese)</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	30cm	6+	6+	-
Weapons - 1 Missile Launcher				
Weapon		Range	Firepower	
Missile Launcher		45cm	AP5+/AT6+	
Notes - May transport four abhuman infantry units.				

<u>Support Tank</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	25cm	4+	6+	5+
Weapons - 1 Plasma Thrower				
Weapon		Range	Firepower	
Plasma Thrower		45cm	AP6+/AT4+	
Notes - Thick Rear Armour, Scout.				

<u>Thunderer Siege Tank (Euripadese)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	20cm	4+	6+	4+
Weapons - 1 Demolisher				
Weapon		Range	Firepower	
Demolisher		30cm	AP4+/AT4+, Ignore cover	
Notes - Reinforced armour.				

<u>Leman Russ Conqueror (Psublin)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	4+	6+	4+
Weapons - 1 Conqueror cannon				
Weapon		Range	Firepower	
Conqueror cannon		45cm	AP5+/AT5+	
Notes - Reinforced armour.				

<u>Leman Russ Demolisher (Psublin)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	20cm	4+	6+	3+
Weapons - 1 Demolisher cannon, 2x Sponson Plasma cannons				
Weapon		Range	Firepower	
Demolisher cannon		30cm	AP4+/AT4+, Ignore cover	
Plasma cannon		30cm	AP4+/AT4+, Slow firing	
Notes - Reinforced armour.				

<u>Hellhound (Euripadese)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	6+	6+	4+
Weapons - 1 Inferno cannon, 1 Heavy Bolter				
Weapon		Range	Firepower	
Inferno Cannon		15cm	AP4+, Ignore cover	
Heavy Bolter		30cm	AP5+	
Notes -				

<u>Griffon (Viridian)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	20cm	6+	6+	5+
Weapons - 1 Heavy Mortar				
Weapon		Range	Firepower	
Heavy Mortar		30cm	1BP	
Notes -				

<u>Medusa (Ferrollyte)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	20cm	6+	6+	5+
Weapons - 1 Medusa Siege gun, 1 Heavy Bolter				
Weapon		Range	Firepower	
Medusa Siege gun		15cm	3BP	
Heavy Bolter		30cm	AP5+	
Notes - Artillery				

<u>Hydra Flak tank (Nytore)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	30cm	6+	6+	5+
Weapons - 1 Hydra flak battery				
Weapon		Range	Firepower	
Hydra flak battery		45cm	AP4+/AT5+/AA5+, Multiple attacks (2)	
Notes -				

<u>SAM Launcher (Viridian)</u>				
Type	Speed	Armour	CC	FF
Armoured Vehicle	25cm	5+	-	-
Weapons - 1 SAM Missile systems				
Weapon		Range	Firepower	
SAM Missile system		90cm	AT6+/AA4+	
Notes -				

<u>Bomb Truck</u>				
Type	Speed	Armour	CC	FF
Light Vehicle	30cm	6+	6+	-
Weapons - High Explosives				
Weapon		Range	Firepower	
High Explosives		0cm	3BP, Single shot (!)	
<p>Notes - High Explosives: The truck can be detonated at any time, instead of the firing for the vehicle, or as a close combat attack with the first strike ability. This is automatically successful, and is treated as if it had fired on itself. This explosion destroys the truck automatically. If the Bomb Truck is destroyed in any way, it will explode with the above effects on the D6 roll of a 3+ (this includes if it was destroyed by the detonation of another Bomb Truck in the unit). Each bomb truck in a unit can be detonated at different times, and each one counts as a separate barrage and cannot be combined.</p>				

Version 2.1: 06/06/2003

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