

WARHAMMER 40,000 CODEX: GENESTEALER CULTS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 80 – Chimera, Profile

Change the Unit Type to Vehicle (Tank, Transport)

Page 86 – Special Rules, Meticulous Planner

Change the rule to read:

'If a unit in this Formation has been joined by a Primus from this Formation, you can roll three dice instead of one when rolling on the Cult Ambush table for this unit, and select any one of the results.'

FAQs

Q: Is the Ghosar Quintus Broodkin Formation's Ambush the Unhallowed special rule affected by Servo Skulls?

A: Yes.

Q: Do units with the Genestealer Cult Faction count as potential targets of special rules like the Venomthropes' Spore Cloud or the Swarmlord's Swarm Leader?

A: No.

Q: How does the Genestealer Cult Faction ally with Tyranids?

A: The Genestealer Cult and Tyranids Factions ally with each other as Allies of Convenience.

Q: Do demolition charges return along with their model if I get a successful Numbers Beyond Counting roll?

A: No.

Q: Numbers Beyond Counting doesn't state which models are brought back to life. I believe it means any D6 models of the controlling player's choosing, which must have been originally purchased as part of the unit. Is that correct?

A: Yes.

Q: The Numbers Beyond Counting rule doesn't mention Independent Characters that have joined units. Can they be brought back to life? How does this rule work with the Broodcoven that are functioning as a separate unit? What

about a Broodcoven that have joined another unit?

A: Numbers Beyond Counting can never bring back Independent Characters.

Q: Do the rules for The Doting Throng apply even if a Magus other than that purchased in that specific Formation is casting a blessing upon them?

A: Yes.

Q: Can Goliath Rock Grinders and Chimeras transport Genestealers?

A: Yes.

Q: How does the Tyranid rule Shadow in the Warp effect Genestealer Cult Psykers?

A: The same way it would any other Psyker not from the Tyranid force.

Q: Can a unit Return to the Shadows within 6" of Allies of Convenience (Tyranids and Imperial Guard)?

A: Yes.

Q: Can a unit Return to the Shadows after Regrouping, or having Gone to Ground?

A: No, once a unit regrouping it cannot move. Only units that have the option to move have the option to Return to the Shadows.

Q: How does Return to the Shadows work with a unit that is Falling Back?

A: If a unit is Falling Back, it cannot use Return to the Shadows that turn, and must instead roll to Regroup as normal.

Q: Do Servo Skulls prevent a unit from using the Cult Ambush special rule within range?

A: Only when that ability is being used before the game for units using Cult Ambush as they Infiltrate. In subsequent game turns Servo Skulls will not affect units using Cult Ambush at all.

Q: When using Cult Ambush to deploy several units, do you pick one unit, roll the D6, deploy the unit, pick another unit and repeat the same steps until finished? Or do you roll a D6 for every unit and then deploy the units in whichever order you like?

A: Pick one unit, roll the D6, deploy the unit, pick another unit and repeat the same steps until finished.

Q: You cannot usually move before a game starts. How do you resolve results 1 and 2 on the Cult Ambush table for Infiltrating units?

A: They move on from the specified board edge, despite the fact it is not a Movement phase, but following the usual movement rules. These units count as having come in from Reserves.

Q: If a unit has Infiltrate and is using Cult Ambush to deploy, it's not using Infiltrate as such. Does this mean it can charge in the first turn?

A: No.

Q: If a unit is Infiltrating using Cult Ambush and rolls a 5 on the table, can it make the shooting attack even though it's during deployment?

A: Yes.

Q: If a unit uses Cult Ambush to Infiltrate, can they move in the first game turn?

A: Yes.

Q: When using Cult Ambush to deploy, it's unclear when the unit counts as moving, for the purpose of firing Snap Shots with Heavy weapons. Do the models count as being stationary if Cult Ambush is used to Infiltrate, but as moving if used to deploy during the game?

A: If Cult Ambush is used to Infiltrate during deployment, the models are counted as being stationary. If Cult Ambush is used to arrive at the start of a turn, the models count as having moved.

Q: How does the Cult Ambush rule work with Inquisitor Coteaz's I've Been Expecting You rule, or with a weapon with the Interceptor rule? Can those special rules be used at all? If so, do they work during deployment if units use Cult Ambush to Infiltrate, or only during a game turn?

A: The I've Been Expecting You and Interceptor rules work during any turn that a unit uses Cult Ambush to arrive, but it doesn't work during deployment.

Q: Can a Rockgrinder's Tank Shock go above Strength 10?

A: No, it will cap at 10.

Q: Does a model with any Metamorph weapons still gain the benefit of being equipped with that weapon if it attacks with another weapon?

A: Yes.

Q: Does the An Uprising Generations in the Making rule affect Allies of Convenience?

A: No – they gain neither the benefit of being part of the Genestealer Cult force, nor the penalty your opponent's Reserve Rolls will suffer.

Q: The Purestrain Genestealers can only be joined by a Patriarch. Does this mean that the Broodcoven cannot join a unit of Purestrain Genestealers?

A: Yes.

Q: The Lords of the Brood special rule says 'The three models of a Broodcoven must be deployed as a single unit. They can still join friendly units...' When deploying the Broodcoven, must it be deployed as a separate unit which can then join another unit during the game? Or during deployment, can the Broodcoven be attached to another unit and then deployed with that unit?

A: The latter.

Q: If a unit in the Subterranean Uprising Formation is joined by a Patriarch or Magus who is not from the Formation, are they still able to roll 2D6 when using Cult Ambush?

A: No.

Q: If the Primus from the Subterranean Uprising joins a unit who is not from Subterranean Uprising, do they only roll one dice when using Cult Ambush?

A: Yes.

Q: Does the Genestealer Familiar get any bonuses that the character gets, e.g. Furious Charge, Hatred, etc.?

A: No.

Q: Does the Genestealer Familiar attack with the character's Weapon Skill and Attacks?

A: Yes.

Q: The First Curse gets the Strange Mutations roll, which states it applies to the unit of Purestrain Genestealers. Does it also apply to the Patriarch?

A: No.

Q: The Might from Beyond psychic power states that the friendly unit 'adds 1 to their Strength characteristic'. Does this mean that a model with Might from Beyond and a heavy rock saw has 5 Strength on their profile and thus doubles to 10 Strength when attacking using the heavy rock saw?

A: No, the model would have Strength 9 when attacking with the heavy rock saw.