

# GENESTEALER CULT HYBRID KILL TEAMS

Genestealer Cults do everything in their power to avoid revealing their true nature, operating with alien cunning and timeless patience in all their clandestine dealings until their appointed time to rise up. They will fight with inhuman zeal to protect their secrecy until that day comes.

## GENESTEALER CULT HYBRID SPECIAL RULES

The following special rules apply to all of the members of a Genestealer Cult Hybrid kill team.

**Lying in Wait:** Models in a Genestealer Cult Hybrid kill team can begin any mission in hiding, providing that they have been deployed in a position where they would normally be able to do so (i.e. so that they are in cover and not within an enemy model's Initiative range, etc.).

## USING A GENESTEALER CULT HYBRID KILL TEAM

A Genestealer Cult Hybrid kill team follows all of the normal rules, with the following exceptions:

- A Genestealer Cult Hybrid kill team consists of 3-15 models.

- A Genestealer Cult Hybrid kill team can include up to 3 specialists.

- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), add 2 to the random number of models that take part in the mission for a Genestealer Cult Hybrid kill team.

- If a fighter has more than two arms and carries a weapon in each hand, then the fighter rolls one extra Attack dice in hand-to-hand combat. Any hits are inflicted by cycling through the weapons they are using in an order chosen by the controlling player.

## NEOPHYTE LEADER

	Kill Team Leader							Cost to recruit: 120 points		
	M	WS	BS	S	T	W	I	A	Ld	
Neophyte Leader	4"	3	3	3	3	1	4	2	9	

A Neophyte Leader has an instinctive command over his broodkin.

**Brood Command:** Any fighter within 12" of their kill team's Neophyte Leader can use their Leadership characteristic when taking break tests and tests to see if they recover their nerve when broken. In addition, any fighters within 12" of their kill team's Neophyte Leader can use their Initiative characteristic when testing to escape pinning early.

**Wargear:** A Neophyte Leader has a combat blade and a mining suit. In addition, a Neophyte Leader can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NEOPHYTE HYBRID

	Trooper							Cost to recruit: 60 points		
	M	WS	BS	S	T	W	I	A	Ld	
Neophyte Hybrid	4"	3	3	3	3	1	4	1	8	

The more humanoid appearance of cultists of the third and fourth generations means that these warriors often perform the bulk of a cult's clandestine activities.

**Wargear:** A Neophyte Hybrid has a combat blade and a mining suit. In addition, a Neophyte Hybrid can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NEOPHYTE INITIATE

	New Recruit							Cost to recruit: 50 points		
	M	WS	BS	S	T	W	I	A	Ld	
Neophyte Initiate	4"	3	3	3	3	1	4	1	7	

A young member of the cult, a Neophyte Initiate is well trained but relies more heavily on the brood leader's command in the heat of battle.

**Wargear:** A Neophyte Initiate has a combat blade and a mining suit. In addition, a Neophyte Hybrid can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Basic Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## NEOPHYTE HEAVY

	Specialist							Cost to recruit: 70 points		
	M	WS	BS	S	T	W	I	A	Ld	
Neophyte Heavy	4"	3	3	3	3	1	4	1	8	

Neophyte Heavies are tasked with fielding larger or more complex weaponry.

**Wargear:** A Neophyte Heavy has a combat blade and a mining suit. In addition, a Neophyte Heavy can be armed with items chosen from the Genestealer Cult Hybrid Hand-to-Hand Weapons, Pistols, Special Weapons, Heavy Weapons, Ammunition, Grenades and Miscellaneous Equipment lists.

## GENESTEALER CULT HYBRID WEAPON AND EQUIPMENT LISTS

### Ammunition

Hot-shot laser power pack ..... 15 points

### Grenades

Blasting charges ..... 40 points

### Miscellaneous

Clip harness ..... 10 points

Photo-visor ..... 15 points

Weapon reload..... *Half cost of weapon in points*

### Hand-to-Hand Weapons

Combat blade (knife) ..... 5 points

Chainsword ..... 25 points

Power maul\* ..... 50 points

Power pick\* ..... 50 points

\* Neophyte Leader only

### Pistols

Autopistol ..... 15 points

Laspistol ..... 15 points

Bolt pistol ..... 25 points

Web pistol\* ..... 75 points

\* Neophyte Leader only

### Basic Weapons

Autogun ..... 20 points

Shotgun ..... 20 points

Lasgun ..... 35 points

### Special Weapons

Flamer ..... 40 points

Webber ..... 100 points

Grenade launcher:

... with frag grenades ..... 85 points

... with krak grenades ..... 100 points

... with both ..... 125 points

### Heavy Weapons

Heavy stubber ..... 120 points

Mining laser ..... 200 points

Seismic cannon ..... 250 points



# WEAPONS AND EQUIPMENT

## HAND-TO-HAND WEAPONS

### METAMORPH CLAW

Metamorph claws can mangle flesh and armour in a single spasming grasp.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-2

### METAMORPH TALON

Long, razor-edged claws of serrated chitin, Metamorphs use these fearsome talons to stab and wrack their prey.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

**Scything Strikes:** A fighter attacking with a Metamorph talon adds 1 to its Weapon Skill in hand-to-hand combat; a model attacking with two Metamorph talons has a +2 bonus to its Weapon Skill in hand-to-hand combat instead.

### METAMORPH WHIP

Metamorph whips are cords of muscles that thrash about at frightening speeds to lash and entangle the weapons of their foes.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-1

**Entangling Lash:** When attacking with a Metamorph whip, you can force one enemy model in hand-to-hand combat with this model to roll one less Attack dice (to a minimum of 1).

### POWER PICK

Power picks are simple enough in design. They bear a low-quality disruption field powerful enough to shatter ceramite like glass.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-4

### RENDING CLAW

These claws can tear through armour as if it were clay.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-2

**Claw:** A fighter attacking with a rending claw cannot carry anything else in that hand. If the fighter is attacking with two rending claws, they can re-roll To Wound rolls in the hand-to-hand phase.

## PISTOLS

### AUTOPISTOL

The autopistol is a rapid-firing automatic pistol that is both easy to manufacture and simple to use, making it a favoured weapon amongst cultist organisations.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8"	8-16"	+2	-	3	1	-	4+

### HAND FLAMER

The compact nature of a hand flamer severely limits its effective range, yet it is all but impossible to miss with at point-blank range.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-2"	2-4"	+3	+2	3	1	-1	5+

**Ammo roll:** The hand flamer is required to take an Ammo roll each and every time it fires or is used in hand-to-hand combat.

### WEB PISTOL

Web pistols are popular amongst the many cults and gangs of the Imperium, for they are easily concealed and can be used to entrap prized victims. The tough, sticky strands it hurls at its targets constrict on contact with air, throttling or suffocating those trapped in their cloying embrace.

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4"	4-8"	-	-1	*	*	*	7+

**Webbed:** If this weapon hits its target, the victim is automatically webbed – no rolls are made for wounds or injuries and no saving roll is allowed for armour. A webbed target can attempt to struggle free at the start of each of their turns. To do so, roll a D6 and add the model's Strength; if the total is 8 or more, the victim frees itself and may act normally that turn. If the total is less than 8 then the victim remains trapped and immediately suffers 1 wound (though armour saves may be taken as normal against this wound). Webbed fighters may not move under any circumstances, and may not shoot; if they are engaged in hand-to-hand combat, they can only ever roll one Attack dice and always count as encumbered.

## BASIC WEAPONS

### AUTOGUN

Autoguns are manufactured in factories and underhive workshops across the Imperium. A sturdy frame combined with a high rate of fire makes an autogun a popular and reliable weapon on many an Imperial world.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"	12-24"	+1	-	3	1	-	4+

## SPECIAL WEAPONS

### WEBBER

This weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-12"	-	-1	*	*	*	4+

**Webbed:** See web pistol.

## HEAVY WEAPONS

### HEAVY STUBBER

Despite a seemingly outdated design, a heavy stubber can nonetheless reliably rattle off a hail of large-calibre bullets that will mercilessly cut down anyone foolish enough to underestimate its potency.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20"	20-40"	-	-	4	1	-1	4+

**Sustained Fire:** 2 dice.

### MINING LASER

When their range limiters are short-circuited, the mining lasers of guilds make powerful weapons, able to blast apart rock, armour or flesh with equal indifference.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6"	6-24"	+1	-	9	D6	-6	7+

### SEISMIC CANNON

The distinctive pronged muzzle of a seismic cannon sends out pulsed bow waves of sonic force that can shiver a basilica wall into rubble, or turn the internal organs of living targets to mush.

A seismic cannon has a different profile depending on how far the target is from the firing model.

◀Range▶		◀To Hit▶		Str.	Dam.	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12"		-		8	D3	-5	7+
	12-24"	-		5	1	-2	7+

**Sustained Fire:** 1 dice at short range; 2 dice at long range.

## GRENADES

### BLASTING CHARGES

Created from scavenged detonators and low-end demolition gear, the short-fused blasting charges used by Genestealer Cultists can be hurled at the enemy to sow explosive death amongst their ranks.

Strength	Damage	Save Mod.
4	1	-1

**Large Blast:** Blasting charges are potent industrial-grade explosives; they use the large blast template.

**Unwieldy:** Although powerful, blasting charges are essentially improvised weapons. It is therefore harder to hit a target with a blasting charge than with a dedicated grenade, and a -1 To Hit modifier is imposed when throwing one.

## ARMOUR

### MINING SUIT

In combat, Genestealer Cultists commonly make use of the limited protection offered by the mining suits they attained when infiltrating the planet's civilian workforce. The shoulder-mounted spotlight built into these suits also serves to aid the wearer in searching for hidden threats.

**Armour Save:** A fighter wearing a mining suit has a basic armour save of 6+. This is increased to 5+ against weapons that use a template.

**Spotlight:** Add 1 to the wearer's Initiative characteristic when determining the distance they automatically spot a hidden enemy. For example, a Neophyte Hybrid with an Initiative characteristic of 4 will automatically spot all hidden enemy fighters within 5" of them.

# GENESTEALER CULT SPECIAL OPERATIVES

## ACOLYTE HYBRID

	M	WS	BS	S	T	W	I	A	Ld
Acolyte Hybrid	5"	4	3	4	3	1	4	2	8

Born of the cult's first or second generation, the alien heritage of an Acolyte Hybrid manifests itself far more openly in appearance, forcing them to rely on stealth far more than their Neophyte kin. All bear the archetypal mark of the Genestealer in the form of a diamond-hard claw that can tear through armour like paper.

**Wargear:** An Acolyte Hybrid has a combat blade, rending claw, autopistol, blasting charges and a mining suit. He may also do any of the following:

Take a photo-visor.

Exchange his autopistol for a hand flamer.

**Sneak Up:** Halve the distance at which an Acolyte Hybrid is spotted when in hiding. For example, if an enemy would normally spot this fighter when within 3", they can only spot an Acolyte Hybrid when within 1½".

## HYBRID METAMORPH

	M	WS	BS	S	T	W	I	A	Ld
Hybrid Metamorph	5"	4	3	4	3	1	4	2	8

A Hybrid Metamorph is the result of a spawning in a cult's latter cycles. These cultists sport weapon-limb biomorphs that set them apart from their broodkin in terms of both appearance and lethality.

**Wargear:** A Hybrid Metamorph has an autopistol, two rending claws, a Metamorph talon, blasting charges and a mining suit. He may also do any of the following:

Exchange one of his rending claws for an additional Metamorph talon.

Exchange one Metamorph talon for a Metamorph claw.

Exchange one Metamorph talon for a Metamorph whip.

Exchange his autopistol for a hand flamer.

**Berserk Charge:** A Hybrid Metamorph's combat modifier for charging is +2, rather than +1.

## PURESTRAIN GENESTEALER

	M	WS	BS	S	T	W	I	A	Ld
Purestrain Genestealer	6"	6	0	4	4	1	6	3	10

Amongst the deadliest predators in the galaxy, a Purestrain Genestealer combines preternatural reflexes with the ability to tear even a Space Marine limb from limb with its deadly claws. Should one make its lair upon an Imperial world, it will eventually evolve into a Patriarch around which its own cult will be established. Indeed, one such a creature has the potential to doom an entire world.

**Wargear:** A Purestrain Genestealer has two rending claws.

**Bounty:** If a Purestrain Genestealer is down or out of action at the end of a mission, the enemy kill team secures an additional promethium cache.

**Hyper-reflexes:** Purestrain Genestealers have a 5+ invulnerable save.

**Killer Reputation:** Purestrain Genestealers cause fear.

**Preternatural Agility:** Purestrain Genestealers may triple their movement rate when they run or charge, rather than doubling it as normal. In addition, if Purestrain Genestealers jump across a gap, they jump 3+D3" rather than D6". They can use the full distance rolled, even if they do not have sufficient movement remaining to do so.

**Unstoppable Killer:** Purestrain Genestealers cannot be pinned by shooting attacks, unless they are from high-impact weapons.

# SKILLS

The skill tables are used to determine what skills your fighters gain as they advance. Your fighters are restricted to specific skill tables depending upon their faction and whether they are a trooper, specialist or kill team leader.

The different characters of the factions mean that they each have contrasting areas of strength and weakness. For example, Genestealer Cult Hybrids are highly adept at stealth and guerilla warfare, while Orks are ferocious and physically imposing.

Similarly, a fighter's role counts for a great deal in terms of what skills they are able to learn. Kill team leaders and

specialists have access to different skills that reflect their different roles to those of troopers in a kill team. New recruits, meanwhile, are still too green to pick up anything but the basics they need to fight alongside the other members of their kill team. New recruits cannot gain skills.

When a fighter gains a skill, pick a skill type that is available to them, roll two dice and consult the relevant table. You can choose one of the skills that correspond to the numbers rolled – your fighter gains that skill. If you roll the same number, re-roll one dice until you get another number. A fighter cannot gain the same skill twice – if the only skills you roll are skills they already have, re-roll the dice.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Genestealer Cult Hybrids	Trooper		✓	✓				✓
	Specialist			✓		✓	✓	✓
	Leader	✓	✓	✓		✓	✓	✓

