



# GENESTEALER CULT GANGS IN NECROMUNDA

Few threats to the Imperium are as insidious as that posed by the Genestealer. A perfectly crafted organism, its sole purpose is to infiltrate and subvert the populations of entire worlds. On Necromunda, the threat of the Genestealer is synonymous with one word: Secundus.

The dark legend of Hive Secundus is one that is whispered from the crystal-salons of the spire to the grimy gambling halls of hive bottom. It is a cautionary tale of how an entire hive fell to the subversive influence of an alien cult, and how even now, the xenos over-being brooding deep within Secundus reaches out across the Wastes to spread its vile spore. Barely a century ago, Hive Secundus was a mighty and prosperous centre of industry, wealth and culture, yet it was laid low by the actions of the renegade Tech-Priest Biologis Hermiatus, who in his hubris believed he could concoct an anti-gene to Genestealer infestation. When his heretical

experiments went disastrously awry, Hermiatus damned himself to Genestealer taint, and the whole of Hive Secundus to the cleansing nuclear fires of purgation.

Hermiatus fled Necromunda, though he was eventually brought to justice by the Inquisition and their allies at Gorinum Station in the Beta Magellan sector. Hive Secundus was toppled and a ring of steel and ceramite erected about its ruins. Yet, to this day, twisted xenos things seek to penetrate the defences and spread the stain of Genestealer infestation to the other hives of Necromunda. The Necromundan planetary defence regiments have, thus far, succeeded in defending the 'Dust Wall', as the defence perimeter is known, and few things get in or out, either by air, over land or through the labyrinth of tunnels that honeycomb the planet's crust. Of course, 'few' is not the same as 'none'...



Disturbing tales regarding hidden and insular clannish ash crust miners, remote drilling station communities and odd-looking sump sea oil riggers regularly reach the hives carried by guilder caravans and nomad traders. These settlements are far from unusual, Necromunda being a dangerous place where the wise keep to their own, but not all of them hide only crusty old mutants or surly prospectors. Within these dark corners of the world, the spore cast forth from Hive Secundus has found fertile ground to grow. Here, mining combines and isolated work crews might become infected with the Genestealer curse by rogue xenos or lost broods, their alien infectors vanishing back into the Wastes as quickly as they appeared, leaving behind a legacy of corruption that will span the years. As new generations are born, these splinter cults become extended families, their patriarchs the oldest among them, their magus those blessed by the Genestealer's instinctive psychic powers.

Genestealer Cults are utterly loyal to their leaders in a way not even the word-keepers of House Cawdor could hope to impose. It is a link forged of genetics, a compulsion woven into each member's flesh, and thus utterly unbreakable. Without the direct influence of a brood lord, or the specialised mutations of the fourth generation, these splinter cults instead serve the strongest among their kind, often drawn from the first and second generation of their bloodline. These Cult Adept and Cult Alpha are far longer-lived than their heritage would suggest, as if their blood, mixed with that of the xenos, responds to the psychic needs of their family and so strengthens and elevates them.

Under their sway hybrid Acolytes and Neophytes serve as foot soldiers, many passing for human, and even those who cannot are often mistaken for merely yet another of Necromunda's countless mutant inhabitants. Aberrants too can be found within the splinter cults, mistakes of biology, nonetheless given purpose in battle against the cult's enemies.

Almost all splinter cults are grown from mining families, and even generations on they use this guise to exist unnoticed among a world of humans. Clad in hazard suits and armed with a variety of scavenged weapons, mostly mining tools, splinter cults can form formidable gangs, as even the most primitive of blades can prove deadly when wielded by the hand of those who believe so completely in their cause. Tragically though, at least for the cult, their lifecycle remains stunted. Perhaps because of their separation from their distant brood father, Purestrains remain denied to them. In all likelihood, however, true glory still slumbers within the flesh of the family's members and should the brood father ever call them to his side, they will continue their march towards the next stage of their deadly evolution.

There is no way to tell how many of these splinter cults exist on Necromunda, cut off from the brood-thing of Secundus, growing ever larger without any real goal save expanding their territories and extending their bloodline. A few though have made their mark, their names growing in the dark and cursed by their enemies, though still far beneath the notice of the Imperial House and its vast armies.





One of the largest of these cult-clans is the so-called Cult of the Second Son. A collection of secretive mining clans, the cult hides among the Wastes, trading with Guilders and even supplying agents of the Clan Houses with the raw bounty they rip from the tired earth of Necromunda. It is not known where the Cult of the Second Son first found purchase on the world, though some claim that an escapee from Secundus is to blame. Across the decades, the cult has grown into a vast extended family, with offspring growing in the dank darkness of several hive cities, guided by the faint psychic signal emanating from Secundus and spreading their influence as their distant patriarch directs. The Palatine Cluster has become a focal point for the Cult of the Second Son, its hybrid-warriors fighting against the gangs of House Orlock for control of the Spiderpoints – the great ash highways that connect Hive Primus with its satellite hives. Only a handful of Necromundans recognise the threat posed by the cult's attempts to control the Spiderpoints, and so far these individuals have been content to bide their time. Most of the Cult of the Second Son's rivals, like the Sump Dogs gang of House Orlock, think they face only a clan of mutie ash miners muscling in on their turf, unaware how close the cult has come to claiming dominion over one of the great Ash Gates of Hive Primus, and the gateway to the heart of the capital it offers.

While many splinter Genestealer Cults exist out in the wastes, entering the hives only to raid or mine the rich mineral wastes of the underhive, some have become as hive natives themselves. The Guild of

Ash passes itself off as a Guilder family, having long ago infiltrated hive society by infecting a guilder prospector of the Merchants Guild. Trading in the rare minerals of hive bottom, the cult has become embedded within the Quinspirus Cluster, members of its bloodline having spread throughout the Underhive and forging alliances with not just the Clan Houses but also the noble houses, its ultimate goal elevation into the five spires of the hive. The influence of House Delaque within the Quinspirus Cluster has complicated the ambitions of the Guild of Ash however, and the time may soon come when one or the other makes their move to eradicate their rivals, or in the case of the Guild of Ash, convert them to the cause.

Perhaps the most insidious of all the splinter cults on Necromunda are the Resurrected. Living among the ragmen of Hive Temenos, these wretches pass themselves off as servants of the House of Cawdor, clad in tattered robes and bedecked in nooses, scrap-fetishes and strangely alien rat skulls. Faith has always been a welcome cover for Genestealer Cults, those devoted blindly to the God-Emperor easy to subvert to the worship of... other powers. Slowly, gently, one soul at a time, the Resurrected are turning the desperate of Cawdor to their cause, leading them off into the dark so their second life might begin. If the Cawdor of Temenos notice this quiet horror growing in their midst, or if it will be able to root it out before it is too late, remains to be seen.





## GANG COMPOSITION

A Genestealer Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader, this may be either a Cult Adept or a Cult Alpha, chosen when the gang is first founded.
- The total number of Neophyte Hybrids in the gang must always be equal to, or higher than, the total number of other fighters (Leader, Hybrid Acolytes and Aberrants) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (\*) take up the space of two weapons.
- Any fighter may take Wargear.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Hybrid Acolytes. Additional Hybrid Acolytes may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within this gang list.
- Aberrants and Neophyte Hybrids cannot be given a new weapon if it would take them above the limit of three weapons carried.
- A Leader or Hybrid Acolyte can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 59 of *Gang War Four*.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

## CULT LEADERSHIP

The Genestealer Cult represented here is small, an almost insignificant off-shoot of a greater whole compared to the ones that are found in Warhammer 40,000. As such, whereas those cults are traditionally led by a Magus or Primus, the cult here is led by a Cult Adept or Cult Alpha. This represents either a Neophyte in possession of low-level psychic ability similar in effect to the abilities shared by the leaders of more established cults, or blessed with a portion of the tactical brilliance and combat ability of the true Primus.

Unless specified otherwise, a Cult Adept or Cult Alpha follows all of the rules for a Leader, and Acolyte Hybrids follow all of the rules for Champions. For example, either one can lead a group activation – a Cult Adept or Cult Alpha would be able to lead a group of two other fighters, while an Acolyte Hybrid would be able to lead one other fighter.

## MANY GENERATIONS OF HYBRIDS

Genestealer Cults grow over many generations. The earliest generations, those closest to the Purestrain Genestealer Patriarch of the cult, are the most alien in appearance and behaviour. Often showing very little in the way of human characteristics, most will possess three arms and a greater degree of alien strength and ferocity. Over time, new generations become ever more human in appearance until they are almost indistinguishable from true humans.

The Genestealer Cult gang represents an offshoot of something larger and far more sinister, and members of the gang are normally of later generations, the better to conceal themselves amongst the population of Necromunda. Any Hybrid Acolyte or Neophyte Hybrid recruited for the gang is automatically a later generation hybrid. When hired, such fighters may be upgraded to an early generation hybrid.



## GENESTEALER CULT GANGS IN CAMPAIGNS

In a Dominion Campaign, Genestealer Cult gangs are treated just like any other. They begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free later generation Neophyte Hybrid. If both of the D6 roll a 6, this becomes an early generation Neophyte Hybrid (as follows).

Despite their secret agenda, a Genestealer Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang, but are treated as an Orlock gang for the purposes of Enhanced Boons.

### GAINING EXPERIENCE

Genestealer Cult fighters gain Experience in the same way as fighters in a normal House gang. The Adept or Alpha and any Acolyte Hybrids can have their XP spent on Advancements in the same way as a Leader or Champion. Neophyte Hybrids and Aberrants advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

### CAPTURED FIGHTERS

If any member of a Genestealer Cult gang is captured, the normal rules are followed. However, due to their alien nature, they are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits, instead of half their value.

### POST-BATTLE ACTIONS

The Leader and any Hybrid Acolytes in the gang can make one post-battle action, in the same way as a Leader or Champion respectively. Genestealer Cult gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves.

If any member of a Genestealer Cult gang is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits – the extra coin going towards ensuring the Doc's silence.

## GENESTEALER CULT GANGS IN TURF WAR CAMPAIGNS

The rules presented over these pages focus on the Dominion Campaign rules. If using a Genestealer Cult gang in a Turf War campaign, the following rules apply:

### INCOME AND SPECIAL TERRITORIES

Genestealer Cult gangs gain income from their Turf as normal – after all, despite their secret agenda, they are seen as just another gang by most of the locals.

Any Special Territory that requires one or more Gangers (for example, a Chem-pit or Mine Workings) can instead be worked by one or more Neophytes. Settlement Territories do not generate Juves; instead, they generate a free Neophyte. Genestealer Cults cannot have a Guilder Contact territory; if they roll 1 on the Special Territories table, the controlling player should roll again. If a Genestealer Cults gang steals a Guilder Contact from a rival gang, it is not added to their roster – it is simply removed from the other gang's roster.





### LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Hybrid Acolytes. If the gang has no Hybrid Acolytes, the new Leader must be a Neophyte Hybrid, Specialist or otherwise.

In either case, the eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Cult Alpha if they are an early generation hybrid, or Cult Adept if they are a later generation hybrid, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

### HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Genestealer Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs.

Additionally, Genestealer Cult gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 10	1
10 to 14	2
15 to 19	3
20 to 24	4
Each additional 5	+1



## FIGHTERS

A starting Genestealer Cult gang is made up of the following fighters:

### LEADER

A Genestealer Cult gang may be led by either a Cult Adept or a Cult Alpha.

### CULT ADEPT ..... 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	2	3+	2	3+	5+	5+	4+

### EQUIPMENT

A Cult Adept starts with no equipment. They have no weapon restrictions.

### SKILLS

The Cult Adept starts with one skill chosen from their Primary skill sets or the Non-sanctioned Psyker skill.

### SPECIAL RULES

The Cult Adept is a Psyker as described on page 90 of *Gang War Four*.  
Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

A Cult Adept is always a later generation hybrid.

### CULT ALPHA ..... 145 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	3+	5+	5+	4+

### EQUIPMENT

The Cult Alpha is equipped with a hazard suit. They have no weapon restrictions.

### SKILLS

The Cult Alpha starts with one skill chosen from their Primary skill sets.

### SPECIAL RULES

The Cult Alpha is always an early generation hybrid and therefore possesses a third arm:

**Third Arm:** Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.



**HYBRID ACOLYTES.....85 CREDITS**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	3	1	3+	1	4+	5+	7+	6+

**EQUIPMENT**

A Hybrid Acolyte is equipped with a hazard suit. They have no weapon restrictions.

**SKILLS**

Hybrid Acolytes start with one skill chosen from their Primary skill sets.

**SPECIAL RULES**

When recruited, Hybrid Acolytes belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has an extra arm:

**Third Arm:** Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

**ABERRANT.....95 CREDITS**

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

**EQUIPMENT**

An Aberrant starts with no equipment. They can only be equipped with Close Combat weapons. An Aberrant may be given armour but may take no other Wargear.

**SKILLS**

All Aberrants have the Unstoppable skill.

**SPECIAL RULES**

Aberrants can appear in any generation; malformed hulking brutes possessed of great strength and durability but minimal intelligence. Whether an Aberrant belongs to an early or late generation makes little difference and any physical mutations or abnormalities they may show are already factored into their profile.





## NEOPHYTE HYBRIDS .....45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	7+	5+	6+	8+

### EQUIPMENT

A Neophyte Hybrid is equipped with a hazard suit. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Neophyte Hybrid can be armed with a Special Weapon. During a campaign, additional Neophyte Hybrids can also take Special Weapons as they are added.

### SPECIAL RULES

When recruited, Neophyte Hybrids belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has an extra arm:

**Third Arm:** Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.





## SKILL ACCESS

Genestealer Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
<b>Adept</b>	Secondary	-	-	Primary	-	Primary	-	Secondary	Primary
<b>Alpha</b>	-	-	Primary	Secondary	Secondary	Primary	Primary	-	-
<b>Hybrid Acolyte</b>	Secondary	-	Secondary	Primary	Primary	Secondary	-	-	-
<b>Specialist – Neophyte Acolyte</b>	Secondary	-	Secondary	Primary	Primary	-	-	-	-
<b>Specialist – Aberrant</b>	-	Primary	Secondary	Secondary	Primary	-	-	-	-

## GENESTEALER CULT EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Autogun.....15 credits
- Lasgun.....15 credits
- Shotgun  
(with solid and scatter ammo).....30 credits

#### CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Fighting knife.....15 credits
- Heavy rock drill\*.....90 credits
- Heavy rock saw\*.....120 credits
- Heavy rock cutter\*.....135 credits
- Power hammer.....45 credits
- Power maul.....30 credits
- Power pick.....40 credits
- Power sword.....45 credits
- Shock stave (Staff of Office).....25 credits
- Shock whip.....25 credits
- Two-handed hammer.....35 credits

#### PISTOLS

- Autopistol.....10 credits
- Laspistol.....10 credits
- Hand flamer.....50 credits
- Needle pistol.....40 credits

#### SPECIAL WEAPONS

- Grenade launcher  
(with frag and krak grenades).....55 credits
- Flamer.....100 credits
- Long las.....20 credits
- Web gun.....125 credits

#### HEAVY WEAPONS

- Mining laser\*.....125 credits
- Seismic cannon\*.....140 credits
- Heavy stubber\*.....145 credits

### WARGEAR

#### GRENADES

- Blasting charges.....35 credits
- Demolition charges.....65 credits
- Frag grenades.....30 credits
- Incendiary charges.....40 credits

#### ARMOUR

- Hazard suit.....10 credits
- Flak armour.....10 credits
- Mesh armour.....15 credits

#### PERSONAL EQUIPMENT

- Bio-booster.....35 credits
- Cult icon (maximum one per gang).....40 credits
- Filter plugs.....10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits

#### EXOTIC BEASTS

- Psychic Familiar.....25 credits





## NEW EQUIPMENT

### 0-3 PSYCHIC FAMILIAR

**GENESTEALER CULT ONLY.....25 CREDITS, COMMON**

The fighter is accompanied by a Psychic Familiar – a psychic manifestation of the distant cult patriarch's will. The Familiar is an Exotic Beast as described on page 26 of *Gang War Three* and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

A Psychic Familiar carries no weapons and will always make unarmed attacks.

### SPECIAL RULES

**Omen of Fortune:** A Familiar is able to sense bad fortune and forewarn its companion, giving them a flash of precognition.

Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

**Precognition:** The gift of foresight possessed by the Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Familiar may avoid being caught by a Blast marker or Flame template. If a Familiar is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Familiar is hit by the attack. On a 1-3, the Familiar is able to dodge clear of the area of the attack. Leave the model where it is and assume that it has scuttled around to avoid the attack and returned to where it was.

**Catfall:** When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

**Clamber:** When this fighter climbs, the distance they move is not halved. In other words, they always count as climbing up or down a ladder.

### SKILL ACCESS

A Psychic Familiar has access to the following skill sets:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
<b>Psychic Familiar</b>	Secondary	-	-	Primary	-	-	-	-	-





## CULT WYRD POWERS

Genestealer Cult Adepts are Psykers, as described on page 90 of *Gang War Four*, drawing their powers from their connection to the distant patriarch of the wider cult that this gang represents one creeping tendril of. A Cult Adept has access to the Cult Wyrd Power list below as one of their Primary skill sets.

**1. Hypnosis (Basic):** With little more than a piercing stare, the Adept can dominate the minds of the weaker-willed. Select an enemy fighter that is both within 9" and line of sight of the Adept, and that has not been activated this turn. If the Willpower check to perform this action is successful, that fighter may only perform a single Move (Simple) action when activated this round.

**2. Unbreakable Will (Basic), Continuous Effect:**

The Adept channels some measure of the Patriarch's control over nearby cult members. Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of the Adept, use the Adept's characteristic value.

**3. Zealot (Double), Continuous Effect:** The mere presence of the Adept can drive their cult brethren to acts of aggressive hatred. Once per turn, when another fighter from the same gang that is within 9" of the Adept makes a Fight (Basic) or Charge (Double) action, any dice that roll a 1 to hit may be re-rolled.

**4. Mind Control (Basic):** Twitching and spasming under the control of the Adept, an enemy fighter is forced to slowly raise their weapon and take aim upon one of their friends. Select an enemy fighter that is within 9" of the Adept. That fighter immediately makes a Shoot (Basic) action, even if they have already activated this round, targeting an eligible fighter from their gang, chosen by the Genestealer Cult player.

**5. Assail (Basic):** The Adept uses the force of their will to push enemies from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit and becomes Prone and Pinned.

**6. Force Blast (Basic):** Any enemy fighters within 3" of this Psyker are immediately pushed D3+1" directly away. If this movement would push a fighter from a platform or into a pitfall, stop them at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.