

# WARHAMMER 40,000

## CODEX: GENESTEALER CULTS

### Official Update 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 79 – Cult Ambush

Add the following sentence:

*'Matched Play: In matched play, units set up in ambush using this rule count as being set up on the battlefield for the purposes of Tactical Reserves.'*

##### Page 81 – Magus, Spiritual Leader

Change the ability to read:

'<CULT> units (other than **PSYKERS**) within 6" of any friendly <CULT> **MAGUS** models at the start of your opponent's Psychic phase can attempt to deny one psychic power manifested within 12" of them that phase as if they were themselves a **PSYKER** (measure range to any model in the unit).'

##### Page 90 – Locus, Unquestioning Bodyguard

Change the first sentence to read:

'Each time a <CULT> **CHARACTER** model (other than a **LOCUS**) loses a wound whilst they are within 3" of any friendly <CULT> **LOCUSES**, you can select one of those Locuses to use this ability instead of using the Unquestioning Loyalty ability (pg 78).'

##### Page 95 – Atalan Jackals, unit description.

Change second sentence to read:

'It can include up to 4 additional Atalan Jackals (**Power Rating +3**) or up to 8 additional Atalan Jackals (**Power Rating +6**).'

##### Page 98 – Cult Leman Russ, Emergency Plasma Vents

Change the second sentence to read:

'Instead, for each hit roll of 1, the bearer suffers 1 mortal wound after all of this weapon's shots have been resolved.'

##### Page 100 – Cult Chimera, Transport

Add the following sentence:

'Each **ASTRA MILITARUM** Heavy Weapons Team takes the space of two other models and each **OGRYN** takes the space of three other models.'

##### Page 102 – Wargear of the Cults, Mining Laser

Change the weapon's Damage characteristic to 'D6'.

##### Page 108 – Brood Brothers, Command Benefits

Add the following sentence to the final paragraph:

'The Command Benefits of Auxiliary Support Detachments are unaffected.'

##### Page 111 – Lying in Wait

Add the following two sentences:

'Any models that disembark from a **TRANSPORT** that was set up in this way cannot make a charge move this turn. This Stratagem cannot be used during the first battle round.'

##### Page 111 – A Perfect Ambush

Add the following sentence:

'You cannot use this Stratagem on a unit that disembarked from a **TRANSPORT** this turn.'

##### Page 112 – A Plan Generations in the Making

Add the following sentence:

'You can only use this Stratagem once per battle.'

**Designer's Note:** *This publication went to print before the changes to the Drukhari Stratagem 'Agents of Vect' were made. To make this Stratagem different whilst still maintaining game balance, we have decided to make this Stratagem one use only rather than increasing the Command Point cost.*

##### Page 113 – Mass Hypnosis

Add the following sentence:

'If the target has a rule that allows it to fight first in the Fight phase even if it did not charge, then instead of fighting last in the Fight phase, it fights as if it did not have that ability and did not charge.'

##### Page 113 – Mind Control

Change third and fourth sentences to read:

'If the score is less than that model's Leadership characteristic, nothing happens, but if it equals or exceeds it, that model can either shoot as if it were your Shooting phase, or make a single close combat attack as if it were the Fight phase. In either case, treat that model as if it were a separate unit that is part of your army whilst shooting or making that close combat attack.'

**Page 115** – The Rusted Claw: Entropic Touch

Change the first sentence to read:

‘Each time you roll an unmodified wound roll of 6 in the Fight phase for a model from a friendly **RUSTED CLAW** unit whilst it is within 6" of your Warlord, the Armour Penetration characteristic of that attack is improved by 1 (i.e. AP0 becomes AP-1, AP-1 becomes AP-2, and so on).’

**Page 118** – Points Values, Brood Brothers Infantry Squad

Change the models per unit value to ‘10-20’.

**FAQs**

*Q: Are units in **BROOD BROTHERS** Detachments restricted from using Regimental Orders, or all orders?*

A: Regimental Orders.

*Q: Can **BROOD BROTHERS** units in a **GENESTEALER CULTS** Detachment be the target of orders issued by units with the Voice of Command or Tank Orders ability from friendly **BROOD BROTHERS** Detachments?*

A: Yes.

*Q: Units in friendly **ASTRA MILITARUM** Detachments gain the **BROOD BROTHERS** keyword if they do not have the **MILITARUM TEMPESTUS** or <**REGIMENT**> keyword. If such units that could not previously receive orders (such as Ogryns) gain the **BROOD BROTHERS** keyword, can they now receive orders?*

A: No.

*Q: If you use a Stratagem to stop an opponent’s Stratagem from being resolved (e.g. A Plan Generations in the Making ) to stop a one use only Stratagem such as Tide of Traitors, does that Stratagem still count as being used and therefore cannot be used again for the remainder of the battle?*

A: No.

*Q: Can ambush markers be placed on top of each other or partially overlapping?*

A: No.

*Q: In a matched play game, can the Command Re-roll Stratagem be used to re-roll the D6 when using the First Curse Stratagem?*

A: No. As The First Curse requires a dice roll before the battle, that dice roll is considered a Mission dice roll for the purposes of the Limits of Command matched play rule.

*Q: In regards to ambush markers and revealing them, what is the correct order if one player has other interactions that would take place at the same time (e.g. Dark Matter Crystal)?*

A: Revealing ambush markers is the final step, after all other ‘end of the Movement phase’ interactions have been completed.

*Q: As a **BROOD BROTHERS** Taurox Prime replaces all instances of **MILITARUM TEMPESTUS** with **BROOD BROTHERS**, can it now transport any **BROOD BROTHERS** models?*

A: No. It can transport 10 **OFFICIO PREFECTUS INFANTRY** models or 10 models that replaced their **MILITARUM TEMPESTUS** keyword with **BROOD BROTHERS**.

*Q: If a model suffers a mortal wound as a result of the Mental Onslaught psychic power, but then does not lose a wound due to an ability such as Disgustingly Resilient, does the Mental Onslaught power continue?*

A: Yes.

*Q: Can you use A Perfect Ambush Stratagem on a unit set up in ambush when it is set up on the battlefield within 1" of an ambush marker?*

A: Yes

*Q: In a matched play game, can you use Stratagems such as They Came From Below to increase the number of units set up underground beyond the normal Tactical Reserves limits?*

A: Yes. The Tactical Reserves limits concerning this apply specifically to deployment, whilst this Stratagem is used once the battle has started.

*Q: When setting up models in unit coherency as a result of the Cult Reinforcements Stratagem, does each model need to be set up in coherency with a model from that unit that was in play at the start of the phase?*

A: Yes.

*Q: How many autopistols can an Atalan Jackal be armed with?*

A: When the wargear option states that ‘the same model cannot take the same weapon twice’, this is referring to weapons taken from the *Atalan Weapons* list, and does not include the autopistol that the model is armed with to start with. As such, an Atalan Jackal can take one autopistol from this list, which is in addition to the one it is already armed with.