THE CREEDS BENEATH

These datasheets allow you to fight Apocalypse battles with your Genestealer Cults miniatures. Each datasheet includes the characteristics profiles of the unit it describes, as well as any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the **<Cult>** keyword. This is shorthand for a keyword of your choosing, as described below.

<Cult>

All Genestealer Cultists belong to a cult. If a Genestealer Cult datasheet does not specify which cult it is drawn from, it will have the **<Cult>** keyword. When you include such a unit in your army, you must nominate which cult that unit is from. You then simply replace the **<Cult>** keyword in every instance on that unit's datasheet with the name of your chosen cult.

For example, if you were to include an Acolyte Iconward in your army, and you decided he was from the Twisted Helix, his **<Cult>** Faction keyword is changed to **Twisted Helix** and his Sacred Cult Banner ability would then say 'Morale tests taken for friendly **Twisted Helix** units are automatically passed whilst they are within 6" of this unit.'
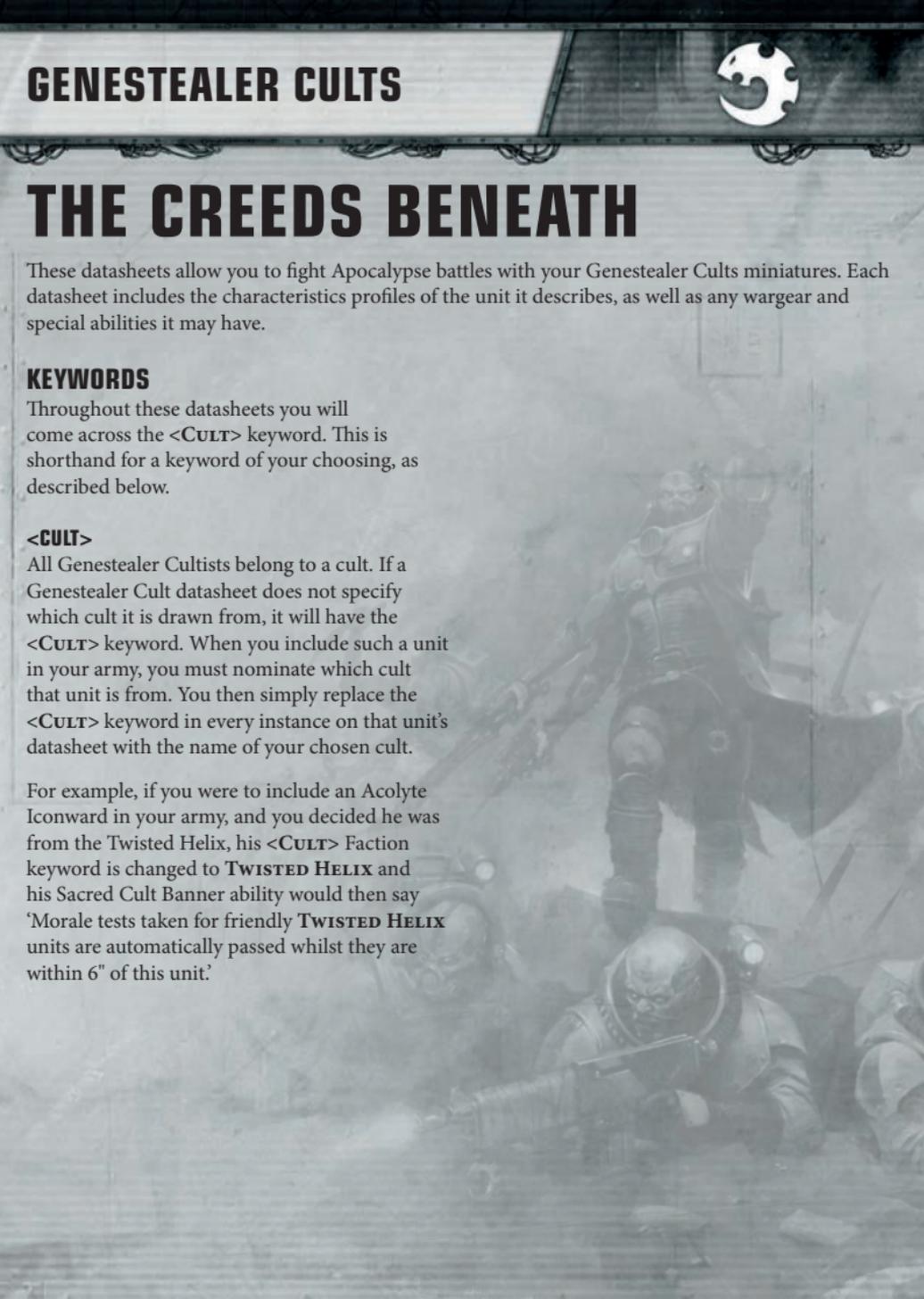
PATRIARCH

A Patriarch is a unit that contains 1 model. It is equipped with: Monstrous Rending Claws.

	M	WS	BS	A	W	Ld	Sv
Patriarch	9"	2+	5+	1	1	8	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Monstrous Rending Claws	Melee	Melee	User	4+	7+	-

ABILITIES

Brood Telepathy: Add 1 to hit rolls for attacks made with melee weapons by <Cult> Genestealer units whilst they are within 6" of any friendly <Cult> units with this ability.

Living Idol: Morale tests taken for friendly <Cult> units are automatically passed whilst they are within 6" of this unit.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Psyker, Character, Genestealer, Patriarch

MAGUS

⚔ 4 ☣

A Magus is a unit that contains 1 model. It is equipped with: Magus Force Weapon.

	M	WS	BS	A	W	Ld	Sv
Magus	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Magus Force Weapon	Melee	Melee	User	10+	10+	-

ABILITIES

Spiritual Leader: Friendly <CULT> units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

Master Psyker: Once per battle, at the end of the Orders phase, you can look through your Command Asset deck and draw either one Genestealer Cults Command Asset of your choice that is a psychic power, or the Deny the Witch or Adamantium Will card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: TYRANIDS, GENESTEALER CULTS, <CULT>
KEYWORDS: LIGHT, INFANTRY, PSYKER, CHARACTER, MAGUS

PRIMUS

3

A Primus is a unit that contains 1 model. It is equipped with: Elite Cult Weapons.

	M	WS	BS	A	W	Ld	Sv
Primus	6"	2+	3+	1	1	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Elite Cult Weapons	Melee	Melee	User	8+	8+	-

ABILITIES

Cult Demagogue: Add 1 to hit rolls for attacks made with melee weapons by <Cult> units whilst they are within 6" of any friendly <Cult> units with this ability.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Infantry, Character, Primus

ACOLYTE ICONWARD

An Acolyte Iconward is a unit that contains 1 model. It is equipped with: Rending Claw.

	M	WS	BS	A	W	Ld	Sv
Acolyte Iconward	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Rending Claw	Melee	Melee	User	8+	9+	-

ABILITIES

Sacred Cult Banner: Morale tests taken for friendly **<Cult>** units are automatically passed whilst they are within 6" of this unit.

Nexus of Devotion: Friendly **<Cult> Light** units have the Ignore Damage (6+) ability whilst they are within 6" of this unit.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Character, Acolyte Iconward

ABOMINANT

An Abominant is a unit that contains 1 model. It is equipped with: Power Sledgehammer.

	M	WS	BS	A	W	Ld	Sv
Abominant	6"	3+	6+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Power Sledgehammer	Melee	Melee	User	6+	7+	-

ABILITIES

Ignore Damage (6+)

The Chosen One: When an unmodified hit roll of 6+ is rolled for an attack made with a melee weapon by a <CULT> ABERRANT unit whilst it is within 6" of any friendly <CULT> units with this ability, that attack scores 2 hits instead of 1 – make a separate wound roll for each hit.

FACTION KEYWORDS: TYRANIDS, GENESTEALER CULTS, <CULT>
KEYWORDS: LIGHT, INFANTRY, CHARACTER, ABERRANT, ABOMINANT

JACKAL ALPHUS

⊘ 5 ⊘

A Jackal Alphus is a unit that contains 1 model. It is equipped with: Jackal Sniper Rifle; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Jackal Alphus	14"	3+	2+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Jackal Sniper Rifle	Small Arms	36"	User	8+	8+	Sniper
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES
Stealth

Priority Target Sighted: When this unit's Detachment is chosen to carry out an order, before any actions are made, select one enemy unit visible to and within 36" of this unit. Until the end of the turn, add 1 to hit rolls for attacks made with ranged weapons by friendly **<Cult>** units whilst they are within 6" of this unit if those attacks target the selected unit. An enemy unit can only be affected by this ability once per turn.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Biker, Character, Jackal Alphus

ACOLYTE HYBRIDS

3

Acolyte Hybrids are a unit that contains 5 models. It can contain 10 models (**Power Rating 6**), 15 models (**Power Rating 9**) or 20 models (**Power Rating 12**). It is equipped with: Acolyte Weapons; Rending Claws.

	M	WS	BS	A	W	Ld	Sv
Acolyte Hybrids (5 models)	6"	3+	4+	1	1	6	10+
Acolyte Hybrids (10 models)	6"	3+	4+	2	2	6	10+
Acolyte Hybrids (15 models)	6"	3+	4+	3	3	6	10+
Acolyte Hybrids (20 models)	6"	3+	4+	4	4	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Demolition Charge	Heavy	6"	1	6+	4+	One Use Only
Acolyte Weapons	Small Arms	12"	User	7+	9+	-
Heavy Rock Drill	Melee	Melee	1	8+	5+	-
Heavy Rock Saw	Melee	Melee	1	5+	8+	-
Rending Claws	Melee	Melee	x2	6+	8+	-

WARGEAR OPTIONS

- For every 5 models this unit contains, it can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Demolition Charge; 1 Heavy Rock Drill; 1 Heavy Rock Saw.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Infantry, Acolyte Hybrids

NEOPHYTE HYBRIDS

 5

Neophyte Hybrids are a unit that contains 10 models. It can contain 20 models (**Power Rating 10**). It is equipped with: Scavenged Weapons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Neophyte Hybrids (10 models)	6"	4+	4+	2	2	6	8+
Neophyte Hybrids (20 models)	6"	4+	4+	4	4	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Mining Laser	Heavy	36"	1	10+	6+	-
Seismic Cannon	Heavy	24"	1	7+	7+	-
Scavenged Weapons	Small Arms	24"	User	9+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- This unit can also be equipped with up to two of the following in any combination (**Power Rating +1** per weapon): 1 Heavy Stubber; 1 Mining Laser; 1 Seismic Cannon.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Infantry, Neophyte Hybrids

BROOD BROTHERS INFANTRY SQUAD

A Brood Brothers Infantry Squad is a unit that contains 10 models. It can contain 20 models (**Power Rating 6**). It can contain 1 weapons team model instead of 2 other models (**Power Rating +1**). It is equipped with: Lasguns; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Brood Brothers Infantry Squad (9/10 models)	6"	4+	4+	2	2	6	10+
Brood Brothers Infantry Squad (19/20 models)	6"	4+	4+	4	4	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Lasguns	Small Arms	24"	User	8+	10+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

• If this unit contains a weapons team model, it must also be equipped with one of the following: 1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

FACTION KEYWORDS: Tyranids, Genestealer Cults, Brood Brothers
KEYWORDS: Light, Infantry, Brood Brothers Infantry Squad

HYBRID METAMORPHS

4

Hybrid Metamorphs are a unit that contains 5 models. It can contain 10 models (**Power Rating 8**). It is equipped with: Metamorph Weapons (Ranged); Metamorph Weapons (Melee).

	M	WS	BS	A	W	Ld	Sv
Hybrid Metamorphs (5 models)	6"	3+	4+	1	1	6	10+
Hybrid Metamorphs (10 models)	6"	3+	4+	2	2	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Metamorph Weapons (Ranged)	Small Arms	12"	User	7+	9+	-
Metamorph Weapons (Melee)	Melee	Melee	x3	7+	8+	-

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Hybrid Metamorphs

ABERRANTS

Aberrants are a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Aberrant Weapons.

	M	WS	BS	A	W	Ld	Sv
Aberrants (5 models)	6"	3+	6+	1	2	6	10+
Aberrants (10 models)	6"	3+	6+	2	4	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Aberrant Weapons	Melee	Melee	x2	5+	7+	-

ABILITIES
Ignore Damage (6+)

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Infantry, Aberrants

PURESTRAIN GENESTEALERS

5

Purestrain Genestealers are a unit that contains 5 models. It can contain 10 models (**Power Rating 10**), 15 models (**Power Rating 15**) or 20 models (**Power Rating 20**). It is equipped with: Purestrain Claws.

	M	WS	BS	A	W	Ld	Sv
Purestrain Genestealers (5 models)	9"	3+	-	1	1	7	9+
Purestrain Genestealers (10 models)	9"	3+	-	2	2	7	9+
Purestrain Genestealers (15 models)	9"	3+	-	3	3	7	9+
Purestrain Genestealers (20 models)	9"	3+	-	4	4	7	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Purestrain Claws	Melee	Melee	x3	6+	8+	-

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Genestealer, Purestrain Genestealers

CLAMAVUS

3

A Clamavus is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Clamavus	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Scrambler Array: Enemy units that arrive as reinforcements using the Deep Strike ability cannot be set up within 12" of this unit.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Character, Clamavus

LOCUS

3

A Locus is a unit that contains 1 model. It is equipped with: Locus Blades.

	M	WS	BS	A	W	Ld	Sv
Locus	6"	2+	3+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Locus Blades	Melee	Melee	User	7+	8+	-

ABILITIES

Unquestioning Bodyguard: At the start of the Damage phase, you can select one friendly <Cult> Light Character unit within 6" of this unit; remove up to D3 blast markers from that Character unit and place them next to this unit.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Character, Locus

SANCTUS

3

A Sanctus is a unit that contains 1 model. It is equipped with: Silencer Sniper Rifle; Familiar Claws.

	M	WS	BS	A	W	Ld	Sv
Sanctus	6"	2+	2+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Silencer Sniper Rifle	Small Arms	36"	User	8+	10+	Sniper
Sanctus Bio-dagger	Melee	Melee	x2	7+	9+	-
Familiar Claws	Melee	Melee	User	11+	12+	-

WARGEAR OPTIONS
• Instead of 1 Silencer Sniper Rifle, this unit can be equipped with 1 Sanctus Bio-dagger.

ABILITIES
Infiltrators

Cult Assassin: This unit cannot be a **WARLORD**.

FACTION KEYWORDS: TYRANIDS, GENESTEALER CULTS, <CULT>
KEYWORDS: LIGHT, INFANTRY, CHARACTER, SANCTUS

KELERMORPH

4

A Kelermorph is a unit that contains 1 model. It is equipped with: Liberator Autostubs; Cultist Knife.

	M	WS	BS	A	W	Ld	Sv
Kelermorph	6"	3+	2+	1	1	6	9+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Liberator Autostubs	Small Arms	12"	x2	8+	10+	-
Cultist Knife	Melee	Melee	User	11+	12+	-

ABILITIES

Folk Hero: If this unit successfully wounds an enemy unit with its Liberator Autostubs then, until the end of the turn, re-roll hit rolls of 1 for attacks made with ranged weapons by friendly <Cult> Infantry units whilst they are within 6" of this unit.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>

KEYWORDS: Light, Infantry, Character, Kelermorph

NEXOS

A Nexos is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Nexos	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Strategic Coordinator: If any friendly units with this ability are on the battlefield at the start of the Generate Command Assets step, you generate one extra Command Asset.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Infantry, Character, Nexos

BIOPHAGUS

A Biophagus is a unit that contains 1 model. It is equipped with: Injector Goad.

	M	WS	BS	A	W	Ld	Sv
Biophagus	6"	3+	3+	1	1	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Injector Goad	Melee	Melee	User	5+	12+	-

ABILITIES

Genomic Enhancement: At the start of the Action phase, you can enhance one friendly <Cult> Aberrant unit within 1" of this unit. Add 1 to that unit's Attacks characteristic until the end of the battle. A unit can only be enhanced once per battle.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Infantry, Character, Biophagus

ACHILLES RIDGERUNNERS

6

Achilles Ridgerunners are a unit that contains 1 model. It can contain 2 models (**Power Rating 12**) or 3 models (**Power Rating 18**). It is equipped with: Heavy Stubbers; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Achilles Ridgerunners (1 model)	14"	6+	4+	1	2	5	8+
Achilles Ridgerunners (2 models)	14"	6+	4+	2	4	5	8+
Achilles Ridgerunners (3 models)	14"	6+	4+	3	6	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Mining Laser	Heavy	36"	1	9+	5+	-
Heavy Mortar	Heavy	48"	1	7+	9+	Barrage
Heavy Stubbers	Heavy	36"	x2	8+	10+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Close Combat Weapons	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

• For each model this unit contains, it must also be equipped with one of the following: 1 Heavy Mining Laser; 1 Heavy Mortar; 1 Missile Launcher.

ABILITIES

Infiltrators

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Heavy, Vehicle, Achilles Ridgerunners

ATALAN JACKALS

Atalan Jackals are a unit that contains 4 models. It can contain 8 models (**Power Rating 8**) or 12 models (**Power Rating 12**). For every 4 models this unit contains, it can contain 1 Atalan Wolfquad model (**Power Rating +1** per model). It is equipped with: Autopistols; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Atalan Jackals (4-5 models)	14"	4+	4+	1	2	6	10+
Atalan Jackals (8-10 models)	14"	4+	4+	2	4	6	10+
Atalan Jackals (12-15 models)	14"	4+	4+	3	6	6	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Atalan Incinerator	Heavy	12"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Mining Laser	Heavy	36"	1	10+	6+	-
Autopistols	Small Arms	12"	User	8+	10+	-
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- For each Atalan Wolfquad model this unit contains, it must also be equipped with one of the following: 1 Atalan Incinerator; 1 Heavy Stubber; 1 Mining Laser.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Light, Biker, Atalan Jackals

CULT ARMOURED SENTINELS

⚡ **3** ☣

Cult Armoured Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 6**) or 3 models (**Power Rating 9**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Cult Armoured Sentinels (1 model)	8"	4+	4+	1	1	5	6+
Cult Armoured Sentinels (2 models)	8"	4+	4+	2	2	5	6+
Cult Armoured Sentinels (3 models)	8"	4+	4+	3	3	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Armoured Feet	Melee	Melee	User	11+	12+	-

WARGEAR OPTIONS

• For each model this unit contains, it must also be equipped with one of the following:
  1 Autocannon; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-laser; 1 Plasma Cannon.

FACTION KEYWORDS: Tyranids, Genestealer Cults, Brood Brothers
KEYWORDS: Heavy, Vehicle, Cult Armoured Sentinels

CULT SCOUT SENTINELS

4

Cult Scout Sentinels is a unit that contains 1 model. It can contain 2 models (**Power Rating 7**) or 3 models (**Power Rating 10**). It is equipped with: Armoured Feet.

	M	WS	BS	A	W	Ld	Sv
Cult Scout Sentinels (1 model)	9"	4+	4+	1	1	5	8+
Cult Scout Sentinels (2 models)	9"	4+	4+	2	2	5	8+
Cult Scout Sentinels (3 models)	9"	4+	4+	3	3	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Armoured Feet	Melee	Melee	User	11+	12+	-

WARGEAR OPTIONS

• For each model this unit contains, it must also be equipped with one of the following:
  1 Autocannon; 1 Heavy Flamer; 1 Lascannon; 1 Missile Launcher; 1 Multi-laser.

ABILITIES

Infiltrators

FACTION KEYWORDS: Tyranids, Genestealer Cults, Brood Brothers
KEYWORDS: Heavy, Vehicle, Cult Scout Sentinels

CULT LEMAN RUSS

A Cult Leman Russ is a unit that contains 1 model. It is equipped with: Battle Cannon; Heavy Bolter; Grinding Tracks.

	M	WS	BS	A	W	Ld	Sv
Cult Leman Russ	10"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Battle Cannon	Heavy	72"	1	6+	6+	-
Eradicator Nova Cannon	Heavy	36"	2	5+	9+	-
Exterminator Autocannon	Heavy	48"	2	6+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Lascannon	Heavy	48"	1	10+	5+	-
Multi-melta	Heavy	24"	1	10+	4+	-
Plasma Cannon	Heavy	36"	1	7+	7+	Supercharge
Vanquisher Battle Cannon	Heavy	72"	1	10+	4+	-
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Grinding Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Battle Cannon, this unit can be equipped with one of the following: 1 Eradicator Nova Cannon; 1 Exterminator Autocannon; 1 Vanquisher Battle Cannon.
- Instead of 1 Heavy Bolter, this unit can be equipped with one of the following: 1 Heavy Flamer; 1 Lascannon.
- This unit can also be equipped with one of the following (**Power Rating +2**): 2 Heavy Bolters; 2 Heavy Flamers; 2 Multi-meltas; 2 Plasma Cannons.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

ABILITIES

Grinding Advance: When this unit makes a Shoot action, if it has remained stationary or moved a distance less than half its Move characteristic this turn, double the Attacks characteristic of its Battle Cannon, Eradicator Nova Cannon, Exterminator Autocannon and Vanquisher Battle Cannon for that action.

FACTION KEYWORDS: Tyranids, Genestealer Cults, Brood Brothers
KEYWORDS: Heavy, Vehicle, Cult Leman Russ

BROOD BROTHERS HEAVY WEAPONS SQUAD

3

A Brood Brothers Heavy Weapons Squad is a unit that contains 3 models. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Brood Brothers Heavy Weapons Squad (3 models)	6"	4+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Autocannon	Heavy	48"	1	8+	8+	-
Heavy Bolter	Heavy	36"	1	7+	9+	-
Lascannon	Heavy	48"	1	10+	5+	-
Missile Launcher	Heavy	48"	1	7+	7+	-
Mortar	Heavy	48"	1	8+	10+	Barrage
Close Combat Weapons	Melee	Melee	User	8+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must also be equipped with one of the following:
  1 Autocannon; 1 Heavy Bolter; 1 Lascannon; 1 Missile Launcher; 1 Mortar.

ABILITIES

Weapon Teams: For the purposes of determining what models a unit can transport, models in this unit are weapons team models.

FACTION KEYWORDS: Tyranids, Genestealer Cults, Brood Brothers
KEYWORDS: Light, Infantry, Brood Brothers Heavy Weapons Squad

GOLIATH ROCKGRINDER

A Goliath Rockgrinder is a unit that contains 1 model. It is equipped with: Heavy Mining Laser; Heavy Stubber; Drilldozer Blade.

	M	WS	BS	A	W	Ld	Sv
Goliath Rockgrinder	10"	4+	4+	1	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Clearance Incinerator	Heavy	12"	2	6+	9+	Inferno
Heavy Mining Laser	Heavy	36"	1	9+	5+	-
Heavy Seismic Cannon	Heavy	24"	2	7+	7+	-
Heavy Stubber	Heavy	36"	1	8+	10+	-
Drilldozer Blade	Melee	Melee	x2	7+	7+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Mining Laser, this unit can be equipped with one of the following: 1 Clearance Incinerator; 1 Heavy Seismic Cannon.

ABILITIES

Ignore Damage (6+)

TRANSPORT

This unit can transport up to 6 friendly <Cult> Infantry models. Each Patriarch model takes the space of 5 other Infantry models.

FACTION KEYWORDS: Tyranids, Genestealer Cults, <Cult>
KEYWORDS: Heavy, Vehicle, Transport, Goliath Rockgrinder

GOLIATH TRUCK

6

A Goliath Truck is a unit that contains 1 model. It is equipped with: Heavy Stubber; Twin Autocannon; Tough Chassis.

	M	WS	BS	A	W	Ld	Sv
Goliath Truck	12"	6+	4+	1	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Stubber	Heavy	36"	1	8+	10+	-
Twin Autocannon	Heavy	48"	2	8+	8+	-
Tough Chassis	Melee	Melee	User	10+	10+	-

ABILITIES
Open-topped, Ignore Damage (6+)

TRANSPORT
This unit can transport up to 10 friendly <**Cult**> **Infantry** models. Each **Patriarch** model takes the space of 5 other **Infantry** models.

FACTION KEYWORDS: **Tyranids, Genestealer Cults, <Cult>**
KEYWORDS: **Heavy, Vehicle, Transport, Goliath Truck**

CULT CHIMERA

A Cult Chimera is a unit that contains 1 model. It is equipped with: Heavy Bolter; 2 Lasgun Arrays; Multi-laser; Armoured Tracks.

	M	WS	BS	A	W	Ld	Sv
Cult Chimera	12"	6+	4+	1	2	5	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Bolter	Heavy	36"	1	7+	9+	-
Heavy Flamer	Heavy	8"	1	6+	9+	Inferno
Heavy Stubber	Heavy	36"	1	8+	10+	-
Multi-laser	Heavy	36"	1	6+	10+	-
Lasgun Array	Small Arms	24"	1	8+	10+	Rapid Fire
Storm Bolter	Small Arms	24"	1	9+	10+	Rapid Fire
Armoured Tracks	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Heavy Bolter, this unit can be equipped with 1 Heavy Flamer.
- Instead of 1 Multi-laser, this unit can be equipped with one of the following: 1 Heavy Bolter; 1 Heavy Flamer.
- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Heavy Stubber; 1 Storm Bolter.

TRANSPORT

This unit can transport up to 12 friendly **Brood Brothers Infantry** models. Each weapons team model takes the space of 2 other **Infantry** models.

FACTION KEYWORDS: Tyranids, Genestealer Cults, Brood Brothers
KEYWORDS: Heavy, Vehicle, Transport, Cult Chimera

TECTONIC FRAGDRILL

3

A Tectonic Fragdrill is a unit that contains 1 model. It cannot be set up on an objective marker and must be set up more than 1" from any other terrain features. After this unit is set up, it is treated as Defensible Terrain, and is no longer considered to be a unit for any rules purposes.

SEISMIC QUAKE

Once per battle, at the start of the second or subsequent Action phase, the player who set up this terrain feature can trigger a seismic quake if there are any **Genestealer Cults** units from their army within 1" of this terrain feature. If they do, draw a straight imaginary line, 1mm in thickness, from any point of one battlefield edge to any point of another battlefield edge in such a way that it crosses this terrain feature. Roll one D6 for each unit without the **Fly** keyword and each unit garrisoning a Defensible Terrain feature that this line crosses; on a 5+ place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: Tyranids, Genestealer Cults
KEYWORDS: Sector Mechanicus, Tectonic Fragdrill