

MACROMUNDA

GENESTEALER CULTS

HOUSE BOOK

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FACTION

GENESTEALER CULTS

The Broodkin uprising from hiding

The Genestealer Cults do not march to war — they rise out of it. A brood spends years buried inside a world's population, and when it strikes it is already everywhere: its fighters deploy as identical face-down markers salted with blank decoys, so an enemy can never tell a killer from an empty patch of ground. They creep concealed, then erupt, and the first the foe knows of the cult is a four-armed shape tearing out of cover where nothing should have been.

The Broodkin fight cheap and swing like elites — a flurry of claws and mining tools on bodies that wear no real armour. Survival is bought with ambush, numbers, and position, never with plate; a cultist revealed in the open is glass. Above all they are one will, not a feral swarm. A shared telepathy runs through the brood, steadying it and binding it to its leaders, so the cult fights with a single cold purpose — coordinated, patient, and utterly without mercy for the surface-dwellers it means to inherit.

☠ FACTION SPECIAL RULES

✂ BROOD TELEPATHY

GANG RULE

A single coordinating intelligence runs through the brood, the cult-scale echo of the shadow a Hive Fleet casts across the warp. While a friendly Magus, Primus or Patriarch is on the field and not Seriously Injured, friendly cult fighters within 9" of that leader may re-roll failed Nerve tests and may use the leader's Cool in place of their own for Leadership and Nerve tests. The brood does not think as individuals; it thinks as one, and near its guiding minds it holds steady where a mortal squad would break. Cut those leaders down and the brood grows jittery and hard to steer — but it never turns feral. This is a cult, disciplined by faith and instinct alike, not a mindless swarm loosed across the field.

✂ CULT AMBUSH

GANG RULE

The Cult Ambush is the uprising from hiding, and every cult gang fights by it. During deployment, for each eligible fighter the controlling player may set up a face-down blip marker instead of the model, and alongside the real blips a number of blank decoy blips that represent no fighter at all. Every marker is identical, so the enemy cannot tell a Purestrain from an empty stretch of ground. Blips may be placed anywhere in the controlling player's own zone or in cover up to the centre line. On its activation a blip may make a single concealed move of up to 4", and while it remains a blip it cannot be shot, charged or targeted. A blip reveals when it takes any action other than a concealed move, when an enemy ends an activation within the blip's Initiative in inches and with line of sight to it, or whenever the controlling player chooses at the start of one of their activations. A real blip is then replaced by its fighter, set up on the marker: it has erupted from ambush, and may immediately make a free Move or Charge and gains +1 to hit for that activation. A blank blip is simply removed — there was never anything there.

✧ THE ICONWARD'S BANNER

GANG RULE

The Iconward's Banner is the relic that proves the Star Children are real, and the brood rallies to it. While within 9" of the cult icon it bears, friendly cult fighters may re-roll failed Nerve tests and add 1" to their concealed moves and their charges. The sight of the icon steadies the faithful and quickens them toward the foe, the ambush striking a fraction faster and pressing a fraction closer than the enemy braced for. An Iconward that plants itself at the heart of the brood turns a scattered creep-and-reveal into a coordinated surge — and an enemy that guns the bearer down learns quickly how much the banner was holding together.

✧ THE MAGUS'S MIND-CONTROL

GANG RULE

The Magus's Mind-Control turns an enemy's own body into a weapon of the brood. Once per battle, the Magus may target a single enemy fighter within 12". That fighter tests its Willpower; if it fails, on its next activation it acts as the cult directs — spending its turn on a single Move toward or away as commanded, or wasting the activation climbing to its feet for nothing. For that moment the Star Children reach through the Magus and take the foe's hands for their own. The power spends itself in a heartbeat and cannot be called again that battle, but a well-timed intrusion can pull a heavy gunner off the trigger or walk a champion straight into the brood's claws.

✧ RETURN TO THE SHADOWS

GANG RULE

Return to the Shadows is the cult's second strike — the killer that springs, guts its prey, and melts back into the dark before the answer comes. Once per battle, a revealed cult fighter that ends an activation out of all enemy line of sight and more than 6" from any enemy may become a Cult Ambush blip again, vanishing back among the face-down markers to ambush a fresh victim. A Purestrain or Acolyte that surfaces, kills, and disappears is the nightmare of every world the brood infests: the enemy cannot hold a line against a foe that refuses to stay in the open, and each fighter that slips back into hiding is a threat that must be found and pinned all over again.

✧ UNQUESTIONING LOYALTY

GANG RULE

Unquestioning Loyalty is the brood-bond made lethal: the cult does not break for its leaders, it dies for them. When a friendly Leader or Champion carrying the cult genome would be hit by a ranged attack while a cult Ganger or Juve is within 2", that underling may interpose — the shot strikes the willing martyr instead, and the leader is left untouched. A cultist flings itself into the path of the round without a heartbeat's hesitation, certain that the Star Children's chosen matter more than its own life. The cult's command cannot be shot apart cheaply; so long as the faithful crowd close, every leader is shielded by a wall of bodies glad to be spent.

💀 ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
🔫 Autogun	12	24	+1	–	3	–	1	4+	Rapid Fire(1)

☛ Shotgun	4	12	+1	-	4 / (scatter +1 Acc <=6")	-	1	4+	Knockback Scattershot
☛ Autopistol	8	12	+1	-	3	-	1	4+	Pistol Rapid Fire(1)
☛ Cult Bolt Pistol	4	12	+1	-	4	-1	2	6+	Pistol Rapid Fire(1)
☛ Hand Flamer	T	-	-	-	3	-	1	5+	Blaze Pistol Template
☛ Liberator Autostub	8	16	+1	-	4	-1	1	4+	Pistol Sidearm-fan (may fire all three in one Shoot action at one or split targets)
☛ Needle Pistol	8	16	+2	-	2	-	1	6+	Pistol Silent Toxin
☛ Web Pistol	4	8	+1	-	-	-	-	5+	Pistol Web (Webbed -> effectively Out of combat)
☛ Flamer	T	-	-	-	4	-1	1	5+	Blaze Template
☛ Grenade Launcher	12	24	-	-	(frag 3 Blast / krak 6 -1 D2)	-	1/2	4+	Blast / Knockback (by shell)
☛ Mining Laser	18	36	-	-	9	-3	D3+1	6+	Unwieldy anti-Brute (the cutting beam turned on flesh)
☛ Webber	8	16	-	-	-	-	-	5+	Scarce Web (template)
☛ Heavy Mining Laser	24	48	-	-	10	-4	D3+2	5+	Unwieldy anti-Brute/vehicle
☛ Heavy Stubber	18	36	-	-	4	-1	1	5+	Rapid Fire(2) Unwieldy
☛ Seismic Cannon	18	36	-	-	6	-1	1	5+	Rapid Fire(2) Seismic (target -1 to Hit / Pinned on a Wound)
☞ Bio Flail	E	-	-	-	+1	-1	1	-	Melee Reach Rending
☞ Cult Icon	E	-	-	-	+0	-	1	-	Melee Status (the Iconward's banner)
☞ Cult Knife	E	-	-	-	+0	-	1	-	Melee
☞ Cult Power Maul	E	-	-	-	+2	-1	2	-	Concussion Melee Power
☞ Drilldozer Blade	E	-	-	-	+6	-3	3	-	Melee Tracked-ram (extra hits on a charge by distance moved)
☞ Force Stave	E	-	-	-	+1	-1	1	-	Melee Psychic (Str/Damage +1 if the Magus passes a Willpower test)
☞ Goliath Power Hammer	E	-	-	-	+3	-2	2	-	Concussion Melee Power
☞ Heavy Rock Saw	E	-	-	-	+4	-4	2	-	Melee Saw (re-roll failed Wounds) Unwieldy

✂ Injector Goad	E	–	–	–	+0	–	1	–	Melee Toxin (the gene-smith's alchemy – wounds on a 2+ regardless of Toughness on a natural 6)
✂ Metamorph Bonesword	E	–	–	–	+1	-1	1	–	Melee Parry Toxin
✂ Metamorph Rending Claws	E	–	–	–	+1	–	1	–	(extra attack) Melee Rending
✂ Metamorph Talon	E	–	–	–	+2	-1	1	–	Lacerate (re-roll a failed Wound) Melee
✂ Metamorph Whip	E	–	–	–	+0	–	1	–	Melee Whip (Reach +2"; strike first on the turn of a charge)
✂ Monstrous Rending Claws	E	–	–	–	+1	-1	2	–	Melee Rending (extra attack – the apex)
✂ Power Pick	E	–	–	–	+2	-2	2	–	Melee Power
✂ Rending Claws	E	–	–	–	+0	–	1	–	Melee Rending extra attack (four arms)
✂ Rock Drill	E	–	–	–	+3	-3	2	–	Drill (ignore Field/invuln saves) Melee
✂ Toxin Bonesword	E	–	–	–	+1	-1	1	–	Melee Parry Toxin
Blasting Charges	–	Sx2	–	–	4	-1	1	4+	Blast Demolitions (the mining cult's home-made bombs)
Demolition Charge	–	6	–	–	8	-3	3	1/battle	Blast Scarce one-shot
Demolition Limpet	–	6"	–	–	8	-2	2	1/battle	Blast Grenade Magnetic Scarce
Frag Grenade	–	Sx2	–	–	3	–	1	4+	Blast Knockback
Krak Grenade	–	Sx2	–	–	6	-1	2	4+	–

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter "X" (commonly 3" or 5") over the target point; ****every**** fighter (friend or foe) fully or partially under it is hit. Blast weapons do ****not**** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ CONCUSSION

WEAPON TRAIT

The hit rattles the target: it counts as having ****lower Initiative / is dazed**** for reaction or knockdown purposes, making follow-up knockdowns/pinning easier. Maces, concussion weapons, some grav.

✂ DEMOLITIONS WEAPON TRAIT

The weapon/charge is for ****destroying terrain and structures**** (and devastating to anything caught) — used to blow doors, walls, scenario objectives. Demolition/blasting charges. Often pairs with Blast.

✂ KNOCKBACK WEAPON TRAIT

If the weapon's ****Strength exceeds the target's Strength**** (or simply on a hit, per the weapon), the target is pushed ****1"** directly away^{**} from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE WEAPON TRAIT

The weapon can only be used at ****Engagement range**** (close combat). Baseline tag for CC weapons.

✂ PARRY WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can ****force the attacker to re-roll one successful hit dice**** (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ POWER WEAPON TRAIT

A power-field melee weapon. ****Ignores the target's armour save entirely**** (the save cannot be taken at all — distinct from AP, which merely modifies it). Power swords/axes/mauls/fists. Often paired with other traits (e.g. Power + Unwieldy on a power fist).

✂ RAPID FIRE WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X ****additional**** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING WEAPON TRAIT

On a ****natural 6 to wound****, the attack improves: it gains additional AP and/or +1 Damage (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it ****cannot be reloaded**** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✂ SEISMIC WEAPON TRAIT

Shockwave that ****knocks targets prone**** and can ripple to nearby fighters; strong vs groups and for control. Often on heavy/industrial weapons (seismic cannon, some mauls).

✂ SILENT WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

⌘ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

⌘ TOXIN

WEAPON TRAIT

Poison. Instead of using Strength-vs-Toughness, the attack wounds if the target **fails a Toughness check** (roll D6, fail if under T-related target). Toxin **ignores Toughness scaling** — equally lethal to tough fighters — but is negated by immunity (e.g. some constructs). Needle weapons, toxin blades.

⌘ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

⌘ WEB

WEAPON TRAIT

Fired/thrown webber effect. On any wound, instead of normal damage the target is **Webbed** — effectively taken out of the fight (cannot act, counts as a capture/incapacitation) until freed, with **no save** normally allowed. Devastating for capturing fighters; web pistol/gun/webber.

✧ BROOD COORDINATION

CULT SET

Brood Coordination tightens the hive-mind until two killers move as one thought. Once per round, when this fighter reveals from a Cult Ambush blip or declares a charge, one other friendly blip within 9" may also reveal for free, springing its own ambush in the same instant. Where a lone eruption gives the enemy a single threat to answer, this doubles it — two shapes tearing out of the ground at once, from two directions the foe cannot both face. The brood strikes not as scattered individuals but as a coordinated will, and a line braced for one ambusher is already too late for the second.

✧ CULT VENGEANCE

CULT SET

Cult Vengeance is the martyr's fury — the brood does not mourn its dead, it answers for them. The first time each round a friendly cult fighter within 6" of this fighter is taken Out of Action, this fighter gains +1 Attack until the end of its next activation. The fall of a broodmate is not a loss to be grieved but a debt to be collected in enemy blood, and a cultist that watches its kin cut down closes on the killer with redoubled ferocity. In a tight ambush, where the brood fights shoulder to shoulder, every casualty the enemy takes only sharpens the claws still standing.

✧ FROM BELOW

CULT SET

From Below treats the buried ways beneath a battlefield as an open road. This fighter ignores vertical distance and intervening terrain when making its concealed move, slipping through tunnels, ducts and rubble that would stop another cultist cold. It may also set up its Cult Ambush blip anywhere in cover up to 6" past the centre line, infiltrating far deeper into enemy ground before the uprising breaks. The brood has spent years honeycombing the earth beneath the foe's feet, and this cultist knows every hidden path — it surfaces where no one thought an attacker could reach, already behind the line the enemy meant to hold.

✧ LYING IN WAIT

CULT SET

Lying in Wait is patience sharpened to a killing edge. When this fighter reveals from a Cult Ambush blip, the free action it makes on erupting may be a full, double-action Charge rather than a simple move or charge, letting it cross the ground and fall on a distant foe in a single spring. The first hit it lands that activation strikes with +1 Damage — the pent-up violence of a hunter that has waited, motionless and unseen, for exactly this moment. Where a common ambusher lunges at whatever is nearest, this killer chooses its prey from hiding and reaches it in one devastating charge.

✧ THEIR DUE

CULT SET

Their Due is the four-armed flurry taken to its lethal conclusion. When this fighter fights in melee using rending claws or Metamorph mutations, it makes one extra attack, and each natural 6 rolled to hit generates a further bonus hit as the storm of limbs finds gap after gap. A hybrid so honed does not trade blows — it overwhelms, burying a single foe under more edges than any guard can turn aside. The more arms the strain has gifted it, the more the enemy simply cannot parry them all, and what began as a duel ends as a butchering.

✧ UNFLINCHING CONVICTION

CULT SET

Unflinching Conviction is faith in the Star Children made proof against fear. This fighter, and friendly cult fighters within 3" of it, automatically pass the first Nerve test they would be called to take each round. The surface-dwellers' guns and terror-tactics mean nothing to a brood that knows, with absolute certainty, that it is the rightful heir to the world it fights on. Where an ordinary squad would waver and pull back, the faithful hold — steadied not by discipline drilled into them but by a conviction bred into their blood. Only after that first test does doubt find any purchase at all.



GENESTEALER CULTS • HOUSE DOSSIER

THE CULT OF THE FOUR-ARMED EMPEROR

The broad mortal-hybrid uprising

The Cult of the Four-Armed Emperor is the archetypal genestealer cult — the most numerous, the most patient, the city taken from the inside. It is less an army than an uprising: a Neophyte gunline of first-generation cultists who pass for ordinary workers, a wing of four-armed Acolytes boiling up from the tunnels, hulking Aberrant heavies, mining vehicles ground out of the work-gangs, and a levy of Brood-Brother Guardsmen who still wear the Imperium's uniform and answer in secret to the Star Children. Its real weapon is the Cult Ambush: it deploys across the board as ambiguous blips and decoy blanks, creeps concealed under a fog of bluffs, and rises everywhere at once. It rarely wins a stand-up firefight — its bodies are mortal, its armour is overalls — so it never chooses to fight one. It wins the board, the eruption, and the Day of Ascension when the whole city stands up together. That patience has a price: once revealed, its Toughness 3 cultists own no armour, and a foe that floods the reveal-lanes and out-trades them before they are set breaks the uprising open.

◡ GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ exactly 1 Leader (Primus)
- ♦ 0-2 Champions (Magus / Iconward / Kelermorph)
- ♦ Neophyte Hybrids the gunline bulk
- ♦ 0-3 Acolyte Hybrids
- ♦ 0-2 Aberrants
- ♦ 0-2 Purestrain Genestealers (shock-reserve cap, not a Purestrain wave)
- ♦ Neophyte (raw) cheap and plentiful
- ♦ 0-1 Brute (Goliath Rockgrinder)
- ♦ 0-1 Familiar pack (Magus only)
- ♦ Neophytes (Gangers + Juves) $\geq$ Leaders + Champions (mortal-insurgency backbone)
- ♦ Cult Ambush / Return to the Shadows / Unquestioning Loyalty / Brood Telepathy are inherent gang rules, always in effect

A starting gang of the Four-Armed Emperor forms on 1,500 credits around exactly one Leader — the Primus who leads the uprising. Beneath him stand no more than two Champions, drawn from the expanded menu of Magus, Iconward, Kelermorph, Clamavus, Nexos and Reductus Saboteur; the cap bounds the number fielded, not the choice, so the support cadre widens the ways a cell can be built. The body of the gang is its mortal insurgency — Neophyte Hybrids form the gunline bulk and cheap raw Neophytes swell the ranks, and these Gangers and Juves must always number at least as many as the Leaders and Champions above them. Beyond the line a cell may field up to three Acolyte Hybrids, two Aberrants, two Purestrain Genestealers held as a sparing shock-reserve, two Atalan Jackals, one siege Rockgrinder, one light-recon Ridgerunner, and one Familiar pack bound to the Magus. As the brood-cycle turns across a campaign, Reputation unlocks the Champion, Purestrain, recon and Brute slots and widens the blip allowance — the cult swells as the precinct falls.

🦴 GANG RULES

✂ CLAMAVUS PROCLAMATION

GANG RULE

The Clamavus Proclamation is the cult's weapon in the signals war. While a Clamavus bearing the proclamator hailer stands, enemy fighters within 9" cannot benefit from group activation or coordinated orders — their commands drowned beneath a rising wall of cult-cant broadcast across every band. Friendly cult fighters within the same range may re-roll a failed Cool test when they attempt to slip back into a concealed move. The Proclamation kills nothing on its own; it isolates. An enemy cut off from its own coordination fights the insurgency one activation at a time, while the cult tightens around it and melts back into the board between reveals.

✂ COMBINED-ARMS INSURGENCY

GANG RULE

Combined-Arms Insurgency is the doctrine of breadth. Where the sibling cult fields a wave of Purestrain killers, the Four-Armed Emperor musters the whole ladder at once — a Neophyte gunline, an Acolyte ambush wing, Aberrant heavies, the mining Rockgrinder, and the Brood-Brother levy by requisition. It leans the Cult Ambush toward board control rather than a single melee alpha: deny the lanes, seize the objectives, and reveal a crossfire from three directions instead of one charge. No single element wins the battle. The cult wins by fielding every element together and springing them as one — the city does not rise in one place, it rises everywhere.

✂ KELERMORPH GUNSLINGING

GANG RULE

Kelermorph Gunslinging is the art of the three-gun assassin. When the Kelermorph reveals from a blip, it may fan all three liberator autostubs in a single Shoot action, emptying them into an enemy leader or splitting them across the line — the Sidearm-fan trait carries the volley and its Ballistic Skill 2+ makes each shot count. When a fighter is taken Out of Action by the Kelermorph's fire, every enemy within 6" must take a Nerve test as dread of the cult's marksman spreads through the ranks. This is the decapitating strike the cult itself cannot suffer — Unquestioning Loyalty shields the Primus and Magus behind the levy — turned outward onto the enemy's officers and witches. One legend of the brood, hunting the heads the foe cannot afford to lose.

✂ NEXOS STRATEGIST

GANG RULE

The Nexos Strategist plans the uprising before a shot is fired. When a cell that includes a Nexos deploys, it adds one further real blip and one further decoy blank to the Cult Ambush, deepening a bluff already broader than any rival can raise. Once each campaign cycle the Nexos advances the cult one step toward the Day of Ascension, reading the precinct's weaknesses and turning them into the brood's opportunities. The Nexos wins nothing with its own hand — it is a strategist, not a fighter — but the cell that fields it sets more of the board, hides more of its strength, and draws steadily nearer the moment the whole city stands up.

✧ RECON WING

GANG RULE

The Recon Wing is the fast forward-screen the gunline always lacked. It gathers the mounted Atalan Jackals — outriders at Movement 8" and Mounted — and the light Achilles Ridgerunner with its survey augur into a single scouting arm, and gives the placed Jackal Alphas a real unit to command at last. The wing ranges ahead of the cadre to scout the ground, seize objectives before the enemy can set, screen the reveal-lanes, and spot for the cross-fire the survey augur guides in. It is the recon counterpart to the heavy Rockgrinder spearhead: where the Rockgrinder smashes a lane open, the Recon Wing finds the lane first.

✧ REDUCTUS SABOTAGE

GANG RULE

Reductus Sabotage turns the mining cult's demolitions into a siege weapon. A Reductus Saboteur re-rolls the Scarce and one-shot rolls on a demolition charge and may plant it as a hidden charge before deployment, buried where the enemy will walk. Once per battle it triggers Sabotage the Grid: an enemy emplacement is disabled, or a whole zone plunged into darkness as the cult cuts the power. The saboteur wields the shared armoury's demolition and blasting charges rather than any bespoke weapon — the same home-made bombs the work-gangs carry, now in the hands of the cell's demolition expert. Where it works, walls come down and lights go out, and the ambush pours through the breach it opened.

✧ SUPPORT CADRE

GANG RULE

The Support Cadre is the command apparatus of the mortal insurgency — three support-Champions the cell may field beneath its two-Champion cap: the Clamavus, the Nexos and the Reductus Saboteur. The Clamavus wages the signals war, jamming the enemy's coordination and tightening the cult's; the Nexos widens the Cult Ambush and reads the long campaign; the Reductus Saboteur cuts the grid and brings down walls. None of the three adds a fresh aura-stack or a new subsystem — each hangs on the Cult Ambush spine and the shared armoury already in the cult's hands, deepening its signals, its deployment and its sabotage. Together they are the mind and the hands behind the levy, turning a mass of bodies into a coordinated uprising.

✧ THE UPRISING

GANG RULE

The Uprising is the broadest Cult Ambush any cult gang can raise. When a Four-Armed Emperor cell deploys, it may set up as many as two-thirds of its fighters as blips — more than any other force — and add a number of blank decoy markers up to the number of real ones. The board becomes a field of identical face-down markers, most of which the enemy must respect and many of which are nothing at all. While the enemy spends its caution, its over-watch and its detection on empty ground, the true cult creeps concealed into position. Once per battle a leader may declare the Day of Ascension: every friendly blip still on the board reveals at once for free, and each revealing fighter surges with the ambush bonus. Every decoy is a marker that conceals no fighter, and the bodies that erupt are mortal and unarmoured — the eruption must land before the enemy's return fire answers it.

FIGHTERS

PRIMUS

LEADER

× 145 CREDITS

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

SAVE 5+

SPECIAL RULES Unquestioning Loyalty (*focus*) Brood Telepathy (*projects*) SEE SPECIAL RULES

Typed Effects

- re-roll Nerve

PRIMARY

Combat Cunning Ferocity

Leadership Shooting

Cult Signature

SECONDARY

Agility

Brawn

Savant

STARTING GEAR Cult Armour

FREE SKILL Lying In Wait

EQUIPMENT LIST

PISTOL

Needle Pistol 30 credits

Cult Bolt Pistol 45 credits

CLOSE-COMBAT

Rending Claws 20 credits

Toxin Bonesword 50 credits

GRENADE

Frag Grenade 30 credits

Blasting Charges 35 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

PERSONAL

Brood Cyst Injector 25 credits

ACCESSORY

Auspex 25 credits

STATUS

Cult Icon 40 credits

The Primus is the warlord of the uprising — the first and most trusted of the brood's mortal children, the voice through which the Star Children give their orders. He leads from the front of the cadre with a toxin bonesword whose Parry turns aside the counter-blow and whose Toxin wounds the strongest foe, and a silent needle pistol that drops a sentry without a sound. His true armour is the cult itself: Unquestioning Loyalty lets a Neophyte or Acolyte throw itself into the blow meant for him, and Brood Telepathy steadies every friendly fighter within 9" as though the whole cell shared one nerve. He enters battle already schooled in Lying in Wait, turning a blip's reveal into a full charge. He is two wounds of mortal flesh, no tougher than the workers he commands — but the enemy that guns him down finds the brood has simply promoted another mouthpiece, and the uprising does not pause.

CLAMAVUS

CHAMPION

× 100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	5+	5+

SAVE 6+

SPECIAL RULES

Clamavus Proclamation (*champion comms aura*)

SEE SPECIAL RULES

Typed Effects

- re-roll Cool

PRIMARY

Cunning

Leadership

Shooting

SECONDARY

Agility

Combat

Ferocity

Cult Signature

Savant

STARTING GEAR Cult Armour

FREE SKILL Brood Coordination

EQUIPMENT LIST	
PISTOL	ARMOUR
Autopistol	Cult Armour
Cult Bolt Pistol	<i>included</i>
CLOSE-COMBAT	STATUS
Cult Knife	Proclamator Hailer
GRENADE	
Frag Grenade	
Krak Grenade	

The Clamavus is the cult's broadcaster — the fighter who wages the signals war beneath the firefight. Through the proclamator hailer it projects the Clamavus Proclamation: within 9", enemy fighters cannot benefit from group activation or coordination, their orders lost in a wall of cult-cant, while friendly cultists re-roll a failed Cool to slip back into a concealed move. It carries an autopistol and cult knife and holds well back from the killing, a support-champion of the command apparatus rather than a duellist. Schooled in Brood Coordination, it helps the ambush spring as one. It is mortal and thinly armoured like all the cult's children, but a cell built around the Clamavus fights a coordinated insurgency against an enemy that has been cut off from its own.

ICONWARD

CHAMPION

× 90 CREDITS

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

SAVE 5+

SPECIAL RULES The Iconward's Banner (*champion aura*) SEE SPECIAL RULES

Typed Effects

- re-roll Nerve

PRIMARY

Cunning

Ferocity

Leadership

Cult Signature

SECONDARY

Agility

Brawn

Combat

Savant

Shooting

STARTING GEAR Cult Armour

FREE SKILL The Day Of Ascension

EQUIPMENT LIST	
BASIC	GRENADE
Autogun15 credits	Frag Grenade30 credits
PISTOL	Krak Grenade45 credits
Autopistol10 credits	ARMOUR
Cult Bolt Pistol45 credits	Cult Armour
CLOSE-COMBAT	included
Rending Claws20 credits	STATUS
Cult Icon25 credits	Cult Icon40 credits
Power Pick45 credits	

The Iconward carries the proof that the Star Children are real — the cult icon raised above the mass, the standard the levy will not abandon. Within 9" of the banner, friendly cult fighters re-roll failed Nerve and add 1" to their concealed creep and their charge, so the whole insurgency rallies to the icon as it advances. The Iconward bears the icon as a Status close-combat piece and an autopistol for defence, and steadies the line rather than breaking the enemy. He enters battle already knowing The Day of Ascension, and when he calls it the entire board of blips stands up at once. He is a champion of the mass movement — no tougher than the Neophytes around him — but where his standard stands, the cult holds its nerve and does not break.

KELERMORPH

CHAMPION

× 140 CREDITS

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

SAVE 6+

SPECIAL RULES Kelermorph Gunslinging (*reveal-and-fan assassin*) SEE SPECIAL RULES

PRIMARY

Agility

Combat

Cunning

SECONDARY

Leadership

Savant

Ferocity

Shooting

Cult Signature

STARTING GEAR Cult Armour

FREE SKILL From Below

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Liberator Autostub 60 credits

CLOSE-COMBAT

Cult Knife 10 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

ACCESSORY

Auspex 25 credits

Vox Thief

in kit

The Kelermorph is a legend of the brood — the three-gun cult gunslinger, a killer of leaders. He reveals from concealment and fans three liberator autostubs in a single action, dropping his mark and unnerving the rest: an enemy taken Out of Action by his fire forces a Nerve test on foes within 6". With Ballistic Skill 2+ and the Sidearm-fan trait he empties all three pistols into one target or splits them across the line, and keeps a cult knife for the rare moment the enemy closes. Schooled in From Below, he sets his blip up deep and past the centre line, already inside the enemy's command. This is the decapitation the cult itself is immune to — Unquestioning Loyalty keeps the Primus safe behind the levy — turned outward onto the foe's officers and witches, until the enemy learns to fear the sound of three guns firing as one.

MAGUS

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	5+	4+	4+	5+

SAVE 6+

SPECIAL RULES **The Magus's Mind-Control** (*psyker aura*) **Brood Telepathy** (*projects*) SEE SPECIAL RULES

PSYKER (*Psyker — Broodmind discipline + Smite*)

A fighter with the Psyker keyword may manifest the Wyrd Powers of a psychic discipline it has access to. In a Cult of the Four-Armed Emperor cell the keyword belongs to the Magus alone — no Neophyte, Acolyte or mining engine of the brood touches the warp — and through it the Magus draws upon the Broodmind, the will of the cult pressed on other minds, alongside the universal witch-blast of Smite. Each working is attempted through the standard Wyrd Power rules, and every one courts the warp's price. The powers are drawn free at creation: the gift is baked into the Magus's cost, not bought a working at a time.

Typed Effects

- test-or-status Willpower act-as-directed once-per-battle
- re-roll Nerve

PRIMARY

Cunning

Leadership

Cult Signature

Broodmind

SECONDARY

Agility

Combat

Ferocity

Savant

Shooting

Smite

STARTING GEAR Cult Armour

FREE SKILL Brood Coordination

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Cult Bolt Pistol 45 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

WARGEAR

Familiar 35 credits

✦ *Scrap Cyberachnid* 40 credits

cult-built cyber-familiar from scavenged servo-parts — a minor-buff companion

PERSONAL

Brood Cyst Injector 25 credits

The Magus is the cult's preacher-witch — the psychic mouthpiece of the Star Children, who bends the mind of the faithful and the enemy alike. Its Mind-Control seizes an enemy fighter and turns his gun on his own kind, while Brood Telepathy projects the cult's shared calm across the cadre. It fights with a force stave that strikes harder when the Magus passes a Willpower test, and a cult bolt pistol for closer work. A Familiar drifts at its side, a psychic broodling that carries its will. Schooled in Brood Coordination, it chains one blip's spring into another, so the ambush erupts wider than the enemy prepared for. Like every mortal of the cult it is fragile — a single lucky

shot ends the witch — but while it stands, the brood thinks as one and the enemy's own soldiers cannot be trusted.

NEXOS

CHAMPION

× 95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	5+	4+	5+	4+

SAVE 6+

SPECIAL RULES Nexos Strategist (*deployment strategist*) SEE SPECIAL RULES

PRIMARY

Cunning

Leadership

Cult Signature

SECONDARY

Agility

Ferocity

Savant

Shooting

STARTING GEAR Cult Armour

FREE SKILL From Below

EQUIPMENT LIST	
PISTOL	ARMOUR
Autopistol 10 credits	Cult Armour
Cult Bolt Pistol 45 credits	<i>included</i>
CLOSE-COMBAT	WARGEAR
Cult Knife 10 credits	Blip Markers
GRENADE	<i>in kit</i>
Frag Grenade 30 credits	ACCESSORY
Krak Grenade 45 credits	Auspex 25 credits

The Nexos is the mind of the uprising — the strategist who plans the cell's long game against the precinct. Its Nexos Strategist ability widens the Cult Ambush: one extra real blip and one extra decoy blank join the board at deployment, deepening the bluff no other force can match, and once each campaign cycle it advances the cult a step toward the Day of Ascension. It fights with an autopistol and cult knife but is no line-fighter; its worth is the deployment and the map. Schooled in From Below, it seeds its own blip past the centre line. Fragile and unarmoured like every mortal cultist, the Nexos wins battles before they are joined — by the count of markers on the table and the patience behind them.

REDUCTUS SABOTEUR

CHAMPION

× 105 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	5+	5+	5+

SAVE 6+

SPECIAL RULES Reductus Sabotage (*demolitions saboteur*) SEE SPECIAL RULES

PRIMARY Agility Cunning Ferocity SECONDARY Brawn Combat Savant
Shooting Cult Signature

STARTING GEAR Cult Armour

FREE SKILL Lying In Wait

EQUIPMENT LIST	
PISTOL	ARMOUR
Autopistol 10 credits	Cult Armour
Hand Flamer 75 credits	included
CLOSE-COMBAT	WARGEAR
Cult Knife 10 credits	Demolition Cache 30 credits
GRENADE	ACCESSORY
Frag Grenade 30 credits	Auspex 25 credits
Blasting Charges 35 credits	
Krak Grenade 45 credits	
Demolition Charge 75 credits	

The Reductus Saboteur is the cult's demolition character — the hand that cuts the enemy's power and brings down his walls. It wields the mining cult's demolition and blasting charges, re-rolling the Scarce and one-shot rolls on a demolition charge and planting it as a hidden charge before the battle is joined. Once per battle it triggers Sabotage the Grid, disabling an enemy emplacement or plunging a whole zone into darkness. An autopistol and cult knife cover its own defence. Schooled in Lying in Wait, it springs from a blip straight into the charge. Mortal and lightly armoured like the rest of the cadre, the saboteur turns the work-gang's own tools — drills, charges, cutting beams — into the means to gut a fortified line from within.

ABERRANT

GANGER

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	5	5	2	4+	2	7+	6+	7+	8+

SAVE 5+

SPECIAL RULES Aberrant's Curse (*immense/strong, slow/witless*) SEE SPECIAL RULES

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Cunning

Cult Signature

Savant

STARTING GEAR Cult Armour

EQUIPMENT LIST

CLOSE-COMBAT

Power Pick 45 credits

✦ *Cult Power Maul* 50 credits

mining-servitor arc-hammer head welded to a haft — the cult's built-not-issued power weapon

Goliath Power Hammer 55 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

The Aberrant is the cult's hulking heavy — a mutant grown vast and brutally strong, its mind lost to the change but its body made a weapon. It swings a power pick whose Power trait and brute Strength turn plate and bulkhead alike to scrap, an anvil that anchors the ambush where the Acolytes are the edge. At Strength 5 and Toughness 5 it soaks fire the mortal line cannot and grinds down whatever it reaches. But the Aberrant's Curse is real: slow of foot and slower of wit, it is easily out-manoeuvred and struggles to act on its own initiative, best driven forward in the shadow of the cadre's leaders. Where it lands it breaks things — a piece of the brood's raw muscle poured into the uprising.

ACOLYTE HYBRID

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	4	4	1	3+	2	7+	6+	6+	7+

SAVE 6+

SPECIAL RULES Four Arms (*extra attack*) SEE SPECIAL RULES

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Shooting

Ferocity

Savant

Cult Signature

STARTING GEAR Cult Armour · Rending Claws

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Web Pistol 35 credits

Hand Flamer 75 credits

CLOSE-COMBAT

✦ *Cult Power Maul* 50 credits

mining-servitor arc-hammer head welded to a haft — the cult's built-not-issued power weapon

Rock Drill 65 credits

Heavy Rock Saw 80 credits

Rending Claws

included

GRENADE

Frag Grenade 30 credits

Blasting Charges 35 credits

✦ *Demolition Limpet* 40 credits

magnetic limpet bodged from mining-charge scrap and a servo-clamp — the saboteur's breaching bomb

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Cult Armour

included

PERSONAL

Brood Cyst Injector 25 credits

The Acolyte Hybrid is the four-armed ambusher — a later-generation cultist grown closer to the brood, with the strength and the extra limbs to match. It erupts from a blip into the survivors the gunline has softened, tearing with rending claws whose Rending trait bites through armour, its four arms granting an extra attack over a mortal cultist. An autopistol rides in one hand for the approach. At Strength 4, Toughness 4 and Movement 6" it is hardier and faster than the Neophyte line, built for the melee that springs from the floor. It is the gun-then-claw of the cult made flesh: the guns pin and thin, the Acolytes boil out of hiding and gut what is left before the enemy knows which marker was real.

ATALAN JACKALS

GANGER

× 50 CREDITS

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

SAVE 6+

SPECIAL RULES Recon Wing (*mounted outrider*) SEE SPECIAL RULES

PRIMARY

Agility

Cunning

Ferocity

SECONDARY

Brawn

Combat

Savant

Shooting

Cult Signature

STARTING GEAR Cult Armour

EQUIPMENT LIST

BASIC

Autogun 15 credits

Shotgun 30 credits

PISTOL

Autopistol 10 credits

Hand Flamer 75 credits

SPECIAL

Mining Laser 130 credits

CLOSE-COMBAT

Cult Knife 10 credits

Power Pick 45 credits

GRENADE

Frag Grenade 30 credits

Blasting Charges 35 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Cult Armour

included

The Atalan Jackals are the outrider wing the gunline always lacked — mortal cultists mounted on stripped-down bikes, the fast forward-screen of the uprising. At Movement 8" and Mounted, they range ahead of the cadre to scout the ground, seize objectives before the enemy can set, and harry the flanks the crossfire cannot reach. They belong to the Recon Wing, the scouting arm the placed Jackal Alphas finally commands as a real unit. Each rides light with an autogun and a cult knife. They are as fragile as any mortal cultist — Toughness 3, no armour worth the name — and live or die by their speed, striking where the enemy is thin and gone before the answer comes.

NEOPHYTE HYBRID

GANGER

× 50 CREDITS

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

SAVE 6+

PRIMARY

Cunning

Shooting

Cult Signature

SECONDARY

Agility

Brawn

Combat

Ferocity

Savant

STARTING GEAR Cult Armour

EQUIPMENT LIST

BASIC

Autogun 15 credits

Shotgun 30 credits

PISTOL

Autopistol 10 credits

Hand Flamer 75 credits

SPECIAL

Grenade Launcher 65 credits

Mining Laser 130 credits

Webber 130 credits

Flamer 140 credits

HEAVY

Heavy Stubber 130 credits

Seismic Cannon 140 credits

Heavy Mining Laser 180 credits

CLOSE-COMBAT

Cult Knife 10 credits

GRENADE

Frag Grenade 30 credits

Blasting Charges 35 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

The Neophyte Hybrid is the backbone of the uprising — the first-generation cultist who passes for an ordinary worker until the day the floor stands up. It is the cult's gunline body, carrying the autogun that arms the mass and, in the specialists' hands, the heavy and special weapons the cell owns: the seismic cannon, the mining laser, the heavy stubber, the grenade launcher. A cult knife rides at its belt for close work. Single-wounded, Toughness 3 and armoured in nothing but overalls, it is a soldier, not a monster — but there are always more of them, and when the blips erupt into a sudden crossfire the volume of ordinary autoguns does the work a handful of monsters could not. This is the docker who was also a cultist, revealed at last.

PURESTRAIN GENESTEALER

GANGER

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	–	4	4	2	2+	3	6+	6+	6+	7+

SAVE 5+

SPECIAL RULES **Four Arms** (*extra attack*) **Rending Claws** (*innate*) SEE SPECIAL RULES

PRIMARY

Agility

Combat

Cunning

Ferocity

Savant

Cult Signature

SECONDARY

Brawn

STARTING GEAR Cult Armour · Rending Claws

EQUIPMENT LIST	
CLOSE-COMBAT	ARMOUR
Rending Claws	Cult Armour
<i>included</i>	<i>included</i>

The Purestrain Genestealer is the perfect killer at the heart of the brood — the cult's own apex predator, born rather than converted, taken here only in ones and twos as a shock-reserve. At Weapon Skill 2+, Movement 7", three attacks and four arms, it crosses the board and opens a fighter throat to sternum with innate rending claws, the Rending trait shredding armour as though it were cloth. This House is the broad mortal insurgency, not a wave of monsters, so a single Purestrain erupting from a blip is a blade held in reserve for the moment it matters most — the enemy's champion, the objective that must fall. Where the mortal cult trades in numbers, the Purestrain trades nothing: it simply kills, and the brood spends it sparingly.

NEOPHYTE RAW

JUVE

× 30 CREDITS

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

SAVE 6+

PRIMARY

Cunning

Shooting

SECONDARY

Agility

Combat

Ferocity

Savant

Cult Signature

STARTING GEAR Cult Armour

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Cult Knife 10 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Cult Armour

included

The raw Neophyte is the newest of the converted — a worker only lately taken into the brood, handed an autogun and a place in the mass. It is the cheap, plentiful bulk of the uprising, the levy that fills the blips and swells the board with markers the enemy must respect. Weapon and Ballistic Skill 5+, single-wounded and unarmoured, it is not expected to win a firefight — only to be there, in numbers, when the floor stands up. It advances through the ordinary course of battle rather than any founding skill, an initiate learning the cult's craft the hard way. The uprising is won by weight of bodies, and the raw Neophyte is the most expendable body the cult owns.

FAMILIARS

EXOTIC BEAST

× 35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	—	2	2	1	3+	2	8+	6+	5+	9+

SAVE 6+

SPECIAL RULES

The Magus's Mind-Control (*Magus companion*)

SEE SPECIAL RULES

Typed Effects

- test-or-status Willpower act-as-directed once-per-battle

Familiars are the Magus's psychic broodlings — small, scuttling things bound to the witch's will, an extension of its mind onto the battlefield. They drift at the Magus's side as the conduit through which its Mind-Control reaches out to seize an enemy's thoughts, and they harry lone foes with claw and bite when the moment allows. Weak in body — Strength 2, Toughness 2, a single wound — they are no line-fighters, but as a pack they extend the reach of the cult's psyker and guard the mouthpiece that speaks for the Star Children. Where the Magus goes, its Familiars follow, whispering the brood's will.

VEHICLES

ACHILLES RIDGERUNNER

VEHICLE

✖ 165 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
8"	6	5	5	4	5+	4+	4+	8+	6+	7+	–

LOCOMOTION Wheeled

HARDPOINTS

- ♦ Heavy Mining Laser — Front arc (Crew)
- ♦ Survey Augur — Sensor arc (Crew)

SPECIAL RULES

- ♦ 0-1 light-recon vehicle per gang

The Achilles Ridgerunner is the fast eye of the uprising — a light Wheeled recon buggy that runs the flanks the gunline could never reach. Where the Rockgrinder is the siege-anchor, the Ridgerunner is the scout: four Hull Points and a lighter hull, but Movement 8" and a survey augur that spots for the crossfire, feeding firing solutions to the Neophyte line and stripping the concealment from a blip as it rises. It carries a single heavy weapon — a heavy mining laser to crack armour at range, or a heavy stubber to sweep a lane — and it uses its speed to seize an objective, screen a reveal and mark a target before it is itself in danger. It is a forward-observer, deliberately kept below the heavy siege engine, and it resolves its handling and the hits it takes through the Ash-Wastes vehicle rules as it darts across the board ahead of the rising cult.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GOLIATH ROCKGRINDER

VEHICLE

✖ 345 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	5	6+	4+	4+	8+	6+	7+	–

LOCOMOTION Tracked

HARDPOINTS

- ♦ Seismic Cannon — Front arc (Crew)
- ♦ Drilldozer Blade — Ram arc (Hull)
- ♦ Demolition Charge — Hull arc (Crew)

SPECIAL RULES

- ♦ 0-1 siege vehicle per gang

The Rockgrinder is the industrial spearhead of the uprising — a mining rig ground up out of the work-gangs and turned on the city that owned it. A Tracked war-engine of five Hull Points and a front weighted heavy to take the first blows, it grinds forward at the pace of the ambush it leads, front-armoured to endure and built to breach. Its drilldozer blade smashes a hole through a wall on the charge, hammering out extra strikes for every yard it rolls; the heavy seismic cannon it carries as its turret weapon bucks the ground under an enemy line, while a demolition cache seeds the breach with charges for the brood to pour through behind it. It is a gatekeeper centrepiece, fielded one at a time, and it resolves its movement, its facing armour and the damage it takes through the Ash-Wastes vehicle rules — the drill goes first, and the insurgency erupts through the gap it tears.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PSYCHIC DISCIPLINES

✖ THE BROODMIND

PSYCHIC DISCIPLINE

The Broodmind is the witchery of the Magus — the will of the brood pressed upon other minds. Where another warp-caster commands lightning and flame, the Magus does not blast; he bends. Through the Broodmind he dulls the surface-dwellers' thoughts as the cult creeps past, burns the Star Children's gift into a comrade's muscle, turns an enemy's own mind against itself, breaks the nerve of those who glimpse the four-armed truth, jolts a body into motion the instant it is needed, and — the flagship seizure the whole discipline circles — reaches through a foe and takes its hands for the cult's own. The Four-Armed Emperor fields a single witch-preacher, no sorcerous cabal, so this lone discipline is the whole of the cult's psychic art. A Magus with access picks or rolls one power from the table below at creation, each a Wyrd power that courts the warp's price.

ROLL

POWER

1	Mass Hypnosis. The Magus reaches into the minds of the enemy and slows them to a crawl. A chosen enemy fighter within range, and every enemy within 2" of it, suffers -1 to Hit and may not fire Overwatch or take part in a Group Activation until the end of the round. The surface-dwellers' thoughts go dull and heavy, their reactions a half-second too late, and in that half-second the cult creeps unseen across the ground they should have been watching. It is the discipline's opener — the working that buys the ambush its silence.
2	Might From Beyond. The Magus pours the Star Children's gift straight into a comrade's muscle. While this power is sustained, the target friendly cult fighter gains +1 Strength and +1 Attack — the brood-flesh swelling with borrowed power, blows landing harder and more often. It is the discipline's one open buff, and it turns an Acolyte erupting from a blip or an Aberrant already at the wall into something far worse to meet. Because it is continuous it holds the Magus's attention round after round, so it is spent on the body whose melee will decide the grind.
3	Mental Onslaught. The Magus and a chosen enemy within range lock wills, and the Magus grinds the foe's own mind against it. For each point by which the Magus overmasters the target in the contest of wills, that fighter suffers one automatic hit at Strength 3, AP -, as its thoughts turn on themselves and tear. It is a pure psychic assault — no weapon, no line of muscle, just the brood-will crushing a single mind from across the board — and it is the Magus's answer to a fighter it cannot reach with claws or guns.
4	The Horror. The Magus lets the enemy glimpse what truly rises out of the dark. A chosen enemy fighter within range, and every enemy within 2" of it, must immediately pass a Nerve test at -2 or become Broken. The four-armed truth surfaces in their minds — the neighbour who was a monster all along, the floor of the city standing up to kill them — and the will recoils from it. It is the discipline's morale-break, best loosed the instant the blips erupt, when a broken enemy line has nowhere to run and the cult is already among them.
5	Psychic Stimulus. The brood-will jolts a body into motion the instant it is needed. A chosen friendly cult fighter within range may immediately make a free Move, or stand up from Prone, and is not Pinned by the next ranged hit it takes this round. It is the discipline's tempo power — the shove that pulls an Acolyte the last few inches into a charge, drags a pinned gunner back into cover, or gets a fallen fighter onto its feet at the moment the ambush springs. Small, but the cult's whole game is timing, and this is the Magus buying a heartbeat of it.
6	Mind Control. The Magus reaches through a chosen enemy fighter within range and takes its hands for the cult's own. The foe resists the intrusion; if its will breaks, it immediately makes a single free Shoot action at a target the cult chooses — usually its own comrades in the line beside it. This is the ranged, repeatable face of the Magus's craft: where the once-per-battle seizure the Magus carries as a champion is a guaranteed, close intrusion, Mind Control is the Wyrd-worked version he can loose again and again from across the board, spending the enemy's own guns against them.

Universal

✕ SMITE

BASIC • 12"

Smite is the universal witch-blast, the raw discharge of warp-force every psyker can call. A chosen enemy fighter within range suffers a single automatic hit, and for each additional enemy fighter within 2" of it the blast adds one

more hit — the power biting hardest into a clustered line. It belongs to no discipline: any fighter with the Psyker keyword and access may loose it alongside its own school. In the Magus's hands it is the crude hammer beside the Broodmind's scalpel, the one working that simply hurts.

GANG TACTICS

D66

ROLL	TACTIC	TIMING
11	Cult Provides Cover. Play this before deployment. One additional piece of area terrain may be placed anywhere on your half of the board — a cargo stack, a barricade, a collapsed gantry the cult positioned in advance. The insurgency chooses the ground it fights on.	PRE-BATTLE , BEFORE DEPLOYMENT
12	False Blips. Play this before deployment. Add two extra decoy blank blips to your Cult Ambush setup for this battle. More empty markers, more ground the enemy must fear — and no more real strength to be found among them.	PRE-BATTLE , BEFORE DEPLOYMENT
13	Every Door A Way In. Play this in your turn. One friendly fighter in base contact with a door, hatch or opening may immediately set up on the far side of it, moving through unseen. The cult has a key to every lock in the city.	YOUR TURN
14	The Quota Slips. Play this before deployment. The cult has quietly skimmed the work-gang's output for its own ends: draw one extra Tactics card at random for this battle. What the city thinks it produced and what it actually produced were never the same.	PRE-BATTLE , BEFORE DEPLOYMENT
15	Undermined. Play this before deployment. Choose one piece of enemy-controlled terrain or a fortification in their deployment zone: it counts as unstable this battle, and any enemy fighter that ends its activation on it must roll a D6, taking a Strength 3 hit on a 1. The cult dug beneath it long before the battle began.	PRE-BATTLE , BEFORE DEPLOYMENT
16	The Convert Hesitates. Play this in the enemy's turn, when an enemy fighter within 9" of a friendly Magus or Iconward declares an action. Roll a D6: on a 5+ that action is wasted, the fighter frozen by a doubt the cult put there. Somewhere in every enemy is a moment's hesitation the brood can find.	ENEMY TURN
21	Acolyte Cell Activates. Play this at the start of your turn. One friendly Acolyte Hybrid that revealed from a blip this round may immediately make a free Charge (Double) action. The cell has waited under the floor for exactly this moment — and now it moves as one.	YOUR TURN
22	Cut The Lights. Play this in your turn. Until the start of your next turn, all Shooting attacks at ranges over 9" suffer an additional –1 to hit as the cult kills the power across the zone. The dark belongs to those who know the way through it.	YOUR TURN
23	The Primus Marks The Kill. Play this in your turn, if a friendly Primus is on the battlefield. Choose one enemy fighter within 12" of the Primus: until the end of the round, all friendly fighters re-roll failed hits against that target. The warlord names the enemy, and the whole cult answers.	YOUR TURN
24	Flood The Street. Play this in your turn. Every friendly Neophyte Hybrid and raw Neophyte within 6" of an enemy fighter may make a free move of up to 3" toward the nearest enemy. The streets fill with cultists from every doorway at once — the mass movement made real.	YOUR TURN

25	Tunnel Rats. Play this in your turn. Up to two friendly fighters may make a free move of up to 4", ignoring all terrain and vertical distance as they scurry through the crawlways. The cult owns the spaces between the walls, and moves through them like water.	YOUR TURN
26	Aberrant Breakthrough. Play this in your turn. Choose a friendly Aberrant within 1" of a wall, barricade or terrain feature: it may make an immediate free move straight through it, smashing an opening the rest of the cell can pour through. The heavy goes first; the lane opens behind it.	YOUR TURN
31	The Fear Spreads. Play this in the enemy's turn, when an enemy fighter fails a Nerve test within 9" of a friendly cult fighter: one other enemy within 6" of them must immediately take a Nerve test too. Fear runs through the enemy like a current, and the cult is its source.	ENEMY TURN
32	The Cults Eyes. Play this before deployment. Choose one enemy fighter with a hidden or reserve setup: it is revealed and must deploy openly. The cult has been watching the enemy for weeks — nothing they try to hide is hidden from the brood.	PRE-BATTLE , BEFORE DEPLOYMENT
33	The Signals Already Lit. Play this at any time on a world where the cult has already lit its beacon. Once this battle, a friendly fighter within 6" of an objective or shrine may re-roll all failed hits for one action. The signal is already burning — the cult fights with the confidence of a war half-won.	ANY TIME
34	Genestealers Kiss. Play this when a friendly Purestrain Genestealer or Acolyte Hybrid charges this turn: its first hit gains the Rending trait if it does not already have it, and +1 Damage. The kiss of the brood — one clean strike that opens the throat.	YOUR TURN
35	The Cordon Tightens. Play this at any time. If the cult's control-track marker on this world is more than halfway to ripened, one friendly fighter may re-roll a failed Nerve, Cool or Willpower test this round. The cult knows the ground is nearly theirs, and it fights like it.	ANY TIME
36	Sabotage The Vents. Play this in your turn. Choose a point on the board within 9" of a friendly fighter and place a gas or debris marker there. Any fighter that ends its activation within 2" of it takes a Strength 3 hit as the cult vents the ductwork. The city's own breath turned to a weapon.	YOUR TURN
41	The Magus Speaks. Play this in your turn, if a friendly Magus is on the battlefield and not Broken. One enemy fighter within 12" of the Magus must pass a Willpower test or lose its next action, its will bent for a moment to the brood's. When the Magus speaks, the weak-minded obey.	YOUR TURN
42	False Colours. Play this before deployment. Up to two friendly fighters may deploy within the enemy's deployment zone, set up as ordinary workers the enemy overlooks until they move. They were standing there the whole time.	PRE-BATTLE , BEFORE DEPLOYMENT
43	The Ducts Run Deep. Play this in your turn. One friendly fighter in cover may be removed and set up again, still hidden, anywhere within 8" that is also in cover — moving unseen through the ducts and crawlways. The cult travels where no map goes.	YOUR TURN
44	The Sanctus Marks The Weak. Play this in your turn. Choose one enemy fighter within 18" of a friendly fighter: until the end of your next turn it counts its Toughness as 1 lower against all cult attacks. The Sanctus has marked the weak point, and the brood knows exactly where to strike.	YOUR TURN
45	Brood Brothers Rise. Play this in your turn. Choose one friendly Neophyte Hybrid or raw Neophyte: until the end of the round it gains +1 to hit in melee and may re-roll a failed Nerve test. The work-gang throws off its disguise and remembers what it truly is.	YOUR TURN
46	Brood Instinct. Play this when a friendly cult fighter within 9" of your Leader or a Champion is about to take a Nerve or Cool test: it passes automatically. The brood shares one mind and one nerve — no single cultist breaks while the cell holds.	YOUR TURN

51	The Long Wait. Play this before deployment. You may hold up to two additional friendly fighters off the board as hidden reserves, arriving from any board edge from the second round onward. The cult has waited years; a few more turns are nothing. Patience is a weapon.	PRE-BATTLE , BEFORE DEPLOYMENT
52	Kill The Vox. Play this in your turn. Choose an enemy fighter carrying a comms or Status item within 12" of a friendly fighter: until the end of the round, no enemy may benefit from that item's aura or use Group Activation through it. Cut the voice, and the enemy fights alone.	YOUR TURN
53	Feeding Frenzy. Play this in your turn. Choose a friendly Purestrain Genestealer or Acolyte Hybrid that takes an enemy Out of Action in melee this turn: it may immediately make a free move toward the nearest other enemy. Blood draws the brood on; the killing does not stop at one.	YOUR TURN
54	The Beacon Flickers. Play this at any time. Once this battle you may re-roll a single dice roll relating to a beacon, shrine or objective the cult is trying to hold. The signal wavers, then steadies — the Star Children are still listening.	ANY TIME
55	Collapse The Shaft. Play this in your turn. Nominate a section of terrain an enemy fighter is standing on or beneath and roll a D6: on a 4+ the cult's charges bring it down, and that fighter is Pinned and takes a hit at Strength 4. The mining cult knows exactly which support to cut.	YOUR TURN
56	Kelermorphs Opening. Play this in the enemy's turn, when a friendly hidden fighter is revealed or charged. A friendly Kelermorph within 12" may immediately make a free Shoot (Basic) action at the attacker. The enemy who springs the trap finds the gunslinger was watching the whole time.	ENEMY TURN , REACTION TO A REVEAL OR CHARGE AGAINST A FRIENDLY HIDDEN FIGHTER
61	The Cell Reforms. Play this at the end of any friendly turn. A friendly fighter that is currently Seriously Injured may recover to Standing and Active and set up as a blip at your board edge — the brood pulls its wounded back into the dark. The cell is never as broken as it looks.	END OF ANY FRIENDLY TURN
62	One Of Us. Play this before deployment. Choose one enemy fighter: at the start of the battle, roll a D6. On a 5+ that fighter begins Pinned, a cult sympathiser in their own ranks having jammed a weapon or whispered a lie. You never know who is already one of us.	PRE-BATTLE , BEFORE DEPLOYMENT
63	Nobody Salutes Twice. Play this at the end of any friendly turn. Choose one friendly fighter that has not been revealed this battle: it may return to being set up as a blip, slipping back into the crowd. In a cult city, a face seen once is a face forgotten twice.	END OF ANY FRIENDLY TURN
64	Grab And Go. Play this in your turn. A friendly fighter carrying an objective or loot counter may make a free move of up to its Movement, provided it ends in cover or out of enemy line of sight. Take what matters and vanish before the alarm is raised.	YOUR TURN
65	The Enclaves Wrath. Play this in your turn. Until the end of the round, every friendly cult fighter within 6" of a friendly fighter taken Out of Action this battle gains +1 Attack. Kill one of the brood and the whole enclave answers — the cult grieves with its claws.	YOUR TURN
66	Every Wall Has Ears. Play this at any time, immediately after your opponent declares a Group Activation: they must activate one fewer fighter than announced, a whispered warning reaching the cult first. The highest turn of the deck — nothing is said in this city that the brood does not hear.	ANY TIME

ALLIANCES

✕ CULT SWARM PACT

ALLIANCE

WHO	a Tyranid Hive Fleet House (any fleet — generic)
FACTION	tyranids
MY ROLE	ripen
PHASE GATE	this House's world reaches local Endgame
TERMS	ripen by control + plant/hold beacons to form the pact; deliver the ripened beacon-lit world to the answering fleet to husk (world-consumption); campaign-only

This House does not merely infest a world — it prepares one. Across a campaign the cult takes a world by control, planting and holding psychic beacons that call into the dark between the stars. When the cult and a Tyranid Hive Fleet House hold worlds within reach of one another, their commanders may seal the cult-swarm pact: a map-level, campaign-only alliance in which the cult ripens a world by control and lights its beacons, and the fleet answers by descending to husk what has been made ready. This is no normal-battle bond — no Tyranid bioform enters a cult gang list here. The pact is struck only once the cult's world reaches its local Endgame, and it delivers a beacon-lit, ripened world to the answering fleet to consume. The cult was always the swarm's herald; the pact is only the herald keeping its promise.

✕ ENDGAME INVASION

ALLIANCE

WHO	generic Tyranid bioforms (any fleet, chosen at battle time)
FACTION	tyranids
PHASE GATE	local ENDGAME, a beacon-lit world

When a cult world reaches its local Endgame and its beacons burn bright, the swarm the cult summoned finally arrives. In an Endgame invasion on a beacon-lit world, this House may field generic Tyranid bioforms drawn from an allied Hive Fleet House — committed before the battle, or arriving mid-game as reserves boiling in from the board edges and the dark. It is the heaviest reinforcement the cult ever receives, and it comes only at the Endgame: the mortal insurgency has done its patient work, and now the true horror lands. This is a campaign-layer arrival, tied to a ripened, beacon-lit world; outside that Endgame the cult fields no Tyranid units. The city rose from the inside; now the sky answers.

FAVOURS

2D6

ROLL FAVOUR

PATRON

2	The Star Childs Attention. The lowest turn of the favour table draws the Star-Child's own gaze — and its gifts are never simple. Before your next battle, one fighter of your choice is touched by the brood's progenitor: they gain +1 to a single characteristic of your choice for that battle, but must pass a Willpower test at the start of each round or be treated as Pinned, overwhelmed by the presence in their mind. The Patriarch does not bless gently.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
3	A Friend On Their Roster. The cult has been here longer than anyone knows, and one of the enemy's own answers quietly to the brood. Before your next battle against a chosen gang, name one of their fighters: that fighter may not be activated in the first round, delayed by a whispered word and a moment's doubt. Even their soldiers are half yours.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
4	The Magos Owes A Debt. An infiltrated tech-adept who owes the cult his silence settles the account. Before your next battle you may repair one Out-of-Action vehicle or restore a broken heavy weapon to a fighter at no cost, its workings quietly seen to in a forgotten workshop. The machine serves the brood now, whatever the cog stamped on its hull.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
5	Borrowed Void Shielding. The cult's reach runs to the docks and the shield-generators. Before your next battle, one fighter or vehicle may be fitted with borrowed field protection, gaining a 6+ save that ignores armour penalties for the coming battle. Cult hands rigged it in the dark, and cult hands will strip it out again before dawn.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
6	Grease The Turnstiles. A few coins and a cult word in the right ear open the transit-ways. In your next battle, up to two friendly fighters may set up in concealment anywhere on your half of the board, arriving through routes only the cult knows. The city's own doors let the insurgency in.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
7	A Quiet Word With The Watch. The most common turn of the table: an infiltrator in the watch simply looks the other way. Before your next battle you may re-roll a single failed post-battle roll of your choice, or ignore one Capture result against your gang — the paperwork lost, the patrol re-routed, the witness silenced. The cult is the watch, as often as not.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
8	A Favourable Verdict. A magistrate or precinct-officer who belongs to the brood tilts the record your way. After your next battle, treat the outcome as one step better for the purposes of Reputation and territory — a defeat logged as a stalemate, a stalemate as a win. The truth is whatever the cult's people write down.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
9	A Name Struck From The Ledger. A cult clerk deletes an inconvenient entry. Before your next post-battle sequence, one captured friendly fighter is quietly recovered without ransom, or one bounty standing against your gang is erased. As far as the Imperium's records show, it never happened — and those records are the cult's to keep.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
10	Borrowed Muscle. The brood calls in a few willing hands. For your next battle, add up to two raw Neophytes armed with autoguns to your crew at no cost; they melt back into the work-gangs when the fighting is done. There are always more where they came from.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE
11	A Debt Called In. The cult keeps its accounts, and now it collects. Before your next battle you may call in a Brood-Brother favour: field one commandeered heavy-weapon team or a single requisitioned Guardsman specialist for the battle at no cost. Someone in uniform remembers whose side they are really on.	THE STAR-CHILD / THE CULT'S PATRIARCH-LINE

12

Whispers In The Vents. The highest turn of the table opens the whole network. Before your next battle you learn the enemy's plan: your opponent must reveal their deployment or hidden-setup intentions to you before you place your own blips, and you may re-roll your priority or initiative for the first round. The city whispers everything to the brood that lives inside it.

THE STAR-CHILD / THE CULT'S PATRIARCH-LINE

👤 SUB-PLOTS

✂ THE FIRST CONVERT

SUB-PLOT

Reward: that fighter's controller may choose to have them 'turn' — this House gains a one-off Brood-Brother hanger-on modelled on the convert, hireable at the next post-battle sequence at reduced cost

This sub-plot resolves when a single named enemy fighter is taken Out of Action by your gang three separate times across the campaign — captured or left to crawl away, but never once killed outright. The cult does not waste a useful mind. When it triggers, that fighter's controller may choose to have them turn: you gain a one-off Brood-Brother hanger-on modelled on the convert, hireable at your next post-battle sequence at reduced cost. The enemy you kept alive was always being counted.

✂ THE QUIET CENSUS

SUB-PLOT

Reward: the cult banks a free favours/ roll (see favours/) at this House's next post-battle sequence on that world — the census confirms the ground is theirs before anyone official notices

This sub-plot resolves when your control-track marker on a world crosses the halfway point toward ripened without the defender ever successfully calling a Reinforcement action against it — the ground quietly yours before anyone official notices it slipping. When it triggers, your gang banks a free favour roll at your next post-battle sequence on that world. The census is done, and the count came out in the cult's favour.

👤 LEGENDARY NAMES

✂ THE FIRST VOICE

CHAMPION

XP cost (random): 12

XP cost (chosen): 20

The First Voice is the cult-cell's founding warlord — the Primus or Iconward through whom the Star Children first spoke, the one who held the brood together when it was still a whisper in the work-gangs. Once per battle this fighter may re-roll any single failed Nerve, Cool, Willpower or Intelligence test made by itself or a friendly fighter within 6": the bluff holds because the First Voice is the one holding it. But the enemy learns the name too. Any gang that has faced this fighter before treats it as a priority target — enemy fighters within 12" at the start of the round may declare a free Focus Fire action against it, once per battle.

✂ THE PATIENT BLADE

BRUTE

XP cost (random): 14

XP cost (chosen): 22

The Patient Blade is an Aberrant that has learned, against all its clouded nature, to wait — a heavy that lies still in the dark until the moment to strike is perfect. Once per battle, when targeted by a Shooting attack, it may go to ground as a free action even if it has already activated this round. But the warp-taint that grants it that patience reads as raw menace to its own kind: the Patient Blade can never be chosen as the gang's Leader, whatever its stats, its experience or its seniority. It follows; it does not command.

✂ WIDOW MAKER OF THE VENTS

GUNFIGHTER

XP cost (random): 10

XP cost (chosen): 16

The Widow-Maker of the Vents is a Kelermorph whose name is spoken in fear on both sides — a gunslinger who appears from nowhere and is gone before the echo fades. When this fighter reveals from a hidden position and fires in the same activation, add 1 to its Ballistic Skill test for that shooting action. But notoriety cuts both ways: any gang that has survived a battle against the Widow-Maker applies -1 Cool to it for the rest of the campaign against that gang alone, to a maximum of -2 — the fear runs the other way too, once the story starts getting told.

💀 TERRAIN

✂ BEACON SHRINE

TERRAIN

The Beacon Shrine is a jury-rigged psychic relay — cult-icon wreckage, stolen vox-casters, and something at its heart that is not machine-spirit, all lashed to a support pylon. It is the objective of Establish the Beacon and of the swarm-invasion missions on a world already at its Endgame. While a friendly fighter is within 3" of it and no enemy fighter is, the shrine is held; mark this on the control track at game's end. Any fighter within 6" of a held shrine adds 1 to its Nerve tests, steadied or unnerved by the thing broadcasting into the dark. Any fighter that damages or removes the shrine while it stands unheld cancels this game's beacon progress, to the defender's gain.

✂ SMUGGLERS CACHE

TERRAIN

The Smugglers' Cache is a false wall or loading-dock stack that reads as ordinary rockcrete and cargo to anyone who has not been told what to look for — one of the cult's hidden ways, prepared long before the fighting. A friendly hidden fighter set up within 1" of it cannot be targeted by Shooting attacks from beyond 9", and needs no Concealed Move test to stay hidden while stationary behind it. The moment that fighter activates or is revealed, the cache is spent: it behaves as ordinary terrain for the rest of the game.

SCENARIOS

✕ ESTABLISH THE BEACON

SCENARIO

ATTACKER	the cult cell (deploying via Cult Ambush — blips and decoy blanks mixed among the real positions)
DEFENDER	the world's current authority — Enforcers, PDF, or a rival House garrisoning the site
DEPLOY	cult from blips and reserve edges, decoys standing in for as many positions as genuine ones; defender entrenched around the relay/vox-site the beacon will use
OBJECTIVE	plant and HOLD a psychic beacon on a world this House has already ripened by control
VICTORY	cult wins by controlling the beacon site at the end of the game with the beacon still standing; defender wins by destroying the beacon or holding the site
REWARDS	successful setup forms/strengthens the cult ↔ swarm pact and marks the world for the swarm's answer
CONTROL TRACK	unlocks once this House's control-track marker on the world is high enough to call it ripened (pre-Endgame — this is not the husk mission); a decisive cult win lights and holds the beacon, forming/strengthening the pact; a marginal win advances control but leaves the beacon unlit; a defender win denies the beacon this game, marker unchanged

The cult has taken this world by patience; now it must light the beacon that calls the dark down upon it. Establish the Beacon is the cult's signature mission — the ambush that plants a psychic relay on ground already ripened and dares the world's masters to tear it down.

ATTACKER AND DEFENDER The attacker is the cult cell, deploying through its Cult Ambush as blips and decoy blanks mixed among its real positions. The defender is the world's standing authority — Enforcers, PDF, or a rival House garrisoning the site — dug in around the relay the beacon will use.

BATTLEFIELD A vox-relay or shrine-site stands near the centre, the structure the beacon will be raised upon. The board is dense with the cover an insurgency needs to creep.

DEPLOYMENT The cult sets up from blips and its reserve edges, with decoy blanks standing in for as many positions as genuine ones. The defender deploys entrenched around the relay site.

OBJECTIVE The cult must plant and hold a psychic beacon on the relay. The defender must stop it — by destroying the beacon or by holding the site.

ENDING THE BATTLE AND VICTORY The battle ends at the campaign's standard length or when one gang bottles out. The cult wins by controlling the beacon site at game's end with the beacon still standing. The defender wins by destroying the beacon, or by holding the site itself.

REWARDS A successful setup forms or strengthens the cult-swarm pact and marks the world for the swarm's answer.

CONTROL TRACK This mission unlocks only once the cult's control-track marker on the world is high enough to call it ripened — this is not the husking Endgame, but the beacon that leads to it. A decisive cult win lights and holds the beacon, forming or strengthening the pact. A marginal win advances control but leaves the beacon unlit. A defender win denies the beacon this game and leaves the marker unchanged.



GENESTEALER CULTS • HOUSE DOSSIER

THE TWISTED HELIX

The hyper-mutant purestrain vanguard

The Twisted Helix is the brood made into a weapon. Where the broad cult raises a mortal insurgency, this House keeps the genome pure and turns it lethal — a knot of gene-smiths and hyper-mutants who do not wait for the Day of Ascension but accelerate it in the flesh. It fields the Purestrain wave: perfect four-armed killers led by the Patriarch itself, Metamorph hybrids re-grown with rending talons and bio-whips, and Strength-boosted Aberrants whose muscle runs a tier above their kin. Its identity is two inherent gifts. The Twisted Helix Mutagen is the gene-smith's Strength burning in every cult body. The Deep-Strike Brood is the deepest killing ambush of any cult: it creeps its Purestrains and Metamorphs into the enemy's lines as blips and erupts into a single devastating charge, the reveal itself the assault. It wins on that reveal or not at all — a glass wave of claws, obscenely deadly the instant it lands and helpless once spent. It carries no guns and wears no armour worth the name. It kills before the enemy can answer, or it dies in the open.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	2

BUILD RULES

- ♦ 1 Leader (Patriarch)
- ♦ 0-2 Champions (Bio-Magus / Purestrain Alpha)
- ♦ Purestrain Genestealers are the wave — the brood bulk
- ♦ 0-3 Hybrid Metamorphs
- ♦ 0-2 Helix Aberrants
- ♦ 0-2 Acolyte Hybrids (utility)
- ♦ Neophyte initiates cheap and few
- ♦ 0-1 Brute (Abominant Helix)
- ♦ 0-1 Familiar pack
- ♦ Cult Ambush, Strength-mutagen, Return to the Shadows and Brood Telepathy come free to every fighter

A Twisted Helix gang musters on 1500 credits and is built as a brood, not a warband. Exactly one Leader stands at its head — the Patriarch — and up to two Champions are drawn from the Bio-Magus, the Purestrain Alpha, and the Biophagus, the second gene-smith widening a brood's options without stacking its command. The bulk is the wave: Purestrain Genestealers form the backbone, with up to three Hybrid Metamorphs, up to two Helix Aberrants, up to two Acolyte Hybrids for utility, a scattering of cheap Neophyte Initiates, a single Abominant Brute, and one Familiar pack. This House inverts its mortal sibling — the brood is the gang and the mortals are the thin skin around it. There is no per-fighter tithe: the Cult Ambush, the Twisted Helix Mutagen, Return to the Shadows and Brood Telepathy are inherent to the brood and cost nothing. The gang's price is paid in Purestrains and mutants.

🦴 GANG RULES

✂ BIOPHAGUS TOXIN

GANG RULE

Biophagus Toxin. The Biophagus goes to battle with a phial of its own brewing. Once per battle it injects a friendly brood fighter within 3" from the toxin-phial: for the rest of the fight that body gains +1 Strength, stacking with the inherent mutagen, or its melee weapons are wetted with Toxin. The choice is made as the dose is driven home, and the Biophagus reads the fight to place it — sharpening a Purestrain about to charge, or arming an Aberrant to bite through armour. In close combat the gene-smith carries an injector goad, a Toxin applicator that lets it apply its venoms by hand. Between battles the same craft feeds the Perfecting Strain, refining the mutagen the brood climbs. It is the toxin half of the gene-craft — poison, not the warp — and it deepens the brood's edge without commanding it.

✂ THE DEEP-STRIKE BROOD

GANG RULE

The Deep-Strike Brood. The Twisted Helix sets up its Purestrains and Metamorphs as blips under the Cult Ambush and creeps them deeper than any other cult — fewer decoy blanks, because this brood does not need to bluff, it needs to arrive. When such a blip reveals, the reveal is the charge: the fighter springs into a free Charge action against the nearest enemy, and where the brood has crept close, the whole wave can erupt in one coordinated motion. However, a brood that reveals is left standing in the enemy's lines with no guns, no armour, and no line of retreat. Screened off, forced to reveal early, or weathered through the first turn, the same fighters that were unanswerable become a line the enemy out-trades in the open. The brood lands its charge, or it dies where it stands.

✂ THE PATRIARCH'S THRALL

GANG RULE

The Patriarch's Thrall. Once per battle the Patriarch — or the Bio-Magus in its place — reaches into an enemy mind within 12". That fighter tests its Willpower; on a failure it acts for its next activation as the brood directs, wasting a move, standing uselessly, or turning a single shot on its own line. And while the progenitor walks among them, friendly cult fighters within 12" of the Patriarch are immune to fear and Terror and pass Nerve tests automatically — the brood does not falter where its sire stands. This is the dark hunger that leads the wave: one mind seizing the enemy's own gun before the claws land, and one will holding the brood together as it erupts.

✂ THE TWISTED HELIX MUTAGEN

GANG RULE

The Twisted Helix Mutagen. The gene-smith's mutagen runs in every cult body: friendly Purestrains, Metamorphs, Acolytes and Aberrants fight at one Strength above their base kin — a boost already carried in their statlines, so the Aberrant swings at Strength 6, the Abominant at 7, and the Purestrain wounds harder than any of its cousins. It is inherent to the brood and always active; nothing is spent to switch it on. Across a campaign the mutagen climbs the mutation table as the brood perfects itself, and a fighter may gain a permanent extra mutation as its flesh is refined — a continuity hook between battles, never an in-battle resource. This is the divergence from the mortal cult: where the sibling raises numbers, the Twisted Helix makes the flesh itself the weapon.

FIGHTERS

PATRIARCH

LEADER

✖ 310 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	—	5	5	3	2+	4	4+	4+	3+	6+

SAVE 4+ • 5+ INV

SPECIAL RULES

Unquestioning Loyalty (*focus*)

Brood Telepathy (*projects*)

The Patriarch's Thrall (*the apex*)

Psyker (*Wyrd power*)

SEE SPECIAL RULES

Typed Effects

- re-roll Nerve
- test-or-status Willpower act-as-directed once-per-battle
- grant-immunity Fear
- grant-immunity Terror
- auto-test-result Nerve pass

PRIMARY

Agility

Brawn

Broodmind

Combat

Cunning

Ferocity

Leadership

Savagery

Signature

SECONDARY

Smite

STARTING GEAR Patriarch Shimmer · Monstrous Rending Claws

FREE SKILL Lying In Wait

EQUIPMENT LIST

CLOSE-COMBAT

Monstrous Rending Claws

included

ARMOUR

Patriarch Shimmer

included

The Patriarch is the progenitor — the apex psychic Genestealer at the head of the brood, the sire from whose gene-print every hybrid on the world was grown. It moves at a horrifying pace on four monstrous rending claws, striking first and striking to open a body in a single pass, and it wounds harder than anything else the cult fields. Behind the claws works the mind: the Patriarch projects Brood Telepathy to steady the cult's nerve across the field, seizes an enemy through the Patriarch's Thrall, and springs the whole wave from hiding with Lying in Wait. Unquestioning Loyalty binds the brood to interpose for its sire, so the progenitor is rarely brought down before its killers have landed. A 4+ save and a 5+ invulnerable shimmer keep it standing where a lesser body would fall. It carries no gun and needs none — the Patriarch is the killing edge and the will behind the wave in one organism.

BIO MAGUS

CHAMPION

× 125 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	5+	4+	4+	5+

SAVE 6+

SPECIAL RULES **Psyker** (*Wyrd power*) **Brood Telepathy** (*projects*) **The Patriarch's Thrall** (*thrall of the apex*)

SEE SPECIAL RULES

Typed Effects

- re-roll Nerve
- test-or-status Willpower act-as-directed once-per-battle
- grant-immunity Fear
- grant-immunity Terror
- auto-test-result Nerve pass

PRIMARY

Broodmind

Cunning

Leadership

Savagery

Signature

SECONDARY

Agility

Combat

Ferocity

Shooting

Smite

STARTING GEAR Cult Armour

FREE SKILL Brood Coordination

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Cult Bolt Pistol 45 credits

CLOSE-COMBAT

Force Stave 45 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

WARGEAR

Mutagen Vat 25 credits

✦ *Gene Leech Symbiote* 40 credits

A bio-grown leech-companion bonded to the fighter — kitbashed from Familiar and gene-vat parts, no datasheet. Priced above the cheapest stock companion sibling (the shared Familiar 30).

The Bio-Magus is the brood's gene-smith, a psyker Champion who perfects the flesh behind the wave. It is the living source of the Twisted Helix Mutagen — the Strength that runs in every cult body traces to its work in the vat. On the field it fights with a force stave and a cult bolt pistol, but its worth is in what it does to the brood around it: it projects Brood Telepathy to hold the cult's nerve, seizes an enemy mind through the Patriarch's Thrall, and chains a coordinated eruption with Brood Coordination, springing a second blip into the charge as the first reveals. It is no front-line killer — S3, T3, a single Attack — and it fights from behind the Purestrains it has made lethal. Losing it does not end the brood; the strain remembers its gene-print. But while it lives, the wave hits harder than its statlines alone would say.

BIOPHAGUS

CHAMPION

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	5+	5+	4+	4+

SAVE 6+

SPECIAL RULES Biophagus Toxin (poison-alchemist gene-smith) SEE SPECIAL RULES

PRIMARY Cunning Savagery Signature SECONDARY Agility Combat Ferocity Leadership Shooting

STARTING GEAR Cult Armour

FREE SKILL Their Due

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Cult Knife 10 credits

Injector Goad 20 credits

GRENADE

Frag Grenade 30 credits

Blasting Charges 35 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

WARGEAR

Mutation Glands 10 credits

Toxin Phial 25 credits

Gene Leech Symbiote 40 credits

A bio-grown leech-companion bonded to the fighter — kitbashed from Familiar and gene-vat parts, no datasheet. Priced above the cheapest stock companion sibling (the shared Familiar 30).

The Biophagus is the second gene-smith of the strain — a poison-alchemist Champion, not a psyker, the toxin half of the cult's gene-craft. Where the Bio-Magus works the warp, the Biophagus works the vial: it brews the brood's venoms and carries an injector goad to drive them home in close combat. Its signature is the Biophagus Toxin — once per battle it injects a brood fighter within reach from its toxin-phial, hardening that body's Strength for the fight or wetting its blades with poison. Between battles it feeds the Perfecting Strain, refining the mutagen the brood ascends. In a fight it is a support body — S3, T3, one Attack, a modest autopistol — and it works close behind the killers it has dosed rather than among them. Their Due sharpens its own claws when the brood's blood is up, but the Biophagus earns its place by what it does to the fighters around it, not to the enemy in front.

PURESTRAIN ALPHA

CHAMPION

× 240 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	—	5	4	3	2+	4	5+	5+	5+	7+

SAVE 5+

SPECIAL RULES Unquestioning Loyalty (focus) SEE SPECIAL RULES

PRIMARY Agility Combat Cunning SECONDARY Brawn Leadership
Ferocity Savagery Signature

STARTING GEAR Cult Armour · Monstrous Rending Claws

FREE SKILL Their Due

EQUIPMENT LIST

CLOSE-COMBAT

Monstrous Rending Claws

included

ARMOUR

Cult Armour

included

The Purestrain Alpha is a Genestealer grown into a champion — a brood-leader of the pure genome, the flurrying-claw spearhead of the wave. It shares the Patriarch's speed and its front-rank statline: M7, striking on a 2+, four Attacks of monstrous rending claws that open armour and flesh alike. It is the apex the wave breaks around, the first killer into the enemy's soft bodies once the blips reveal. Their Due turns its claws crueller still when the brood is dying around it, generating a bonus hit on a natural roll of 6. Unquestioning Loyalty keeps it interposing for the cadre behind. It carries no ranged weapon — the Alpha closes or it does nothing — and its humble save means that once it is committed in the open, a shooting enemy can answer it. But in the instant of the charge there are few bodies in the cult lane that kill faster.

ABERRANT HELIX

GANGER

× 145 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	6	5	2	4+	2	7+	6+	7+	8+

SAVE 5+

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Cunning

Signature

Savagery

STARTING GEAR Cult Armour

EQUIPMENT LIST

CLOSE-COMBAT

Power Pick 45 credits

Goliath Power Hammer 55 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

The Aberrant of the Helix is the mutagen made flesh — a heavy mutant re-grown by the gene-smiths until its Strength runs to 6, a full step above its kin in other cults. It is the anti-Brute body of the brood: S6, T5, two Wounds, swinging a heavy power hammer that folds armour and heavy bodies alike. It moves slower than the Purestrains at M5 and hits on a 3+, so it follows the wave in rather than leading it, arriving to break whatever the claws could not. It carries no ranged weapon and wears heavy plate for its 5+ save. Behind the lightning of the Purestrain charge, the Aberrants are the weight — the bodies the enemy cannot simply out-trade at range once they are in among the line.

ACOLYTE HYBRID

GANGER

× 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	4+	4	4	1	3+	2	7+	6+	6+	7+

SAVE 6+

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Shooting

Ferocity

Savagery

Signature

STARTING GEAR Cult Armour · Rending Claws

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

Hand Flamer 75 credits

CLOSE-COMBAT

Heavy Rock Saw 80 credits

Rending Claws

included

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

Demolition Charge 75 credits

ARMOUR

Cult Armour

included

The Acolyte Hybrid is the lighter four-armed body of the cult — a utility mutant the brood spares for the work its killers are too murderous to bother with. It moves at M6, strikes on a 3+ with two Attacks, and carries rending claws and an autopistol, quick enough to run objectives and dangerous enough to defend them. The mutagen lifts its Strength like the rest of the brood, so even on secondary work it is no soft target in close combat. It is the body that holds ground and grabs objectives while the Purestrains erupt elsewhere, and it can carry the cult's heavier tools — a rock saw, a demolition charge — where the mission needs them. Cheap, mobile, and expendable in a way the pure genome is not, the Acolyte is the brood's hands.

HYBRID METAMORPH

GANGER

× 85 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	3+	5+	4	4	1	3+	2	7+	6+	6+	7+

SAVE 6+

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Ferocity

Savagery

Signature

STARTING GEAR Cult Armour

EQUIPMENT LIST

PISTOL

Autopistol 10 credits

CLOSE-COMBAT

Metamorph Rending Claws 25 credits

Metamorph Talon 30 credits

Metamorph Whip 30 credits

Metamorph Bonesword 35 credits

✦ *Bio Flail* 40 credits

A lash of gene-grown bone-whip and rending hooks bodged onto a Metamorph limb — the gene-smith's failed-experiment weapon, no datasheet. Priced above the cheapest stock Metamorph mutation (metamorph rending claws 25).

GRENADE

Frag Grenade 30 credits

Blasting Charges 35 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

WARGEAR

Mutation Glands 10 credits

The Hybrid Metamorph is the adaptable middle of the brood, a mutant re-grown at recruitment into one of four bio-weapon forms — Metamorph rending claws, talon, whip, or bonesword — so no two need fight alike. It moves at M6 and strikes on a 3+ with two Attacks, and the brood's mutagen adds its Strength on top of whatever limb it has grown. The claws multiply hits, the talon re-rolls a failed Wound, the whip reaches ahead and strikes first on the charge, the bonesword parries and drips venom: one chassis, four roles across the wave. It carries an autopistol for the approach but does its work in close combat, alongside the Purestrains it fills out. It is a cheap body with a killer's statline, the build depth that lets a small brood field a broad threat, and it creeps and erupts on the same Cult Ambush as its purer kin.

PURESTRAIN GENESTEALER

GANGER

× 150 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	2+	—	4	4	2	2+	3	6+	6+	6+	7+

SAVE 5+

PRIMARY

Agility

Combat

Cunning

Ferocity

Savagery

Signature

SECONDARY

Brawn

STARTING GEAR Cult Armour · Rending Claws

EQUIPMENT LIST	
CLOSE-COMBAT	ARMOUR
Rending Claws	Cult Armour
<i>included</i>	<i>included</i>
	WARGEAR
	Brood Sense
	20 credits

The Purestrain Genestealer is the perfect four-armed killer and the body the Twisted Helix is built around — fielded not as a shock-reserve but as the wave itself. It moves at M7 and strikes on a 2+ with three Attacks of rending claws, and the brood's mutagen carries it a Strength above its kin, so its rending bites reliably through armour it should only scratch. It is set up as a blip and crept through the dark to within a charge of the enemy's lines, and the reveal is the assault. What it does not have is armour, guns, or a second chance: T4, a 5+ chitin save, and one purpose. Massed, the Purestrains are the killing edge of the whole gang; scattered, screened, or forced to reveal early, they are a brittle line a disciplined enemy out-trades. The wave lands once, and it lands hard.

NEOPHYTE INITIATE

JUVE

× 40 CREDITS

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

SAVE 6+

PRIMARY

Cunning

Shooting

SECONDARY

Agility

Combat

Ferocity

Savagery

Signature

STARTING GEAR Cult Armour

EQUIPMENT LIST

BASIC

Autogun 15 credits

PISTOL

Autopistol 10 credits

SPECIAL

Flamer 140 credits

CLOSE-COMBAT

Cult Knife 10 credits

GRENADE

Frag Grenade 30 credits

ARMOUR

Cult Armour

included

The Neophyte Initiate is the thin mortal skin around the brood — a raw cult conscript with an autogun, cheap and unremarkable, fielded a few at a time. It hits on a 4+ shooting and 5+ in close combat, T3, a single Wound, the softest body the gang runs. Its value is not killing but presence: it screens the reveal lanes, holds a distant objective, and gives the brood a body to spend where a Purestrain would be waste. It is the only fighter in the gang with real ranged reach, and the sole point of access to a Special-weapon flamer, so a Neophyte or two is where whatever shooting the brood has lives. It is not the wave — it is the mortal cult that hides the wave until it springs.

ABOMINANT HELIX

BRUTE

× 190 CREDITS

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

SAVE 5+

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Cunning

Signature

Savagery

STARTING GEAR Cult Armour

EQUIPMENT LIST

CLOSE-COMBAT

Goliath Power Hammer 55 credits

GRENADE

Frag Grenade 30 credits

Krak Grenade 45 credits

ARMOUR

Cult Armour

included

The Abominant is the apex of the mutagen — an Aberrant grown past all restraint into a hyper-mutant Brute, S7 with three Wounds and three Attacks, the heaviest body the Twisted Helix fields on foot. It leads the Aberrants and fights as their patriarch, a heavy power hammer in its fists that turns aside nothing and crushes armour, Brutes and heavy bodies without pause. Like the rest of the brood it carries no gun and wears heavy plate for a 5+ save, and at M5 it is no part of the lightning charge — it is the follow-through, the mass that lands after the Purestrains have opened the enemy. A single Abominant anchors the heavy flank of the wave; where it swings, the line does not hold.

FAMILIARS

EXOTIC BEAST

× 35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	—	2	2	1	3+	2	8+	6+	5+	9+

SAVE 6+

Familiars are the psychic broodlings of the Patriarch and the Bio-Magus — small, fast, fearless things bred from the same gene-stock, bound to the minds that spawned them. They move at M6, strike on a 4+ with two Attacks, and carry no weapon but tooth and claw; alone they are nothing, but they are never meant to fight alone. They screen the gene-smiths, harry the enemy that comes for the cadre, and serve as a living conduit for the brood's psychic reach. A pack costs little and dies easily, and the brood does not mourn it. Where the Bio-Magus or Patriarch walks, its Familiars scuttle ahead — extensions of the will that made them.

ROLL	TACTIC	TIMING
11	The Deep Current. Before you place your blips, the brood reads the deep currents beneath the field. Choose one friendly blip and set it up deeper than the Cult Ambush would normally allow — a little further into the dark, a little closer to the enemy's throat.	PRE-BATTLE, BEFORE BLIPS ARE PLACED
12	Night Approach. The brood comes in under cover of dark. Before deployment, one friendly fighter of your choice may be set up in concealment, hidden from enemy sight until it first acts or an enemy comes within a short distance of it.	PRE-BATTLE, BEFORE DEPLOYMENT
13	Kindred Warning. The brood senses another lurker in the dark. When an enemy fighter arrives by an ambush, reserve, or similar late-deployment rule, one friendly fighter within sight of its arrival may immediately make a free move or a single shooting attack against it — the cult knows the trick, having taught it to the galaxy.	REACTION, WHEN AN ENEMY FIGHTER USES AN AMBUSH, RESERVE, OR SIMILAR LATE-DEPLOYMENT RULE
14	Gene Scent. The brood catches the gene-scent of prey. At the start of your turn, choose one enemy fighter you can see; until your next turn, friendly fighters re-roll failed Hit rolls in close combat against that fighter — the strain has its mark.	START OF YOUR TURN
15	The Quiet Ones. Some of the brood barely register as alive. Before deployment, up to two friendly fighters set up as blips give nothing away — the enemy cannot tell them from empty decoys until they reveal. The quiet ones wait.	PRE-BATTLE, BEFORE DEPLOYMENT
16	Brood Momentum. Once per battle, on your turn, the wave rolls forward as one. Choose one friendly fighter that has already activated this round; it may take a single free move toward the nearest enemy — the brood's momentum carrying it on.	YOUR TURN, ONCE PER BATTLE
21	Brightest Star. At the end of the battle round, on a beacon-lit world where the cult-swarm pact is active, the brood's psychic call flares brightest. You may bring one borrowed Tyranid bioform from your campaign reinforcement pool onto the field as reserves at the field's edge — the swarm answering the brightest star. This does nothing outside a qualifying campaign battle.	END OF THE BATTLE ROUND
22	Split Focus. The brood never presents a single mind to strike. When a friendly fighter is chosen as the target of a ranged attack, you may have a second friendly fighter within a short distance draw part of that fire — the attacker suffers a penalty to hit as the shot splits between two writhing targets.	REACTION, WHEN A FRIENDLY FIGHTER IS CHOSEN AS THE TARGET OF A RANGED ATTACK
23	Mutagen Surge. Once per battle, on your turn, the gene-smith floods the brood with raw mutagen. Choose one friendly fighter; until the end of the round it gains +1 Strength — a surge of perfected muscle, burning bright and brief.	YOUR TURN, ONCE PER BATTLE
24	Talon Work. Once per battle, on your turn, choose one friendly fighter engaged in close combat; it makes one additional close-combat attack this activation — pure talon-work, the killing the brood was grown for.	YOUR TURN, ONCE PER BATTLE

25	Aberrants Shoulder. Once per battle, on your turn, a Helix Aberrant or Abominant sets its shoulder to the enemy line. Choose one such friendly fighter; its next close-combat hit this activation gains +1 Damage and Knockback — the weight of the mutagen behind it.	YOUR TURN, ONCE PER BATTLE
26	Familiar Swarm. At the start of your turn, the Familiars boil forward to screen the cadre. Until your next turn, enemy fighters suffer a penalty to hit friendly gene-smiths with ranged attacks while a Familiar is nearby — the swarm a living veil.	START OF YOUR TURN
31	Cult Cover. The cult has seeded the ground with its own. Before deployment, place one additional piece of area terrain — a knot of Twisted Growth — in your deployment zone or the centre of the field, cover the brood grew for itself.	PRE-BATTLE, BEFORE DEPLOYMENT
32	The Second Cell. The brood is never only what the enemy sees. When a friendly fighter is taken Out of Action, you may reveal a hidden second cell: set up one fighter held in reserve as a blip at the field's edge — one falls, another rises to take its place.	REACTION, WHEN A FRIENDLY FIGHTER IS TAKEN OUT OF ACTION
33	Hive Patience. At the start of the battle round, the brood holds its nerve and waits. Until your next turn, friendly blips that do not move cannot be revealed by enemy proximity alone — the hive's patience keeping the wave hidden a moment longer.	START OF THE BATTLE ROUND
34	Beacon Ward. Whenever an objective marker is contested, the brood tightens around it. A friendly fighter contesting that objective counts as an additional body for the purpose of holding it — the cult wards what it means to keep.	ANY TIME AN OBJECTIVE MARKER IS CONTESTED
35	Chosen Vanguard. Once per battle, on your turn, name one friendly fighter as the chosen vanguard; until the end of the round it may re-roll a single failed Hit, Wound, or charge roll — the brood's finest, sent first.	YOUR TURN, ONCE PER BATTLE
36	The Thousand Eyes. At the start of your turn, the brood sees through a thousand eyes. Until your next turn, enemy fighters within a moderate range of your fighters cannot benefit from Hidden status — nothing stays unseen where the cult watches.	START OF YOUR TURN
41	Burrow And Strike. Once per battle, on your turn, one friendly fighter not in combat may burrow through the dark: remove it and set it up again anywhere more than a short distance from an enemy, then it may charge — the cult striking from where it should not be.	YOUR TURN, ONCE PER BATTLE
42	The Magus Directs. At the start of your turn, the Bio-Magus directs the wave with a thought. Choose one friendly fighter within the Magus's telepathic reach; it may immediately make a free move — the brood moving where the gene-smith wills.	START OF YOUR TURN
43	Converts Resolve. When a friendly Neophyte Initiate or Acolyte Hybrid fails a Cool check, the brood-mind steadies its faith. You may re-roll that check — a convert's resolve held firm by the will of the strain.	REACTION, WHEN A FRIENDLY NEOPHYTE INITIATE OR ACOLYTE HYBRID FAILS A COOL (WIL) CHECK
44	The Perfecting Eye. At the end of the battle round, the gene-smiths study the fight. Choose one friendly fighter that took an enemy Out of Action this round; it banks one experience toward its next advancement — the perfecting eye missing nothing.	END OF THE BATTLE ROUND

45	Brood Sense Focus. At the start of your turn, a fighter bearing brood-sense focuses the deep-sight of the wave. Until your next turn, one friendly Purestrain re-rolls failed charge rolls — guided unerringly to its prey.	START OF YOUR TURN
46	The Cults Many Hands. Once per battle, on your turn, the cult acts with many hands at once. Choose two friendly fighters; each may make a single free move — the brood moving in concert toward the same end.	YOUR TURN, ONCE PER BATTLE
51	The Strain Endures. When a friendly fighter would be taken Out of Action, the strain refuses to let it fall. Roll a D6; on a 5 or higher it is instead Seriously Injured — the perfected flesh enduring what should have killed it.	REACTION, WHEN A FRIENDLY FIGHTER WOULD BE TAKEN OUT OF ACTION
52	Whisper Network. The cult's whispers run ahead of the fight. Before deployment, once the enemy has set up, you may look over their deployment and reserves before you commit your own blips — the brood forewarned by a thousand quiet voices.	PRE-BATTLE, BEFORE DEPLOYMENT
53	The Blood Price. Once per battle, on your turn, a friendly fighter pays the blood price for power. It suffers a Flesh Wound; in exchange, until the end of the round it gains +1 Strength and one additional Attack — the brood spending its own flesh to kill.	YOUR TURN, ONCE PER BATTLE
54	Silent Consensus. At the start of the battle round, the brood decides as one mind, without a word. You may swap the order of two friendly fighters in this round's activation sequence — the silent consensus of the hive.	START OF THE BATTLE ROUND
55	Broods Reprisal. When an enemy fighter takes a friendly fighter Out of Action in close combat, the brood answers as one. One friendly fighter within a short distance of that enemy may immediately make a single free close-combat attack against it — the reprisal of the strain.	REACTION, WHEN AN ENEMY FIGHTER TAKES A FRIENDLY FIGHTER OUT OF ACTION IN CLOSE COMBAT
56	The Patriarch Watches. At the end of the battle round, the Patriarch's gaze steadies the brood. Remove one Flesh Wound from a friendly fighter within the Patriarch's telepathic reach — mended by the sire's regard.	END OF THE BATTLE ROUND
61	Patient Infiltration. The brood has been here longer than the enemy knows. Before deployment, one friendly blip may be set up in the enemy's half of the field, provided it is more than a short distance from any enemy fighter — patiently infiltrated ahead of the fight.	PRE-BATTLE, BEFORE DEPLOYMENT
62	The Magus Mends. At the end of the battle round, the Bio-Magus works its craft on the wounded. A friendly fighter within the Magus's reach that is Prone from a Flesh Wound may stand, and removes that Flesh Wound — the gene-smith mending torn flesh mid-fight.	END OF THE BATTLE ROUND
63	The Strain Hungers. Once per battle, on your turn, the strain's hunger overtakes a killer. Choose one friendly fighter that took an enemy Out of Action this activation; it may immediately make a free move toward the nearest remaining enemy — the wave rolling on, never sated.	YOUR TURN, ONCE PER BATTLE
64	Cold Blooded Cult. The brood does not flinch as mortals do. When a friendly fighter would suffer a Pinning result, you may ignore it — the cold blood of the strain feeling no fear of fire.	REACTION, WHEN A FRIENDLY FIGHTER SUFFERS A PINNING RESULT

65	The Final Reveal. When the last friendly blip on the table would be revealed, the brood springs its final trap. That fighter reveals and may immediately make a free Charge — the last of the wave erupting into the enemy at the worst possible moment for them.	REACTION, WHEN THE LAST FRIENDLY BLIP ON THE TABLE WOULD BE REVEALED
66	First Blood Of The Strain. When a friendly Purestrain fights in close combat for the first time this battle, first blood belongs to the strain. That fighter re-rolls all failed Wound rolls in that combat — the perfect killer proving itself on the reveal.	REACTION, WHEN A FRIENDLY PURESTRAIN FIGHTS IN CLOSE COMBAT FOR THE FIRST TIME THIS BATTLE



ALLIANCES



CULT SWARM PACT

ALLIANCE

WHO	a Tyranid Hive Fleet House (any fleet — generic)
FACTION	tyranids
MY ROLE	ripen
PHASE GATE	this House's world reaches local Endgame
TERMS	ripen by control + plant/hold beacons to form the pact; deliver the ripened beacon-lit world to the answering fleet to husk; campaign-only

This is the Twisted Helix's half of the cult-swarm pact — a campaign-only alliance with a Tyranid Hive Fleet House, any fleet, never a fixed pairing. The brood is the covert hand. It ripens a world by taking and holding it, and forms the pact by planting and holding psychic beacons on the worlds it has readied; a beacon lit on a ripened world is the call the swarm answers. Once this House's world reaches its local Endgame, the pact comes due: the brood delivers the beacon-lit world to its allied fleet to husk, and the fleet's fuller bioforms open to the cult as campaign reinforcement on that world. No Tyranid units enter a Twisted Helix gang in a normal battle — the pact is a campaign structure, earned through the beacon, never declared at setup. The brood readies; the swarm consumes; each side authors its own half.

WHO	generic Tyranid bioforms (any fleet, chosen at battle time)
FACTION	tyranids
PHASE GATE	local ENDGAME, a beacon-lit world

At a world's local Endgame — a beacon-lit world where the cult-swarm pact has come due — the Twisted Helix unlocks its fuller reach into the Hive Fleet's forces. This is the heavy direction of the pact, the payoff the whole arc builds toward: where the brood earlier lent only a handful of infiltrators to the swarm, now the swarm answers in force. On a qualifying beacon-lit world the cult may field a pool of Tyranid bioforms, drawn generically from any fleet and chosen at battle time — committed before the game with the gang, or arriving mid-game as reserves erupting to join the wave. The bodies are borrowed for that battle only; they never join the permanent gang roster, and they appear on no normal-battle list. This is the world-ending invasion the beacon summoned, and it fires only at the brightest beacon, at the campaign's end-stage, on the worlds the brood has readied for the swarm.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	Blood Tithe. The Patriarch takes a tithe of blood before the fight and returns it tenfold. Nominate one friendly fighter to be held from the coming battle as the tithe; that fighter is not deployed. In exchange, choose another friendly fighter — for that battle it gains +1 Strength and one additional Attack, the sire's hunger burning in its limbs.	THE PATRIARCH
3	Reagent Bite. The strain yields a raw reagent, harsh but potent. For the coming battle, the melee weapons of one friendly fighter of your choice gain the Toxin trait — the perfecting bite carried in its blood.	THE PERFECTING STRAIN
4	Patriarchs Summons. The Patriarch calls the brood to it. For the coming battle, one friendly Purestrain or Metamorph that would deploy normally may instead be set up as a blip under the Cult Ambush — summoned deep into the dark at the sire's word.	THE PATRIARCH
5	Gene Sample. The gene-smiths draw a clean sample from the strain. After the coming battle, one fighter of your choice gains D3 additional experience toward its next advancement — the brood learning a little faster from perfected stock.	THE PERFECTING STRAIN
6	Borrowed Strength. The Perfecting Strain lends its muscle for a time. For the coming battle, one friendly fighter of your choice gains +1 Strength, the mutagen running hotter in it than in its kin.	THE PERFECTING STRAIN
7	Mutagen Surplus. A surplus of mutagen comes off the vat. For the coming battle, up to two friendly fighters that do not already carry the Twisted Helix Mutagen each gain +1 Strength — the perfecting dose spread thin across the mortal edge of the brood.	THE PERFECTING STRAIN
8	The Apex Steadies. The Patriarch's presence settles the brood. For the coming battle, a friendly fighter may re-roll a single failed Nerve test while within 12" of the Patriarch — the apex steadies those who would falter.	THE PATRIARCH

9	Broods Favour. The brood-mind turns its favour on the cell. For the coming battle, you may draw one additional Gang Tactics card — the many hands of the cult moving in concert.	THE PATRIARCH
10	Double Batch. The vat yields a double batch. For the coming battle, the next one-shot mutagen dose your gang administers may be applied to two friendly fighters instead of one — a surplus of the perfecting brew, poured out twice over.	THE PERFECTING STRAIN
11	The Mended Flesh. The sire's will knits torn flesh. After the coming battle, one friendly fighter recovering from a lasting injury may re-roll that recovery and take the better result — the brood mends what would cripple a lesser body.	THE PATRIARCH
12	The Perfect Specimen. The Patriarch marks one body as the perfect specimen. Choose one friendly fighter before the coming battle: for that battle it gains +1 Strength and +1 Attack and may re-roll failed Wound rolls in close combat — the brood's finest, perfected by the sire's own hand.	THE PATRIARCH

SUB-PLOTS

THE BRIGHTEST TENDRIL

SUB-PLOT

Reward: the gang's next post-battle income roll is made twice, taking the better result — the Hive Mind's gratitude arrives as resources funnelled quietly back down the supply lines

When the cult-swarm pact is formed or strengthened on a world your gang controls — a successful result in Establish the Beacon — the Hive Mind's gratitude arrives as resources funnelled quietly back down the supply lines. Make your gang's next post-battle income roll twice and take the better result.

THE SPECIMEN TAKEN

SUB-PLOT

Reward: roll a D6 after the battle: on a 4+ the Bio-Magus salvages usable gene-stock from the kill, and one fighter of your choice may re-roll a single failed Advancement roll at their next levelling, once

When an enemy Leader or Champion is taken Out of Action by a friendly Purestrain Genestealer or Purestrain Alpha in close combat, the brood drags the kill back for the gene-smiths to read. After the battle, roll a D6: on a 4 or higher the Bio-Magus salvages usable gene-stock from the body, and one fighter of your choice may re-roll a single failed Advancement roll at their next levelling, once.

LEGENDARY NAMES

✂ THE BROKEN MOULD

ABERRANT

XP cost (random): 4

XP cost (chosen): 8

The Broken Mould is a name earned by an Aberrant grown so far past its pattern that death cannot quite hold it. Once per battle, when this fighter would be taken Out of Action, it instead fights on for the rest of the round at -1 to all characteristics, going down only at the round's end — long enough to land one last blow. The over-built body carries a price: its base cost rises as though it had taken an extra Advancement, the gene-smiths having spent more flesh on it than a body should bear. Earned for 4 XP rolled at random, or 8 XP chosen.

✂ THE HELIX NAMED

PURESTRAIN GENESTEALER / PURESTRAIN ALPHA

XP cost (random): 4

XP cost (chosen): 8

The Helix-Named is a title borne by a Purestrain Genestealer or Purestrain Alpha whose speed has passed beyond sight. The fighter's first close-combat attack each battle round automatically hits one eligible target instead of rolling to hit — the strike lands before the eye can track it. Such a killer cannot be held back: it must always be included in the Cult Ambush deployment, never kept in reserve as a garrisoned fighter, for it cannot resist the pull to be first through the dark. Earned for 4 XP rolled at random, or 8 XP chosen.

✂ THE PERFECTING HAND

BIO-MAGUS

XP cost (random): 4

XP cost (chosen): 8

The Perfecting Hand is a name given to a Bio-Magus whose gene-craft never falters. Any mutagen dose this fighter administers before a battle is applied with no roll required, guaranteed to take — the Perfecting Hand does not misjudge a dose. But mastery this precise will not be rushed: the fighter may administer only one dose per battle, down from the usual limit, spending its care where it matters most. Earned for 4 XP rolled at random, or 8 XP chosen.

☠ TERRAIN

✂ THE BEACON

TERRAIN

The Beacon is a single objective marker, placed by the attacker in Establish the Beacon or any scenario that names it. It cannot be picked up or moved — only planted and held. Planting is an action taken by a fighter with no other action pending, resolved on the marker; until it is planted the beacon does nothing. A held beacon is contested like any objective, by the presence of fighters around it. A planted beacon can be torn down: an enemy fighter spends an action on it, uninterrupted, for one full activation, and the psychic call goes silent.

✂ THE TWISTED GROWTH

TERRAIN

The Twisted Growth is a knot of mutated biomass — spore-swollen fronds and gene-warped flesh that the cult's presence leaves behind. It is an area terrain piece, roughly three inches across, placed in the scenario's terrain-setup step. To any non-cult fighter it is difficult terrain, slowing every move through it. A Twisted Helix fighter, at home in the growth its own strain spawned, moves through it at no penalty and gains partial cover while standing inside it. The brood turns the very ground into an ally.

✕ ESTABLISH THE BEACON

SCENARIO

ATTACKER	the Twisted Helix cult (the beacon cell)
DEFENDER	the world's current holder
DEPLOY	attacker as blips going to ground deep and close via the Cult Ambush, pushed to the brood's full range; defender garrisoned around the beacon site
OBJECTIVE	plant and HOLD a psychic beacon on a ripened world
VICTORY	attacker wins by having the beacon planted and under cult control at the final bell; defender wins by destroying the beacon or clearing the site of cult fighters
REWARDS	attacker win — forms/strengthens the cult-swarm pact and marks the world beacon-lit for the swarm's answer; defender win — the beacon is torn down and the pact stays dormant on this world
CONTROL TRACK	unlocks once this world's control-track marker has ripened it to (or near) local Endgame; a successful plant is the trigger that opens the Endgame reinforcement pool and the swarm's husk-verb on this world

The Twisted Helix cult moves to plant a psychic beacon on a world it has ripened, calling the Hive Fleet to answer. The world's holder must tear the beacon down before the call goes out.

ATTACKER & DEFENDER The attacker is the Twisted Helix cult — the beacon cell. The defender is the world's current holder.

THE BEACON This mission unlocks only once this world's control-track marker has ripened it to, or near, its local Endgame. A single beacon marker stands at the centre of the defender's holding; it cannot be moved, only planted and held.

DEPLOYMENT The defender garrisons around the beacon site and sets up first. The attacker deploys as blips under the Cult Ambush, going to ground deep and close, pushed to the brood's full concealed range.

OBJECTIVE The attacker must plant the psychic beacon and hold it. The defender must destroy the beacon or clear the site of every cult fighter.

ENDING THE BATTLE The battle runs to the final bell, or ends early when one side has no fighters left on the field.

VICTORY The attacker wins with the beacon planted and under cult control at the final bell. The defender wins by destroying the beacon or holding the site clear of cult fighters.

REWARDS An attacker win forms or strengthens the cult-swarm pact and marks the world beacon-lit for the swarm's answer, opening the Endgame reinforcement pool. A defender win tears the beacon down and leaves the pact dormant on this world.

CONTROL TRACK A successful plant is the trigger that opens the Endgame reinforcement pool and the swarm's husk-verb on this world. It fires only once the world has already ripened toward its local Endgame — the marker is the gate, the plant is the key.

☠ SPECIAL RULES

☠ ABERRANT'S CURSE TRAIT

The Aberrant's Curse is the price of a Genestealer graft gone wrong. The mutation swells a hybrid into something immense and terribly strong, but leaves the mind behind — the creature is slow to think, slower to react, and all but incapable of any task more subtle than destruction. An Aberrant cannot be trusted to plan, scheme, or act on its own initiative; it must be herded to the fight by sharper kin and pointed at a target. What it loses in wit it repays in raw punishment, both dealt and endured.

☠ FOUR ARMS TRAIT

Four Arms is the plainest gift of the Genestealer strain — a second pair of limbs folded beneath the first, each ending in claw or blade. In the press of melee the hybrid strikes with all of them at once, a whirl of edges that lets even a common cultist match a trained soldier blow for blow. It is why the brood's humblest fighters cut so far above their weight: where a man has one weapon-hand, the four-armed have several, and every one of them is trying to kill.

☠ RENDING CLAWS TRAIT

Rending Claws are the Genestealer's birthright — chitin talons honed to part armour plate like cloth. A Purestrain or its truest-blooded kin need only find the seam. When such a fighter strikes home in melee, the deadliest blows tear through any protection: a natural roll of 6 to wound resolves at AP -3 and inflicts an extra point of Damage. No flak or carapace holds against a cut that finds the gap, and against heavy targets it is the claws, not numbers, that do the killing.

☠ PSYKER RULE

A cult Magus is a wyrd — a psyker whose gift is an echo of the same shadow the brood casts across the warp. Through it the Magus can reach into a foe's thoughts and bend them, turning an enemy's own hands against their comrades for a moment before the will reasserts. Such power is never certain and never free of risk; the warp answers a psyker unevenly, and a mind that grasps at another's can find itself the one that falters. Where the Magus walks, the brood's shared consciousness burns brightest.