

Hq.

A Magus is a powerful psychic mutation, that emerges at around the fourth generation of hybrid birth. Though outwardly human in appearance, do not be fooled, it is as alien as it's pure strain brethren. Intelligent and cunning, it is a deceitful opponent, a formidable psycher, it emit's a disturbing charismatic power...

0-1 Genestealer Cult Magus.

Statistics as an Ordo Malleus Inquisitor Lord, Codex DH, p22...47pnts.

Composition... 1 cult Magus.

Unit type... infantry.

Wargear...

- Carapace armour and toughened exoskeleton (counts as 3+ save).
- Close combat weapon.
- Bolt pistol.

Special rules...

- Independent character (accompanied by a retinue).
- Psycher.
- Alien cunning (counts as iron will, Codex DH p22)

Options...

- May exchange close combat weapon and/or bolt pistol for:
 - Chitin claw of an ancient (counts as single lightning claw)...25pnts.
 - Chitin claws of an ancient (counts as twin lightning claws)...30pnts.
 - Power weapon...15pnts.
 - Plasma pistol...15pnts.

The Magus may take any of the following:

- Ancestral fetish (counts as consecrated scrolls, Codex DH, p17)...5pnts.
- Coven relics (counts as holy relic, Codex DH, p17)...30pnts.
- Shadow in the warp (counts as psychic hood, Codex DH, p18)...20pnts.

Psychic powers.

The Magus **must** select at least one psychic power.

- Alien aura (counts as word of the Emperor, Codex DH, p12)...10pnts.
- Bio plasma blast (counts as scourging, Codex DH, p12)...20pnts.

Especially gifted hybrid Acolytes, can often rise through the ranks of the Coven, to become the personal confidantes of the Magus and/or Patriarch. With practiced oratory and a stern, but always loving authority, they instil unshakable faith and punish the wicked.

Coven High Initiate.

Statistics and points cost, as Lord Commissar, Codex IG, p92.

Composition...

- One Coven high initiate.

Unit type...infantry.

Wargear...

- Flak armour.
- Bolt pistol.
- Close combat weapon.
- Frag and krak grenades.
- Uncannily wise (counts as 5+ invulnerable save).

Special rules:

- Independent character.
- Stubborn.
- Survival of the fittest (counts as summary execution, Codex IG, p32).
- Beloved leader (counts as Aura of discipline, Codex IG, p32).

Options:

- May exchange his bolt pistol and/or close combat weapon for:
 - power weapon...*10pnts.*
 - plasma pistol...*10pnts.*
- The high initiate may take:
 - Carapace armour...*10pnts.*
 - Melta bombs...*5pnts.*

As the years go by and many generations of hybrids intermingle with the apparently human brood kin, a select few are chosen to be the bodyguards of the Magus and/or Hierarchs.

These may be especially competent guardsmen, strangely mutated offspring, possibly even infected slaves of long-dead Inquisitors, who failed to destroy the cult...

The Coven, Hybrid Acolytes.

Coven squad (retinue only).

Statistics, points costs and special rules, as inquisitorial henchmen, Codex DH, p13 to 15.

Composition...

- The magus is accompanied by a retinue of 3-12 coven members and trusted advisors.
- A Hierarch may choose to be accompanied by a retinue of 1-6 coven members, if not he acts like any other Independent character.

Unit type...infantry.

Wargear...

- (except where otherwise noted), Laspistol and close combat weapon.

Options...

- Each coven member must be one of the following:
- Familiar.
- Warrior.
- Sage.
- Mystic.
- Acolyte.

- The Acolyte may take prey bait (counts as purity seals, Codex DH, p18)...5pnts.

- Carapace armour and toughened exoskeleton (counts as 3+ armour save) ...10pnts.

Transport.

A Magus or Hierarch that is accompanied by a coven, may select a dedicated transport.

If the Magus/Hierarch and his unit number 10 models or less, they may be mounted in a Rhino, if they number 12 or less, a Chimera.

Dedicated transports.

Rhino apc, Codex Space Marines, p135.

Chimera apc, Codex Imperial Guard, p99.

Genestealer claws.

The claws, both relics of long dead brood kin and of the living alike, are lovingly carved and honed to a sharpness unrivalled even in the hive fleets. It is an honour to perform this wonderful task (though, at times, it can prove quite fatal).

*The insidious Genestealer threat commonly infects local authority with it's progeny.
Often PDF forces and Imperial Guard elements become pawns in the plots of the cult...*

Brood Brother Comrade Command Section.

Statistics points costs and special rules, p90, Codex Imperial Guard .

Fanatical and zealous, the priests instil a fervour beyond sanity in the cultists.

0-2 Coven Priests.

Statistics and points costs, as Priest, p27 Codex WH.

Composition... 1 Coven Priest.

Unit type...infantry.

Wargear...

- Laspistol or close combat weapon.

Special rules...

- Fanatical (WH Codex, p27).
- Righteous fury (WH Codex, p27).
- Priests do not count toward the HQ allocation of the army.
- The priest **must** be attached to a unit of the finest human/hybrid warriors the cult has to offer, which will act as his bodyguard (see Storm troopers below).

Note that the Priest is **not** an Independent Character.

Options:

- May take a mighty claw (counts as an eviscerator)...*25pnts*.

Elites.

A Genestealer cult is lead by an ancient 'stealer, in all likely hood, the primogenitor of the entire brood. Though, it has been known for a Patriarch to die, only to be replaced, in the cultists veneration, by an especially large and gifted 'stealer...

0-1 Brood lord/Patriarch*.

Statistics and special rules as an Eversor Temple Assassin, Codex WH, p30 + 31.

Composition...1 brood lord.

Unit type...infantry.

Wargear...

- Bio plasma attacks (counts as bolt/executioner pistols and equipped with melta bombs, Codex WH, p31).
- Chitin claw (counts as power weapon).
- Poisoned claw (counts as neuro gauntlet, Codex WH, p31).
- Adrenaline sacs (counts as combat drugs and fast shot, Codex WH, p31).

Special rules.

- Infiltrate.
- Revenge of the all father! The brood lord is equipped with explosive poison sacs, that will burst if it should be killed (see bio-meltdown! Codex WH, p31).

*Note! A Brood lord may only be chosen, if a Magus is also part of the force.

The vanguard of the brood assault is the pinnacle of evolution, the Genestealer. Bred within the safety of the Coven, they are fed on nothing but the best and, left to mature outside of the hive fleets continual reabsorbtion, mutations can become genofixed traits...

0-1 Purestrain Brood*.

Statistics and special rules as Arco Flagellants, Codex WH, p28.

Composition...3-6 Purestrains.

Unit type...infantry.

Wargear...

- Chitin claws (counts as power weapons).

Special rules.

- Fearless.
- The purestrains are preternaturally fast and tough, their save is invulnerable.
- Uncaring predators (counts as dangerous to know, Codex WH, p28).
- Adrenaline sacs (counts as implant injectors, Codex WH, p28).

*Note! Purestrains may only be chosen, if a Priest is also part of the force.

Lesser hybrids than the Magus can rise within the cult to become trusted lieutenants.

Cult Hierarchy...22pnts.

Statistics and special rules, Codex DH, p24, Ordo Malleus Inquisitor).

Composition...1 cult Hierarchy.

Unit type...infantry.

Wargear...

- Carapace armour.
- Close combat weapon.
- Bolt pistol.

Special rules...

- Independent character (may be accompanied by a retinue).
- Psyker.

Options...

- May exchange close combat weapon and/or bolt pistol for:

- Power weapon...15pnts.

- Plasma pistol...15pnts.

The Hierarchy may take any of the following:

- Coven relics (counts as holy relic, Codex DH, p18)...30pnts.

- Shadow in the warp (counts as psychic hood, Codex DH, p18)...20pnts.

Psychic powers.

The Hierarchy may select one psychic power:

Alien aura (counts as word of the Emperor, Codex DH, p13)...10pnts.

Bio plasma blast (counts as scourging, Codex DH, p13)...20pnts.

Troops.

The teeming masses of the brood, are made up of Brood Brothers, poorly equipped and trained rabbles (counts as Conscripts) and infected military elements (counts as Imperial Guardsmen).

Imperial Guard infantry platoons

Statistics points costs and special rules, Codex Imperial Guard, p96+97.

Note that only platoon command sections can select Chimera's.

As the brood matures, it gives rise to all manner of mutations...

Hybrid Neophytes.

Statistics, points costs and special rules, as penal legion squad (Codex Imperial Guard, p99).

0-2 Storm troopers/bodyguard.

Statistics and special rules, as Inquisitorial Storm troopers, (Codex WH, p34).

Composition... 5 Storm troopers, 50pnts.

Unit type... infantry.

Transport. The squad may take a Chimera or a Rhino as a dedicated transport.

Wargear...

- Hellgun with targeters (Codex WH, p22).
- Frag grenades.
- Carapace armour.

Options...

- May have up to 5 additional Storm troopers... 10pnts per model.
- May upgrade one Storm trooper to a veteran for 10pnts.
- The veteran may replace his Hellgun and targeters for:
 - a power weapon... 10pnts.
 - and/or a plasma pistol... 15pnts.
- Up to two Storm troopers may replace their Hellguns and targeters with:
 - Flamer... 5pnts per model.
 - Melta gun... 10pnts per model.
 - Plasma gun... 15pnts per model.
 - Grenade launcher... 10pnts per model.
- The entire squad may have krak grenades at 2pnts per model.

Note that Storm troopers are taken as a troops choice and remain so even if they are a Priests bodyguard.

Fast attack.

Scout Sentinel squadrons (see Codex Imperial Guard, p100).

Armoured Sentinel squadrons (see Codex Imperial Guard, p100).

Rough Rider squads (see Codex Imperial Guard, p100).

Hellhounds (see Codex Imperial Guard, p101).

Note that only one hellhound, of any type, may be taken per fast attack foc choice (no squadrons).

Heavy support.

Leman Russ battle tanks (see Codex Imperial Guard, p102).

Note that only one Leman Russ battle tank, none of the variants, may be taken per heavy support foc choice (no squadrons).

The cults are often paranoid and suspicious (rightly so) and often favour some kind of apocalyptic doomsday device as a last resort, possibly representing some sort of bio toxin release.

0-1 Deathstrike Missile Launcher (see Codex Imperial Guard, p103).