

EPIC ARMAGEDDON – GENESTEALER CULT ARMY LIST

Colonial Mining Uprising of Stassverk IV

BACKGROUND

Authors note; Background is critical in all army lists in Epic Armageddon. Because of the way that they represent a specific force at a specific time, rather than 'a standard Marine army'. I really like this approach, but it means that context is key in all of the lists. This is doubled for the Genestealer Cult. Genestealer infestations can not only occur on a myriad of different types of worlds – from Hive World to Farm World to Death World – but can even conceivably cross over to other races such as Tau or Orks. As such, I have decided to lead with the background to keep everyone on the same page for this list.

Genestealer Cults

It only takes a single Purestrain Genestealer, to doom an entire world. Genestealers are the vanguard of the Tyranid menace. They roam ahead, seeking out heavily populated planets, setting roots to undermine the world, unsettle it and turn it in upon itself, before the main Tyranid Hive Fleet arrives, by which point the world is usually half destroyed already, engulfed in a vast continental civil war, weakened and unable to put up any defence.

A Purestrain Genestealer is the 'adult' form, a huge, hunched over bundle of muscle and instinct, possessing a sharp animalistic intelligence and six limbed. It propels itself forwards in loping bounds and great leap, surprisingly fast for its size, on two hooved legs, while four arms reach out in an deadly embrace. The middle set of limbs have eerily human hands, but with the fingers ending in long, sharp claws. Worse, the front set of arms end in three clawed talons, able to punch through armour and walls. The creature is covered in chitinous plates, between which the underlying muscles are visible, and the head is bulbous and long, with a mouth with terrifying sharp teeth a pair of hypnotic eyes which reflect both an inhuman hunger and a heightened cunning.

Genestealers spread like spores on a wind. While a creature so huge and alien should be unable to hide, unable to conceal itself, unable to pass unnoticed, they are masters of covert movement and stealth. A Genestealer is practically immortal, and is able to survive in the cold vacuum of space. They infest drifting space hulk wrecks, waiting with inhuman patience to be discovered. They hide away on freighters and liners, in cargo bays or on the outside of ships, until landfall. When a Genestealer meets its prey, many are killed. These are the lucky ones. Others are hypnotised, enthralled, and then subverted. The tongue of the Genestealer houses an ovipositor, an egg of genetic recoding. When implanted, the subjects very organic building blocks are altered. The subject is released back, but now with an urge to procreate, to spawn a child. This child will contain the altered DNA of the alien, diluted marginally with both the host and its mate. The child will be an abomination, but the parents will see only their offspring, their normal parental instincts to protect and care driven to new heights by alien influence. The child will grow up, and the cycle will repeat.

Except, each new generation appears less like their true parent and more like the host species. The first generation will have additional one or two arms, bulbous head, sharp teeth and intelligent, human eyes. The second generation will have one extra arm, less hued skin tones. Third generations

may have an extra arm, will stand more upright. Until the fourth generation will appear as a normal member of the host species.... except for their eyes, which contain a bright intelligence. Fourth generation hybrids are also often psychically awake, and are able to finally breed normally. But their progeny will all be Purestrain Genestealers. If the infestation reaches this stage, the host civilisation is often destined to be overrun. With the return of Purestrains of the species to the family, the original Purestrain grows and becomes more powerful, as well as developing psychic powers. Like a worker insect donning the mantle of queen, it assumes the head of the family, the Patriarch. The most powerful fourth generation becomes its right hand, the Magus, manipulating the affairs of the cult in open society.

There are no limits to the number of hosts a single Purestrain Genestealer can infect. Ten is a conservative estimate, even with the need to staying hidden. Even with ten first generation hybrids, they go on to produce one hundred second generation hybrids..... one thousand third generation..... ten thousand fourth generation.... If each of these fourth generation kin have a single Purestrain offspring, the planet is normally doomed. Imperial estimates that numbers are closer to 30 or higher for each individual for each generation, and if we adjust the projection from 10 to 30, the number of fourth generation hybrids jumps to 810,000 within four short generations.

Genestealer Cults in Epic Armageddon

A Genestealer Cult force in a game like 40K represents one in which the local city and authorities have been overrun, the Cult has become a cancer of society in the same way that the genetic manipulation alters the host of a victim of a single Genestealer. A Genestealer Cult force in Epic Armageddon is an exponential step up. At the point at which the Cult is represented at this scale, they have likely subverted an entire continent or country, worked their way into the national military, Imperial Guard or Planetary Defence Force, and exist at every level of society. A Cult at this level could not exist only by corrupting the local community, and so while we take the force direction of 40K into account and use it as a foundation, we must go beyond that to represent the Cult as a military threat.

The Uprising of Stassverk IV

The Stassverk System is mostly unremarkable. Its not on any frequent shipping lanes, it holds no military tactical value, there is no recruitment planet for a Marine Chapter..... It's just an ordinary, binary-star system. The only records worth logging by the Imperium are the presence on one of the planets of the presence of a heavy ore, critical in the manufacture of power cells which are used by the Imperium for everything from starship navigation displays to laspistols. Stassverk IV is a grey planet, largely flat and featureless, with a single significant continental land mass, and a number of relatively tiny islands. A colony was set up to mine there, and this has grown as the planetary governor has issued a number of competing contracts for ore extraction, leading to intense competition between mining factions, but also higher yield over the years. Each of the many mining contractors includes the core contingent of extraction personnel and machines, and a large defence force, initially designed to protect their assets from competitors but also contractually obliged to unite under control of the governor in times of planetary defence, or protection of the transport of the ore. Minerals and metal ore are identified through a combination of seismic surveys and geostationary orbital sensory sweeps. When a sizable concentration is identified, tunnels are bored

from the surface directly into the heart of the pocket, where teams and machines extract the ore, creating a cavern where it once sat.

Around 100 years ago, things began to change. Extraction totals started to drop. At first, the decline was marginal, and went unnoticed by the Administratum, but this continued until totals were around 60% of previous numbers. A bureaucrat was dispatched to Stassverk IV to check in. What he found confused him. The extraction process was running at normal capacity, but the stores were less than half full. Mining representatives claimed a decline in ore availability, that the planet was being mined dry, but Imperial projections had the planet supply lasting around 400 years into the future. Counter to this, there were a number of quasi-religious groups, becoming more vocal, and internal conflict had started to surface. Concerned, the official returned to file his report. 30 years later, the same official returned, after extraction had dropped to 40%, and what he found surprised even him. While the same problems on mining quantities remained, the multiple religious groups had been replaced by a single, proto-Imperial doctrine. It seemed that this had swept across the planet and ousted the previous ideologies. This new faith had family at its heart, care for communities, kindness to ones neighbour, acceptance of all, and a quiet respect for nature. Soothed by the removal of so many potentially Chaos leaning groups and their replacement by a single harmony, the official marked the planet for further Ordo investigation to attempt to push the prominent believe more towards the Imperial scripture, admonished the governor who agreed to increase extraction, and returned to his familiar world and work. Extraction numbers climbed to 55%, the Ecclesiarchy sent a representative, and all was well..... The Ecclesiarchy missionary never returned, and no contact was received from him after his third day on the planet.

SPECIAL RULES

- Strategy rating: 3
- Initiative rating: 1+ (Inner Circle and Genestealer Hybrid Cells), 2+ (all other formations)

We Watch From The Shadows: A formation may optionally be deployed using the 'self planetfall' rules (see the main rulebook). If you deploy a formation in this way ONLY those units with the 'we watch from the shadows' rule are deployed. If the formation includes other units without this rule, they are automatically lost and count as killed by the enemy. This represents Cult units concealed and waiting to ambush, being called to arms at times of emergency, or utilising tunnels and passageways known only to the informed locals. As such, the Cult does not require a space craft or drop pods of any kind to use this ability. For each formation deploying in this way, note down their location before the game begins, in secret (as you would for planetfall troops). However, you can decide that these units will arrive in the strategy phase of any turn (this does not need to be decided before the game begins). Follow all other rules for self planetfall as normal.

Brood Telepathy: Although unable to transmit and receive direct messages, strong emotions and a shared purpose unites all members, and this is amplified by the genetic bond shared by the brood, through the conduit of the Patriarch, and individual members are able to sense the emotions, location and other broad details of other members of their cult family. Formations within a Cult army generate blast markers as normal. However, while the Patriarch is on the table, formations with the Brood Telepathy rule are never broken. They may only have as many blast markers as there are units in the formation, and these suppress units as normal, but the only affect is that all units are suppressed. In all other ways, the formation acts as normal. Therefore, a formation will not suffer additional casualties when receiving additional blast markers beyond the number of units in the

formation, these are simply ignored. Formations are also not broken if they lose an assault, but they do receive enough additional blast markers to take them up to one for each unit in the formation. However, if the Patriarch is killed, every formation in the Cult list is immediately automatically 'broken'. If the Patriarch is removed from the table (for any reason, or is not on the table at all) then the normal rules for blast markers and broken formations apply. This rule applies to all formations except Abhumans, who follow the normal rules for blast markers and broken formations at all times.

Genestealer Transport: The Inner Circle and Hybrid cells may be given Chimera transport vehicles, at 25 points per Chimera. In this case, you must provide enough Chimera to transport every possible unit in the cell (so ignore Purestrain units, the Patriarch and Brood Brother Scout walkers in this calculation, they can walk). Alternatively, if EVERY unit in the formation may be transported in Termites (for example, no Brood Support Platforms, Purestrains, Brood Scout Walkers, etc), you can replace every Chimera with a Termite. If you do this, you may also replace every five Termites with a single Mole if you wish.

ARMY LIST

Using the Army List

The following list allows you to build a Genestealer Cult force for your games of Epic Armageddon. While the background specifically focuses on the mining colony of Stassverk IV, the list can be used to build an army from any colonial Imperial world. In this list, I have attempted to draw on the background and feel of the 40K Genestealer Cult by centring on a mining colony world, and keeping with these themes, but also expanding them to a logical (to me, at least) point for a larger force. The individual unit stats are presented after the main list. While I have attempted to keep all units in line with their other appearances in other lists – such as Purestrain Genestealers, Leman Russ, etc – there are some small alterations as a result of their inclusion in a Cult specifically.

There are two core blocks when building a Genestealer Cult force with this list, cells and covens. A cell is a large formation of individuals or vehicles which can then also take upgrades, while a coven is a smaller, more specialised formation of units. Each cell can take a maximum of three upgrades, although each upgrade can only be taken once for each cell, and the cost of a cell includes the core cost plus the cost of all upgrades, and these all form a single formation together on the battlefield. You can also take up to two covens for each cell taken and these are independent and not part of any cell, but they cannot be given upgrades.

GENESTEALER CULT CELLS			
TYPE	UNITS	UPGRADES	POINTS
0-1 Inner Circle	1x Magus, 1x Neophyte Hybrids with Clamavus, 1x Neophyts Hybrids with Kelermorph, 1x Neophyte Hybrids with 4 th Gen Psyker, 6x Hybrid stands (any mix of Acolyte and Neophyte Hybrids) (add Genestealer Transports, see note)	Purestrain Genestealers, Genestealer Hybrids, Primus, Brood Brothers, Brood Brother SAM Teams, Hellhounds	400
Genestealer Hybrid Cell	10x Hybrid stands, any mix of Acolyte and Neophyte Hybrids (add Genestealer Transports, see note)	Hybrids, Leader, Hero, Brood Brothers, Brood Brother Support, Brood Brother SAM Teams, Brood Brother Scout Walkers, Hellhounds	250
Brood Brother Cell	12x Brood Brothers (add enough Goliath Rockgrinders and Chimera, or any mix of the two, to transports all possible infantry stands in the formation)	Primus, Hero, Brood Brothers, Brood Brother Support, Brood Brother SAM Teams, Brood Brother Scout Walkers, Hellhounds	200 points (25 points each)
Outrider Cell	1x Jackal Strike Bikes unit with Jackal Alphas, 7x Jackal Strike Bikes units (upgrade up to 4 bike units to Wolfquads) (1-2 bike units) (3-4 bike units) OR 8x Achilles Ridgerunners	Jackal Striketeam, Achilles Ridgerunners	200 Points (25 points) (50 points) 200 points

GENESTEALER CULT CELL UPGRADES		
TYPE	UNITS	POINTS
Achilles Ridgerunners	4x Achilles Ridgerunners	100 points
Brood Brothers	6x Brood Brother stands	100 points
Brood Brother SAM Teams	2x Brood Brother SAM Teams	50 points
Brood Brother Scout Walkers	4x Brood Brother Scout Walkers	100 points
Brood Brother Support	4x Brood Brother Support Platforms	100 points
Genestealer Hybrids	Add 6x Hybrid stands (any mix of Acolyte and Neophyte Hybrids)	125 points
Hellhounds	3x Hellhounds	100 points
Hero	Add one of: Biophagus Clamavus 4 th Gen Psyker Kelermorph	50 points 25 points 25 points 25 points
Jackal Striketeam	Add 4x Jackal Strike Bike units Or 4x Wolfquad	100 points 150 points
Leader	Add one Primus or one Nexus to one stand Primus Nexus	25 points 50 points
Primus	Add one Primus to one stand	25 points
Purestrain Genestealers	6x Purestrains (max one Purestrain stand in the cult can be replaced with a Patriarch)	150 points

GENESTEALER CULT COVENS		
TYPE	UNITS	POINTS
Ridgerunners	6x Achilles Ridgerunners	150 points
Abhumans	7x Abhuman stand, 1x Abhuman stand with an Abominant (add 4x Trucks)	150 points (50 points)
Brood Brothers	6x Brood Brother stands (add a Primus) (add 3 Chimera OR 3 Goliath Rockgrinders)	100 points (25 points) (75 points)
Brood Brother SAM Teams	4x Brood Brother SAM Teams (add 2 Chimera OR 2 Goliath Rockgrinders)	100 points (50 points)
Brood Brother Scout Walker	4x Brood Brother Scout Walkers	100 points
Brood Brother Support	4x Brood Brother Support Platforms (add 4 Chimera OR 4 Goliath Rockgrinders)	100 points (100 points)
Geoseismic Breachers	1 or 2 Geoseismic Breachers	250 points each
Griffon Battery	3x Griffons	75 points
Hybrids	6x hybrid stands, any mix of Acolytes and Neophytes (add one of: Primus Biophagus 4 th Gen Psyker Kelermorph Clamavus) (add 3 Chimera OR 3 Termites)	125 points (25 points) (50 points) (25 points) (25 points) (25 points) (75 points)
Jackal Outriders	6x Jackal Strike Bikes, one with a Jackal Alphus (replace up to three bike units with Wolfquads)	150 points (125 points)
Leman Russ	4x Leman Russ	250 points
Purestrain Genestealers	6x Purestrains (max one Purestrain stand in the cult can be replaced with a Patriarch)	150 points
Sanctus	4x Sanctus units (add 2 Chimera)	125 points (50 points)

UNITS

Characters

Abominant: An Abominant is the result of taking an already large Aberrant which is then gifted a small part of the Patriarchs genemass, turning it into a great, lumbering beast, utterly devoted to the Cult and the cause. These brutes act as Aberrant and abhuman leaders, demonstrating the wrath of the cult against its enemies and leading the horde of abhumans by violent example.

Biophagus: The biological warfare agents of the Cult, these individuals experiment and concoct new strains of poisons and toxins. Those who do not come into the cult willingly will be persuaded, those who resist will be eliminated.

Clamavus: These are the rhetoric streaming information agents. They are seen as the word of the Grandfather. Part chaplain, part hacker, part propaganda outlet, part motivational musician. They harness and wield data and words into a weapon.

Fourth Generation Psyker: Many later generation hybrids manifest powerful psychic powers, and these are individuals are often put to best use supporting their Broodkin, joining units to smash enemy minds or shield their family from attack.

Jackal Alphas: These fourth generation hybrids lead the Jackal packs. They are seasoned survival experts and have a wealth of experience in prospecting, outriding and skirmish combat.

Kelermorph: The Kelermorph are the inspirational soldiers, the ones that stories are told about at the end of the day, and if seen, spur the Cult on to greater deeds and heroic actions. Formidable soldiers in their own right, they are a whirlwind of death when wielding custom autostub pistols.

Nexos: Nexos are the puppetmasters of battle. Their ability to taste the memories of a being just by laying hands on them, along with their skill at filtering, sorting and filing minutia and details and strategies, makes them able to direct forces and control the battle.

Primus: A Primus is a born leader. These individuals speak and move with a confidence and charm, and inspire lesser Broodkin to great acts. They appear sure in words and actions, and they are most often found at the head of a charge or instilling troops to greater acts of bravery and sacrifice in the name of the Cult.

Name	Type	Weapons	Rng	FP	Notes
Abominant	CHAR	-	-	-	Leader
Biophagus	CHAR	Fear Talon	30cm	AP4+/AT4+	Disrupt, Ignore cover
Clamavus	CHAR	-	-	-	Inspiring
4 th Gen Psyker	CHAR	Hellfire	(15cm)	Small arms, EA(+1), MW	-
Jackal Alphas	CHAR	-	-	-	Leader
Kelermorph	CHAR	Autostubbers	(15cm)	Small arms, Sniper	-
Nexos	CHAR	-	-	-	Commander
Primus	CHAR	-	-	-	Leader

Inner Circle

Patriarch: The Patriarch is the first in the lineage, the original Purestrain which infected a host to start the process of creating the vast brood. When the cycle is complete, and a second wave of Purestrains emerge, this first progenitor evolves. It grows in stature and strength, and manifests a greater symbiosis with the Warp, to both act as a beacon for the Tyranid fleet and to develop psychic powers beyond that of any other in the cult or host species. Perhaps most significantly, it becomes the de facto figurehead of the cult. While growing, the cult is secretive by necessity, and even many of the brood are unaware of the true leader, interacting through the Magus primarily. When the Patriarch is revealed openly, it signifies an end to fear of the outside world and strengthens the intense bonds shared by all members of this family. The Patriarch takes to the field of battle with a cadre of Purestrains, often his brothers.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Patriarch	INF	20cm	4+	2+	-	Rending Claws	(Base)	Assault weapons, First strike, EA(+2), Macro
<i>Notes: Infiltrator, Commander, Fearless, Reinforced Armour, We Watch From The Shadows, Brood Telepathy, Unique (max one in any Cult)</i> <i>The Patriarch cannot be transported</i>								

Magus: The Magus is the figurehead of the cult, the public face of its leadership. A powerful fourth generation hybrid, almost indistinguishable from the host population, but empowered with highly developed psychic powers and loved by every member of their cult family. They walk the battlefield without fear, surrounded by their honour guard of Locuses and shielded by both psychic and technological fields, directing their assaults from the heart of the battle.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Magus & Locuses	INF	15cm	4+	4+	4+	Force Staves Hellfire	(Base) (15cm)	Assault Weapon, EA(+1), First Strike Small arms, EA(+1), MW
<i>Notes: Supreme Commander, Fearless, Inspiring, Invulnerable Save, We Watch From The Shadows, Brood Telepathy, Unique (max one in any Cult)</i>								

Purestrain Genestealers: These are the mature form of the lineage, the apex. A single Purestrain can slice a person in two without a second thought, leap great distances and horrific speed, and survive in almost any environment. In packs, they are the stuff of nightmares.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Purestrain Genestealer	INF	20cm	6+	2+	-	Rending Claws	(Base)	Assault weapons, First strike
<i>Notes: Infiltrator, Scout, We Watch From The Shadows, Brood Telepathy</i> <i>Purestrain Genestealers cannot be transported</i>								

Acolyte Hybrids: First and second generation hybrids are closer to Purestrains than the host species. They always have at least one additional arm with a claw, and favour close combat, often not possessing the mental ability to use technology or operate ranged weapons, and if they can they are limited to pistols and simple short ranges weapons. These animalistic hybrids are banded together and prowl the battlefield, spurred on by the will of the cult and their own ferocious cunning.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Acolyte Hybrids	INF	20cm	6+	4+	6+	Claws Pistols	(Base) (15cm)	Assault weapons Small arms
<i>Notes: Infiltrators, We Watch From The Shadows, Brood Telepathy</i>								

Neophyte Hybrids: Third and fourth generation hybrids are physically weaker than their Acolyte brothers, but poses greater strategic ability and battlefield flexibility, able to operate a range of heavy weapons. It is also here that the majority of the cults infantry heavy and anti tank weapons are concentrated. Equipped with the best tech the cult can scavenge, and revered by their Broodkin, Neophyte Hybrids are a key asset when the cult goes to war.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Neophyte Hybrids	INF	15cm	6+	5+	5+	Seismic Cannon	30cm	AP5+/AT6+
<i>Notes: We Watch From The Shadows, Brood Telepathy</i>								

Sanctus: Normally solitary, Sanctus are the Cult assassins. They remove 'obstacles' from the Cult. A politician that opposes Cult buying land? A local gang think they can strong-arm a religious, pacifist order? A businessman looking a little too closely into the accounts? At times of war, these individuals form loose bands, along with their retinues, and range ahead to disrupt the enemy, and take out key figures.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Sanctus	INF	15cm	6+	4+	6+	Sniper Rifle Bio Knife	30cm (Base)	AP5+ Assault Weapons, First Strike, Macro
<i>Notes: Scout, Sniper, We Watch From The Shadows, Brood Telepathy</i>								

Jackal Strike Bikes: Fourth generation hybrids who function as outriders and perform recon and prospecting for the Cult, these are often the source of the first warnings when a Cult is being attacked.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Jackal Bikers	INF	35cm	6+	5+	6+	Pistols	(15cm)	Small Arms
<i>Notes: Mounted, Scout, We Watch From The Shadows, Brood Telepathy</i>								

Wolfquad Buggies: Jackal packs often use the Wolfquad as a heavier option, allowing the mounting of larger weapons to give a little more hitting power in the frequent engagements that they run into.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Wolfquad Buggy	LV	30cm	5+	6+	5+	Mining Laser	30cm	AT5+
<i>Notes: Scout, Brood Telepathy</i>								

Brood Cells

Brood Brothers: These make up the main bulk of a Cult army, and are drawn from the host population and come from a variety of sources. Many are the families and siblings of hybrid offspring, bound by intensified ties to lay down their lives for their hijacked DNA family. Some are from the civilian population, drawn in through enticements of religious forgiveness, outcasts of society treated with compassion, or just the wandering, lost or those seeking more. When the Cult infests the worlds defence forces, it will turn as many hosts as it can, recognising the necessity of both bodies and military equipment.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Brood Brothers	INF	15cm	-	6+	5+	Autoguns	(15cm)	Small Arms
<i>Notes: We Watch From The Shadows, Brood Telepathy</i>								

Brood Support Platform: Heavy weapons are difficult for any Cult to obtain. While most soldiers sleep with their sidearms, and therefore abscond with them in hand, heavy weapons are controlled far more strictly, and most of the infantry heavy weapons are seconded by the Neophyte Hybrid teams. As a secondary option, towed or manned gun platforms are easier to obtain, and often easier to maintain and supply. These are grouped into specialist units, where they can be deployed to maximum effect.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Brood Gun Support Platform	INF	10cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+
<i>Notes: We Watch From The Shadows, Brood Telepathy Surface transport only, cannot be transported via tunneller</i>								

Brood SAM Team: The cult often fights in a guerrilla warfare style, and although access to a variety of military vehicles is beyond the means of most cults – especially more specialised vehicles – Brood Brother units with military experience and connections are often organised into rough SAM teams, armed with a surface to air missile system which can be either shoulder mounted or through a portable tripod or stabilised mount.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Brood SAM Team	INF	15cm	-	6+	6+	SAM RPG	30cm	AT6+/AA5+
<i>Notes: We Watch From The Shadows, Brood Telepathy</i>								

Brood Scout Walker: Sentinels and similar light walker platforms are utilised in a variety of environments and have become ubiquitous, from factory logistics, military, recon and scouting roles, aircraft maintenance, shipping and cargo and so on. As such, these walkers are often in ready supply, and easy to retrofit with weapons for cult duty.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Brood Scout Walker	LV	20cm	6+	6+	5+	MultiLaser	30cm	AP5+/AT6+

Notes: Scout, Walker, Brood Telepathy

Extended Family

Abhumans: A Cult attracts a variety of wayward souls, not all fully aware of the true nature, or not really caring. The emphasis on family bonds, acceptance of differences, tolerance and charity often expressed by the Cult draws in numerous from the lower social levels of a society, who are otherwise mistreated. Often these are abhumans, who are ruthlessly exploited by the Cult as 'acceptable loses'. Aside from Aberrants - genetic dead ends and unsuccessful mutations as a result of the Genestealer cycle – a variety of other abhumans are drawn to the cult, such as beastmen, mutants and lawyers. For their part, these abhuman troops are fanatically loyal to the cult, and very willing to lay down their lives for their benefactors.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Abhumans	INF	15cm	-	5+	-	Clubs & Axes	(Base)	Assault Weapons

Notes: Fearless, From The Shadows We Watch

Cult Transport Vehicles

Goliath Rockgrinder: These are the mainstay of the Cult, sourced from the mining colonies and outfitted with weapons these are hardy, reliable vehicles designed to survive the harsh mining environment and transport mining teams to their destinations.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Goliath Rockgrinder	AV	25cm	5+	6+	6+	Heavy Mining Laser	30cm	AT5+
						Heavy Stubber	30cm	AP6+

Notes: Transport (2 infantry units, not mounted, OR a single support gun platform), Brood Telepathy, Thick Rear Armour

Chimera: Military IFVs are relatively rare and hard to come by, but they are a priority target for cult operations and once enough of the local forces have been brought over to the cult, it's a matter of time before some of the heavier military hardware follows. These vehicles are usually reserved for the Inner Circle cult members, high ranking individuals, and are often repainted with the cult colours and iconography as a display of their dominance over the host world.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+
<i>Notes: Transport (2 infantry units, not mounted, OR a single support gun platform), Brood Telepathy</i>								

Termite: The mining companies utilise a variety of tunneling vehicles, but the most common is the Termite. This is a two stage vehicle, consisting of a crawler platform and the driller unit. The crawler will move across the surface of the earth until the rear ramp tips forwards and angles the drill unit into the ground, where it will bore out a tunnel as it moves underground, primarily to reach ore pockets deep below the surface. Now the Cult have commandeered these vehicles and use them to safely deliver key troops to the right areas of the battle in almost complete safety.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Termite	AV	20cm	5+	5+	-	-	-	-
<i>Notes: Transport (2 infantry units, not mounted, may not transport support gun platforms), Tunneller, Brood Telepathy</i>								

Mole: While the Termite is the most common tunneller, when large underground deposits of ore are located, they require larger teams and more equipment. The Mole satisfies this role, being functionally similar to the Termite, but much larger and more powerful.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Mole	WE	20cm	5+	5+	-	-	-	-
<i>Notes: Damage Capacity: 2, critical hit effect: destroyed. Transport (10 infantry units, not mounted, may not transport support gun platforms), Tunneller, Brood Telepathy. A Mole may only transport units from its own formation, despite being a WE.</i>								

Truck: The humble truck is often used by the cult, particularly for the abhuman members. It is unassuming, able to move around unnoticed, reliable and easy to service and maintain, and still has room to transport all manner of creatures without drawing attention.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Truck	AV	25cm	6+	6+	-	-	-	-
<i>Notes: Transport (2 infantry units, not mounted, OR a single support gun platforms).</i>								

Cult Combat Vehicles

Achilles Ridgerunner: Used by mining corporations to set up new mining site operations and conduct initial in-depth prospecting, the Achilles is an all purpose, fully enclosed, all terrain vehicle. There is little that it cant cover, and it is designed to take hard knocks and keep going, making it a favoured Cult strike vehicle with a good mix of speed and endurance.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Achilles Ridgerunner	AV	35cm	5+	6+	6+	Heavy Mining Laser	30cm	AT5+
						Twin Heavy Stubber	30cm	AP5+
<i>Notes: Brood Telepathy</i>								

Leman Russ: While a cult in its initial stages would find a main battle tank out of the realms of possibility, much less ammunition and fuel to keep it running, once a cult reaches a critical mass and exponentially starts to expand, its only a matter of time before its tendrils reach out to the military, at which point equipment and resources are ‘misclassified’ and ‘vanished’ or a sharp revolt occurs. The cult is not particular about the exact armoured vehicles it acquires and will rarely turn anything down, but the ubiquitous nature of the Leman Russ makes it a relatively common armoured asset.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+
						LasCannon	45cm	AT5+
						2x Heavy Bolter	30cm	AP5+
<i>Notes: Reinforced Armour, Brood Telepathy</i>								

Hellhound: The Hellhound flame tank is a relatively common sight in a cult force. On one hand, they are relatively easy to maintain. The Chimera chassis is well proven to be robust and easy to repair and patch, while the volatile flamer fuel can be brewed up in warehouses far easier than ammunition can be manufactured. On the other hand, the sight of a redecorated tank in the cult iconography, spewing fire into the enemy is psychologically a image that the cult enjoys, for both adherents and enemies alike.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, Ignore Cover
						Heavy Bolter	30cm	AP5+
<i>Notes: Brood Telepathy</i>								

Griffon: Griffon mortars are highly sought after by any cult. While the availability of artillery at devastating long range is not only out of the reach of the cult but also against its method of waging war, the cult relies on Griffons extensively to soften up potential assault targets or bring down buildings and enemy fortifications.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect AP5+
<i>Notes: Brood Telepathy</i>								

War Engines

Geoseismic Breacher: The Breacher is a massive vehicle, designed to create central core shafts and tunnels quickly and bore its way through the toughest rock and minerals. It has the appearance of a large, brass coloured slab on multiple tracks, larger in mass than a Baneblade, but every side displays the energy conduits and engineering in place to support its primary weapon, the focused gamma beam array. This adds energy at an atomic level to the target, and the effects vary depending on the composition of the target. Metals and ore caught in the beam are rapidly reduced to a liquid state, melting great swaths of them from inside the very earth, while denser substrates such as rock becomes super volatile and explosive. The Gamma Cannon can also be fired in a more dispersed pattern, largely targeting the ground over a larger area, causing it to explode from under the enemies very feet. Breachers achieve a quasi-religious status within the cult, and are decked with iconography and manned by Hybrids firing additional defensive weapons.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Geoseismic Breacher	WE	15cm	4+	5+	5+	Gamma Cannon - Focused - Dispersed 2x Heavy Mining Laser 2x Heavy Stubber	60cm 45cm 30cm 30cm	FxF, MW3+, TK(D3)* FxF, 2BP, Ignore Cover, Disrupt AT5+ AP6+
<p><i>* Against immovable targets, damage is TK(D6). If the Breacher is on Sustained Fire orders, roll two dice and choose the highest single result.</i></p> <p><i>Notes: Reinforced Armour, Brood Telepathy.</i></p> <p><i>Damage Capacity: 4, critical hit effect: movement reduced to speed of 0cm AND one additional point of damage.</i></p>								

Reference – These stats are repeated here as basis for various Cult units. If these are not the current latest version, Cult units may need updating.

Name	Type	Spd	Arm	CC	FF	Weapon	Rng	FP
Purestrain Genestealer	INF	20cm	6+	2+	-	Rending Claws	Base	Assault weapons, First strike
<i>[Tyranids] Notes: Infiltrator, Scout</i>								
Imperial Guard	INF	15cm	-	6+	5+	Autocannon Lasguns	45cm (15 cm)	AP5+/AT6+ Small arms
<i>[IG Steel Legion] Notes: Half the number of infantry units carry Autocannons</i>								
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+
<i>[IG Steel Legion] Notes: Transport (2 infantry units, not mounted or jump packs)</i>								
Termite	AV	20cm	5+	5+	-	-	-	-
<i>[Squats] Notes: Transport (2 infantry units, not mounted), Tunneller</i>								
Mole	WE	20cm	5+	5+	-	-	-	-
<i>[Squats] Notes: Damage Capacity: 2, critical hit effect: destroyed. Transport (10 infantry units, not mounted), Tunneller</i> <i>A Mole may only transport units from its own formation, despite being a WE.</i>								
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon LasCannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+
<i>[IG Steel Legion] Notes: Reinforced Armour</i>								
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+
<i>[IG Steel Legion]</i>								
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1BP, Indirect AP5+
<i>[IG Steel Legion]</i>								

Notes

Miniatures: OK, lets address the elephant in the room first, minis. There is no real solution to this, but it does depend on your resourcefulness and how much effort you want to invest in this side of things. At its most basic level, there is nothing to stop you creating a Brood Brother only cult force. Brood Brother squads, SAM teams, support platforms, transport vehicles, scout walkers, bikes and buggies are all mostly available from a variety of sources such as Onslaught Miniatures and Vanguard Miniatures. You could then paint regular humans in a different way to represent both types of Hybrids, and most of the list is done. There are additionally a number of sources for alternative minis – Purestrain Genestealers, Hybrids and even some of the specific vehicles can be found at places like two previously mentioned, or available to download and 3D print yourself. I have attempted to keep the list simplified to make miniature allocation more easy. There is only one human infantry stand, one heavy weapon stand, one SAM stand, one military transport, one bike, one main battle tank, etc. This should mean that as long as its pretty close and identifiable, you should have more latitude when choosing a mini – almost any main battle tank can be used to represent a Lemman Russ, for example. It also means that you could, in theory, use a selection of minis for the same unit, to represent the rag tag nature of a cult army, and have three different types of main battle tank, with all having the same Lemman Russ stats.

Range of Units: I am very aware of trying to make a Cult force different, to play and to feel different, from regular Imperial Guard or Adeptus Mechanicus forces. To this end, I have tried to limit the number of Imperial units and vehicles to a minimum, and this has been helped by recent GW development of the Cult into a more distinct force. I have tried to 'lean into' this established background of a mining colony, and take this to a logical next step in a similar way to other forces. Where a standard Imperial Guard force in 40K will have a few tanks and a lot of infantry, the Epic force steps this up with artillery battalions and super heavy tanks. So, with the mining background established for Genestealer Cults, I have expanded on this a little. I felt that this was almost the perfect place to reintroduce tunneller vehicles – solving the dual problems of a close combat oriented force getting blasted off the battlefield and adding something more to the list to add a more unique element. I wanted the Cult to play like a modern guerilla force, and for the opponent to be kept guessing, never sure where a new formation will turn up, and always expecting the Cult to appear randomly. This is achieved using the already mentioned tunnellers, the ability of the Cult to 'planetfall' infantry, a high proportion of faster vehicles, and the infantry anti-air teams, which I feel are very thematic. I have deliberately steered away from a few more traditional units in the Cult – human bombs, bomb trucks, fanatics, etc. Not only are these elements a little too relevant and political in these times, I think that the background of the Genestealer Cult has also moved away from this type of image.

Heavy Firepower: The Genestealer Cult will have trouble taking out the biggest targets. This is a feature, not a bug (!). There are two approaches to this. I could try to design this out of the list, saying that this is unfair, and try to rebalance the list. Or, I can just accept that this is a part of playing the Cult in Epic. The Cult won't have huge formations of tanks, and it won't deploy Titans and aircraft and it won't have artillery and ranks of super heavy tanks. A Cult force is primarily an infantry force, with a bias towards close combat and firefights. That said, it should not be impossible to deal with an enemy Titan that appears on a board. The Cult player shouldn't give up when they see a

Warlord or a Gargant being placed against them. It is possible for the Cult to have a decent number of anti tank shots in the force. The only unit that I have actually added is the Geiseismic Breacher. I felt that this was important for a Cult to have access to. I am OK with no Titans and no aircraft, but without this kind of heavy hitting firepower its going to be a very difficult game for a Cult force. Adding this to the list allows a Cult to have a valuable heavy hitter in the force. But they will also need to protect it.

Version log

- July 2020 – Version 1.0 released