

# WHITE DWARF™

GAMES WORKSHOP'S  
WEEKLY MAGAZINE

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 110

05 MARCH 2016

**SKAVEN PESTILENS**  
WHAT FOUL SECRETS LURK  
IN THEIR NEW BATTLETOME?

**2**  
**PAINTING**  
**GUIDES!**  
GENESTEALER PATRIARCH  
AND HYBRID



# GENESTEALER CULT UPRISING

FULL WARHAMMER 40,000 RULES FOR THE GHOSAR QUINTUS BROODKIN!



# RISE AND CONQUER!

With the brilliant Deathwatch Overkill boxed game on sale today, you'll no doubt be busy assembling its contents and getting stuck into its nine missions – and to celebrate the occasion, in this issue of White Dwarf we're very happy to give you full rules for using the Genestealer Cult models from the game in Warhammer 40,000! At the back of the magazine you'll find pages consisting of seven unit datasheets and one formation – all you need to overthrow the forces of the Imperium in the name of the Four-armed Emperor!

## BEWARE THE ALIEN, ABHOR THE XENOS!

[Here](#) you'll also find an in-depth feature exploring the insidious menace posed by the Genestealer Cults – who they are, what their aims are, and how they function. Alongside that we've also got two detail-stuffed painting guides in Paint Splatter, focusing on

the Genestealer Patriarch and a Genestealer Hybrid – between them, it's everything you need to know in order to paint the nefarious antagonists of Deathwatch Overkill.

## SCIONS OF THE HORNED RAT

Meanwhile, casting ourselves through several planes of reality into the Age of Sigmar, the teeming, scrofulous ratmen of Skaven Pestilens make their diseased presence known with a brand-new battle tome and a Start Collecting! boxed set overflowing with plague-ridden Chaos vermin. It's all you need to start gnawing your way through the Mortal Realms with malicious intent.

So enjoy the issue! And if you've started painting your Deathwatch Overkill miniatures, we'd love to see them. Send your pics to [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk). 🌀



## HOW TO USE YOUR FREE GENESTEALER CULT RULES PULLOUT!

At the back this issue of White Dwarf ([here](#)) you will find a section which will allow you to use the Genestealer Cult models from Deathwatch Overkill in your games of Warhammer 40,000! Below you'll see how you can ally the Ghosar Quintus Broodkin with other factions.

### GENESTEALER CULTS AND ALLIES

All units in the Ghosar Quintus Broodkin have the Genestealer Cult Faction. Genestealer Cults ally in exactly the same way as Tyranids, as described in the Allies section of Warhammer 40,000: The Rules.

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### NEW RELEASES

The Skaven of the Clans Pestilens assail the Mortal Realms this week, with their own battle tome and a host of new boxed sets. All that, plus a new Start Collecting! Skeleton Horde box and all the latest releases from Black Library.

### UNHOLY INFESTATION

On Ghosar Quintus, the Imperium uncovered for the first time a deadly xenos threat – an alien cult capable of turning worlds of the Imperium away from the light of the Emperor.

### PAINT SPLATTER

You can get your hands on the Deathwatch Overkill boxed set this week, and we've got the perfect guide to help you paint the Genestealer Cult, with full stage-by-stage guides for the Genestealer Patriarch and a Genestealer Hybrid – everything you need to paint the lot!

### THE WEEK IN WHITE DWARF

Comment, opinion and trivia in reaction to this week's releases and happenings.







WARHAMMER AGE OF SIGMAR

# THE CLANS PESTILENS

**Foul mortal emissaries of their insidious deity, the Great Horned Rat, the Plague Monks of the Clans Pestilens bring entropy, death and decay to all they touch.**

The **Skaven** are creatures of Chaos, mutant ratmen with an unquenchable desire for power. Maniacal, unpredictable and possessed of a terrible cunning, they have scabbled and gnawed their way to the farthest reaches of the Mortal Realms, seeding them with their hideous offspring. None save their deity, the Horned Rat, can truly comprehend their pervasive influence. And perhaps none should, for that knowledge would be truly terrifying...

Amongst the Skaven hordes stand the Plague Monks of the Clans Pestilens, the harbingers of plague, disease and decay. Rank with the stench of sickness, they seek to reduce the Mortal Realms – indeed, all existence – to a withered wasteland where the Horned Rat rules supreme. The Plague Priests know that to bring about this apocalyptic vision they must first find the Thirteen Great Plagues, their god's most virulent gifts. Only then can they subjugate the races of the Mortal Realms.

And so the Clans Pestilens march to war, their Congregations of Filth spewing from gnawholes across the Mortal Realms. Pernicious maladies drip from the rusty blades of the Plague Monks, their matted fur rife with disease. Swinging censers spew choking smog, while Plagueclaw catapults fling rancid flesh and putrid pus into the enemy's ranks from afar. Yet above all, wreathed in fog, stand the Verminlord Corruptors. Daemoniac manifestations of the Horned Rat himself, they lead the rabid children of contagion to war and, ultimately, to victory for their dark god. ⚙











NEW RELEASES: CHAOS BATTLETOME

# SKAVEN PESTILENS

**Children of contagion**, heed-squeak the call of the Horned Rat and embrace the rancid teachings of the Clans Pestilens! Read on if you dare, foul minion, for this battletome reeks of sickness and decay, a Liber Pestilent that will bring ruin to the Mortal Realms.





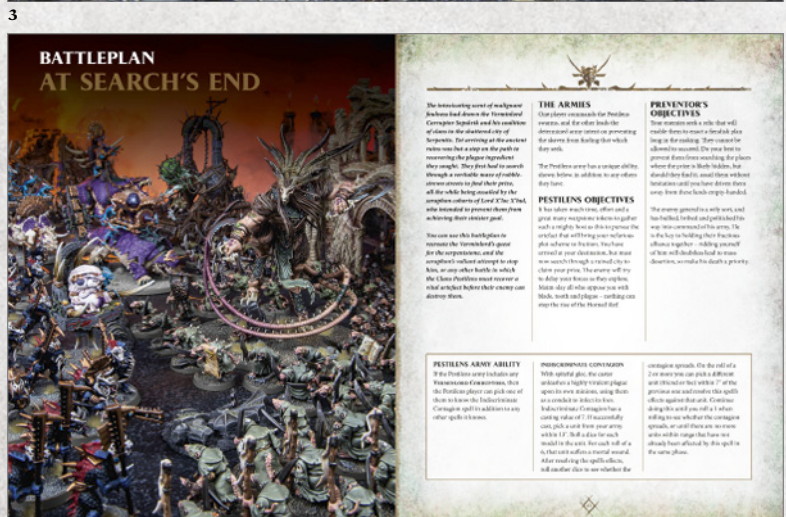
**1** **Chaos Battletome: Skaven Pestilens** is the definitive guide to the filth-ridden Skaven of the infamous Clans Pestilens. As fanatical followers of the Horned Rat in his guise as the Great Corruptor, they seek to drown the Mortal Realms in disease and corruption, a plague to end all plagues.

Inside this 88-page tome you'll find new background about the Clans Pestilens, from the organisation of their Virulent Processions to their zealous mission to reclaim the Thirteen Great Plagues. The book also takes a closer look at the clans' zealous devotion to their scheming deity, the Horned Rat, and includes some truly grotesque artwork depicting the Plague Monks at war. You'll also find rancid colour schemes for the three great clans – Feesik, Morbidus and Septik – plus bestiary entries for all the followers of the Great Corruptor. Add to this eight warscrolls for all the units in the Clans Pestilens army, four warscroll battleplans that enable you to field your own Virulent Procession and two new battleplans and you've got a truly despicable volume worthy of the Plague Priests of the Clans Pestilens. 🐀

**CHAOS BATTLETOME: SKAVEN PESTILENS**  
 £20, £28, 200dkr, 240skr, 220nkr, 100zt, USA \$35, Can \$40, AU \$56,  
 NZ \$66, ¥4,600, 200mb, HK\$270, R125, SG\$50

Also available in digital editions for eBook and iPad. For details and prices visit [www.games-workshop.com](http://www.games-workshop.com).

**PRE-ORDER: NOW** **RELEASED: 12/03/16**



- The battletome's cover features a Skaven Plague Priest, a half-mad demagogue who leads the Plague Monks to war.
- Learn more about the Thirteen Great Plagues.
- Seven have been found, but six remain lost.
- See the Clans Pestilens in all their foetid glory including units painted to match the colour profiles also found in the book.
- The book includes two battleplans featuring the Clans Pestilens. Though they mention specific factions in the story, you can, of course, fight these battles using any army in your collection.

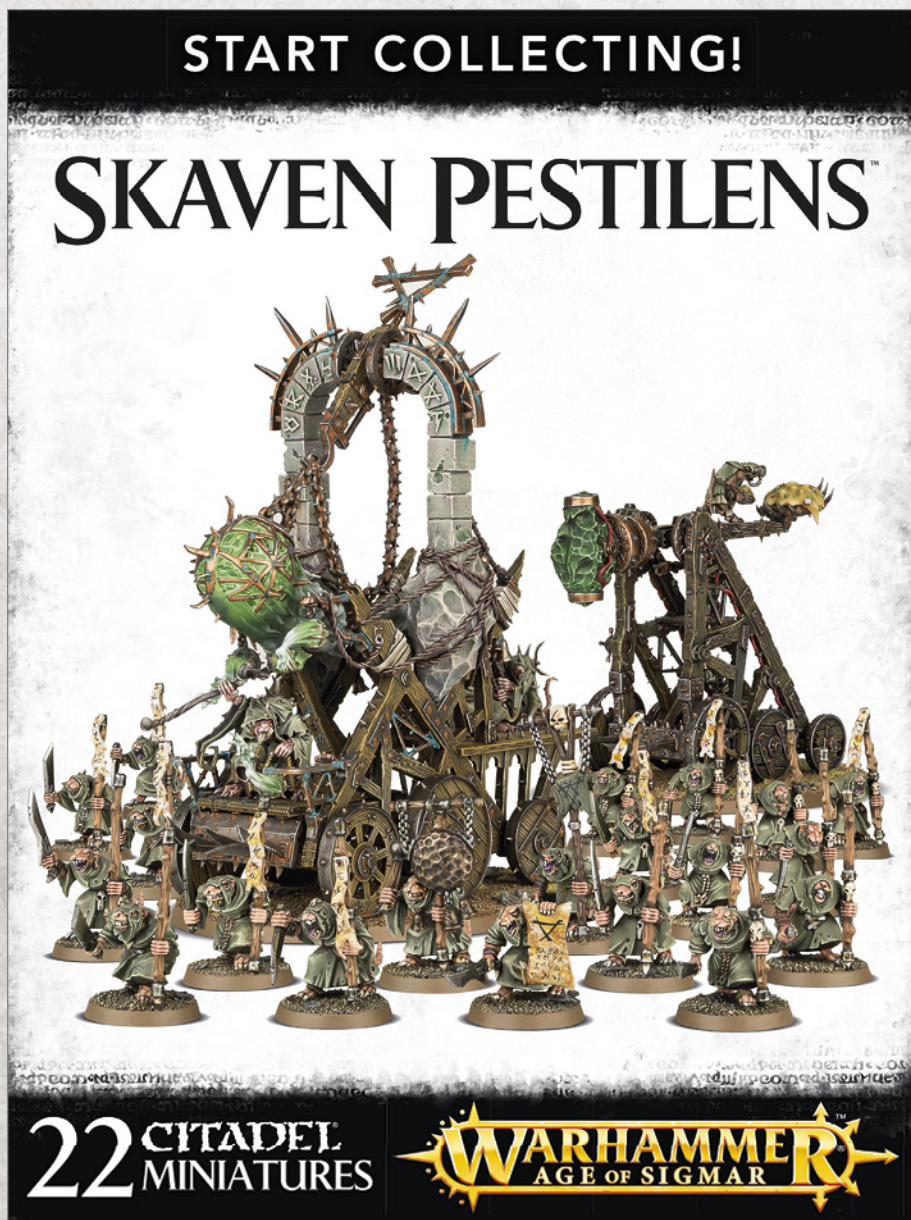


NEW RELEASES: SKAVEN PESTILENS

# START COLLECTING! SKAVEN PESTILENS

22 Citadel miniatures and  
a warscroll battalion

From the foetid bowels of the Mortal Realms emerge the rancid Skaven of the Clans Pestilens, the abominable Plague Monks. Shrouded in virulent plague-smogs and hosts to countless contagions, this boxed set is the perfect way to start a Clans Pestilens army.



The **Start Collecting!** Skaven Pestilens boxed set is the perfect way to begin your infestation of the Mortal Realms. Inside you'll find a host of plastic miniatures, including a congregation of 20 Plague Monks that includes parts to build a Bringer-of-the-Word, an icon bearer and a Plague Harbinger. You also get a choice of weapons, enabling you to build each model in the unit with a pair of foetid blades or a foetid blade and a woe-stave. The box also includes a ramshackle Plagueclaw and a Plague Furnace – the undeniable centrepiece of the set. While the Plagueclaw flings vile diseases and rotten flesh into the enemy's ranks, the Plague Furnace is used as a giant noxious battering ram, its great censer more than capable of shattering the bones of any foe. The box also includes a warscroll battalion – Sqwal's Pestilent Congregation – so you can field them in battle. ⚙

#### START COLLECTING! SKAVEN PESTILENS

22 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl,  
USA \$85, Can \$100, AU \$140, NZ \$165,  
¥11,500, 500rmb, HK\$680, R310, SG\$120

PRE-ORDER: NOW

RELEASED: 12/03/16

#### Box contents:

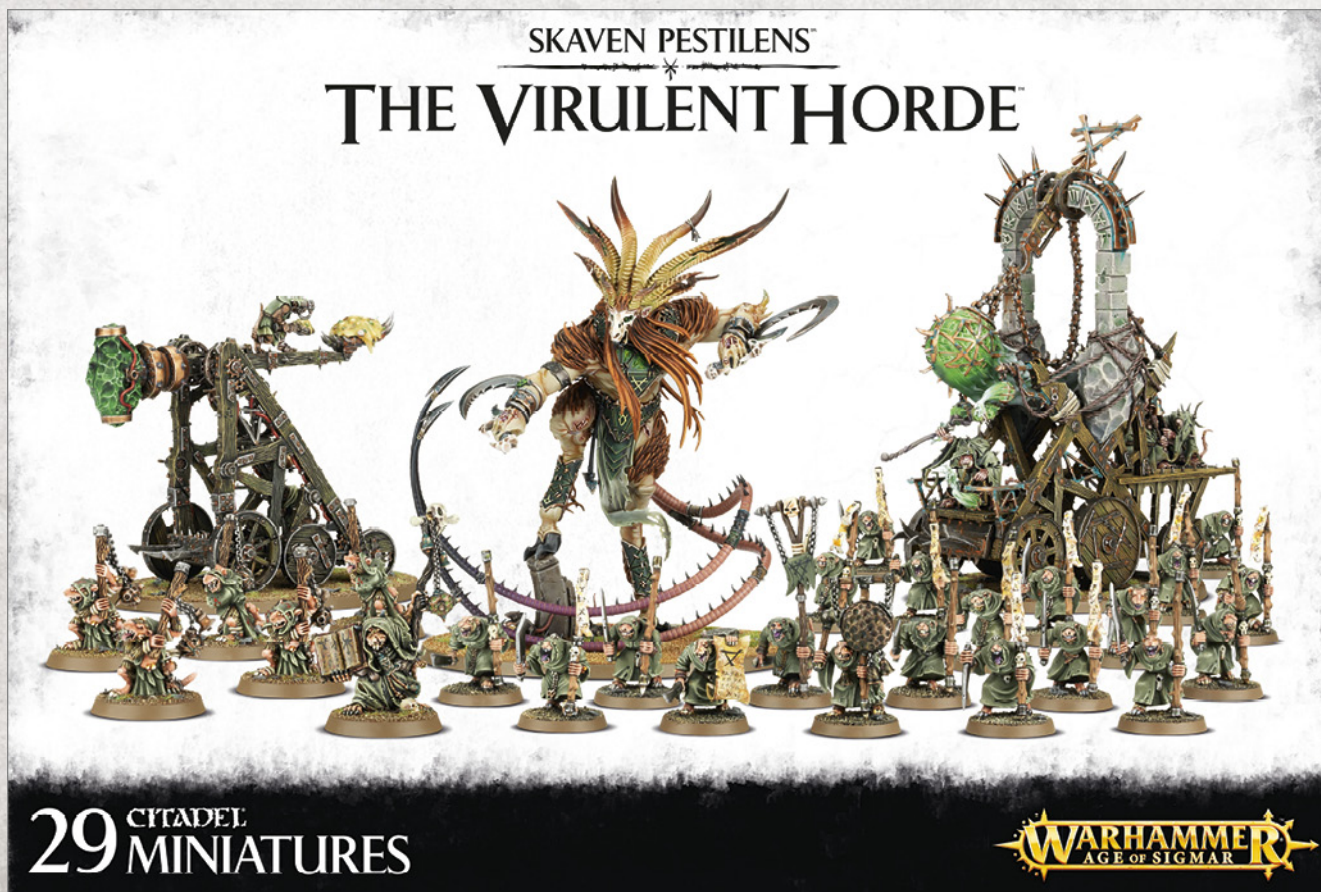
- 1 Plague Furnace (can also make a Screaming Bell).
- 1 Plagueclaw (can also be built as a Warp Lightning Cannon).
- 20 Plague Monks, including parts to make a Bringer-of-the-Word, an icon bearer and a Plague Harbinger.



SKAVEN PESTILENS

# THE VIRULENT HORDE

When a Church of Contagion shambles to war, it is often at the behest of a Verminlord Corruptor, a daemoniac overlord of the Skaven race. With such a god-like presence guiding them, the Plague Monks are driven to heinous acts of frenzied devotion and desecration.



The Plague Monks of the Clans Pestilens are rabid in their devotion to the Horned Rat, their short and pitiful lives dedicated to finding the Thirteen Great Plagues. Though most Churches of Contagion within a clan operate independently of each other (often with entirely different dogma and beliefs), all are watched over by a Verminlord Corruptor, a daemoniac patron lurking in the shadows. When the church, or even the entire clan, marches to war as a Virulent Horde, it is often due to the machinations and manipulations of this Verminlord Corruptor, who in turn serves the Horned Rat. At least, that's what they tell the frenzied masses...

The Virulent Horde boxed set includes the contents of the Start Collecting! Skaven Pestilens boxed set (20 Plague Monks, a Plagueclaw and a Plague Furnace), plus a plastic Verminlord and six resin miniatures – a Plague Priest with Plague Censer and five Plague Censer Bearers. The Verminlord can be built as one of five different types: a Verminlord Deceiver, Warpseer, Warbringer, the special character Skreech Verminking or a Corruptor. Considering the pestilent nature of this boxed set, we'd recommend building him as a Verminlord Corruptor, the embodiment of disease and entropy. A plague on all your houses if you don't! ☠

#### SKAVEN PESTILENS THE VIRULENT HORDE

29 Citadel miniatures

£105, €140, 1,100dkr,  
1,300skr, 1,200nkr, 530zł,  
USA \$175, Can \$215,  
AU \$280, NZ \$325, ¥22,500,  
1,050mb, HK\$1,400, R650,  
SG\$250

PRE-ORDER: NOW  
RELEASED: 12/03/16



# JOIN THE CHURCH OF CONTAGION!

**Filth-bile, pus-spume, rancid ichor!** Kneel-cower before the might of the Great Horned Rat, the Great Corruptor, and offer him your devotion. Summon forth an army of contagion; let all feel the withering touch of the Clans Pestilens and know excruciating death.

The **chittering hordes** of the Skaven are vast beyond imagination, their armies so large they can eclipse a horizon or drown a city in furry bodies. The feculent hordes of the Clans Pestilens are no exception, millions of disease-ridden Plague Monks skittering

into battle alongside stinking batteries of Plagueclaws and noxious Plague Furnaces ridden by screeching Plague Priests. To amass such a horde worthy of the Great Corruptor, check out the full Skaven Pestilens range in-store or online at [games-workshop.com](http://games-workshop.com). 🐀



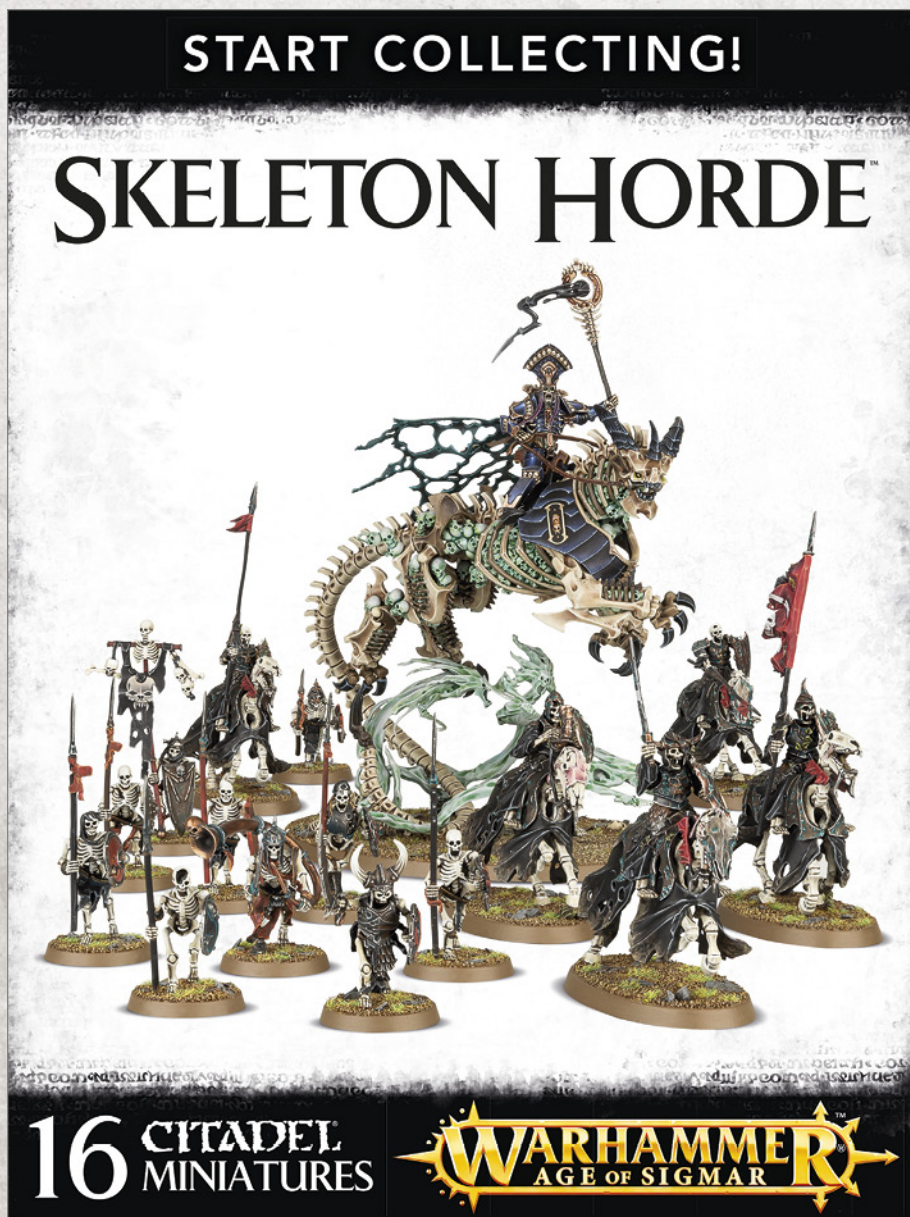


THE DEATHRATTLE LEGIONS

# START COLLECTING! SKELETON HORDE

16 Citadel miniatures and  
a warscroll battalion

Across the **Mortal** Realms, legions of Deathrattle Skeletons march to the bidding of Nagash and his fell lieutenants, the dreaded Mortarchs. This great-value boxed set includes one of these monstrous Undead overlords, plus two units of Skeletons to start your new army.



If you're looking to start a shambling Undead army then you can't go wrong with the Start Collecting! Skeleton Horde. Inside you'll find a unit of 10 plastic Skeleton Warriors, which includes parts to build a champion, an icon bearer and a hornblower, plus weapon options in the form of rusty swords and corroded spears. Alongside them ride the Black Knights, vengeful Wights who ride into battle on skeletal steeds. They too have another modelling option so you can build them as Hexwraiths – terrifying Undead spectres. The centrepiece of the force is Arkhan the Black who rides into battle on Razarak, his Dread Abyssal. This kit also has modelling options, enabling you to build Neferata or Mannfred, two of Nagash's other Mortarchs. We'd still suggest building Arkhan, though, as the box contains a handy warscroll battalion that gives you a tasty in-game bonus if you field him. ☠

## START COLLECTING! SKELETON HORDE

16 Citadel miniatures

£50, €65, 500dkr, 600skr, 550nkr, 250zl,  
USA \$85, Can \$100, AU \$140, NZ \$165,  
¥11,500, 500rmb, HK\$680, R310, SG\$120

PRE-ORDER: NOW

RELEASED: 12/03/16

### Box contents:

- 1 Arkhan the Black, Mortarch of Sacrament (can also be built as Mannfred von Carstein or Neferata).
- 5 Black Knights (can alternatively make 5 Hexwraiths).
- 10 Skeleton Warriors armed with ancient spears or swords and crypt shields.



## NEW RELEASES: BLACK LIBRARY

# THE REALMGATE WARS: WARBEAST

By Gav Thorpe  
Hardback | 342 pages

### REALMGATE WARS: WARBEAST LIMITED EDITION

*Warbeast* is also available as a special limited edition, designed to match the other books in the Realmgate Wars series. With a special hardback cover, premium quality paper stock and gilt edging, it's a glorious addition to your Warhammer Age of Sigmar collection. Order it online before stocks run out, exclusively from:

[www.blacklibrary.com](http://www.blacklibrary.com)

### REALMGATE WARS: WARBEAST

342 pages, hardback

£15, €20, 145dkr, 175skr,  
175nkr, 74.95zl, USA \$24,  
Can \$25, AU \$27, NZ \$31,  
¥1,750, 120rmb, HK\$205,  
R95, SG\$35

PRE-ORDER: NOW  
RELEASED: 12/03/16

Once a mortal ruler in the lands of Ghur, Arkas Warbeast now serves Sigmar as a Lord-Celestant of the Celestial Vindicators. At the head of his Strike Chamber, he returns to vanquish the legions of Chaos infesting the land.

*Warbeast* is the sixth novel in the Realmgate Wars series, and tracks the thunderous return of Arkas Warbeast to the Realm of Ghur. Once called Arka the Uniter, he defied Chaos as a mortal. Now reforged as Arkas Warbeast, one of Sigmar's mightiest warriors, he must banish the ghosts of his past and lead his Strike Chamber to drive the Skaven Pestilens from the land. In this tale, Black Library veteran Gav Thorpe breathes life into a fascinating new hero, exploring the burden on a Stormcast's soul should he return to his home land. ⚔



## LEGENDS OF THE AGE OF SIGMAR

# SKAVEN PESTILENS

By Josh Reynolds  
Hardback | 192 pages

### FURTHER READING

*The Realmgate Wars:*  
*Warbeast* is the latest in the ongoing Realmgate Wars series. Each volume in the set explores a different area of Sigmar's Storm as his Stormhosts take the fight to the tyrannical legions of Chaos. If you've not started the series yet, make sure you check out the first book, the exceptional *Gates of Azyr*. Find it online at:  
[www.blacklibrary.com](http://www.blacklibrary.com)

### LEGENDS OF THE AGE OF SIGMAR: SKAVEN PESTILENS

192 pages, hardback

£15, €20, 145dkr, 175skr,  
175nkr, 74.95zl, USA \$24,  
Can \$25, AU \$27, NZ \$31,  
¥1,750, 120rmb, HK\$205,  
R95, SG\$35

PRE-ORDER: NOW  
RELEASED: 12/03/16

The maniacal Clans Pestilens infest the Crawling City, overwhelming it with their poisons and corruption. Against the Skaven stand the warriors of Sigmar's Stormhosts, ready to fight and die to halt their schemes.

*Legends of the Age of Sigmar: Skaven Pestilens* is a pus-spattered tale of war, where the Clans Pestilens seek to unleash one of the Thirteen Great Plagues upon the world. Within its 192 pages we get an amazing glimpse into the weirdness of the Clans Pestilens, their insane Plague Priests and rotten devotees. Arrayed against the Skaven are Zephacleas the Beast-bane and his Astral Templars. *Skaven Pestilens* is a riveting read, exploring the motivations of these mad Skaven, and the lengths they will go to in pursuit of their goals. ⚔



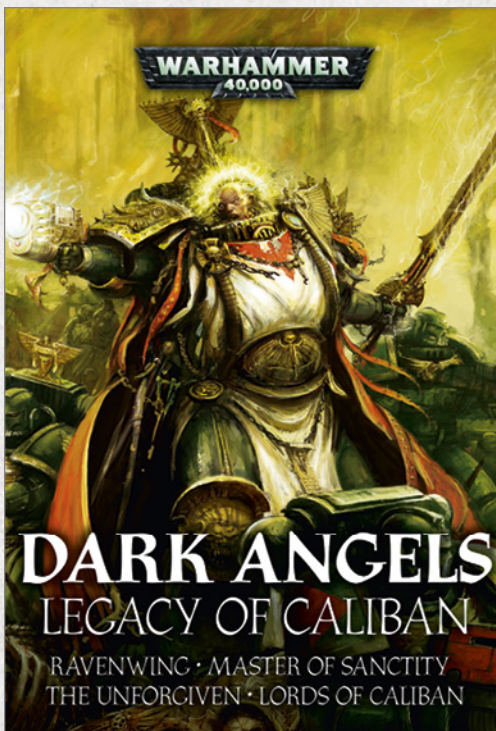


WARHAMMER DIGITAL

## LEGACY OF CALIBAN EBOOK COLLECTION

Embrace the mysteries of the First Legion with this massive eBook collection, *Legacy of Caliban*. Within it you'll find three full novels, six short stories and all manner of secrets about the Dark Angels Chapter.

*Legacy of Caliban* is a whopping eBook collection combining Gav Thorpe's celebrated *Legacy of Caliban* trilogy with the six short stories found in the *Lords of Caliban* collection. *Legacy of Caliban* tracks a grand conspiracy that draws in the whole Dark Angels Chapter, as the Inner Circle race to hunt down a cell of Fallen Angels. *Legacy of Caliban* is filled with blistering battles, millennia-old conspiracies and an enthralling cast of heroes. Now the whole series is available to download as a single digital volume, get it online from [blacklibrary.com](http://blacklibrary.com). 🎧



### DIGITAL SHORTS

Download the latest series of Warhammer short stories.

#### BLADESTORM

Thostos Bladestorm and his warriors battle for the Manticore Gate.

#### BLACK RIFT OF KLANUS

The Stormcast Eternals must fight towards the Sulphur Citadel.

#### BLACK CRUSADE

This week a new series about Abaddon's Black Crusade begins, as he seeks to make Khârn kneel in obedience. It starts this week and the first instalment of the series is free!

## AVAILABLE THIS WEEK

This week sees the release of the brand new board game *Deathwatch Overkill*!

For more information, visit your local store or head to [www.games-workshop.com](http://www.games-workshop.com).



FOR ALL THIS WEEK'S NEW RELEASES GO TO [GAMES-WORKSHOP.COM](http://GAMES-WORKSHOP.COM)

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# UNHOLY INFESTATION

**On the mining world of Ghosar Quintus** Kill Team Cassius uncovered a terrible threat, a deep rooted alien cult that could only be excised by extreme force. As the agents of the Imperium would later discover, Ghosar Quintus was only the beginning...

## THE UNKNOWN THREAT

At the time of the Ghosar Quintus incident, the Imperium had no real knowledge of the Genestealer menace, believing them to be a minor alien race from the moons of Ymgarl. If not for the perceptive Chaplain Cassius, and his violent wrath at the loss of Kill Team Excis, it is likely the lurking threat of the Genestealer Cults might have gone undiscovered for many more years...

**Mankind is beset**, encircled by foes of every kind, from the Orkish hordes rampaging across whole systems to the bloody crusades of the Chaos Space Marines, and the awakening malice of the ancient Necrons. Yet of the menaces that claw at Mankind, perhaps the most insidious are those enemies within. Such is the curse of the Genestealer Cult, a cancer that grows undetected within the dark corners of the Imperium, spreading recidivism and heretical doctrines even as it gains in strength. Left unchecked, these cults have the power to sunder whole worlds from the light of the Emperor's rule.

The first Genestealer Cult uncovered within the Imperium was the Ghosar Quintus Broodkin, known in certain records as the Trysst Dynasty. Before Cassius's purge, Ghosar Quintus was an otherwise unremarkable world, with a seemingly unremarkable populace. Within the sprawling Segmentum Solar, the cult might have avoided the attention of the Imperial authorities indefinitely.

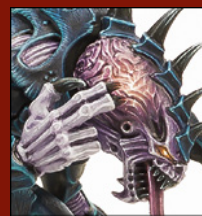
It is almost certain the origins of the Genestealer Cult on Ghosar Quintus lie in the debris that broke away from the Space Hulk designated *Curse of Unreason*, which



was detected not far from the Ghosar system roughly 1500 years earlier. A tiny evidentiary fragment points to pieces of the *Curse* breaking away and drifting in the direction of Ghosar. It is speculated that aboard this wreckage lurked the hibernating form of one or more Purestrain Genestealers, foul aliens once thought to hail from the moons of Ymgarl. Like extragalactic stowaways, Genestealers are able to travel the cosmos, waiting for years, even centuries, to spread their curse. Masters of infiltration, with a preternatural resilience, even in the vacuum of space, they bide their time.

Purestrain Genestealers are the originators of the Genestealer Curse, xenos creatures that possess the monstrous capability to

impregnate a human in a diabolical act known as the Genestealer Kiss. So stricken, the host-victim becomes an unwitting carrier to an alien that grows within it, gestating until it is birthed in a sickly display of blood and chitin. Such is the alien power of the Genestealer Curse that their victims do not react to the birth of a monster as Emperor-fearing servants should, but instead seek desperately to conceal their plight, hiding all trace of the resultant offspring. Indeed it has been postulated by ordos savants that the spawn possess some mesmerising power over the host, causing them to adore their hideous offspring with a fervour that outstrips any natural parental instinct. Physically this offspring is a mutated beast neither Genestealer nor human, but a



#### THE PATRIARCH

The Genestealer Patriarch is the dangerous head of the Genestealer Cult, a large xenos beast with tremendous physical and psychic power. The first Purestrain Genestealer to infect a victim with the Genestealer Curse will become the Patriarch, changing physically to become the cult's blasphemous figurehead.

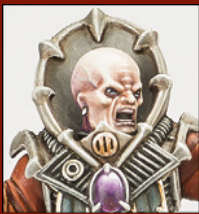
## THE TRYSST DYNASTY

The Delverworld known as Ghosar Quintus was the model of Imperial compliance, a productive Delverworld with exemplary records of tithe payment, passing Adeptus Munitorum and Adeptus Mechanicus quotas with unheralded ease. When a routine ordos investigation by Inquisitor Chaegryn in 680.M41 ended in suspicious circumstances, the Deathwatch intervened and Kill Team Excis was dispatched with haste. Garbled records suggest the squad of deadly veterans were quickly and brutally overcome. In the wake of these terrible events, a question needed answering: how could a world ruled so effectively, and for more than five centuries, by the mining cartel known as the Trysst Dynasty, fall into treachery?

Although Chaplain Cassius harboured suspicions, none in his Kill Team knew what to expect on Ghosar Quintus. The Deathwatch found a world retaining a veneer of Imperial compliance, yet in fact utterly infested by an intolerable xenos taint. A sprawling cult, devoted to the worship of the xenos beast known as the Four-armed Emperor, had inveigled its way into every aspect of Ghosar Quintus and, as if by an unspoken command, thousands upon thousands of cultists took up arms against the Emperor's finest.







### THE MAGUS

A Genestealer Magus is a hybrid of the fourth generation, bestowed with incredibly potent psychic powers. The Magus acts as the cult's high priest, using his powers to spread the cult's perverse doctrine and further the cult's aims, brainwashing those who offer resistance to its rampant expansion.

- 1 Typically, the first the Imperial authorities on a world know of a Genestealer Cult is a ferocious attack, as thousands of hidden cultists and aliens attempt to seize total power in a bloody coup.

nauseating amalgamation of both. And yet the host will not reject it, instead protecting the mewling broodling with guile and, when need arises, violence.

This first sharing of the Genestealer Curse is only the beginning. As the Purestrain Genestealers spread their alien gift, the resultant hybrids and their hosts are drawn together. One of the Purestrain Genestealers, the first to have shared its abominable curse, will be transmogrified, changed through some hideous metamorphosis until it becomes a Genestealer Patriarch. Bestowed with prodigious psychic gifts, the Patriarch becomes a lodestone for the cult. Around this dominant figurehead, who is often venerated as some form of twisted deity, forms a community that seeks to protect its malignant offspring. These offspring, known as first generation hybrids, are simply the first fruits of the Genestealer Cult and will, in time, sire further generations, each progressively more human in aspect, and thus more able to blend in with Imperial society.

The hybrids of the first generation are undisguisable. They are three-armed monstrosities, with distinctive Genestealer ridges on their foreheads and clawed hands and feet. Those born in the second generation are marginally more like their human ancestors, though they too retain a three-armed physique and superhuman strength. Referred to within the cults as Acolytes, the first and second generations must be kept from plain sight until the cult is ready to act openly. Even a cursory inspection by Imperial authorities, such as the Adeptus Arbites, let alone the Inquisition, would reveal their true nature.

By the third generation, the hybrids' appearance has changed, such that they are able to blend into society, at least in the areas inhabited by abhumans and other dregs of society. Thus cults can thrive in unpoliced areas such as the bowels of Imperial hive cities and mining colonies, as was the case on Ghosar Quintus. By the fourth generation, the insidious form of the hybrids is such that they appear basically human – a pallid







2

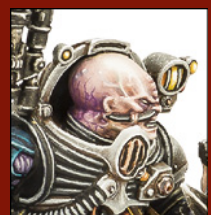
complexion, hairless cranium and slight disfigurement of the forehead are all that suggest their unnatural lineage. These hybrids are able to fit into Imperial society with alarming ease and, on the surface, obey Imperial rule. Tithes and taxes are paid in full and lip service is given to the Imperial creed. All the while, they work as if driven by some deep-rooted spiritual need to protect and nurture the cult.

Thus in the span of just four generations a Genestealer Cult can spread from the first impregnation from a Purestrain's ovipositor to a deep-rooted and heretical sect given to the worship of an alien power. This coven will lie in wait for an indeterminate time, growing larger and expanding its influence until the moment arrives for it to rise up. In the case of Ghosar Quintus, it seems the Broodkin exploded into violent action only when uncovered by the Deathwatch and the agents of the Ordo Xenos. Determined to protect themselves, the Broodkin emerged from the Ghosar Quintus's mine-workings in such numbers that they slaughtered the

agents of Kill Team Excis, and were only bested by Cassius and his hand-picked men after prolonged and daring fighting. In the years that have followed, the Imperium has learned, to its cost, what happens when a Genestealer Cult is allowed to take root. Having infiltrated every level of Imperial society on a planet, if not across a system, a cult will rise up in open rebellion. In mere hours, Adeptus Arbites precinct houses and planetary defence force garrisons are overthrown, often from within, while planetary governors and Imperial authorities are butchered. At the heart of this insurrection is the guidance of the Patriarch, whose psychic might acts as a spur to the cultists fighting in his name.

This same psychic might, if not quickly and ruthlessly extinguished, acts as a beacon for the Hive Fleets of the Great Devourer. At this point, the real cost of worshipping the Four-armed Emperor, Star Child or Brood Messiah is revealed to the cult's members as the tendrils of the Tyranid Hive Fleets descend upon the world with uncaring, merciless hunger... ⚙

2 As the Deathwatch battle deeper into Ghosar Quintus's delvings, the Broodkin awaken. Hundreds of cultists, Aberrants and even Purestrain Genestealers surging forth to rend the interlopers apart.



### THE PRIMUS

Typically found among the Acolyte Hybrids of a nascent Genestealer Cult, the Primus is the cult's war leader. It is the purpose of the Primus to prepare the cult to rise up in open insurrection, taking by force that which cannot be won by subterfuge. When the time for war comes, the Primus is at the forefront.



# PAIN SPLATTER

**Paint Splatter** provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we show you how to paint a Genestealer Hybrid and the Genestealer Patriarch.

## GENESTEALER HYBRID

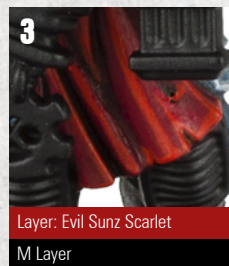
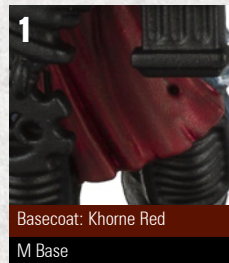
The **Genestealer Hybrids** in the Deathwatch Overkill boxed set are painted using both bright and muted colours, creating a contrast on the models. Their old work-gear, such as the padded armour and heavy mining corselet, are either a dusty black or an oily white, while their robes and fatigues are painted red and blue respectively, a nod to the blue and purple colour scheme of the Purestrain Genestealers that move amongst them. Painting the Hybrids in a sympathetic colour scheme to the Purestrains is a great way to make them feel like a unified force. Similarly (though not shown in the stages to the right), the Hybrid's face was also given a thinned glaze of Druchii Violet to make the flesh look more like that of its Genestealer forebears.



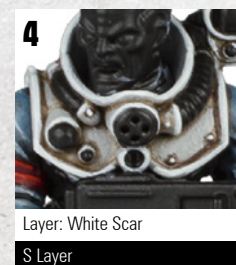
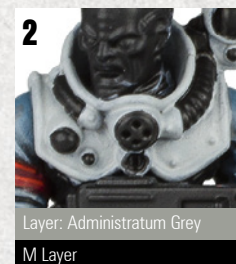
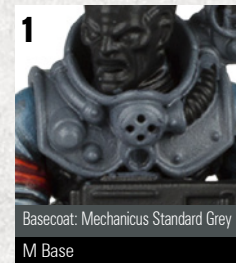
### Work Fatigues



### Tattered Robes



### Mining Suit





A useful painting tip for the Genestealer Hybrids is to apply all the basecoats first before moving on to the washes. You'll notice that many of the washes are the same (either Agrax Earthshade or Nuln Oil) and it's easier to apply them all at the same time rather than to individual parts

of the model. It's worth noting, though, that the wash on the white mining corselet is applied sparingly to the recesses to give the impression of accumulated dirt rather than shading. Don't worry if it ends up a bit messy, though, it will just look like oil and grease stains instead!

## Pallid Hybrid Flesh



Basecoat: Rakarth Flesh

M Base



Layer: Kislev Flesh

M Layer



Wash: Reikland Fleshshade

M Shade



Layer: Played One Flesh

S Layer



Layer: Pallid Wych Flesh

XS Artificer Layer

## Leather Holster



Basecoat: Mournfang Brown

M Base



Wash: Nuln Oil

M Shade



Layer: Skrag Brown

M Layer



Layer: Balor Brown

S Layer

## Autogun



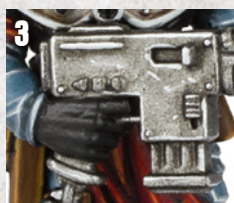
Basecoat: Leadbelcher

M Base



Wash: Nuln Oil

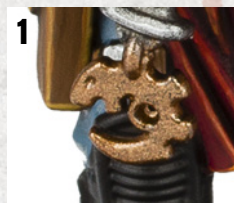
M Shade



Layer: Runefang Steel

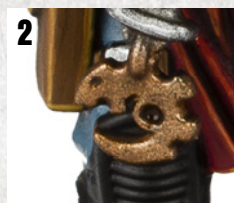
S Layer

## Cult Talisman



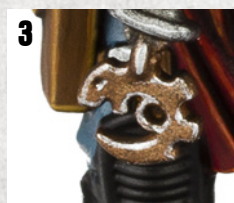
Basecoat: Balthasar Gold

S Base



Wash: Agrax Earthshade

M Shade



Layer: Runefang Steel

S Layer

## Padded Work-Gear



Basecoat: Abaddon Black

M Base



Layer: Dark Reaper

M Layer



Layer: Fenrisian Grey

S Layer

## EARLIER GENERATIONS

The painting guide shown on this page is for a Neophyte Hybrid, but the stages are perfect for Acolyte Hybrids, too, like the one to the right (which was painted by the 'Eavy Metal team). Simply substitute the pallid hybrid flesh stages shown here for the alien flesh ones over the page and you're good to go.





# GENESTEALER PATRIARCH

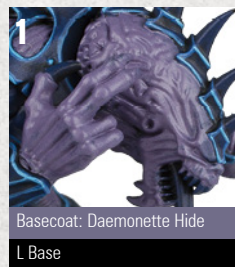
The **Genestealer Patriarch** is painted in the classic blue and purple colours of the first Genestealers, a colour scheme that's been around for decades. The whole model was first basecoated with Kantor Blue using an

XL Base brush, though you could just as easily use the Kantor Blue Air paint if you have an airbrush to hand. The third stage for the carapace is actually an overbrush of Kantor Blue rather than a carefully applied layer. Overbrushing is a technique much like drybrushing, but with more paint on

## Chitinous Carapace



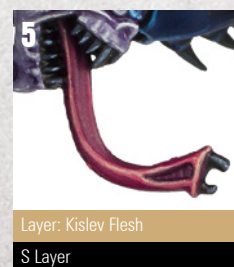
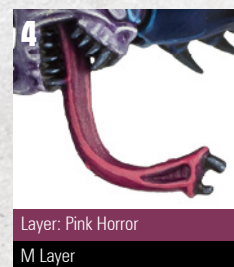
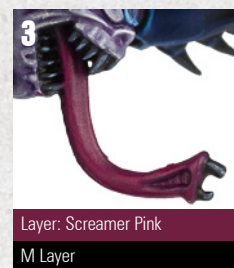
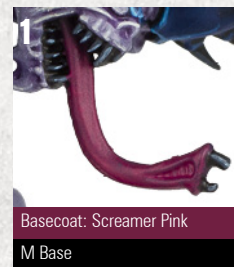
## Alien Flesh



## Claws and Spikes



## Grasping Tongue



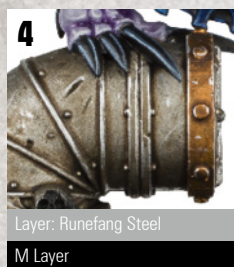


the brush – enough to create a layer of paint, but not so much that it goes into the recesses. It gives the same great result as layering, but far more easily, which can only be a good thing! Alaitoc Blue was then applied to the edges of the carapace, but in quite a wide highlight to smooth the

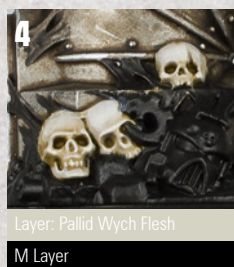
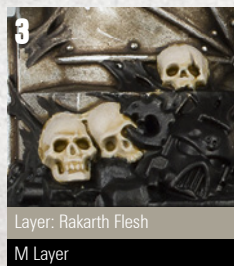
transition between Kantor Blue and the final edge highlight, Lothorn Blue. Another useful tip when painting the Patriarch is to mix Lahmian Medium into the Druchii Violet wash on the skin. It will help the wash flow into the recesses, especially around the Patriarch's bulging brain. ⚙️

**Next week: knights in shining armour.**

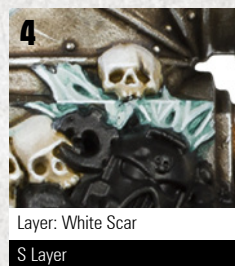
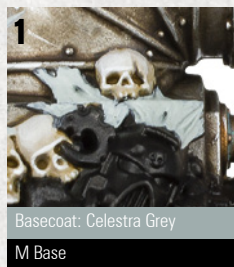
## Ventilation Pipe



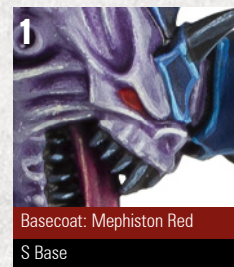
## Fleshless Skulls



## Xenos Ichor



## Piercing Eyes





# THE WEEK IN

**Join us for** a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker. This week we shed a spotlight on the Deathwatch Chapter, Skaven Pestilens and more.

## DEATHWATCH: THE ALIEN HUNTERS

### SENTINELS AGAINST THE XENOS, THE WATCHERS IN THE VOID, THE KILL TEAMS

Below: The Deathwatch are often called upon to lend their skills to embattled Imperial forces, bringing specialised skills and tactics to such allies as the Astra Militarum, Adeptus Mechanicus and even Space Marines. Here Squad Donatus fight beside the Ultramarines Chapter.

**This week Deathwatch** Overkill is available in stores. With collectors worldwide racing to build their alien hunters, we shed some light on these enigmatic Space Marines:

The Deathwatch Chapter is a standing army of Space Marines, charged with safeguarding the Imperium from the aliens

that assail it. From awakening Necrons to gathering Ork hordes, Hrud migrations to the expansionist Tau Empire, there is no end of threats. Drawn from the very best within the Space Marine Chapters, the Deathwatch are selected for their expertise in fighting aliens. This special arrangement has lasted millennia and



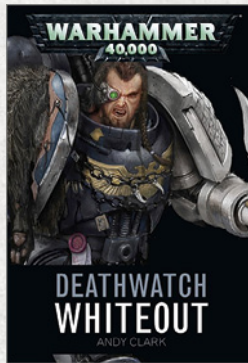


# WHITE DWARF

seen thousands of battle-brothers join their ranks, some for a short time, others for decades or even centuries. Thus an Ultramarines Veteran might fight shoulder to shoulder with a White Scar, Crimson Fist or Blood Drinker, each contributing unique skills and abilities. Upon joining this august company, each watch member has his armour repainted black, his left arm plated bright silver and adorned with the Deathwatch's sigil. Only the original Chapter badge remains uncovered, to honour to the armour's spirit.

The Deathwatch operate in small numbers, often deploying Kill Teams with only a handful of warriors to excise a threat. Their missions take them deep into alien nests, across shell-pocked war zones and through the darkened corridors of Space Hulks to eliminate the menace at its source. Kill Teams are given their orders by their Watch Captains, formidable Space Marine heroes who marshal the warriors under their command with unshakeable resolve. Heroes are not in short supply within the Deathwatch, and their honour rolls bear many familiar names, such as Librarian Brynoth, who battled the Saruthi at KCX-1288, and Watch Captain Artemis of the Mortifactors Chapter. Service within the Deathwatch all but guarantees glory.

Kept in a state of permanent readiness, the Deathwatch operate from Watch Fortresses, hidden bases scattered around the Imperium where they can react to any threat as soon as it manifests. Once their mission is received, the Kill Team draw their preferred weapons from the armoury, choosing munitions and wargear most suitable for the threat at hand, or simply those they prefer to wield. Though they are always outnumbered, the Deathwatch are exceptionally well armed, and thus never, ever, outgunned.



1

- 1 A unique aspect of the Deathwatch is how it brings together disparate Space Marines, united in the cause of hunting down aliens wherever they are found. Black Library has published swathes of Deathwatch short stories and novels, from *Deathwatch Ignition*, out this week, to the excellent digital short *Deathwatch Whiteout* by Andy Clark. Find them all online at [www.blacklibrary.com](http://www.blacklibrary.com).
- 2 The Deathwatch are often sent on covert kill missions to decapitate the enemy command structure, where their unique skills give them an advantage over the foe. Here Edryc Setorax and Antor Delassio launch a brutal assassination on Tau Ethereal Aun'Pau, while their brothers Vael Donatus, Ennox Sorlock and Rodricus Grytt provide covering fire.



2



## CODEX: APOCRYPHA EXTRA

**Notes from the worlds of Warhammer. This week: good rumours.**

### THE FALLEN ANGELS

When the Dark Angels returned from the fighting in the Horus Heresy, they found that those entrusted to defend Caliban had, in fact, turned against the Emperor in rebellion. After a short and bloody civil war, Caliban was all but destroyed and their Primarch slain. Ever since, the Chapter has kept this entire incident a secret, motivated by guilt and concern over what their peers might do if it were revealed. Thousands, if not millions, have died to protect the secrets of the Inner Circle.

### THE HEALING LORD

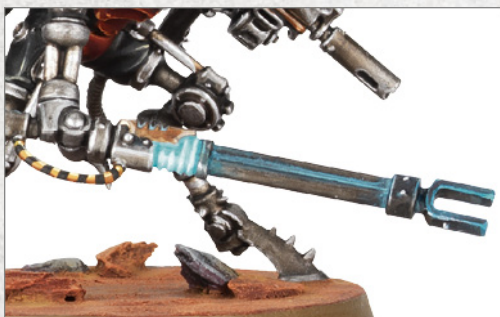
Legend tells how Roboute Guilliman, the Emperor's Avenging Son, was struck down in battle against the warriors of the Emperor's Children Legion – hewn down by Fulgrim's poisoned blades. Accounts vary on the details, but since his fall his body has been preserved in a stasis vault on Macragge, the Ultramarines' homeworld. Those who have seen this most revered of sites have witnessed the wounds upon the noble Primarch's body. Some believe that Guilliman's wounds are slowly healing, despite the impossibility of such an occurrence within a stasis vault.

### LEGION OF THE DAMNED

The macabre heroes of the Legion of the Damned strike against the enemies of the Emperor without warning, disappearing without a trace once the battle is won. Those who have beheld these phantasmagorical Space Marines know that they have witnessed a miracle, but none can say with certainty what their origins are. Some say they are heroes of Humanity reborn, others a Space Marine Chapter lost in the Warp.

## WEAPON OF THE WEEK: TASER GOAD

A **taser goad** is a combat attachment carried by members of the Adeptus Mechanicus. In appearance it is similar to a grox-prod, its metallic shafts crackling with electrical discharge. Stabbed forward like a rapier, it delivers a massive blast of energy that courses through the target's body, frying synapses and blasting internal organs to pulp. The electrothief prongs at the end then recapture the energy, storing it again for another fatal zap.



## HEED THE WITHERED WORD!



Plague Priests often carry plague tomes into battle, their pages scrawled with the Withered Word, the teachings of the Horned Rat. Yet the tomes are arcane and rambling and many Plague Priests come up with creative interpretations of them, leading to schisms within the plague church and many inter-clan wars.

## THE RANCID COLOURS OF PESTILENCE

**The robes worn** by the Plague Monks of the Clans Pestilens are invariably covered in grime, filth, excrement and pus, a fitting tribute to their rat-god. Yet beneath the layers of dirt can be found differently coloured (if equally disgusting) robes that show their allegiance to their clan.

The Skaven of Clan Feesik, for example, wear the jaundiced yellow robes of pus, rotting flesh and ripened buboes, while the Plague Monks of Clan Septik wear deep purple robes the colour of bruises, swellings and internal haemorrhaging. The

Plague Monks of Clan Morbidus (some would squeak-say the greatest of the Clans Pestilens) wear the sacred colours of rot and mould, normally putrid greens and grave-dark browns.

The three Great Clans have, in turn, spawned countless other clans, of which Morbidus is the most prolific. The black-robed Plague Monk below and the red-cowled Plague Monk next to him both hail from clans descended from Clan Morbidus, the clan's pale green robes still a part of their rancid raiment.





## READER'S MODEL OF THE WEEK

Behold, pitiful man-things, our Reader's Model of the Week, a mighty Verminlord Corruptor painted by Stephen Juliano, noble pox-lord of the Clans Pestilens.

Stephen painted the skin of his Verminlord a sickly, mottled grey, with patches of red and green washes to suggest bruising, internal bleeding and leaking pus (the backs of its hands are particularly gruesome and not for the squeamish). Its hair he painted with plenty of washes to make it look lank and greasy, while its Plaguereaper blades are corroded with patches of rust. Truly disgusting...

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

[team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

If it's something we can use, we'll be sure to get in touch.



## ASK GROMBRINDAL



**The White Dwarf** is a font of knowledge, a metaphorical repository of useful facts. If you have a question about Warhammer 40,000 or Warhammer Age of Sigmar, need a bit of painting advice or you're after a few tactical tips, drop us a line: [team@whitedwarf.co.uk](mailto:team@whitedwarf.co.uk)

### RE-ENTRY IN 5, 4, 3, 2, 1...

**Mr. Grombrindal, noble** beardmeister, my question is this: why don't the Astra Militarum use Drop Pods like the Space Marines? Surely it's quicker than using landers and suchlike?

- Toby 'Shortest Way Down' Harris

### GROMBRINDAL SAYS

**Noble beardmeister...** I will add it to my growing list of titles. In answer to your question, there are three reasons why the Astra Militarum don't use Drop Pods:

1. The Administratum would be loathe to allocate such ancient (and therefore revered) wargear to regular humans.
2. There are only ten harnesses in a Drop Pod, but at least 25 men in an Astra Militarum platoon. I can't image any of them would want to stand up.
3. At the very least the impact would break their legs, if not completely pulp their fragile human bodies.

- Grombrindal

### INSIDIOUS INFILTRATION

The Genestealer Cults attack from the shadows. Expect ambushes aplenty.

### ALLIES AT LAST

Tyrannid collectors rejoice! Genestealer Cults are happy to fight beside (and be eaten by) the Great Devourer.

## MUNITORUM REPORT: GENESTEALER CULTS

### LAW AND ORDER

On the surface Genestealer Cults may seem compliant, but underneath they are planning a violent uprising.

### HAPPY ENDINGS

When the Hive Fleets arrive, the cult really isn't going to be swept to paradise...



# WHITE DWARF'S REGIMENTS OF RENOWN

The **Blood Angels** Stormraven Gunship *Aristarchiel* was painted by Chris Webb as part of his ongoing quest to paint the perfect Blood Angels vehicle. Apparently, Chris has a Thunderhawk Gunship sitting in a box waiting to be built and painted (we gather it's been there a long time). He wants it to be exquisite when he finally gets around to it, so until then Chris hones his skills on other Blood Angels vehicles, trying out different painting techniques and colour combinations to get the result just right.

*Aristarchiel* was undercoated with Chaos Black Spray, over which Chris applied a basecoat of Mephiston Red also using a spray can. He then carefully painted some of the panels with Abaddon Black, a nod to the super old-school Thunderhawk Gunships from the Design Studio's Epic collection. One tip from Chris is to use plenty of chipping and weathering techniques on the armour plates, as they help conceal a multitude of sins. The green canopy was painted by building up layers of green glaze. ⚙



**NEXT ISSUE: THE EXTREMIS CHAMBERS OPEN, MINIATURE OF THE YEAR ANNOUNCED**





# PATRIARCH GHOSAR

## THE GHASTLY TRUTH

115  
POINTS



In powerful leaps and bursts of speed, Patriarch Ghosar hurtles towards its prey. Though more massive than an Ogryn, this creature is possessed of whiplash speed. Worshipped as a living god by those in its thrall, the Patriarch is the nexus of a blasphemous new order, and the vector of a deadly mutation that has spread, previously undetected, beneath the crust of its host planetoid, Ghosar Quintus. Now its vile brood is boiling out to claim planetary dominion. Though the Patriarch is lethally fast and strong, its most unsettling weapon is its ability to take over lesser minds with but a glance. The Patriarch's hateful yellow eyes fix on its prey, hypnotising them and binding them to its will. In the years when Patriarch Ghosar was still in hiding, it planted its ovipositor into the flesh of such victims, mingling its alien biology with their own in order to create a new breed of horror. With its cult now revealed, the creature's intent is only to kill, ripping its prey apart with razored claws, or stabbing its chitinous tail through armour and clothing to plunge into the warm flesh beneath.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Patriarch Ghosar	7	0	5	5	3	7	4	10	4+	Infantry (Character)	1 (Unique)

### WARGEAR:

- Patriarch's claws
- Genestealer familiar ([here](#))

### PSYKER:

Patriarch Ghosar generates its powers from the **Telepathy** discipline.

### SPECIAL RULES:

- Bulky
- Fear
- Fearless
- Fleet
- Hit and Run
- Independent Character
- Infiltrate
- Move Through Cover
- Psyker (Mastery Level 2)
- Stealth

### PATRIARCH'S CLAWS

Patriarch Ghosar's claws are so impossibly sharp that they can tear effortlessly through steel and ceramite, as well as flesh and bone.

Range	S	AP	Type
-	User	3	Melee, Rending, Shred







# MAGUS ORTHAN TRYSSST

PROPHET OF THE GREAT PATRIARCH



Magus Orthan Trysst rules over the Great Pit of Ghosar Quintus with a will of iron, though in truth his broodkin are so devoted to the Cult of the Four-armed Emperor that they gladly obey his every command. He answers only to the Patriarch itself, attending the looming monstrosity he calls master every day. The Patriarch's agenda is communicated to him not in words, but through thoughts and impulses sent from the great beast's mind. The Magus himself is a potent psyker, and his skills have been instrumental in the rise of the cult and its dominance over Ghosar's population. Those caught in his chilling gaze find themselves hopelessly enthralled, totally oblivious to the carnage being wrought around them, or even convinced they are transforming into mutants themselves. Such are the strange abilities the Patriarch has gifted to Orthan Trysst that the Magus can manifest child-sized familiars that hurry to do his bidding. These slash and bite at those who would harm their master, whilst the Magus shouts praise to the Patriarch and crushes the minds of his foes.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Magus Orthan Trysst	4	4	3	3	2	4	2	9	5+	Infantry (Character)	1 (Unique)

## WARGEAR:

- Autopistol
- Force stave
- Genestealer familiar

## SPECIAL RULES:

- Independent Character
- Psyker (Mastery Level 2)

## PSYKER:

Orthan Trysst generates his powers from the **Telepathy** discipline.

## GENESTEALER FAMILIAR

*These impish creatures are fiercely protective and no less deadly than the Genestealers they resemble.*

A model with a Genestealer Familiar makes two additional S4 AP- attacks with the Rending special rule in close combat. A Genestealer Familiar is represented by a separate miniature that will always remain as close as possible to its master. The model itself is decorative, and is always ignored for game purposes – just move it to one side if it gets in the way. Remove the Genestealer Familiar once its master has been slain.





# PRIMUS VORGAN TRYSSST

RIGHT HAND OF THE PATRIARCH

75  
POINTS



Primus Vorgan Trysst is an exemplar of the cult's strange creed and an inspirational speaker of its enigmatic truths. Despite being of second generation stock, he quickly made a name for himself by leading the aggressive conquests of several minor Ghosar dynasties. An excellent war leader, his innate understanding of strategy has seen him launch punitive strikes on his home world and off-planet. By marshalling a force of hybrids and commandeering flotillas of mining vessels and machinery, he has introduced new infestations of his purestrain kin to many other worlds. Those who oppose him are rendered comatose with a shot from Vorgan's needle pistol – its vials full of toxins retro-engineered from the Primus' own blood – or cut down with a bonesword capable of discharging a deadly pulse of bioelectricity. When Vorgan Trysst strides to war, he does not so much as flinch as the bullets fly, for he knows that he is performing holy work – and that thousands of soldiers slink behind him, each willing to die at his command.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Primus Vorgan Trysst	4	4	4	3	2	4	3	10	5+	Infantry (Character)	1 (Unique)

## WARGEAR:

- Needle pistol
- Bone sword
- Blasting charges (assault grenades)

## SPECIAL RULES:

- Independent Character
- Rending
- Zealot

## NEEDLE PISTOL

Needle pistols fire projectiles filled with deadly neurotoxins and acidic poisons.

Range	S	AP	Type
12"	X	6	Pistol, Poisoned (2+)

## BONESWORD

Boneswords are living monomolecular blades that can drain the life force of their victims.

Range	S	AP	Type
-	User	3	Melee, Life Drain

**Life Drain:** Any To Wound roll of 6 made with this weapon has the Instant Death special rule.





# THE FAVOURED DISCIPLES

ACOLYTE HYBRIDS OF THE FIRST AND SECOND CIRCLES

85  
POINTS



Utterly inhuman, driven by the violent impulses of the Patriarch, the Acolytes of the Cult of the Four-armed Emperor are dangerous foes indeed. Basking in the glory of the patron that infected them, they croon and hiss in the subterranean darkness until the moment to strike arrives. When the time comes to throw off the torn robes they use to disguise their foulness, the Disciples crawl to the surface, their grotesque faces twisted in alien glee. Their anatomies are riotous, displaying a chimeric blend of the species from which they hail – the vicious speed of the Genestealer twinned with the cunning of mankind is a potent combination. Screaming shrilly, they charge pell-mell into the enemy, slashing, throttling and blasting away with the autopistols and customised demolition charges they plunder from the Great Pit.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Acolyte Hybrid	4	3	4	3	1	4	2	8	5+	Infantry	12 Acolyte Hybrids

## WARGEAR:

- Autopistol
- Close combat weapon
- Rending claws
- Blasting charges (assault grenades)

## SPECIAL RULES:

- Fearless

## RENDING CLAWS

The diamond-hard tips of these claws tear effortlessly through armour, skin and bone, shredding the hapless victim to bloody ribbons.

Range	S	AP	Type
-	User	5	Melee, Rending







## THE FAITHFUL THRONG

110  
POINTS



The third and fourth generation hybrids of the Trysst Dynasty number in the thousands. Each amongst them has become spry and tough over a lifetime of hard labour, his physical strength bolstered by the alien genes lurking within. These Neophyte Hybrids do not bear the outward hallmarks of the Four-armed Emperor's touch in the same manner as the Disciples, but their allegiance is every bit as devoted. Though they can easily pass for human and still use the tools and weapons of their former lives, when the cult goes on the attack, the Faithful show their true colours. Surging from sewers, gasworks and catacombs, they swarm the cult's enemies in such numbers they can seize control of a planet's defences within the first hour of their insurrection.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Neophyte Hybrid	3	3	3	3	1	4	1	8	5+	Infantry	16 Neophyte Hybrids

### WARGEAR:

- 12 Neophyte Hybrids have autoguns
- 2 Neophyte Hybrids have grenade launchers
- 2 Neophyte Hybrids have mining lasers
- All models have close combat weapons and blasting charges (assault grenades)

### GRENADE LAUNCHER

Grenade launchers can fire a range of deadly rounds.

	Range	S	AP	Type
Frag grenade	24"	3	6	Assault 1, Blast
Krak grenade	24"	6	4	Assault 1

### MINING LASER

These modified mining tools can blast a hole through a metres-thick bulkhead in a single shot.

Range	S	AP	Type
24"	9	2	Heavy 1





# THE PURESTRAIN PRINCELINGS

30  
POINTS



Worshipped as the sainted brothers of the Patriarch, the Purestrain Princelings are in truth the Tyranid vanguard organisms known as Genestealers. These xenos creatures are terrifyingly agile and swift, able to squeeze through small spaces and track their prey across miles of urban decay. Their claws are diamond-hard and wickedly curved, natural weapons developed by the bio-fleets of the Tyranids to slice through the thickest armour or hide. Even the Disciples of the Pit treat the Princelings with awe and no little fear, for they echo the true form of the Four-armed Emperor. They are the holy star-lords that accompanied the Patriarch on his long journey across the void, and the enlightenment they bring to those that wrong him is savage in the extreme.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Purestrain Genestealer	6	0	4	4	1	6	2	10	5+	Infantry	2 Purestrain Genestealers

## WARGEAR:

- **Rending claws**

## SPECIAL RULES:

- **Fleet**
- **Hit and Run**
- **Infiltrate**
- **Move Through Cover**
- **Stealth**

## RENDING CLAWS

The diamond-hard tips of these claws tear effortlessly through armour, skin and bone, shredding the hapless victim to bloody ribbons.

Range	S	AP	Type
-	User	5	Melee, Rending







## THE BROTHERS ABERRANT

120  
POINTS



Lumpen, muscular and possessed of a bestial vigour, the aberrant hybrids that lumber through the eternal darkness of the Great Pit are used by the cult as enforcers and thugs. These brutes have many times the strength of a mortal man, and wield heavy power hammers and mining picks with ease. So mighty are the Brothers Aberrant that when the cult rises up against its surface-dwelling enemies they are used as shock troops – some are even given the duty of tearing apart enemy fortifications and war machines. Unshackled, pumped full of stimulants, and with their rags stripped away to show their truly blessed anatomies, the Aberrants wade into the fight with hammers swinging to crush, maim and destroy the enemies of their xenos masters.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Aberrant	4	1	5	4	2	2	2	8	5+	Infantry	4 Aberrants

### WARGEAR:

- 2 Aberrants have power hammers
- 2 Aberrants have power picks
- All models have rending claws

### SPECIAL RULES:

- Stubborn
- Feel No Pain

### POWER TOOLS

In the hands of over-muscled brutes like Aberrants, these powered mining tools are crude but incredibly destructive improvised weapons.

	Range	S	AP	Type
Power pick	-	+2	3	Melee, Unwieldy
Power hammer	-	+3	2	Melee, Specialist Weapon, Two-handed, Concussive, Unwieldy

### RENDING CLAWS

The diamond-hard tips of these claws can tear through armour.

Range	S	AP	Type
-	User	5	Melee, Rending





# GHOSAR QUINTUS BROODKIN

600  
POINTS



From labyrinthine mine tunnels, the Cult of the Four-armed Emperor surges forth, an uprising four generations in the making. That time has not been spent idly; over the decades the cult has inveigled its tendrils of influence into every institution, military force and gubernatorial body that may oppose its goals. The great work, simmering under the surface for long years, has reached boiling point, and the Ghosar Quintus Broodkin have finally abandoned their long-cherished secrecy and attacked. The enemy is already at the brink of defeat, for misdirection, sabotage, treachery and hypnotic influence has ensured the planet is ripe for conquest. The final irony is that even though the Broodkin stand on the cusp of ultimate victory, they are unwittingly paving the way for an even crueller conquest to come...

## FORMATION:

- Patriarch Ghosar
- Magus Orthan Trysst
- Primus Vorgan Trysst
- The Purestrain Princelings
- The Favoured Disciples
- The Faithful Throng
- The Brothers Aberrant

## RESTRICTIONS:

None




## SPECIAL RULES:

- **Infiltrate**
- **Stealth**

**Ambush the Unhallowed:** All Ghosar Quintus Broodkin units that deploy using the Infiltrate special rule have the Shrouded special rule until the start of the second game turn, and can attempt to charge on their first turn. In addition, when Patriarch Ghosar and the Purestrain Princelings deploy using their Infiltrate special rule, they can be set up anywhere on the table that is more than 1" from any enemy unit, whether deployed units can draw a line of sight to them or not (Patriarch Ghosar cannot do this if joined to a unit, unless that unit is the Purestrain Princelings).

**Broodmind Telepathy:** Whilst Patriarch Ghosar is alive, all Ghosar Quintus Broodkin models have the Fearless and Adamantium Will special rules.





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