

SPACE HULK®

These pages contain new rules for using your Genestealer Cultist miniatures in your games of Space Hulk. Over the page you'll also find a new mission – Corruption's Heart – in which to use them. The rules for the Genestealer Cultists and the new mission are compatible with both the 2009 and 2014 editions of Space Hulk, so whichever set you've got you'll be able to use what you find here.



GENESTEALER CULT FORCES

A Genestealer Cult's fighting force is invariably a mixed one, armed civilians mingling with corrupted PDF troopers, their weapons as likely to be manufactory tools as military hardware. However, in the deadly arena of a Space Hulk, faced with the might of veteran Adeptus Astartes clad in Tactical Dreadnought Armour, these differences melt away.

These rules cover the following Genestealer Cult units: the Patriarch, the Magus, Neophyte Hybrids, Acolyte Hybrids, Hybrid Metamorphs and Aberrants. In Space Hulk, there is no distinction between unit leaders and regular squad members; all have the same rules. In addition, the Primus is treated as a regular Neophyte Hybrid, and the Iconward is treated as a regular Acolyte Hybrid.

Similarly, the rules for weapons are a little more streamlined than they are in Warhammer 40,000. Neophyte Hybrids are generally armed with Cult Rifles, a catch-all category covering autoguns, lasguns, shotguns and other similar weapons. Acolyte hybrids and Metamorphs are armed with Cult Pistols, a similarly diverse array of short-ranged firearms. Neophytes can also be armed with Heavy Weapons (which covers heavy stubbers, mining lasers and seismic cannons) or Special Weapons (which covers flamers, grenade launchers and webbers). Although these various

weapons might have significantly different rules in Warhammer 40,000, they have been simplified here to maintain the inherent speed and simplicity of Space Hulk.

Using Genestealer Cults in Space Hulk

On the following pages you will find a new mission which features Genestealer Cults, but they can also be used in other Space Hulk missions if both players agree. This does not require any additional setup, and the Mission is unchanged except for the additional rules found in this article. The Genestealer player must, of course, have access to a set of Genestealer Cult miniatures! There is no specified quantity of miniatures that is required, as it is up to the player how many they will use; they might use a force primarily consisting of purestrain Genestealers with only a few cultists in tow or attempt to overwhelm the Space Marines with nothing but hybrids.



ACTION POINT TABLE

All Genestealer Hybrids, Aberrants, the Magus and the Patriarch have 6 Action Points.

Action	Patriarch	Magus	All Other Cult Models
Move forwards 1 square	1	1	1
Move backwards 1 square	2	2	2
Move sideways 1 square	2	1	1
Turn 90 degrees	1	1	1
Turn 180 degrees	2	1	2
Fire Cult Rifle or Cult Pistol*	-	-	2
Fire Special Weapon*	-	-	2
Fire Heavy Weapon*	-	-	3
Clear overloaded weapon*	-	-	4
Psionic Blast	2	3	-
Telepathic Summons	4	6	-
Psychic Stimulus	3	4	-
Close Assault	1	1	1
Open/close door	1	1	1

* The model must be equipped with the appropriate weapon to use this action.

SHOOTING TABLE

Weapon	Range	Dice	Kill	Notes
Cult Pistol	6	2D6	6+	Ineffective
Cult Rifle	Unlimited	2D6	6+	Ineffective
Special Weapon	12	2D6	6+	-
Heavy Weapon	Unlimited	3D6	6+	Overload
Psionic Blast	12	1D6	5+	-

CLOSE ASSAULT TABLE

Model	Assault Dice	Notes
Neophyte Hybrid	1D6	Ineffective
Acolyte Hybrid	1D6+1	Ineffective
Hybrid Metamorph	1D6	-
Aberrant	2D6	-
Magus	1D6+2	-
Patriarch	3D6	Mighty Blow

NEW RULES

Revealing Genestealer Hybrids

Whenever a blip is converted, the Genestealer player can choose to either use the standard rules (revealing one, two or three Genestealers) or state that it represents Genestealer Cult forces. If they do this, they gain a number of points equal to the number on the blip, and can spend them to choose models from the following list. The models are set up following the normal rules for converting blips.

Model	Cost
Acolyte Hybrid armed with Cult Pistol	1
Neophyte Hybrid armed with Cult Rifle	1
Neophyte Hybrid armed with Special Weapon	2
Hybrid Metamorph armed with Cult Pistol	2
Aberrant	2
Genestealer Hybrid armed with Heavy Weapon	3
Magus*	3
Patriarch*	3

Example: the Genestealer player reveals a '2' blip. This gives them two points to spend – this could, for example, be spent on two Acolyte Hybrids, or one Acolyte and one Hybrid with a Cult Rifle, or a single Aberrant.

Revealing the Magus and the Patriarch

The Magus can only be set up once per Mission; once he has been killed, he cannot be returned to play. The Patriarch can also only be set up once per Mission but has a further restriction: it can only be chosen if the mission specifically states that the Patriarch or a Broodlord is present. In Missions that use the Genestealer Cult rules, the Broodlord is not used and is replaced entirely by the Patriarch.

Shoot Actions with Genestealer Cultists

Most of the models in a Genestealer Cult force can shoot, introducing a very different challenge for both players. Their shooting is resolved in exactly the same way as for a Space Marine, with the following exception:

Line of Sight

Genestealer hybrids are much less bulky than Terminators or even Purestrain Genestealers, meaning they can form effective avenues of fire. When determining line of sight for a Genestealer Cult model, you can ignore any Acolytes, Neophytes or Metamorphs – treat the squares they occupy as being empty.

WEAPON SPECIAL RULES

Ineffective Weapons

The majority of the weapons carried by Genestealer cultists barely stand a chance of penetrating the reinforced ceramite of Terminator Armour. To represent this, ineffective attacks will only kill a Space Marine if two or more of the dice roll high enough to kill the target – one hit has no effect. Note that this means a Neophyte Hybrid cannot kill a Terminator in close combat (and rightly so!).

Weapon Overload

When firing a Heavy Weapon, there is a chance the weapon will overload; this represents a misfire or jam, perhaps a power source overheating, or any of the myriad problems that crop up when civilian equipment is used as weaponry. If two or more of the dice rolled score the same, the weapon overloads – mark the model with a 'jammed' marker. The weapon cannot be fired again until the hybrid makes a "Clear overloaded weapon" action, at which point the marker is removed.

Shields

When shooting at a Space Marine model carrying a storm shield, the Genestealer player rolls one less dice than normal as long as the model that is shooting is to the target's forward arc (i.e. the target has line of sight to the shooting model). Note that this renders ineffective weapons entirely useless against a Space Marine carrying a storm shield.

Normally, a storm shield can be used to block one close assault dice roll, meaning that the Genestealer player rolls one less dice than normal, but some Genestealer Cult models only roll a single dice. When these models have their attack blocked by a storm shield, they instead roll two dice and discard the one with the highest result.

FORCES OF THE GENESTEALER CULT

The Patriarch and the Magus

The Patriarch uses the Hard to Kill, Mighty Blow and Immune to Psychic Storm special rules, as found on page 23 of the Space Hulk rulebook. The Magus uses the Hard to Kill and Immune to Psychic Storm special rules. In addition, both the Patriarch and Magus have access to three special Actions, as seen on the Action Point table. One of these, Psionic Blast, is used in exactly the same way as a Shoot action. Each of the other two is used in its own unique way, detailed below.

Telepathic Summons

The Genestealer player takes a reinforcement blip from the top of the stack, looks at it and places it outside an entry point, as though it were the Reinforcement phase. The blip cannot enter play this turn – for all rules purposes, it counts as being placed at the start of the following Reinforcement phase.

Psychic Stimulus

The Genestealer player picks one of their models that is anywhere on the board (not including blips, the Magus or the Patriarch). That model can immediately spend up to two Action Points – these do not count towards their normal supply of Action Points, and this can even be done if the model has already used its Action Points this turn. A model can only be made the target of Psychic Stimulus once per turn.

Aberrants

The Cult's forces can contain Aberrants, hulking mutants that are almost as hard to slay as the Patriarch itself. When a Space Marine shoots at an Aberrant, the Genestealer player can force the Space Marine player to re-roll their highest-scoring dice.

CORRUPTION'S HEART

**WHITE
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In 674.M40, the strike cruiser *Flame of Baal* received auspex returns that matched the description of the space hulk *Corruption's Heart*. This drifting agglomeration of vessels had not been sighted in nearly three hundred years, and closer scans revealed that it had increased in size during its absence. The strike cruiser drew close, launching info-probes and running detailed augur sweeps to scry for any signs of life. On the bridge, Captain Gareon of the Blood Angels' First Company scrutinised each item of data, nodding ruefully as the situation became apparent. The hulk was infested by Genestealers, but worse, the pict-grabs showed signs of human habitation. Drive-rooms had been converted into hab-blocks, force fields had been erected to maintain an atmosphere... and on every wall, painted or scorched or scratched into bare metal, was the blasphemous sigil of the Genestealer Cult. Most chilling of all, the captain could see surface transports being prepared in the hangar bays of a mostly intact mining vessel, presumably one of the newer additions to the hulk's mass. At current velocity, *Corruption's Heart* would reach a civilised system in mere days, and these Xenos-worshipping filth would be free to infiltrate Imperial society. The Blood Angels would not allow this to happen. There was not a moment to lose.

Forces & Deployment

Space Marines: The Space Marine player has two squads. One consists of a Sergeant armed with a storm bolter and power sword, a Space Marine armed with a heavy flamer and power fist, a Space Marine armed with storm bolter and chainfist and two Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in one of the corridors shown on the map. The other squad consists of a Sergeant armed with a thunder hammer and storm shield, a Space Marine armed with an assault cannon and power fist and three Space Marines armed with storm bolters and power fists. This squad deploys on the starting squares in the other corridor.

Genestealers: The Genestealer player takes one '1' blip, two '2' blips and one '3' blip, then sets up one in each of the rooms on the map that has been shaded green.

These blips must be converted at the start of the Genestealer player's first turn.

Initially, the Genestealer player receives two reinforcement blips per turn; once the first thermal charge has been deployed (see below), they receive three reinforcement blips per turn. Blips may enter play at any entry area.

Special Rules

Thermal Charges: The Space Marines' mission is simple: deploy thermal charges into the mining ship's reactor chamber, triggering a chain of detonations that should destroy both the hulk and its deadly inhabitants. A Space Marine who is adjacent to one of the access chutes (marked with an X on the map) and facing it can spend two Action Points to deploy a thermal charge. Only one charge can be deployed at each access chute.

The Slumbering Masters: Until at least one thermal charge has been successfully deployed, blips can only be converted into Neophyte Hybrids, Acolyte Hybrids, Hybrid Metamorphs and Aberrants. Once the first charge has been deployed, blips can be converted into Genestealers or a Magus (still respecting the rule that only one Magus can be used during the mission). Once two charges have been deployed, the Patriarch becomes available.

Victory

If thermal charges are deployed at all three access chutes, the Space Marine player wins. The Genestealer player wins if all the Space Marines are killed before achieving this objective.

