



CODEX: GENESTEALER CULTS

VERSION 1.1

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be. **New or revised text is presented in red**, with a **text highlight applied to revisions made previously** (excluding passages that were added or replaced in full).

UPDATES & ERRATA

Page 69 – Cult Ambush Army Rule, first paragraph

Change to:

'If your Army Faction is **GENESTEALER CULTS**, each time a unit with this ability is destroyed, roll one D6, adding 1 to the result if it is the first or second battle round. On a 5+, add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been **shot**. **Then** place one Cult Ambush marker* anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed). **You can set up that unit on the battlefield using a Cult Ambush marker as described below or, if it has the Deep Strike ability, in the Reinforcements step of one of your Movement phases you can set up that unit anywhere on the battlefield that is more than 9" horizontally away from all enemy units.**

Page 79 – Regimental Reinforcements Stratagem, Effect

Change to:

'Roll one D6: on a 3+, place one Cult Ambush marker anywhere on the battlefield that is more than 9" horizontally away from all enemy units (if this is not possible, no marker is placed) and add a new unit to your army identical to your destroyed unit, in Cult Ambush, at its Starting Strength, with all of its wounds remaining and any **[ONE SHOT]** weapons those models are equipped with considered as not having been shot.'

Page 87 – Nexos, Abilities, Battlefield Analysis

Change to:

'**Battlefield Analysis**: Once per battle round, one model from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.'

Page 89 – Biophagus, Unit Composition, equipment list

Change to:

'**This model is equipped with**: autopistol; chemical vials; injector goad; **alchemicus familiar**.'

Page 94, Hybrid Metamorphs, Abilities, Brood Surge, second paragraph

Change to:

'If, at the start of the battle, **no** model in this unit is equipped with a **hand flamer**, each time this unit makes a Brood Surge move, it can be moved up to 6" instead of up to D6". A unit cannot make a Brood Surge move while it is Battle-shocked.'

FAQS

Q: *If one of my CHARACTER models is destroyed, do I need to have another GENESTEALER CULTS CHARACTER model on the battlefield or in Reserves to use the Vengeance for the Martyr! Stratagem?*

A: Yes.

Q: *Can I use the Primus' Decoys and Misdirection ability if the Primus is embarked within a TRANSPORT?*

A: No.

Q: *Do I have to remove 'unused' Cult Ambush markers from the battlefield at the end of my opponent's next Movement phase?*

A: No.

Q: *If I have no units in Cult Ambush, do I have to remove any remaining Cult Ambush markers from the battlefield?*

A: No.

Q: *If an enemy unit is set up within 9" of one or more Cult Ambush markers, are those markers removed from the battlefield?*

A: No.