

## Cult of the Four Armed Emperor 3.0.1

**Using The Army List:** The Cult of the Four Armed Emperor Army list is divided into **three** sections:

**Genestealer Cult Broods**

**Genestealer Cult Support**

**Genestealer Cult Upgrades**

The army list includes the following information

**Formation:** The name of the formation.

**Units:** The core units that make up the formation.

**Upgrades:** A Genestealer Cult formation may include any of the extra units listed in the “Upgrades” section.

Any upgrade may be taken only once. But any number of different upgrades are allowed.

All of the core and extra units in a formation count as being part of one formation.

**Cost:** The points value of the formation.

### Special Rules

**Father's Will** - As long as there are at least one Purestrain, Magus or Primus in a formation, any Brood Brother units in that formation counts as being affected by The Father's Will. And subject to the following rules:

- Brood Brother units affected by the Father's Will counts as 2 units when determining if the formation is broken.
- It takes 2 Blast markers to suppress a Brood Brother unit affected by Father's Will or kill a unit in a broken formation (ignore any leftover Blast markers).
- As long as a Brood Brother formation is affected by the Father's Will it has +1 bonus to all initiative rolls.

**Ambush Tactics** - On the first turn of the game the Cult of the Four Armed Emperor has a fairly high strategy rating of 4. This will increase the chance of them springing any traps and ambushes on the opponent. This bonus will decrease by 1 for each subsequent turn. Resulting in a strategy rating of 1 on an eventual fourth turn. This represents the element of surprise losing momentum if the fighting is protracted

**Transports** – Any formation that chooses to take Goliath transports need to take no more or less than is needed to transport any unit in the formation capable of being transported. If the “Mine Adit” option is chosen for a Purestrain formation or a “Primus” for a Brood Brother formation, they can deploy using the Planetfall rules. Note that if you choose to do this you will also require at least one Ambuscade to deploy the “Mine Adit” and Nexos from (This works exactly like Spacecraft and Droppods in the Space Marine list, with the exception that the ambushes doesn't originate from space).

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Genestealer Cult Armies have a Strategy Rating of 4 (-1 each turn).

All Genestealer Cult formations have an initiative of 2+

CORE FORMATIONS		
<i>(You may select any number of Core Formations)</i>		
Formation	CORE UNITS	Cost
Brood Brothers	12 Brood Brothers and a Nexos character	250
0-1 The Trap	Ambuscade	150
0-1 Spiretoppler	1 Geostratic Bore	600

SUPPORT FORMATIONS		
<i>(You may select one Support Formation per Core Formation)</i>		
Formation	CORE UNITS	Cost
Purestrains	6 Genestealers	150
Prospectors	Any combination of 8 Atalan Jackals or Atalan Wolfquads	150
Claim jumpers	5 Achilles Ridgerunners (maximum 3 of any kind)	200
Digger	1 Aardwark Miner	200
Sentinels	4 Cult Sentinels	100

UPGRADES		
<i>(Each Formation may take any number of upgrades)</i>		
<i>(Each Upgrade can only be taken once per Formation)</i>		
Formation	EXTRA UNITS	Extra
Extended Family	Add 6 Brood Brothers	+75
Fist of the Family	Add 4 Brood Fire Support	+100
Gifted Family	Replace up to 4 Brood Brothers with Hybrids	+15 each
Blessed Family	Replace up to 4 Brood Brothers with Genestealers	+20 each
Strength of the Family	Replace up to 2 Brood Brothers with Abberations	+15 each
0-1 Heart of the Family	Replace the Nexos with a Primus	+75
0-1 Voice of the Family	Replace the Nexos with a Magus	+100
Transport	Add just enough of Goliaths to transport the entire Brood Brother formation	+25 each
The Pure	Add 4 Genestealers to a Purestrain formation	+75
Broodlord	Add 1 Broodlord character to a Purestrain formation	+50
Surveyors	Add up to 4 Atalan Jackal or Atalan Wolfquads	+20 each
Eye of the Family	Upgrade an Atalan Jackal to a Jackal Alphas	+5 for each Jackal
Groundpounders	Replace Up to 2 Achilles Ridgerunners with Cult Leman Russ	+25 each
Mine Adit	Add Drop Pod transports to a Purestrain Formation	+5 for each unit

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Name	Type	Speed	Armour	CC	FF	Weapon	Range	FP	Notes
Magus	CH	n/a	n/a	n/a	n/a	Psychic Horror and	30cm (15cm)	MW4+ EA(+1), MW	Supreme Commander, Inspiring, Invulnerable Save
Primus	CH	n/a	n/a	n/a	n/a	Inhuman Strength	(Contact)	EA(+1), MW	Commander, Inspiring, Invulnerable Save, Planetfall (If the formation contains no Vehicles or War Engines.)
Nexos	CH	n/a	n/a	n/a	n/a	Claws	(Contact)	EA(+1)	Invulnerable Save, Leader
Jackal Alphus	CH	n/a	n/a	n/a	n/a	Sniper rifle and	30cm (15cm)	AP5+, Sniper Sniper	Invulnerable Save, Leader, All jackals in the formation get the sniper ability in FF.
Broodlord	INF	20cm	6+	2+	-	Rending Claws	(Contact)	EA(+1), First Strike	Inspiring, Invulnerable Save, Leader, Infiltrator, Scout
Brood Brothers	INF	15cm	-	6+	5+	Missile Launcher	45cm	AP5+/AT6+	Every 2nd unit is armed with an Missile Launcher
Brood Fire Support	INF	15cm	-	6+	4+	2x Auto Cannons	45cm	AP5+/AT6+	-
Hybrids	INF	15cm	6+	5+	5+	Seismic Cannon Claws	30cm (Contact)	AP6+/AT5+ EA(+1)	-
Aberrations	INF	15cm	3+	3+	-	Giant Mauls	(Contact)	EA(+1), MW	Counts as two units for the purposes of being transported.
Genestealers	INF	20cm	6+	2+	-	Rending Claws	(Contact)	First Strike	Infiltrator, Scout
Atalan Jackal	INF	35cm	5+	6+	5+	Sawedoff shotgun	(15cm)	-	Mounted
Cult Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	LV, Walker, Scout
Atalan Wolfquad	LV	35cm	6+	6+	5+	Seismic Cannon	30cm	AP6+/AT5+	-
Achilles Ridgerunner	LV	30cm	5+	6+	5+	Twin Heavy Stubber and, Mortar or, Mining Laser or, 2x AA Launchers	30cm 30cm 45cm 30cm	AP5+ 1BP, Indirect AP5+/AT4+ AP5+/AT5+/AA5+	-
Goliath	AV	25cm	6+	5+	6+	Seismic Cannon Twin Heavy Stubber	30cm 30cm	AP6+/AT5+ AP5+	Transport (2)
Cult Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced Armour
Aardvark Miner	WE	15cm	4+	6+	4+	2x Seismic Surveyors 2x Seismic Cannon 3x Twin Heavy Stubber	45cm 45cm 30cm	2x AP4+/AT3+, Ignore Cover AP6+/AT5+ AP5+	DC(3), Reinforced armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.

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Geostratic Bore	WE	15cm	4+	5+	5+	Boring Laser 2x Seismic Surveyors 6x Twin Heavy Stubber	90cm 45cm 30cm	MW2+, TK(D6+1), FxF 2x AP4+/AT3+, Ignore Cover AP5+	<i>DC(8), Reinforced armour, Fearless, Walker. Critical Hit Effect: The unit takes an extra point of damage and is immobilized. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.</i>
Ambuscade	SC	n/a	n/a	n/a	n/a	Planted IED's Suicide Attack	- -	3BP, MW MW2+, TK (D3)	<i>Can enter on any turn regardless of enemy Spacecraft.</i>
Drop Pod	Special	-	-	-	-	Deathwind	15cm	AP5+/AT5+	<i>Planetfall, Transport (1 formation)</i>