



BROOD BROTHERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

ICONWARD OPERATIVE, CULT ICON RULE

Relevant part of first sentence changed to read:

'Whenever determining control of a marker within **4"** of this operative, [...]

PREVIOUS ERRATAS

STRATEGY PLOYS, PERVASIVE

Changed to read:

'During each friendly **BROOD BROTHER** operative's activation, you can ignore the first vertical distance of 2" they move during one climb up.'

FIREFIGHT PLOYS, UNQUESTIONING LOYALTY

Additional text added to end of first paragraph:

'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

FIREFIGHT PLOYS, INSIDIOUS

Additional text added to end of paragraph:

'You cannot use this ploy during the first turning point.'

PSYCHIC FAMILIAR OPERATIVE, SMALL RULE

Second sentence changed to read:

'Whenever this operative has a **Conceal** order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, **Vantage terrain**) except being within 2".'

ICONWARD OPERATIVE, BROODMIND DEVOTION RULE

First two sentences changed to read:

'Once per turning point, when a ready friendly **BROOD BROTHER** **BROODGUARD** operative is incapacitated while visible to and within 6" of this operative, you can use this rule. If you do, before that operative is removed from the killzone, it can perform a **1AP action for free** (excluding **Fight** and **Explosives Mind Control**), and you can change its order to do so.'

PRIMUS OPERATIVE, MASTERMIND RULE

Relevant part of first sentence changed to read:

;', you can do one of the following (you cannot select each option more than once per battle):'

MEDIC OPERATIVE, MEDIC! RULE

Changed to read:

'The first time during each turning point that another friendly **BROOD BROTHER** operative (excluding **PATRIARCH**) would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can then immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

COMMANDER OPERATIVE, COORDINATE RULE

First sentence changed to read:

'**STRATEGIC GAMBIT** if this operative is in the killzone.'

MAGUS OPERATIVE, SPIRITUAL LEADER RULE

First sentence changed to read:

'**STRATEGIC GAMBIT** if this operative is in the killzone. Select one of the following for friendly **BROOD BROTHER** operatives to have until the end of the turning point or until this operative is incapacitated (whichever comes first):'

ALL OPERATIVES

'**TYRANID**' keyword added.

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: If my operative isn't injured at the start of the action and then is incapacitated, when rolling a D6 for the **Cult Devotion** strategy ploy, do I worsen the **Hit** stat of the weapon by 1 as a result of being injured?

A: No, as an operative's stats don't change during an action.

Q: How does the **Ruthless Coordination** firefight ploy interact with an enemy operative that's wholly within an area of smoke, when the friendly operative that intervening is determined from is within 2" of that enemy operative?

A: Smoke grenades and similar rules (e.g. **MANDRAKE** **Weave Darkness**) have no effect in this scenario.

BROOD BROTHER OPERATIVES

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The soldiers known as Brood Brothers are xenos-infected turncoat soldiers who secretly serve the Genestealer Cults. Concealing themselves within Imperial military formations, they await the moment to rise up and use their combat experience and weapons training to aid the Cult's rise to power.

BROOD BROTHER COMMANDER

Skilled in tactical coordination, these highly experienced combatants are calm and competent leaders who serve their Cult by directing elite squads of xenos-tainted soldiers, humbly ceding authority only to a greater agent of the Star Children.

BROOD BROTHER AGITATOR

Agitators preach the word of their Cult with zealous devotion. The psiren casters they carry emit an excruciating chittering – an amplification of the Broodmind – which the faithful hear as glorious hymnals or angelic silence, but causes neural disruption in the foe.

BROOD BROTHER GUNNER

Trained in the maintenance and operation of specialist weaponry, Gunners joyously turn searing jets of flame, blinding plasma, thermal beams or explosive shells on the Cult's foes, providing tactical support against the heavily armoured faithless.

BROOD BROTHER ICONWARD

Guardianship of an icon of the Cult is an honour granted only to those who have proved themselves. Such icons act as psycho-resonant nodes, projecting the Broodmind wherever its sinister will is most needed, and ensuring the Patriarch's eyes are always upon its children.

BROOD BROTHER KNIFE FIGHTER

Knife Fighters are stealthy assassins who use their heightened sensory perception and unsettlingly precise movements to creep unnoticed towards their target. Like stalking arachnoids, they nimbly close the distance before striking with blades coated in alien toxins.

BROOD BROTHER MEDIC

Medics perform combat surgery to keep their elite squadmates fit to serve the will of the Broodmind. What professional compassion they show to their brothers and sisters is at stark odds with the vicious injections of xenos biogruel they stab into foes that get too close.

BROOD BROTHER SAPPER

These operatives are highly skilled grenadiers and combat engineers. Equipped with a large variety of explosive charges, Sappers efficiently demolish threats or obstacles to the squad's mission, whether they be a sealed vault door, enemy bunker or heavy weapons nest.

BROOD BROTHER SNIPER

Snipers are expert marksmen that employ personally maintained rifles, which can eliminate high priority targets from long distances. These Cult soldiers often carry hand-crafted rounds for specific quarry, including slivers of frozen xenos genetic material.

BROOD BROTHER TROOPER

Troopers are the backbone of Brood Brother squads. Selected for their martial skills and humble selflessness in the furtherance of the Patriarch's will, these Cult soldiers are professional killers whose concentrated firepower has felled many an oppressor.

BROOD BROTHER VETERAN

Veterans are grizzled warriors whose xenos-tainted genes and long battlefield experience have honed them into hardened survivors. Their skills make them ideal guardians for Cult leaders, fervently blasting attackers away with their brutal shotguns.



BROOD BROTHER VOX-OPERATOR

These operatives use their heavy comms equipment to transmit and receive detailed coordinates and ciphers by which to outmanoeuvre the oppressor. They also warn of enemy movements, call in lurking guerrilla auxiliaries and jam the foe's own signals.

PSYCHIC FAMILIAR

Coalesced from the psionic shadow that gathers around a Patriarch or Magus, Psychic Familiars are diminutive xenofoms that serve as spies, messengers and extensions of their master's will. They are elusive and nimble, and gouge with their iron talons when threatened.

MAGUS

Maguses are the psychically gifted high priests of a Genestealer Cult. They possess supernatural charisma and use their telepathic powers to enforce the Patriarch's will, as well as shield their underlings from the most esoteric attacks.

PATRIARCH

At the centre of every Genestealer Cult infestation is a Patriarch: the sire of an entire dynasty of xenos hybrids and a focus of the Cult's adoration. They are leering nightmares of talons and fangs, with a hypnotic psychic will through which they can dominate the weak-willed.

PRIMUS

A Primus is a strategic mastermind, serving a Cult's Patriarch as a bombastic marshal that helps to plot and militarise the uprising. Using a sentient sword and a needle pistol that fires toxins distilled from their own blood, they are also a deadly Cult champion.

BROOD BROTHERS KILL TEAM

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BROOD BROTHERS » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **BROOD BROTHER** kill team, including, where relevant, any weapons specified for that operative.



OPERATIVES

- 1 **BROOD BROTHER** **COMMANDER** operative with one of the following options:
 - Bolt pistol; chainsword & claw
 - Drum-fed autogun; bayonet
 - Laspistol; power weapon & claw
- 3 **BROOD BROTHER** operatives selected from the following list³:
 - 2 **PSYCHIC FAMILIAR** operatives (still counts as one selection)
 - **MAGUS** (counts as two selections)²
 - **PATRIARCH** (counts as three selections)²
 - **PRIMUS** (counts as two selections)²
 - **TROOPER**
- 9 **BROOD BROTHER** operatives selected from the following list:
 - **AGITATOR**
 - **GUNNER** with flamer and bayonet¹
 - **GUNNER** with grenade launcher and bayonet¹
 - **GUNNER** with meltagun and bayonet¹
 - **GUNNER** with plasma gun and bayonet¹
 - **ICONWARD**
 - **KNIFE FIGHTER**
 - **MEDIC**
 - **SAPPER**
 - **SNIPER**¹
 - **TROOPER**
 - **VETERAN**
 - **VOX-OPERATOR**

Other than **TROOPER** operatives, your kill team can only include each option on this list once.

¹ You cannot select more than three of these operatives combined.

² Your kill team can only include up to one **BROODCOVEN** operative. If one of these operatives is selected for deployment, your **COMMANDER** operative loses the **LEADER** keyword for the battle.

³ Up to three times, instead of selecting one of these operatives, you can select one **BROOD BROTHER** ploy to cost you OCP for the battle. Note that 'counts as' selections still apply; for example, if you select a **PATRIARCH** operative, you could not do this.

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

COMMANDER

Power weapon & claw

Lasipistol



PRIMUS

Scoped needle pistol

Bonesword & toxin injector claw



MAGUS

Force stave

Autopistol

Bio dagger



TROOPER

Lasgun



PATRIARCH

Claws



PSYCHIC FAMILIAR

Claws




'THESE TAKERS, THESE POLLUTERS, THESE HARVESTERS – THESE TECH-PRIESTS! THEY HAVE DARED PILLAGE A WORLD CHOSEN BY THE STAR CHILDREN. YOUR LIVES MEAN NOTHING TO THEM. BUT THE STAR CHILDREN CARE FOR THEIR CHOSEN. CAST OFF THE SHACKLES OF THESE FALSE PRIESTS AND LET US BEGIN A NEW EPOCH OF DIVINITY!'

- Soreniska von Dammert, Magus of the Cult of the Chattering Verse

AGITATOR

Shock maul



A miniature figure of an Agitator, a large, heavily armored Brood Brother. He is holding a large, blue and silver maul-like weapon in his right hand. The figure is mounted on a circular base.


GUNNER

Meltagun

Flamer

Plasma gun


Grenade launcher



A miniature figure of a Gunner, a Brood Brother equipped with a large, cylindrical meltagun. He is wearing a mask and heavy armor. The figure is mounted on a circular base.

ICONWARD

Large knife



A miniature figure of an Iconward, a Brood Brother holding a large, ornate knife. The knife has a circular guard and a long handle. The figure is mounted on a circular base.

KNIFE FIGHTER

Poisoned fighting knives



A miniature figure of a Knife Fighter, a Brood Brother holding two combat knives. He is wearing a mask and heavy armor. The figure is mounted on a circular base.

MEDIC

Gene-needler


Lasgun



A miniature figure of a Medic, a Brood Brother equipped with a gene-needler and a lasgun. He is wearing a mask and heavy armor. The figure is mounted on a circular base.

SAPPER

Demolition charge



A miniature figure of a Sapper, a Brood Brother equipped with a demolition charge. He is wearing a mask and heavy armor. The figure is mounted on a circular base.

SNIPER


Sniper rifle



A miniature figure of a Sniper, a Brood Brother equipped with a sniper rifle. He is wearing a mask and heavy armor. The figure is mounted on a circular base.

VETERAN

Combat shotgun



A miniature figure of a Veteran, a Brood Brother equipped with a combat shotgun. He is wearing a mask and heavy armor. The figure is mounted on a circular base.

VOX-OPERATOR

Lasgun



A miniature figure of a Vox-operator, a Brood Brother equipped with a lasgun. He is wearing a mask and heavy armor. The figure is mounted on a circular base.