



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 (page 2)

SPECIAL RULES:

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

PSYKER:

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

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

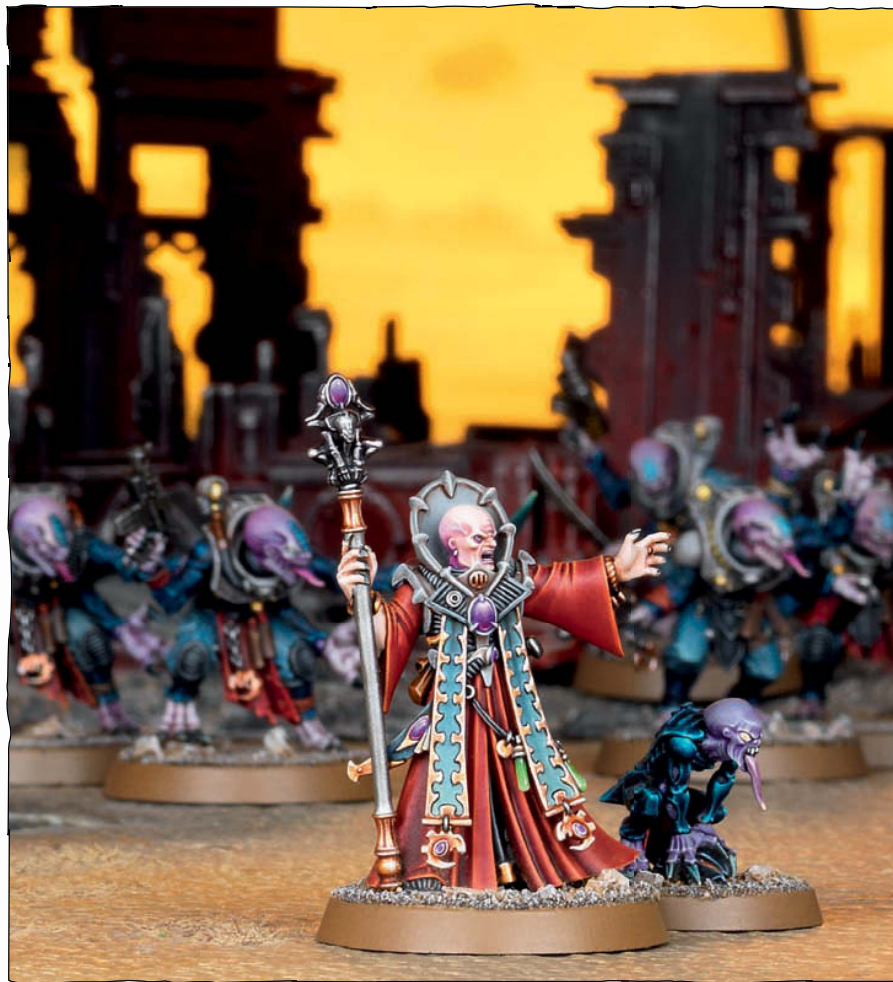




MAGUS ORTHAN TRY SST

PROPHET OF THE GREAT PATRIARCH

65
POINTS



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 staff
- 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 TRYST

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 PURETRAIN PRINCELINGS

30
POINTS



Worshipped as the sainted brothers of the Patriarch, the Puretrain 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
Puretrain Genestealer	6	0	4	4	1	6	2	10	5+	Infantry	2 Puretrain 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.