

Genestealer Hybrids.....FREE

Genestealer Hybrids are organic abominations of the worst kind; strange Xenos mutations of their host species. Some Hybrids are indistinguishable from their original race, blending in with the warriors around them, while others are bestial in appearance as the Tyranid DNA inside them begins to take over. Every so often, a Hybrid, known as a Magus, is born with psychic powers, and assumes a leadership role in the underground army of Praedis Zeta.

	WS	BS	S	T	W	I	A	Ld	SV
Genestealer Hybrid	4	3	3	3	1	3	2	8	5+
Magus	3	3	3	3	2	5	2	8	5+

Composition

- 9 Hybrids
- 1 Magus (character)

Unit Type

- Infantry

The Magus

The Genestealer Magus does not roll to see which Psychic Power he comes with; he automatically knows the Dominate and Puppet Master powers from the Telepathy Discipline.

Wargear

- Autogun
- Flak Armour

Special Rules

- Rending
- Psyker (Magus)

The Magus is a Mastery Level 2 Psyker

Options

- Any hybrid may exchange his Autogun or:
 - Autopistol and Close Combat Weapon....free
- One Hybrid may take
 - Heavy Stubber.....free
 - Flamer.....free

Weapon	Range	S	AP	Type
Autopistol	12"	3	-	Pistol
Autogun	24"	3	-	Rapid Fire
Flamer	Template	4	5	Assault 1
Heavy Stubber	24"	4	-	Heavy 3

Designers Note

While the profiles say Autopistols, Autoguns, Heavy Stubbers and Flamers, it is perfectly acceptable to model these as approximate versions of your races weapons, eg Kroot Rifles, lasguns, etc. Remember, you will still use the stats for Autoguns, Heavy Stubbers and Flamers.

