



<p><b>Genestealer Patriarch</b> With the psychic powers Psychic Scream and Hypnotic Gaze  20 Victory Points</p>	<p><b>Genestealer Magus</b> With the psychic powers Assail and Lightning Arc  15 Victory Points</p>	<p><b>Genestealer Magus</b> With the psychic powers Displacement and The Carmine Assassin  15 Victory Points</p>	<p><b>Cult Icon Bearer</b> With Displacer Field and Powerfist  10 Victory Points</p>	<p><b>Genestealer</b>  5 Victory Points</p>	<p><b>Genestealer</b>  5 Victory Points</p>
		<p><b>Genestealer</b>  5 Victory Points</p>	<p><b>Genestealer</b>  5 Victory Points</p>	<p><b>Genestealer</b>  5 Victory Points</p>	<p><b>Genestealer</b>  5 Victory Points</p>
			<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>
<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrids</b> Or <b>D6 Brothers</b></p>
<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>
<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>1 Hybrid</b> Or <b>2 Brothers</b></p>	<p><b>D3 Hybrid</b> Or <b>D6 Brothers</b></p>
<p><b>D3 Hybrid</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrid</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrid</b> Or <b>D6 Brothers</b></p>	<p><b>D3 Hybrid</b> Or <b>D6 Brothers</b></p>	<p><b>2 Brothers</b> With a Lasannon</p>	<p><b>2 Brothers</b> With a Heavy Bolter</p>
<p><b>2 Brothers</b> With an Autocannon</p>	<p><b>2 Brothers</b> With a Missile Launcher (frag and krak missiles)</p>	<p><b>2 Brothers</b> With a Mortar</p>	<p><b>D6 Brothers</b></p>	<p><b>D6 Brothers</b></p>	<p><b>D6 Brothers</b></p>
				<p><b>D6 Brothers</b></p>	<p><b>D6 Brothers</b></p>

# PURGE

## THE RITE OF THE DEATHWING

### SCENARIO OUTLINE

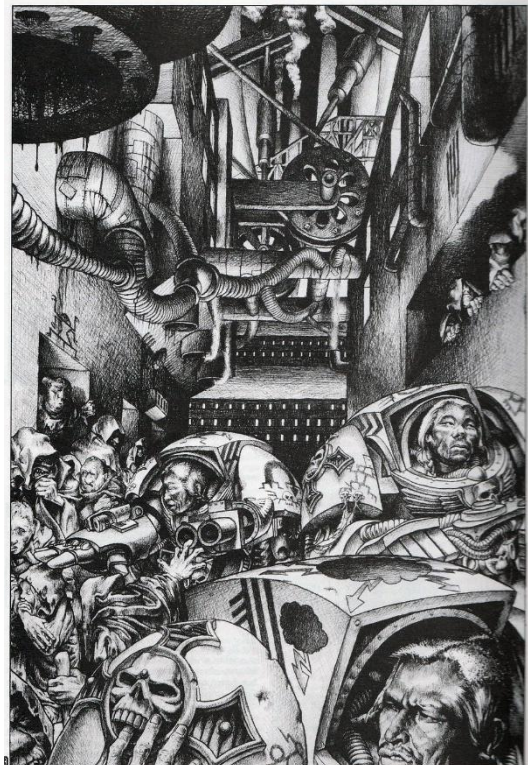
In **The Rite of the Deathwing**, the Deathwing Terminators of the Dark Angels stand as the final barrier between the people of the Plains World and annihilation. For years, hidden agents of a Genestealer Cult have spread their corruption through isolated settlements, mining communities, and frontier towns. Now the cult has revealed itself, rising in open rebellion as its patriarch calls the faithful to gather for the coming of their alien gods.

A squad of Deathwing Terminators, led by the Librarian Lucian, have descended unknowingly into the heart of the uprising. Originally on a mission to gather new recruits for their Chapter, they are now determined to sever the cult's leadership and prevent the rebellion from engulfing the planet, regardless of the cost.

Though few in number, the Terminators advance relentlessly, converging upon the cult's central stronghold where the Patriarch and its most devoted followers prepare their final gambit. The fate of the Plains World rests upon the success of this desperate mission.

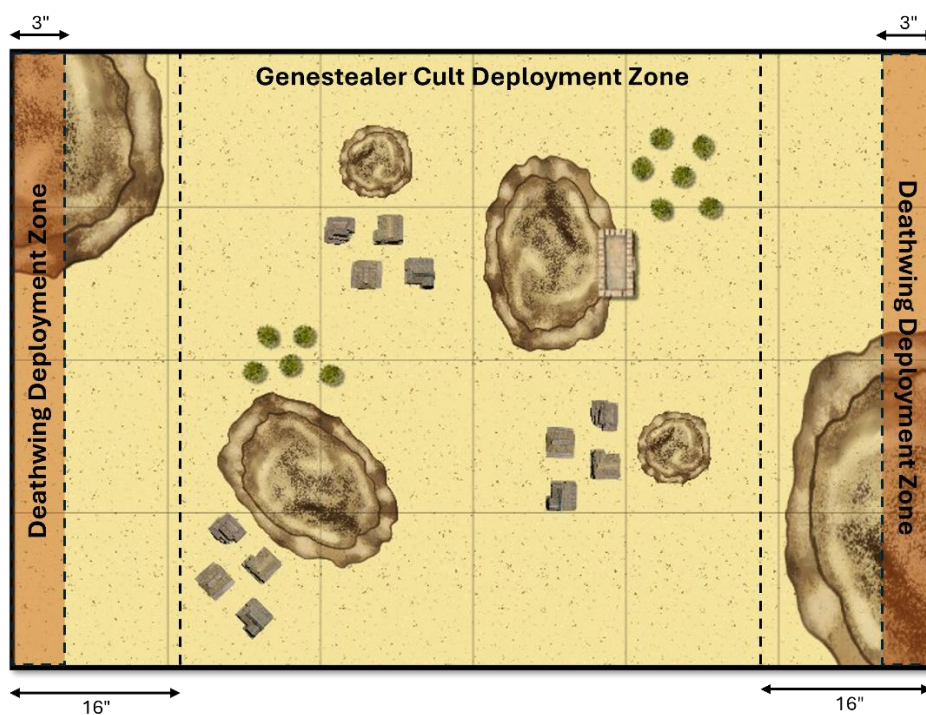
The scenario represents the climactic stage of the battle. The cult's forces are attempting to unite scattered broods and escort their leaders to safety while the Deathwing implacably advance. Every cultist slain weakens the rebellion, but every leader that escapes may allow the infection to spread anew.

This scenario can be played as a two- or three-player game. In a two-player game, one player commands the Librarian and Deathwing Terminator Squad while the other commands the Genestealer Cult. In a three-player game, one player commands the Librarian, another controls the Deathwing Terminator squad, and the third commands the Genestealer Cult forces. Victory belongs to the side that either secures the future of the Plains World or plunges it into the grasp of the alien infestation.



## RECON REPORT

The Rite of the Deathwing scenario is played on a full-size table which should be at least 5' by 3' and preferably larger. The battlefield represents the wide grasslands of the Plains World, broken by rolling hills, dry creek beds, and scattered stands of scrub. Primitive villages of timber, hide, and mud-brick construction dot the landscape, while isolated mining settlements cluster around open pits, spoil heaps, and crude processing works. Tracks and wagon roads connect these settlements across the plains. The terrain is generally open but offers cover around village compounds, mine entrances, rocky ridges, abandoned machinery, and low earthworks erected by local defenders.



### Space Marine Deployment:

The Dark Angels army is split into two groups, as described in the Dark Angels' Battle Briefing. Each group sets up on each of the narrow edges of the table. The Space Marines may set up to 3" onto the table.

### Genestealer Cult Deployment:

After all the Terminators have set up, the Genestealer Cult player sets up the Encounter cards. As the Encounter cards are revealed they are replaced with Genestealer Cult models, as described on the Genestealer Cult Battle Briefing.

## Encounter Cards:

In order to play The Rite of the Deathwing scenario, the Genestealer Cult player will need the deck of Encounter cards. These are used to generate the hidden threats and ambushes the Terminators will encounter as they make their advance across the plains.

Take the deck of Encounter cards, give it a good shuffle, and deal a stack of 4 cards roughly in the middle of the table. All cards are placed face down, and neither the Genestealer Cult player nor the Space Marine player is allowed to look at them until they are revealed.

Now deal out another stack of 4 cards. Each stack of cards must be placed at least 16" away from another stack of cards, and at least 16" away from either narrow table edge (the Space Marine deployment zones). Encounter card stacks may be placed in the open, within settlements, near mining works, beside roads, or in other suitable terrain features. The Genestealer Cult player continues placing piles until no further piles can be placed while maintaining the required distances.



When a Terminator model moves within the specified reveal distance of an Encounter card stack, turn the cards over and immediately replace them with the appropriate Genestealer Cult models, following the instructions on the Genestealer Cult Battle Briefing. Any revealed models are deployed as close as possible to the location of the Encounter cards.

## Revealing Encounter Cards

As soon as a Terminator model ends its movement within **12"** of an Encounter Card pile, that pile is immediately revealed. Flip over all cards in the pile and resolve their effects before any remaining Terminator models complete their movement. In addition, at the start of each Genestealer Cult turn, roll a D6 for every unrevealed Encounter Card pile. On a roll of **6**, that pile is immediately revealed. Whenever a pile is revealed, the Genestealer Cult player examines the cards and deploys the appropriate models as indicated by the Encounter Cards. Models are deployed as close as possible to the location of the revealed pile while maintaining normal unit coherency and deployment restrictions.

Encounter Cards represent different types of Genestealer Cult forces, such as:

- Brood Brothers
- Neophyte Hybrids
- Purestrain Genestealers
- Cult Characters
- Barbed Strangler traps

The exact contents of the Encounter Deck are determined by the Genestealer Cult Battle Briefing. Only Cult Characters and Purestrain Genestealers are worth victory points. All other forces of the Genestealer Cult are considered expendable.

### **Game Length**

The Deathwing player takes the first turn.

The battle continues until one of the following occurs:

- All Encounter Card piles have been revealed and there are no Genestealer Cult models remaining on the battlefield.
- All Terminators have been slain.

### **Escaping Cultists**

Genestealer Cult models may escape the battlefield by moving off either of the narrow table edges occupied by the Deathwing deployment zones. Any Genestealer Cult models that escape represent cultists slipping through the Deathwing cordon and spreading the infection elsewhere.



## DEATHWING BATTLE BRIEFING

The Deathwing strike force consists of a single **Deathwing Terminator Squad** led by the **Deathwing Librarian Lucian**. Lucian is worth 25 victory points. The entire force may be divided between the two deployment zones in any manner the player chooses.

### *Deathwing Force*

#### **Epistolary Lucian**

The Deathwing force is led by a Librarian in Terminator Armour armed with:

- Storm Bolter
- Force Axe
- Psychic Hood

The Librarian has a **Psychic Mastery Level of 3** and may use the following psychic powers during the battle:

- Psychic Shield
- Displacement
- Carmine Assassin

#### **Deathwing Terminator Squad**

The remainder of the force may consist of any combination of Deathwing Terminators with a total value of **up to 400 points**. They are worth 15 victory points each.

The force should be selected using the normal army list rules agreed upon by the players.



## **SPECIAL RULES**

### **Strategy Cards**

Strategy Cards are not used in this scenario.

### **Search and Destroy**

The Deathwing player takes the first turn.

The Deathwing's mission is to locate and eliminate hidden Genestealer Cult forces concealed amongst the settlements, mine workings and wilderness of the Plains World. Until Encounter Cards are revealed, the exact strength and location of the enemy remain unknown

### **Lucian's Forewarning**

At the start of the game, before the first turn begins, the Lucian may attempt to sense hidden enemies.

Choose one unrevealed Encounter Card pile and roll a D6:

#### **D6 Result**

1-3 No useful information is gained.

4-5 The Deathwing player may look at one card in the pile.

6 The Deathwing player may look at all cards in the pile.

The cards are then returned face down and remain unrevealed until discovered normally.



## GENESTEALER CULT BATTLE BRIEFING

The Genestealer Cult force is randomly selected when the encounter cards are revealed. Unless it states differently on the card, all Brood Brothers are equipped with autoguns. Neophyte Hybrids are equipped with carapace armour, power swords and autopistols. The Cult Icon Bearer and Magus characters are equipped with laspistols, in addition to any other weapons and psychic powers stated on the card.



### SPECIAL RULES

#### Strategy Cards

Strategy Cards are not used in this scenario.

#### Hidden Cult Activity

The Genestealer Cult is not entirely passive while the Deathwing searches the plains.

At the start of each Genestealer Cult turn, before any other actions are taken, roll a D6.

#### D6 Result

1-5 No special activity occurs. The Cult remains hidden and the turn proceeds normally.

6 The Cult's plans are set in motion. The Genestealer Cult player may immediately reveal one unrevealed Encounter Card pile of their choice before the normal turn sequence begins.

This represents hidden cultists receiving warning of the Deathwing's approach through lookout networks, mining tunnels, psychic broodmind communication, or sympathetic locals.

#### Revealing Encounter Cards

When an Encounter Card pile is revealed, either through proximity or Hidden Cult Activity, the Genestealer Cult player immediately examines the cards in the pile. The cards indicate which forces emerge from concealment.

### **Deploying Revealed Forces**

Models generated by a revealed Encounter Card pile may be deployed anywhere within 4" of the Encounter Card pile's location. All models generated from a single Encounter Card pile are considered part of the same force and must be deployed in unit coherency where appropriate.

If the cards generate multiple units, characters, or independent creatures, these may be deployed separately within the 4" deployment area, provided normal coherency rules are followed. Alternatively, like models may be combined into larger units.

### **Ambush from Concealment**

Units deployed from a newly revealed Encounter Card pile count as emerging from hiding places, underground access shafts, abandoned structures, mine entrances, drainage culverts, or concealed encampments. A unit revealed in this manner may act normally during the Genestealer Cult turn in which it is revealed.

### **Fanatical Devotion**

The broodmind's influence drives the cultists onward despite terrible losses. Any Genestealer Cult unit attempting to Rally may do so regardless of how many casualties it has suffered. In addition, units reduced below 25% of their starting strength do not suffer any additional penalties when attempting to Rally. This represents the unnatural determination instilled by the Patriarch's will.

### **Barbed Strangler Trap**

Amongst the hidden shrines and sacred caches of the Genestealer Cult are strange seed-pods revered as holy relics. Smuggled onto the world by infiltrating cultists, these alien organisms are worshipped without any true understanding of their horrific nature. When disturbed, the seeds erupt into a mass of thorned tendrils that lash out at nearby prey.

When this Encounter Card is revealed, identify the nearest model to the Encounter Card pile.

The model immediately suffers a Strength 4 hit with a -1 save modifier.

If the model is wounded, it is slain instantly regardless of how many Wounds it possesses.

Place a 3" Blast Marker centred over the slain model.

Every model, friend or foe, fully or partially beneath the template is now at risk of becoming entangled in the ravenous tendrils.

Roll a D6 for each affected model:

D6 Result

1-3 The model escapes the grasp of the strangler and suffers no further effect.

4-6 The model is ensnared by the tendrils and must struggle for its life.

For each ensnared model, immediately roll 2D6:

- If the result is greater than the model's Strength characteristic, the model is torn apart and removed as a casualty.
- If the result is equal to or less than the model's Strength characteristic, the model breaks free and survives.

Any model that survives may act normally during its next turn.

**Deathwing Terminators:** Although Terminator Armour provides formidable protection against physical attack, the Barbed Strangler's constricting tendrils exert immense crushing force. Deathwing Terminators are affected exactly as described above.

### **Genestealer Cult Tokens**

If you do not have the correct models to represent the Genestealer Cult forces, you may use the counters on the following pages to represent units. Simply use dice to represent the number of models in each unit.

## Credits

The White Dwarf article (WD 213) containing the original Purge mission was written by Gav Thorpe and Jervis Johnson. The Rite of the Deathwing is adapted directly from that article. (Used without permission. No challenge to its status intended. All Rights Reserved to their respective owners.)

The Deathwing short story that inspired this scenario was written by Bryan Ansell. Accompanying black and white artworks were created by Kevin Walker, Paul Bonner and Jes Goodwin, some of which are also included in this scenario. (Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.)

The artwork on page 6 was painted by Christopher Baker (aka Fangorn) for the Deathwing expansion of Space Hulk. (Used without permission. No challenge to its status intended. All Rights Reserved to its respective owners.)

The “Purge” WordArt fill and Barbed Strangler trap image used on the Encounter Cards are both free stock images.

The Tyranid Icon and Genestealer image (by Mark Gibbons) used on the Encounter Cards are from the 2<sup>nd</sup> Edition Tyranid Codex. (Used without permission. No challenge to its status intended. All Rights Reserved to its respective owners.)

The deployment map on page 3 was created using Battle Chronicler.

The Genestealer Cult tokens were created using photos of miniatures painted by Martin “Tain” Taylor. (Used with permission).

## Copyright

40k, Adeptus Astartes, Dark Angels, Deathwing, Genestealer, Genestealer Cult, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Tyranid, WD, White Dwarf. and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ®, **TM and/or © Copyright Games Workshop Ltd 2000-2026**, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.







