

# GENESTEALER

## THREAT

ELITE

8

## DISTINCTIONS

8 or 4 + DOOM DIE

### TYRANID VANGUARD ORGANISM

SWIFT AND DEADLY

## ATTRIBUTES

AGILITY	8	AWARENESS	8
INTELLIGENCE	6	STRENGTH	8
VITALITY	8	WILLPOWER	10

## BIO-SYMBIOTES

### CHITINOUS CARAPACE

Type: Armor

6

### RENDING CLAWS

Type: Melee

8

SFX: *Dangerous*. When making an attack, step back highest die in pool to add a d6 and step up effect die.

## STUNTS (ALL GENESTEALERS)

### LIGHTNING REFLEXES

On successful reaction against non-area effect attack, convert opponent's effect die into **Agility** stunt, or step up **Bio-Symbiote** die for next action. Spend a doom die to use this ability even if reaction failed.

### FOR THE SWARM!

Step up stress from any attack to add a die to the doom pool.

# GENESTEALER BROODLORD

## THREAT

ELITE

8 8 8

## DISTINCTIONS

8 or 4 + DOOM DIE

### TYRANID VANGUARD ORGANISM

SWIFT AND DEADLY

PSYCHIC PROGENITOR OF THE BROOD

## ATTRIBUTES

AGILITY	8	AWARENESS	8
INTELLIGENCE	8	STRENGTH	10
VITALITY	10	WILLPOWER	10

## BIO-SYMBIOTES

### HEAVY CHITINOUS CARAPACE

Type: Armor

8

### LARGE RENDING CLAWS

Type: Melee

10

SFX: *Dangerous*. When making an attack, step back highest die in pool to add a d6 and step up effect die.

## STUNTS (BROODLORD ONLY)

### MULTI-ATTACK II

May attack up to three targets in melee combat. Add a D6 to dice pool and keep an additional effect die for each target after the first.

### THE SHADOW IN THE WARP

While in the **Broodlord's** presence, opponents must step back the effect die of psychic powers or abilities.

## OPTION: TYRANID BIOMORPHS

The Tyranids are constantly evolving and adapting. Genetic material from consumed foes is broken down in digestion pools, analyzed by the Hive Ships, and incorporated into future broods of organisms. In this way, the Tyranids are able to adapt to, and eventually overwhelm, any enemy they encounter.

To represent the vast variety of these adaptations, **Genestealers** and **Genestealer Broodlords** may be given any of the following Tyranid biomorphs:

### ADRENAL GLANDS

Add a doom die to non-attack action or reaction. Afterwards, step back that doom die and return it to the doom pool.

### CAUSTIC BLOOD

On failed reaction against melee attack, spend a doom die to inflict stress on attacker equal to your effect die. Use this ability even if taken out by attack.

### EXTENDED CARAPACE

Step up armor die, but lose **Lightning Reflexes** stunt.

### FEEDER TENDRILS

After inflicting stress on successful melee attack, spend a doom die to create an **Intelligence** asset equal in size to the stress inflicted.

### FLESH HOOKS

Add d6 and step up effect die when using **Strength** to create an **Entangled** complication on a target up to one range band away.

### SCYTHING TALONS

Double **Bio-Symbiote** weapon die for melee attack. If you do, both 1s and 2s count as **opportunities**, but only 1s are excluded from being used for totals or effect dice.

### TOXIN SACS

Instead of stepping up effect die on successful melee attack (either from heroic success or another effect), keep an additional effect die as a **Poisoned** complication on target.