Alien Autopsy

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With the release of the Inquisitor scale Purestrain Genestealer this month, I thought it would be prudent to quickly recap and tweak the suggested Genestealer rules from issue 2.

Genestealer Purestrains are ferocious opponents, a lightning fast blur of claws and teeth. Lone Genestealers, those not acting as part of a co-ordinated brood or hive fleet, are bestial and predatory in nature. Because their actions largely rely either on the will of others or on instinctual behaviour rather than true cognitive decision making, they are difficult to create a background for in Inquisitor. Giving a Genestealer a history implies giving it experience, etc, and this doesn't quite feel right.

Instead, we devised some rules for using Genestealers as GM controlled beasties. These guidelines are pretty open-ended so that they can be adapted by the GM for a wide variety of scenarios, but are essentially based on the old idea of Genestealers appearing as 'blips' on an auspex or scanner in the Space Hulk game. Imagine that an Inquisitor's party are out hunting down a Genestealer in the depths of an underhive somewhere. They would want to know where the Genestealer is before they can see it, lest a flurry of messy ambushes makes short work out of them. As such, they will be loaded up with scanning equipment, and will be on edge and alert for any sign of movement picked up on the scanner. There may well be more moving bodies than there are Genestealers, but the hunters don't know which blip on their screen is the beast and which are harmless rodents...

The rules are based around this concept. The GM can place a number of 'blip' counters on the battlefield for the players to avoid/hunt down – little more than pieces of paper saying 'blip' on one side and what the blip represents on the other side. I recommend about two or three blips per actual Genestealer – the rest will be local fauna of the scurrying variety; giant rats, Miralian death hogs, Von Ryan's Scurrier, etc. The GM moves the blips as he sees fit each turn, after the players have finished moving their characters. A limit of about 10 yards of movement per turn seems sensible. When a blip first passes within line of sight of a character, it is revealed, eliciting one of the following responses from the player: "Aww, it's just a rat/death hog/scurrier (delete as applicable)" or "Aaaaargh! Aaaaargh! Run like crazy!!!" When everyone has calmed down, the GM now controls the Genestealer if that is what has been revealed, as a normal GM-controlled character, fitting into the usual Turn sequences and so on. The fate of rats, etc, we leave entirely to the GM to decide!

Of course if GM's are feeling particularly mean or do not want characters to have access to auspexs and other scanning equipment then this is fine, but don't expect everyone to survive...

There is a wide range of possible scenarios which could incorporate Genestealers – they can be used to help cult characters flee from pursuing Inquisitors, an enterprising Inquisitor/villain may have found a way to control the Purestrains via telepathic or mechanical means and there are all manner of bug-hunt style scenarios that are possible, or the GM may just wish to surprise two unsuspecting players!

Purestrain Genestealers

Special Abilities: Fearsome, Ambidextrous, Nerves of Steel.

Alien Abilities (See Exterminatus 1): Multiple arms – Genestealers have four arms, Beastial Face, Chitinous Hide, Beweaponed extremities (left and right front arms), Razor-sharp claws.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Purestrain	85	0	120	85	90	75	20	90	15
Random	70+2D10	0	100+3D10	80+2D6	80+2D10	50+3D10	10+3D6	80+2D	5+3D6