

## Welcome

In this book, you will create your faction from which you can later create armies to play the game. Unlike most table top miniature games that have set factions decided upon by the game's designers, Genesys puts that control in your hands.

Species creation is creating your army or faction book yourself. You start by creating your species, followed by unit classes. This defines the forces of your faction and faction.

Later when you are ready to play a game, will you select the forces of your faction to field and create an army list.

The Next Age of Tabletop Miniature gaming is here. Welcome, enjoy, and above all else prepare to take control of your gaming experience.



*The Insekta comprise of highly intelligent insect species. Their origins appear clouded and secret, for underground hidden from the sight, a dark malevolent spark would soon ignite with the arrival of the Creator species.*

*While the Creator Species found no existence of intelligent evolved species anywhere in Genesys, one did exist. It hid itself from these new invaders, waited and watched from the darkne*

*ss, allowing those above to spread their spores from world to world. Underground beneath their footsteps, were massive underground fungal colonies.*

*As the Genesys implantation of the worlds began, insects evolved at an increasingly rapid pace, becoming hosts and slaves to the Cordyceps. The Fungal Colonies grew and the insekt evolved, spreading with an insidious drive unparalleled to other emerging species.*

*Over time some Insekta threw off their hosts, and the weakest of the Cordyceps were destroyed freeing many Insekt species to evolve independently.*

*Many others, still infected by their fungal host, remain bound to the will of the Cordyceps.*

*Insekt are one of the fastest evolving species in the Genesys Worlds, with numerous classifications including the Arachnidea, Myriapoda, Crustacea, and the True Insekta.*

*Their drive is to feed and survive above all else. Clicks and whines from the mandibles of the Insekta are nearly impossible to decipher, and even those that try, cannot emulate the pheromonal changes to properly dictate meaning. Compound the effects of physical differences with hive control or the dark Cordyceps Fungi, and the result is that other life domains must confront the Insekta with extermination or fall prey to it.*

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## 1. Insekt Classifications

Insekt comprise of many different forms and variation. Their purpose is dedicated to feeding, propagation, and evolutionary progress. This forms the core of their morality, and their single-minded purpose from which drives them into conflict with the other Life Domains.

The Insekt have evolved from the earliest of times into a wide variety of species, each digging, clawing, and biting for its own survival.

While the Insekt do not make weapons, they have evolved into a large number of biological offensive and defense weapons, as well as chemical compounds from paralytic poisons to flesh burrowing larva.

While most Insekt species are creatures, many have evolved appendages to allow for fine manipulation granting access to weapons and more. Those that do not evolve in the direction of tool use and weapon, find their place as some of the deadliest creatures alive.

### The First Age

Insekt are pushing their survival instincts into maximum overdrive and evolve quickly and efficiently to overcome their surroundings. This allows changes among their numbers that can adapt in a few short generations.

### The Second Age

Ever pushing Evolution to its extremes, malign and deviant intelligence emerges providing a driving plague that borders on maniacal. They push hard into the other domains including the Ethereal realms of the Fey.

### The Third Age

As the worlds are ripped asunder, the Insekt are losing their holds faster than they can propagate. Reliance upon the genetic material of others must be consumed and absorbed.

## 1.1 Insekt Classifications

Insekt Classifications provide a starting place for your Insekt species. The Classifications each have their own starting characteristics, accessible traits, and bonuses.

- **Arachnea:** The Eight legged all into this order comprising of Spiders, Scorpions, and Whip Spiders
- **Crustaceae:** Heavily armored Crustacase take the form of massive beasts with traits similar to crabs, copepods, hexapods and more.
- **Insecta:** A Wide variety of Insekt fall into the Insecta Classifications, further dividing into orders that follow Dragonfly, Beetle, Wasps, Mantids etc.
- **Myriapoda:** Elongated with many legs, these creatures resemble Centipedes and Millipedes.

The Classifications Insekt are a starting point for your creation of an Insekt species. However, you are not required to start off with a set classification and can choose to start with a more generic species starting point.

## 2. Creating Your Biests

### 3.1 Definitions

**Classification:** Classifications are the starting point for your Insekt species. They define your species and/or class and give starting characteristics.

**Order:** Within each Classification there are multiple orders you may choose. Selecting one grants access to immediate bonuses, but also allows for additional traits and abilities unique to the Order.

**Species/ Faction:** Creating your own faction from the traits will help evolve and create your own Species. Your Species will determine what abilities and skills everyone in your army will have. The word race is also synonymous with either word, species or faction.

**Traits:** Traits for the Fey are gathered through spheres and contain abilities that apply to your models. There is a mandatory range of traits that you must select from.

**Abilities:** These are your special rules. Selecting your traits grants the abilities they contain for both your army and classes.

#### Characteristics:

**Strength:** Strength is used to determine the power of a melee attack. The stronger the attack, the higher the chance to cause critical damage when striking your opponent.

**Toughness:** Toughness determines how resilient a model is to be attacked.

**Movement:** a model may move up to 3x its movement and still perform an action. A model staying within its base movement range is considered to not be moving.

**Martial:** Martial is the melee combat skill of the model. This number here is added to the die roll when attacking in melee combat.

**Ranged:** This is the Ranged Combat skill of the model. This number here is added to the die roll when attacking in ranged combat.

**Defense:** Defense is how well a model can avoid being hit by opponents.

**Discipline:** The Discipline not only helps determine squad sizes for your classes, but helps the morale and determination of your models.

**Willpower:** The strength of Willpower directly correlates to the strength of Powers, as well as defending against Ethereal attacks. Willpower also helps determine morale.

**Command:** Command determines your leaders control over the battlefield, how many units can be activated per turn, and Initiative on the field.

#### Target Numbers

**Mtn- Martial Target Number:** This is the number required for your opponent to hit you in melee combat.  $\text{Martial} + \text{Defense} = \text{Mtn}$

**Rtn- Ranged Target Number:** this is the number required for your opponent to hit you with a ranged weapon.  $\text{Movement} + \text{Defense} = \text{Rtn}$

**Morale:** This determines a target number for your squad to stay within to avoid fleeing the field. Morale is determined by  $\text{Discipline} + \text{Willpower} = \text{Morale}$

#### Unit Classes

These unit classes are built off of your faction. Each Life Domain has their own unique way to creating unit classes.

Designing your unit classes allows for you to add additional traits to the specific classes of units, and the more advanced Classes can be built off of existing classes, creating even more powerful classes, leading up to Legendary Creatures.

#### Armory

Insekt do not have an armory, but some forms with tactile appendages are able to use weapons and armor. These are gained from Insektiod Templates that are cross-over species variations reaching into the Humanoid Primarius or other Life Domains

The armory is where weapons and equipment are listed for your faction. No unit classes come ready to field with weapons or equipment as standard. What they take is your choice. When making your army list for the game, you can decide what equipment they will take from what is available to each unit class. Primitive and Common Weapons and Equipment are available to everyone, while other Advanced Weapons or new Weapon types are restricted to units that know how to use them.

### 3.2 The Steps for Creation of your Species

1. Select your Faction's Starting Classification. You may choose to go without one. This gives you your starting characteristics.
2. Now you may select and choose an Order for your primary species. Again, you may choose to go without one and use the Generic Insekt Order. Orders grant access unique traits as well as setting out your mandatory and optional traits.
3. Choose Traits to create your species or faction. You may also at this point select an Insekt Template for your species, which will unlock additional trait options. These include Cordyceps or Armillaria Fungi, or Insektoid Crossovers.
4. You may take traits from Insekt Orders, Genetic Morphology, and Knowledge. Template Traits are also unlocked, allowing additional possible traits.
5. Create your Unit Classes selecting additional traits specific to the unit class you are creating.

### 3.3 Point Costs of Traits:

Every trait selection you add comes with a point cost associated with it. The total point cost of the Kingdom/ Regions/ Traits you select will be the base point cost per model of your faction.

A more-advanced species will cost more in point costs, but will also have additional traits making them more formidable in some way.

Ideally, standing somewhere in-between will give the most benefits and flexibility as you continue to create different unit classes.

**3.4 Stacking Abilities:** Stacking combines multiple ability bonuses together. There are a couple things to consider.

**Increases and Decreases** are only used when creating your species or advancing them. Both increases and Decreases apply to combined characteristics during species and unit class creation. Both Characteristics and non-characteristic increases and decreases are handled the same regarding stacking abilities.

**An Increase** is a permanent adjustment to your characteristics and are only used when creating your species/classes or advancing them. These only stacks within the same Sphere of Influence

**A Decrease** is a permanent penalty to your characteristics. These penalties are combined across evolutionary branches. This can result in a trait not being eligible to be taken if a characteristic is reduced below 1.

**Enhancements** are in game bonuses that are applied to a die roll. Enhancements only effect the characteristic listed and do not effect combined characteristics like Mtn, Rtn, and Morale. Examples are Rage, Equipping a Weapon, Powers (spells etc). So a martial enhancement would not affect Mtn.

These do stack from evolutionary branches and other sources, but are limited to the Maximum Age Bonus.

Maximum Bonus according to which Age your species is in.

1<sup>st</sup> Age: +3

2<sup>nd</sup> Age: +4

3<sup>rd</sup> Age: +5

The Maximum Bonus applies to a single model's maximum bonus during each age. For each die roll, no bonus may exceed the Maximum bonus for a single model.

**All other types of abilities** stack without restriction, with few restrictions.

For Example two traits from different spheres

Strength Increase 2

Strength Increase 1

*Result is a +2 to Strength, not +3 since the second bonus comes from a different spheres.*

Another Example of two traits from different branches

Strength Increase 2

Strength Decrease 1

*Result is a +1 to strength because increases and decreases are separate abilities*



### 3.5 Species Variants

There are evolutionary branches that include Mutations which grant species variants. These include Swarms, Giantism, Monstrous variations. Combining a unique combination of Insekt Classifications, Orders, and Species Variants can create some very unique and exciting options for your Insekt.

You may take multiple Species Variants

**Giantism** among the Insekts stem from a lack of control of growth hormones, and as such the individuals continue to grow throughout their lives. These health issues generally mean that a Giant's life is painful and full of stress. Among the Giants there is a tendency for violence which only adds to their fearsome reputations.

In appearance a Giant stands eight to ten feet in height with an overly-amplified muscular body.

**Swarms:** Most often small but comprise of a mass swarm or carpet of Insekts, these creatures rely up on the masses to over whelm and overtake their victims.

**Monstrous:** Monstrous Insekt gain the abilities of a Biest Kingdoms, gaining often strange and unique effects. These Monstrous creatures are wild and extreme within their own species. Wolf Spiders, Stag Beetles etc.

### 3.6 Armory Traits:

Common and Primitive weapons are not available to Insekt without specific traits.

*\*It's important to note that without a trait, Primitive and Common Weapons and Equipment are not available to Insekt.*

Where Insekt do have Armory Traits, they do not add to the point cost of the model, but instead to the weapon being equipped.

Weapons are not paid for until you are creating your army list for your game. Of course, you will have a good idea of how you want your models to be equipped before the game and have models that show the weapons you are using.

### 3.7 Scaled Abilities

Scaled abilities are most often only associated with Common, Advanced, and Apex forms of an Insekt Species. They allow for various levels of the ability to be taken. A Scaled Ability often has 2-4 levels and the ability will appear with an X variable where X is the numerical level of the ability. The Point cost of the ability is leveled so that you may take it at the point level you wish, however, you must pay the point costs of each level before it and use up a ability selection for each level.

An example looks like this: (not a real trait)

**Tough Carapace 5/10/22pts:** Increase Toughness X (Scaled Ability), 1<sup>st</sup> Age

What it means: The point cost and level of the ability scales upwards.

- Increase Toughness 1 costs 5pts
- Increase Toughness 2 costs 15pts
- Increase Toughness 3 costs 37pts

*\*Only the abilities with the (Scaled Ability) notation in front of the ability are scaled, additional abilities without the notation do not scale but are a part of the Trait.*

Scaled Abilities have several advantages.

- After any game where the primary objective was won, you may take the next level of a single Scaled Ability in your army instead of taking your Primary Objective Award.
- A Scaled ability only count as a one Ability when counting towards the maximum number of class abilities allowed for a unit class.

When creating your species, selecting a scalable ability always begins at level 1, with additional levels possible if you put additional selections into it.

- Lower Classes may only ever possess a level 1 scalable ability.
- Common Classes may take up to a level 2 scalable ability.
- Advanced Classes may take up to a level 3 scalable ability, if level 3 is available.
- Apex Classes may take up to level 4 for abilities that Scale, if level 4 is available.

*\*After any game where any model survives the entire game, you may choose to advance a single class one level in a scalable ability on top of any other bonuses gained from missions and playing.*

### 3.7 Class Only Traits

Some Traits are listed as Class Only

Class traits cannot be taken during species creation. Instead they can only be taken when you are creating your individual classes.

While Classes is the generic term in the Genesys Project, forms are a more accurate when discussing Insekt classes. The two terms can be interchangeably when regarding Insekts. There are 4 primary classes of Insekts.

- **Lower:** These are the simplest forms of the species, and evolving these forms comes much slower, although in most cases they are very much more plentiful. Workers, Drones, even some Larva fit into Lower Forms. Common Classes are limited to a single level of scaled traits.

- **Common:** These classes generally are much more cunning and dangerous with radical changes to evolutionary traits, allowing for scalable traits to highly adapt and alter their genetic pathways.
- **Advanced:** Advanced Forms are much more rare and terrifying. Often these are the leaders or elite soldiers of an Insekt Species.
- **Apex:** The top of the food chain, Apex Classes may be queens of hives, or massively powerful linebreakers in the Insekt Domain.

### 3.8 Insekt Start Here

It's time to create your Species and this is where you start. To do this, you have a selection of mandatory traits and starting characteristics.

- **All Insekt may fight with no weapon without suffering any penalties for doing so.**
- **Bioweapons are treated as weapons**

### Starting Characteristics

You have two options when it comes to creating your Biest Faction,

1. Insekt Classifications: Choosing an Insekt Classification: grants you with starting characteristics. To do this go to section 3 and begin creating your species.
2. Generic Insekt: If you choose not to start with an Insekt Classification for your Species, you begin with the base characteristics below, and start at 0 base points when creating your species.

Generic Insekts that do not start off with an Insekt Classification are often called Lesser Races. Use the following characteristics below to create your faction.

#### Generic Insekt Starting Characteristics Opts

Wounds: 1	Size: Medium	
Strength: 2	Toughness: 2	Movement 3
Martial: 2	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

### Steps to Create your Faction

1. Select your Faction's Starting Classification. You may choose to go without one. This gives you your starting characteristics.
2. Now you may select and choose an Order for your primary species. Again, you may choose to go without one and use the Generic Insekt Order. Orders grant access unique traits as well as setting out your mandatory and optional traits.
3. Choose Traits to create your species or faction. You may also at this point select an Insekt Template for your species, which will unlock additional trait options. These include Cordyceps or Armillaria Fungi.
4. You may take traits from Insekt Orders, Genetic Morphology, and Knowledge. Template Traits are also unlocked, allowing additional possible traits.
5. Create your Unit Classes selecting additional traits specific to the unit class you are creating.

### Evolutionary Branches

In each Evolutionary Branch, there are Primary and Secondary Traits. To unlock the Secondary Traits of a branch, a Primary Trait within the same branch must first be selected.

Each trait comes with a point cost for taking, as well as the special ability the trait grants for taking it. No trait may be selected twice.

Apex Traits are very specific traits that only Apex Classes may take them. Having a greater trait in an evolutionary branch, unlocks Apex traits.

### Mandatory Traits and Powers:

There are mandatory trait selections that must be chosen. The number of traits and/or powers that must be selected are often shown in a range of numbers. For example, 0-2 would give you options of taking 0, 1, or 2 traits from that category.

**You must take a minimum of 3 Traits for your Species**

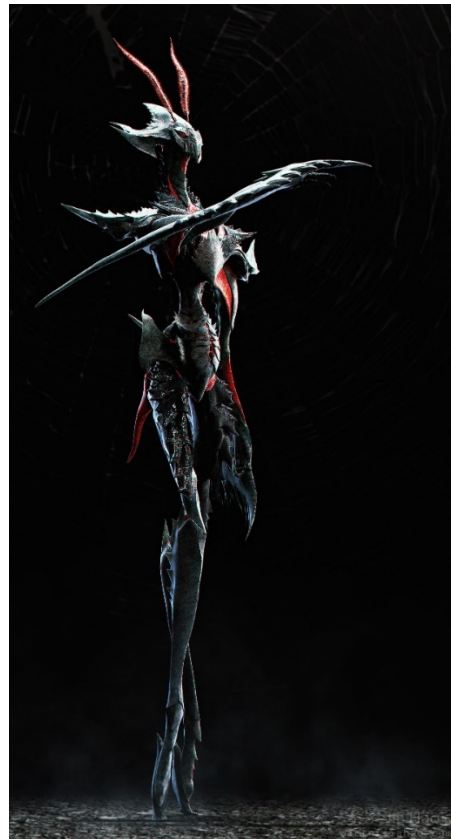
- Order Traits 0-3
- Genetic Morphology 0-2
- Environmental Adaptation 0-2
- Knowledge: 0-1

This gives you a choice of 3-8 traits to design and create your Biest species from.

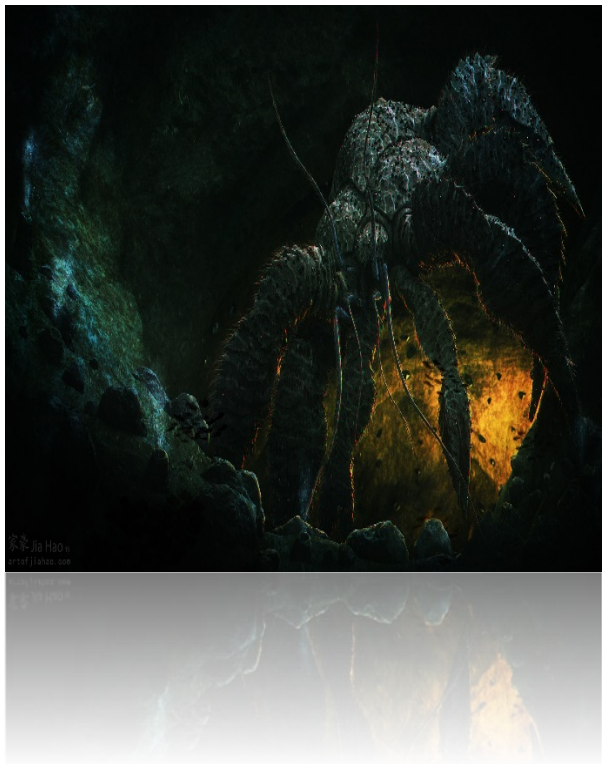
Why the range of few to several traits?

It will allow you to have a more-evolved or less-evolved species of your choice. A more advanced species costs

**Melee Attacks:** Taking an Insekt Order grants the model a very specific type of melee attack. Other traits and abilities will do this as well, but upgrades or improved attack forms often only apply to a certain type of Melee attack







## 4. Insekt Classifications and Orders

### Arachnea

#### Classification

*The Eight legged all into this order comprising of Spiders, Scorpions, and Whip Spiders.*

#### Arachnea Starting Characteristics Opts

Wounds: 1	Size: Medium	
Strength: 2	Toughness: 2	Movement 3
Martial: 2	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 4	Command: 2

### Arachnea Order

#### Arachnid

*Spiders make up a large majority of the Arachnea Order: Spiders have rigid fangs forming from the Chelicerae on their face. Their blood is blue, bonding to heavy copper found within their bloodstreams. Arachnids have chelicerae developed into Fangs perfect for delivering a venomous strike*

**Arachnid 4pts:** Unlocks Lesser Arachnid Traits

Increase Strength 1, Increase Martial 1,  
Melee Attack: Bite, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Arachnid Trait*

**Aggregate Webs (lesser) 5pts:** Webs, 1<sup>st</sup> age

**Flagelliform Webs (lesser) 2pts:** Webs, 1<sup>st</sup> Age

**Leap 5pts:** Leap 7, 1<sup>st</sup> Age

**Rigid Fangs 6pts:** Piercing 2 (Bite), 1<sup>st</sup> Age

**Stealth 3pts:** Stealth 1, 1<sup>st</sup> Age

**Tubuliform Webs (lesser) 5/8pts:** Webs X (Scaled Trait), 1<sup>st</sup> Age

**Venom 5pts:** Venom Neurotoxin (Bite), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Bolas Webs (greater) 8pts:** Webs, 1<sup>st</sup> Age

**Charged Webs (greater) 10pts:** Webs, 1<sup>st</sup> Age

**Deadly Strike 8pts:** Enhancement Martial 2 (First Round of Melee Combat only), 1<sup>st</sup> Age

**Infiltration 4pts:** Infiltration. 1<sup>st</sup> Age

**Large Arachnid 12pts:** Increase Size 1, Increase Wounds, 1<sup>st</sup> Age

**Deadly Venom 10pts:** Venom 1 Neurotoxin (Bite), 1<sup>st</sup> Age

**Sytode Webs (greater) 6pts:** Webs, Pre-requisite (Venom Neurotoxin), 1<sup>st</sup> age

**Web Sentry System 4pts:** Sentry 6, 1<sup>st</sup> Age

**Humanoid Appearance 3pts:** Insekt Mutation (Humanoid), 1<sup>st</sup> Age

**Biest Appearance 3pts:** Insekt Mutation (Biest), 1<sup>st</sup> Age

Arachnea Order**Scorpionoid**

*Scorpion and Whip Scorpions are characterized by their Chelicaerae (first set of legs) being enlarged pincers and a tail stinger (sometimes a whip). While heavily armored, a scorpion's optical senses reach beyond those provided by their eyes, allowing them to sense fast movement through sensory nerves throughout their carapace.*

**Scorpiod 7pts:** Unlocks Lesser Scorpiod Traits

Increase Strength 1, Increase Toughness 1,  
Melee Attack: Pincers, Tail Stinger, 1<sup>st</sup> Age

*Lesser Traits*

**Massive Pincers 2pts:** Increase Damage 1 (Pincers), 1<sup>st</sup> age

**Piercing Stinger 4pts:** Piercing 1 (Tail Stinger), 1<sup>st</sup> Age

**Prehensile Tail 4pts:** Increase Threat Range 1 (Tail attack only), 1<sup>st</sup> Age

**Tail Venom 5pts:** Venom Neurotoxin (Tail Stinger), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Whip Tail 6pts:** Whip Tail 2, Corrosive Attack 1 (Tail Stinger Only), 1<sup>st</sup> Age

**Aggression 8pts:** Enhancement Martial 1, Enhancement Movement 1 (During any activation that concludes in melee combat only), 1<sup>st</sup> Age

**Back Broods 6pts:** Insekt Larvae (back Brooding, Larvae Venomous), 1<sup>st</sup> Age

**Optic Carapace 8pts:** All Around Sight, 1<sup>st</sup> Age

**Quick Reflexes 5pts:** Sudden Attack 2, 1<sup>st</sup> Age

**Powerful Venom 8pts:** Venom 1 Neurotoxin (Tail Stinger Only), 1<sup>st</sup> Age

**Humanoid Appearance 2pts:** Insekt Mutation (Humanoid), 1<sup>st</sup> Age

## Crustacea

### Classification

*With heavy carapaces, Crustacea take the form of massive beasts with traits like crabs, copepods, hexapods and more. While many Crustacea are water-born, adult Crustacea are at home both on land or at sea.*

Crustacea Starting Characteristics Opts

Wounds: 1	Size: medium	
Strength: 3	Toughness: 3	Movement 2
Martial: 2	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

### Crustacea Order

#### Decapod

*Scorpion and Whip Scorpions are characterized by their Chelicaerae (first set of legs) being enlarged pincers and a tail stinger (sometimes a whip). While heavily armored, a scorpion's optical senses reach beyond those provided by their eyes, allowing them to sense fast movement through sensory nerves throughout their carapace.*

**Decapod 10pts:** Unlocks Lesser Decapod Traits

Increase Strength 1, Increase Martial 1,  
Melee Attack: Pincers, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Decapod Trait*

**Massive Pincers 5pts:** Increase Damage 2 (Pincers), 1<sup>st</sup> age

**Calcified Carapace 6/15/30pts:** Increase Toughness 1, 1<sup>st</sup> Age

**Hardened Defense 6pts:** Reduce Enemy Ranged and Martial Enhancements 1 (vs enemy attacking a model with this ability), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Impenetrable Defense 10pts:** Reduce Enemy Ranged and Martial Enhancements 2 (vs enemy models attacking this model), 1<sup>st</sup> Age

**Giant Decapod 25pts:** Increase Size 2, Increase Toughness 2, Increase Wounds 1, 1<sup>st</sup> Age

**Massive Strength 15pts:** Increase Strength 2, 1<sup>st</sup> Age

**Reptilian Mutation 3pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

### Crustacea Order

#### Isopod

*With heavy segmented armor, Isopods resemble massive walking pill bugs with armadillo-like armored plates. Many can roll themselves into a ball for faster movement and for protection.*

**Isopod 6pts:** Unlocks Lesser Isopod Traits

Increase Defense 1,

Melee Attack: Mandibles, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Isopod Trait*

**Rolling Ball 5pts:** Isopod Sphere 1 (when in a sphere, Enhanced Movement 2, Enhancement Toughness 1, Trample 1), 1<sup>st</sup> Age

**Large Isopod 3pts:** Increase Size 1, 1<sup>st</sup> Age

**Acrid Secretions 4pts:** Reduce Enemy Martial 1, Reduce Enemy Martial Target Number 1, 1<sup>st</sup> Age

**Calcified Carapace 6/13pts:** Increase Toughness X (Scaled Ability), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Perfect Sphere 10pts:** Isopod Sphere 1 (when in a sphere, Enhancement Toughness 1, Enhancement Strength 1, Trample 1), 1<sup>st</sup> Age

**Greater Isopod 15pts:** Increase Wounds 1, Increase Size 1, 1<sup>st</sup> Age

**Corrosive Attack 5pts:** Corrosive Attack 1 (Mandibles Only), 1<sup>st</sup> Age

**Reptilian Mutation 3pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

## Insecta

### Classification

*A Wide variety of Insekt fall into the Insecta Classifications, further dividing into orders that follow Dragonfly, Beetle, Wasps, Mantids etc.*

Insecta Starting Characteristics Opts

Wounds: 1	Size: Medium	
Strength: 2	Toughness: 2	Movement 3
Martial: 2	Ranged: 2	Defense: 3
Discipline: 3	Willpower: 2	Command: 3

*Greater Traits: Unlocked with a Lesser Coleoptera Trait*

**Giant Beetle 10pts:** Increase Size 1, Increase Strength 1, 1<sup>st</sup> Age

**Larger Mandibles 5pts:** Increase Damage 1 (Mandible), 1<sup>st</sup> Age

**Hardened Carapace 8/16pts:** Increase Toughness X (Scaled Ability), 1<sup>st</sup> Age

**Mimicry 5pts:** Infiltration, 1<sup>st</sup> Age

**Armored Spines 10pts:** Increase Defense 1, 1<sup>st</sup> Age

**Reptilian Mutation 3pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

### Insecta Order

## Coleoptera

*Coleoptera are a super order of Beetle type insekts that include a wide variety of forms with a surprising number of unique methods of combat.*

**Coleoptera 6pts:** Unlocks Lesser Coleoptera Traits, Increase Toughness 1, Increase Strength 1, 1<sup>st</sup> Age  
Melee Attack: Mandibles, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Coleoptera Trait*

**Distance Recognition 4/12pts:** Increase Ranged X (Scaled Ability), 1<sup>st</sup> Age

**Acrid Secretions 6pts:** Reduce Enemy Martial 1, Reduce Enemy Martial Target Number 1, 1<sup>st</sup> Age

**Boring Beetle Larvae 4pts:** Insekt Larvae (abdomen Brooding, Larvae Flesh Boring), 1<sup>st</sup> Age

**Large Beetle 12pts:** Increase Size 1, Increase Wounds, 1<sup>st</sup> Age

**Bombardier Chemical Attack (Bioweapon) 15pts:** Bombardier Chemical Attack 1, Bio-Artillery, 1<sup>st</sup> Age,

**Blister Larvae 6pts:** Insekt Larvae (abdomen Brooding, Larvae Blister), 1<sup>st</sup> Age

**Acidic Bite 6pts:** Corrosive Attack 1 (Mandibles), 1<sup>st</sup> Age

**Horned Beetle 5/12pts:** Trample X (Scaled Ability), 1<sup>st</sup> Age

**Metallic Shell 4/10pts:** Increase Rtn X (Scaled Ability), 1<sup>st</sup> Age

**Wings 6pts:** Flight, 1<sup>st</sup> Age

Insecta Order**Dipteran**

*Dipteran is a large order of flying insekt that range from large parasitic mosquitos to various other forms of flies other winged insekts. Dipteran are capable of great maneuverability in flight.*

**Dipteran 4pts:** Unlocks Lesser Dipteran Traits, Flight, Agile Flier, 1<sup>st</sup> Age  
Melee Attack: Bite or Claws (choose one), 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Dipteran Trait*

**Diseased 5pts:** Infectious Attack 1 (Dengue Fire, Bite or Claws Only), 1<sup>st</sup> Age  
**Parasitic Larva 6pts:** Insekt Larva (Abdomen Brooding, Parasitic Larvae), 1<sup>st</sup> Age  
**Improved Movement 8/14pts:** Increase Movement X (Scaled Ability), 1<sup>st</sup> Age  
**Blood Drain 4pts:** Anti Coagulation 1 (Claw only), 1<sup>st</sup> Age  
**Piercing Proboscis 3pts:** Piercing 1 (Bite Only), Gain Bite Attack, 1<sup>st</sup> Age

*Greater Traits: Unlocked with a Lesser Dipteran Trait*

**Hard to Hit 8pts:** Increase Defense 1, 1<sup>st</sup> Age  
**Large Flies 10pts:** Increase Size 1, Increase Strength 1, 1<sup>st</sup> Age  
**Plague Carrier 10pts:** Infectious Attack 2 (Ghastly Chills, Bite or Claw Attacks), 1<sup>st</sup> Age  
**Ocular Superiority 8pts:** Increase Rtn 1, 1<sup>st</sup> Age

Insecta Order**Formicadae**

*Formicadae are a large order of Ant-like insecta who can form a Hive Mentality controlled by Pheromones to the level of a hive acting as a single living being.*

**Formicadae 3pts:** Unlocks Lesser Formicadae Traits, Increase Strength 1, Pheromonal Command 1, 1<sup>st</sup> Age  
Melee Attack: Mandibles, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Formicadae Trait*

**Stingers 10pts:** Venom Neurotoxin (Tail Stinger Only), Gain Tail Stinger Attack, 1<sup>st</sup> Age  
**Pheromonal Control 2pts:** Pheromonal Command 1, 1<sup>st</sup> Age  
**Great Strength 4pt:** Increase Strength 1, 1<sup>st</sup> Age  
**Improved Movement 5pts:** Increase Movement 1, 1<sup>st</sup> Age  
**Worker Class 2pts:** Increase Strength 1 (Lesser Class Trait only)  
**Anti-Venom Excretions 1pts:** Resistance Venom 1, 1<sup>st</sup> Age  
**Bala (Bullet) Bite 6pts:** Increase Damage 2 (Mandibles), 1<sup>st</sup> Age  
**Insekt Drones 2/3pts:** Insekt Drones X (Scaled Ability), (Class Trait Only), 1<sup>st</sup> Age  
**Coordinated Attack 6pts:** War Veterans, 1<sup>st</sup> Age

*Greater Traits: Unlocked with a Lesser Formicadae Trait*

**Hive Mind 3/10pts:** Pheromonal Command (Scaled Ability), 1<sup>st</sup> Age  
**Crazy Ant 8pts:** Increase Defense 1, 1<sup>st</sup> Age  
**Soldier Class 10pts:** Increase martial 2, Increase Strength 1, (Common, Advanced, and Apex Class Trait Only), 1<sup>st</sup> Age  
**Flight 4pts:** Flight, 1<sup>st</sup> Age  
**Enslaving 3pts:** Insekt Slave Class (Species Trait only), 1<sup>st</sup> Age  
**Rupturing Glands (Bioweapon) 5pts:** Rupturing Glands 1, 1<sup>st</sup> Age  
**Reptilian Mutation 5pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

Insecta Order**Mantid**

*Mantids are varied forms of a Prey Mantis and their kin. Their front forelegs are powerful weapons that are often the last thing their prey ever see.*

**Mantid 8pts:** Unlocks Lesser Mantid Traits, Increase Martial 2, Increase Strength 1, Decrease Discipline 1, 1<sup>st</sup> Age  
Melee Attack: Forelegs, Mandibles (can use either one for an attack), 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Mantid Trait*

**Leap 5pts:** Leap 7, 1<sup>st</sup> Age  
**Critical Strike 2/4/7pts:** Increase Critical Damage X (Scaled Trait) (Foreleg Attacks Only), 1<sup>st</sup> Age  
**Powerful Strike 4/14pt:** Increase Strength X (Scaled Ability), 1<sup>st</sup> Age  
**Improved Movement 8pts:** Increase Movement 1, 1<sup>st</sup> Age  
**Incredible Mimicry 4pts:** Enhancement Cover 3 (if stationary), 1<sup>st</sup> Age  
**360 Degree Sight 4pts:** All Around Sight, 1<sup>st</sup> Age

*Greater Traits: Unlocked with a Lesser Mantid Trait*

**Amazing Luck 8pts:** Modify Result 1, 1<sup>st</sup> Age  
**Ambush 6pts:** Infiltration, 1<sup>st</sup> Age  
**Lightning Strike 8pts:** Quickness 3, 1<sup>st</sup> Age  
**Ocular Advantage 8pts:** Increase Rtn 2, 1<sup>st</sup> Age  
**Greater Mantid 9pts:** Increase Size 1, Increase Strength 1, 1<sup>st</sup> Age  
**Deadly Striker 8/20pts:** Increase Martial X (Scaled Ability), 1<sup>st</sup> Age  
**Reptilian Mutation 5pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

Insecta Order**Vespidae**

*Vespidae are the Hornets and Wasps of the Insekt Domain. Communal with great flying ability and attacks, Vespidae are dangerous in the extreme.*

**Vespidae 5pts:** Unlocks Lesser Vespidae Traits, Flight, 1<sup>st</sup> Age  
Melee Attack: Mandibles, Tail Stinger, (can use either one for an attack), 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Vespidae Trait*

**Agile Flyer 5pts:** Agile Flight, Pre-Requisite Flight, 1<sup>st</sup> Age  
**Pheromonal Control 3pts:** Pheromonal Command 1, 1<sup>st</sup> Age  
**Stinger Venom 8pts:** Venom Neurotoxin 1 (Tail Stinger), 1<sup>st</sup> Age  
**Insekt Drones 2/5pts:** Insekt Drones X (Scaled Ability), 1<sup>st</sup> Age  
**Worker Class 2pts:** Increase Strength 1 (Common Class Trait only), 1<sup>st</sup> Age  
**Parasitic Wasp 4pts:** Insekt Larva (Abdomen Brooding, Parasitic Larvae), Decrease Discipline 1 (Only effects Adult Insekt not Larvae), 1<sup>st</sup> Age  
**Decapitating Mandibles 4pts:** Increase Damage Critical Hits 2 (Mandibles Only) 1<sup>st</sup> Age

*Greater Traits: Unlocked with a Lesser Vespidae Trait*

**Hive Mind 4/12pts:** Pheromonal Command (Scaled Ability), 1<sup>st</sup> Age  
**Coordinated Attack 8pts:** War Veterans. 1<sup>st</sup> Age  
**Painful Sting 5pts:** Increase Damage 1 (Tail Stinger Only), 1<sup>st</sup> Age

## Myriapoda

### Classification

*Elongated with many legs, these creatures resemble Centipedes and Millipedes.*

Myriapoda Starting Characteristics Opts

Wounds: 1      Size: Medium

Strength: 2      Toughness: 3      Movement: 3

Martial: 2      Ranged: 2      Defense: 3

Discipline: 2      Willpower: 2      Command: 2

### Myriapoda Order

## Centipede

*Centipede are elongated arthropods with many legs that can number into the hundreds.*

**Centipede 6pts:** Unlocks Lesser Centipede Traits, Increase Movement 1, Decrease Ranged 1, Increase Martial 1

Melee Attack: Mandibles and Tail Stinger, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Centipede Trait*

**Mandible Venom 5pts:** Venom Neurotoxin (Mandibles), 1<sup>st</sup> Age

**Larva Swarms 4pts:** Insekt Larva, (No Brooding, Larvae Venomous), Decrease Toughness 1 (Only effects Adult Insekt not Larvae), 1<sup>st</sup> Age

**Large Centipede 8pts:** Increase Size 1, Increase strength 1, 1<sup>st</sup> Age

**Covered Movement 2pts:** Stealth, 1<sup>st</sup> Age

**Subterranean Movement 6pts:** Subterranean Movement 2, 1<sup>st</sup> Age

**Subterranean Infiltration 4pts:** Infiltration, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Subterranean Attack 10pts:** Subterranean Reserves, 1<sup>st</sup> Age

**Corrosive Tail Stinger 5pts:** Corrosive Attack 1 (Tail Stinger only), 1<sup>st</sup> Age

**Regenerative Body 8/16pts:** Regeneration X (Scaled Ability, 1<sup>st</sup> Age

**Reptilian Mutation 3pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

### Myriapoda Order

## Millipede

*Millipede are elongated arthropods with thickened carapaces, and legs that can number in the hundreds. They can grow large, and with Ozopores in their carapace*

**Millipede 6pts:** Unlocks Lesser Centipede Traits, Increase Strength 1, Decrease Ranged 1, Increase Toughness 1

Melee Attack: Bludgeoning, 1<sup>st</sup> Age

*Lesser Traits: Unlocked with the Millipede Trait*

**Rolling into a Defensive Ball 2pts:** Enhancement Toughness 2, Requires an Action (cannot move or attack when in a defensive ball), 1<sup>st</sup> Age

**Large Millipede 6pts:** Increase Size 1, 1<sup>st</sup> Age

**Hardened Carapace 6/18pts:** Increase Toughness X (Scaled Ability), 1<sup>st</sup> Age

**Subterranean Movement 6pts:** Subterranean Movement 2, 1<sup>st</sup> Age

**Infiltration 4pts:** Infiltration, 1<sup>st</sup> Age

**Acrid Secretions 4/6pts:** Reduce Enemy Martial X (Scaled Ability), Reduce Enemy Martial Target Number X (Scaled Ability), 1<sup>st</sup> Age

**Foul Larvae 5pts:** Insekt Larva (No Brooding, Larvae Acrid), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Giant Millipede 6pts:** Increase Size 1, Increase Strength 1, 1<sup>st</sup> Age

**Corrosive Secretions 8pts:** Corrosive Attack 1 (Bludgeoning) (on successful hits), 1<sup>st</sup> Age

**Subterranean Attack 10pts:** Subterranean Reserves, 1<sup>st</sup> Age

**Reptilian Mutation 3pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age

## 4.1 Genetic Morphology

*Insekt can change and evolve into new variations at an alarming rate. This allows them to rapidly change to adapt to new stressors or opportunities that are presented to them. To the more intelligent Insekt species, they are more adaptable and evolved than any Humanoid, Otherworldly Fey, or those stuck in the past of their Lineages. While specific orders beginning with the 1<sup>st</sup> Age are very restricted, adaptations and mutations are very flexible, as mother nature provides the Insekt with what appears as limitless opportunities to evolve forward.*

### Evolutionary Branch

#### Mobility

*From*

*Lesser Traits:*

**Agility 4/10pts:** Evasion X (Scaled Ability), 1<sup>st</sup> Age  
**Subterranean Movement 8pts:** Subterranean Movement 2 (Class Trait), 1<sup>st</sup> Age  
**Climbing 2pts:** Climbing, 1<sup>st</sup> Age  
**Faster Movement 5/15pts:** Increase Movement X (Scaled Ability), 1<sup>st</sup> Age  
**Recon 3pts:** Recon, 1<sup>st</sup> Ag

*Greater Traits: unlocked with a lesser trait*

**Quick Reflexes 10pts:** Increase Mtn 1, 1<sup>st</sup> Age  
**Infiltration 6pts:** Infiltration, 1<sup>st</sup> Age  
**Relentless Assault 15pts:** Relentless Assault 1, 1<sup>st</sup> Age  
**Rigorous Movement 12pts:** Rigorous Runner 1, 1<sup>st</sup> Age  
**Wings 10pts:** Flight, 1<sup>st</sup> Age

### Evolutionary Branch

#### Exoskeleton

*From*

*Lesser Traits:*

**Chameleon 4/8/18pts:** Chameleon 2+X (Scaled Ability), 1<sup>st</sup> Age  
**Mimicry 2pts:** Concealment, 1<sup>st</sup> Age  
**Heavy Carapace 3pts:** Reduce Critical Hit Damage 1  
**Insekt Strength 5/15/35pts:** Increase Strength X (Scaled Ability), 1<sup>st</sup> Age  
**Calcified Carapace 8/18:** Increase Toughness X (Scaled Ability), 1<sup>st</sup> Age  
**Mutated Morphology 10pts:** Combined Order 1, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Spiked Carapace 8pts:** Increase Defense 1, 1<sup>st</sup> Age  
**Hard to Kill 15pts:** Increase Wounds 1  
**Giant Arthropod 10/25/45pts:** Increase Size X (Scaled Ability), Increase Wounds X (Scaled Ability), 1<sup>st</sup> Age

### Evolutionary Branch

#### Genetic Mutations

*From*

*Lesser Traits:*

**Mutated Morphology 5pts:** Combined Insekt Order 1, 1<sup>st</sup> Age  
**Reptilian Mutation 5pts:** Insekt Mutation (Reptilian), 1<sup>st</sup> Age  
**Humanoid Mutation 5pts:** Insekt Mutation (Humanoid), 1<sup>st</sup> Age  
**Biest Appearance 5pts:** Insekt Mutation (Biest), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Evolutionary Advantage 10pts:** Combined Insekt Classification, (Species Trait only), 1<sup>st</sup> Age



Evolutionary Branch**Circulatory***Lesser Traits:*

**Acrid Secretions 6pts:** Reduce Enemy Martial 1, Reduce Enemy Martial Target Number 1, 1<sup>st</sup> Age

**Night Vision 2pts:** Night Sight, 1<sup>st</sup> Age

**Venom Glands 8pts:** Venom Neurotoxin, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Adrenal Glands 8/18pts:** Quickness X (Scaled Ability), 1<sup>st</sup> Age

**Beserker Bug 8/15pts:** Reduce Enemy Martial Target Number X (Scaled Ability), Enhancement Strength X (Scaled Ability), 1<sup>st</sup> Age

**Anathema 18pts:** Anathema 8, 1<sup>st</sup> Age

**All Around Sight 6pts:** All Around Sight, 1<sup>st</sup> Age

**Diseased 5pts:** Infectious Attack 1 (Necrotizing Fasciitis), 1<sup>st</sup> Age

Evolutionary Branch**BioWeaponry***Lesser Traits:*

**Mandibles 1pts:** Gain Mandible Melee Attack, 1<sup>st</sup> Age

**Pincers 1pts:** Gain Pincers Melee Attack, 1<sup>st</sup> Age

**Stinger Tail 1pt:** Gain Tail Stinger Melee Attack, 1<sup>st</sup> Age

**Hold Enemy 6pts:** Holding Grasp (Pincers and Mandible, Tentacles), 1<sup>st</sup> Age

**Serrated 8pts:** Enhancement Martial 1 (Pincers Mandibles), 1<sup>st</sup> Age

**Piercing Stinger 8pts:** Piercing 2 (Tail Stinger), 1<sup>st</sup> Age

**Spike Launcher 5pts (Bioweapon):** Spike Launcher 1, 1<sup>st</sup> Age

**Flesh Tearing Tentacles 8pts (Bioweapon):** Gain Tentacles Melee Attack, 1<sup>st</sup> Age

**BoneBlades 6pts (Bioweapon):** Gain BoneBlades Attack, Boneblades1, 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Multiple Attacks 8pts:** Increase Attack 1 (using two different Melee Attacks only) 1<sup>st</sup> Age

**Decapitating Attack 18pts:** Instant Death (Pincers or Mandibles), 1<sup>st</sup> Age

**ScytheBlade 8/18pts:** Enhancement Martial X (Scaled Ability) (Boneblades), 1<sup>st</sup> Age

**Piercing Tentacles 8/18pts:** Enhancement Piercing X (Scaled ability) (Tentacles)

**Spike Array 20pts (Bioweapon):** Spike Array 1, Bio-Artillery 1, 1<sup>st</sup> Age

**Debilitating Venom 10pts:** Venom Neurotoxin 1 (Tail Stinger, Spike Launchers), 1<sup>st</sup> Age

**Arcing Thrust 10pts:** Arc Attack (Boneblades), 1<sup>st</sup> Age

**Sweep Attack 8pts:** Arc Attack (Must be a Large or bigger Models only), 1<sup>st</sup> Age

**Smash Attack 10pts:** Smash attack 1, (Must be a Large or bigger Models only), 1<sup>st</sup> Age

## 4.2 Environmental Adaptation

*Eusociality*

*Evolutionary Branch*

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### Eusociality

*Lesser Traits:*

**Castes 3pts:** Class Bonus 2 (Type is your choice)  
**Brood Care 2pts:** Adaptive Knowledge 1  
**Insekt Hordes 1/2/3pts:** Class Bonus X (Lesser) (Scaled Trait), 1<sup>st</sup> Age  
**Large Nests 2/3pts:** Class Bonus X (Common) (Scaled Trait), 1<sup>st</sup> Age  
**Greater Connection 4/6pts:** Pheromonal Command X (Scaled Ability), 1<sup>st</sup> Age  
**Incremental Command 5/10pts:** Increase Command (Scaled Ability), 1<sup>st</sup> Age

*Greater Traits: unlocked with a lesser trait*

**Advanced Species 3/4pts:** Class Bonus X (Advanced) (Scaled Trait), 1<sup>st</sup> Age  
**Slave Species 3pts:** Insekt Slave Class  
**Advanced Brood Care 4pts:** Adaptive Knowledge 2  
**Legendary Apex 4/5/6pts:** Bonus Traits X (Scaled Ability) (Apex Class Only), 1<sup>st</sup> Age  
**Superorganism 8pts:** Superorganism, Species Trait, 1<sup>st</sup> Age

*Evolutionary Branch*

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### Environmental Extremes

*In general Humanoids do not live in the most extreme environments that can be found in Genesys, but they do exist. From worlds with little atmosphere that do not protect their inhabitants from radiation, to extreme heat or cold, to low oxygenated lands.*

You may only take one Weakness optional ability from the Environmental Extremes evolutionary branch

*Primary Traits*

**Acid Resistance 2/4/6pts:** Resistance Acid X (Scaled Ability), Weakness Resonance 1 (optional) -1pts, 1<sup>st</sup> Age  
**Cold Resistance 2/4/6pts:** Resistance Cold X (Scaled Ability), Weakness Fire 1 (optional) -1pts, 1<sup>st</sup> Age  
**Electricity Resistance 2/4/6pts:** Resistance Electricity X (Scaled Ability), Weakness Resonance 1 (optional) -1pts, 1<sup>st</sup> Age  
**Fire Resistance 2/4/6pts:** Resistance Fire X (Scaled Ability), Weakness Cold 1 (optional) -1pts, 1<sup>st</sup> Age  
**Poison Resistance 2/4/6pts:** Resistance Poison X (Scaled Ability), Weakness Radiation 1 (optional) -1pts, 1<sup>st</sup> Age  
**Radiation Resistance 2/4/6pts:** Resistance Radiation X (Scaled Ability), Weakness Poison 1 (optional) -1pts, 1<sup>st</sup> Age  
**Sound Resistance 2/4/6pts:** Resistance Resonance X (Scaled Ability), Weakness Acid 1 (optional) -1pts, 1<sup>st</sup> Age

## 4.3 Knowledge

### Evolutionary Branch

#### Combat

##### *Lesser Traits:*

**Charger 5pts:** Charger 1, 1<sup>st</sup> Age

**Greater Discipline 2/4/6pts:** Increase Discipline X (Scaled Ability), 1<sup>st</sup> Age

**Martial Learning 8/1/40pts:** Increase Martial X (Scaled Ability), 1<sup>st</sup> Age

**Ranged Preference 7pts:** Increase Ranged 1, 1<sup>st</sup> Age

##### *Greater Traits: unlocked with a lesser trait*

**War Veterans 8pts:** War Veterans (Class Trait only)

### Evolutionary Branch

#### Advanced Knowledge

##### *Primary Traits*

**Lesser Knowledge 3pts:** Increase Willpower 1, Bonus Trait 1, (Common, Advanced and Apex Classes only) 1<sup>st</sup> Age

**Aid 3pts:** First Aid, 1<sup>st</sup> Age

**Greater Command 4/10/18pts:** Increase Command (Scaled Ability), 1<sup>st</sup> Age

**Cordyceps Fungi 2pts:** Spores of the Gods, Species Trait only, 1<sup>st</sup> Age

**Armillaria Fungi 2pts:** Spores of the Gods, Species Trait only, 1<sup>st</sup> Age

**Forbidden Knowledge 20pts:** Forbidden Knowledge (Advanced and/or Apex Class Trait only)

##### *Secondary Traits*

**Greater Knowledge 6pts:** Increase Willpower 1, Bonus Trait 2 (any Trait You have the pre-requisites for), (Common, Advanced and Apex Classes only), 1<sup>st</sup> Age

**Infinite Knowledge 40pts:** Knowledge of the Infinite (Apex Class Traits Only)

### Evolutionary Branch

#### Psychic Nodes

##### *Primary Traits*

**Psychic Awareness 8/18/42pts:** Psychic Awareness X (Scaled Ability), 1<sup>st</sup> Age

**Cerebral Nodes 8/10pts:** Cerebral Nodes X (Scaled Ability), 1<sup>st</sup> Age

**Cognitive Resonance 5/12pts:** Cognitive Resonance X (Scaled Ability), 1<sup>st</sup> Age

**Psychic Prowess 4pts:** Psychic Prowess, 1<sup>st</sup> Age

##### *Secondary Traits*

**The First Gods 6/15/25pts:** First Gods (Scaled Ability) (Cordyceps and Armillaria Species only), 1<sup>st</sup> Age

**Controlled Energy Conduit 8pts:** Controlled Conduit, 1<sup>st</sup> Age

**Divine Fragments 4/12/21pts:** Increase Willpower X (Scaled Ability) (Cordyceps and Armillaria Species only), 1<sup>st</sup> Age

## 5. Unit Class Creation

A Unit Class defines the training, special abilities, and equipment access that a model has access to. You will be creating these yourself, expanding upon the traits already chosen as your base species.

Unit Classes are divided into 4 categories, Lesser, Common, Advanced, and Apex. You will be creating several of each category that will make up the fighting forces of your armies for your faction.

Equipping your faction is not done here, and you can equip your models with any equipment that they have access to through the traits and your armory.

Most miniature games, give you a set of units that you are to build your army off. These may include several veteran unit entries with different equipment and weapon load outs but have the same stat lines.

In Genesis, we form Unit Types. A Unit Type gives you a stat line and special abilities that you get to choose by adding new traits that apply to this unit type. What they are equipped with is more of your choice, and the traits that give them access to more advanced weaponry.

You build several unit classes in each category depending on the characteristics of your primary species.

For Insekt, the Physical characteristics are used to determine the number of classes. These are your Strength, Toughness, and Movement characteristics  
Lesser Classes= the highest Characteristic

Common= the Second highest characteristic

Advanced= the third and lowest characteristic

Apex= you may create as many Apex Classes, as your lowest Knowledge Characteristic (Discipline, Willpower, or Command)

## Insekt Unit Class Formation

To create your unit types, you start with the base species. This is your base, from which you can add new traits to create new Unit Classes

### 5.1 Lesser Insekt Unit Classes

*Lesser Squads*

*Lesser Squads may only take one level of a Scaled ability. Any level of a scaled trait lost from the base species also reduces the point cost.*

**Pt Cost:** Base Species+ Additional Traits

**Wounds:** 1

**Base Attacks:** 1

**Stats:** No Increase although selected traits may do this

**Traits:** You may select a single trait for this class, adding on the cost of the trait for each model.

**Squad Size:** Increase Squad Size 2

**Insekt Order:** Lesser Insekt Classes may swap out their Insekt Order with another, but may not have traits from other orders.

### 5.2 Insekt Common Unit Classes

*Special Units or Elite Warriors are something to be feared on the battlefield.*

*Common Classes may take up to a level 2 scalable trait. Any level of a scaled trait lost from the base species also reduces the point cost*

**Pt Cost:** Base Faction or Lesser Base Class + Additional Traits

**Wounds:** 1

**Base Attacks:** 1

**Stats:** You may increase a single characteristic by 1 for +5 pts. This stacks with Increases but may not take a trait above 6.

**Traits:** You may select a single trait for this class, adding on the cost of the trait for each model.

**Additional Trait:** Common Insekts may take an additional trait for increased cost +10pts

**Squad Size:** Increase Squad Size 1

**Insekt Order:** Common Insekt Classes may swap out their Insekt Order with another but may not have traits from other orders.

### 5.3 Insekt Advanced Unit Classes

#### *Advanced Unit Classes*

Advanced Classes may take up to a level 3 scalable trait, if level 3 is available. *Any level of a scaled trait lost from the base species also reduces the point cost*

**Pt Cost:** Base Faction, Lesser or Common Base Class  
x2+ Additional Traits

**Wounds:** +1

**Base Attacks:** +1

**Stats:** You may take a +1 characteristic Increase of your choice, these can stack with Increased abilities.

**Traits:** You may select a single trait for this class, adding on the cost of the trait for each model.

**Additional Trait:** A second trait can be added to this class at the increased cost of the trait +5pts

**Squad Size:** No Changes

**Insekt Order:** Advanced Classes cannot switch our Insekt Orders.

### 5.4 Insekt Apex Classes

**Pt Cost:** Base Faction or Base Class x2+ Additional Traits

**Wounds:** +1

**Base Attacks:** +4

**Stats:** +3 characteristic Increase of your choice.

These can stack with Increased abilities, and the leader characteristic bonus. These may be split up and distributed how you like among Characteristics

**Traits:** You may select two traits for this class, adding on the cost of the trait for each model.

**Additional Trait:** A second trait can be added to this class at the increased cost of the trait +15pts

A Third Trait may be added as well, for an additional 30pts

**Squad Size:** No Changes

**Insekt Order:** Advanced Classes cannot switch our Insekt Orders.

**Apex Predator:** When selecting this trait, you may select any Ability with an "X" or "number" modifier to it that the model already has and grant it an Enhancement 1.

**Apex Models:** may not join other squads

## 5.5 Preparing your Forces

**Creating Your Army List:** The Genesys Project scales upwards in squad sizes and what unit types are available as the point value of your game increases.

Each point level concentrates on a specific class type to really concentrate on that class. This makes it so small skirmish sized games really focus on standard classes, while larger games incorporate additional class types and focus on more specialized forces.

At this point you should have decided upon a point level of gameplay, set up the board, and resolved what your missions are during the game. Now it is time to write out your army list for the game, selecting unit classes and equipping them. There is no limited number units that can be taken.

Once you have reached your maximum points allowed during the game, share your list with your opponent, and your species sheets if your opponent is not familiar with your species. Your deployment choices should also be recorded for the game with your army list. See 6. Deployment for more details.

**Squad Sizes:** When the squad size is higher than 1, squad size is determined by the highest Discipline characteristic of the models in the squad, with a multiplier.

You may take as many different squads of the unit classes allowed during a game.

The following Classes are for Biests only. For other Life Domains, you must check the appropriate Domain book.

**Lesser Classes:** Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Discipline x1

251-500pts- Discipline x2

501- 1000pts- Discipline x3

1001-2000pts- Discipline x4

2001+ Discipline x5

For example, a 1000pt game for a unit class with a discipline of 3 would be 3-9models.

**Common Classes** Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- 1 Squad Only/ Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

2000+ Discipline x4

**Advanced Classes:** Maximum Squad Size:

Minimum Squad size equals the multiplier

125-500pts- Cannot participate

501- 1000pts- 1 Squad Only/ Squad Size 1

1001-2000pts- Discipline x1

2001+ Discipline x2

**Apex Classes**

125-1000pts- Cannot Participate

1001-2000pts- 1 Squad Only/ Squad Size 1

2001+ Only Single Models (can have more than one on the table if you have multiple Unique Classes)

**Creating Heroes from your Mission:**

Any mission that you succeed with your primary mission, you may instead of using your primary mission reward (like buying new traits), you may instead create a new Hero.

Heroes set themselves apart being able to additional traits that are specific to them. Heroes are created in your specific Life Domain book in the sections regarding Class Creation.

## 5.6 Heroes and Characters

Once you create your classes, you have the option to create characters and heroes for your unit classes. These are persons or individuals that have pushed beyond the normal everyday warrior and tactician, able to bring new abilities and strengths to your forces.

You may make a character at any time after a game that you succeeded in accomplishing your primary mission. This replaces the normal mission award but is fulfilling in that heroic models from your battles can become full blown heroes for your faction.

### Heroes for Standard Play

Hero Points: allow for single or multiple models to participate in games, and yet limits who and how many may be in a single game by their Class Origins.

**Hero Points 1:** Standard, Disciple, Lesser, and Lesser Incarnates- Added Model Cost is 25pts

**Hero Points 2:** Elite, Common, Greater, and Devout; -Added Model Cost is 50pts

**Hero Points 3:** Leader, Rare, Archlord, Greater, and Greater Incarnate; - Added Model Cost is 100pts

**Hero Points 4:** Unique, Paragons, and Ancient; -Added Model Cost is 150pts

- 250pt games allows 1pt
- 500pt games allows 2pt
- 1,000pt games allows 3pts
- 1,500pt games allow 4pts
- 2,000pt games allow 5pts
- 2,500 games allow 6pts

\*Heroes count as a squad of their class type.

**Heroplay** are games where Heroes of any type can play if they fit within the point cost of the game.

During Heroplay, any additional support units may join from any classes. These games are meant to be huge storyline games, or part of an adventure campaign that focuses specifically on Heroes. There are no restrictions on the types of Unit Classes that can play these games. Suggested Point levels are 500pt games to start with, and 1,000 for truly epic confrontations between heroes.

**Adventure or Narrative Campaign Play** is meant to be a way to build narrative events. There will be a set way to build these adventure narrative games so that they are easier to build for organizers, but here is an example below. Final release of the Genesys Project will have a formula set up for the event and rewards based on missions and rewards.

Adventures can be a set mix of games over a weekend, event, or other set time. Ideas for these types of narrative events would be as follows

- Prologue Event: Skirmish 250 or 500pt normal game with a shared secondary mission at the start of the game, then a rolled for shared Primary Event round 2 where the Primary Mission is rolled for or brought into the game.
- Hero Response: A Heroplay 500 game, where bands of heroes move in to discover what is going on. Rewards (like artifacts and Items of power can be worked into this)
- Large Heroplay 1,000pt battle: with surviving heroes form the first hero game can play.
- Climatic Massive Standard Game 1500 or 2,000pts with surviving heroes, and normal hero restrictions to bring new heroes into the battle.

## 5.7 Creating Your Heroes

To make an individual Hero, simply select a unit class or squad, and start below. Add the point cost of the traits chosen to the individual model.

1. Select Unit Class or Squad that participated in the battle to create your individual from. Unique, Paragon, and Ancient classes, or other Unit Class Types where there is only a single model, may truly become legendary Heroes in this manner.
2. Select a characteristic to increase. This stacks with other characteristics, and increases the point cost of the model by the following
  - Standard, Disciple, Lesser, and Lesser Incarnates- Added Model Cost is 25pts
  - Elite, Common, Greater, and Devout; -Added Model Cost is 50pts
  - Leader, Rare, Archlord, Greater, and Greater Incarnate; - Added Model Cost is 100pts
  - Unique, Paragons, and Ancient; - Added Model Cost is 150pts
3. Select a Hero Trait below and apply it's point cost to the model.

### Select one of the following Hero Traits

**Exceptionally Gifted Xpts:** When selecting this trait, you may select any Trait with an X modifier to it that the model already has and Enhance it by 1. This can even be applied to weapons and armor but cannot exceed the Maximum Age Bonus for any trait. You must pay double the point cost of the trait for this Enhancement.

**Heroes Luck 45pts:** This allows for a single re-roll per Game Turn for the Hero.

**Inspirational Effects Xpts:** You may select one effect that will inspire others.

- **Inspirational Morale 20pts:** This grants an Enhancement 2 to Morale to all models within a radius of Command x2
- **Inspirational Melee 30pts:** This grants an Enhancement 1 to Martial Target Number (Mtn) to all models within a radius of Command x1

- **Inspirational Ranged 35pts:** This grants an enhancement 1 to Ranged Target Number (Rtn) to all models within a radius of Command x1

**Visionary Hero Xpts:** Visionaries with abilities that allow for insight into the future, through either amazing intelligence, Divination, or other means.

- **Focused Visionary 30pts:** Any Mission Reward that is part of the game you may take if you accomplished it. This allows you to take your opponent's Mission Reward if you stopped them from accomplishing it, or even the reward from your Secondary Mission if you win it. You may only select one. Your Hero must be alive at the end of the game to do this.
- **Directional Visionary 30pts:** This allows you to automatically roll dice equal to your Command Value to a maximum equaling the Maximum Age Bonus when rolling for your primary mission.
- **Master Tactician 35pts:** After deployment, you may reduce the total of your deployment zones by 2 when determining who gains initiative for the first Game Round. In addition, the number of squads you may activate each Game Round is increased by 1.

**Hero Ability X:** You may select an additional trait that you qualify for. This is considered a Heroes Trait and is applied to this model only. The Cost is equal to the Trait +15pts





## 6.1 Spores of the Gods

Before the arrival of Creator Species, and even long before the birth of the Leviathan, ancient Primordial Beings existed before time and space. It was their conflict and destruction that brought about the birth of the Universe. Their remains still exist in the smallest of fragments constantly in a state of decay and degradation.

To Insekts the decaying matter was the nectar of the gods, and through evolutionary diversity, the Insekts learned to care and harness the energies of left behind. Like a long slumber, awareness quietly awoke among the decaying matter of the gods, and the Cordyceps and Armillaria were born.

Insekts quickly were subverted by the psychic energy of the fungi, controlled or enslaved under the empowering will of the Cordyceps and Armillaria.

Both the Cordyceps and Armillaria are growths of fungi that have grown upon the old fragments of the Gods. They are immortal, and control vast swaths of the Genesys Worlds devouring and seeding new worlds and dimensions.

When the other Domains Arrived, their hunger grew.

**Armillaria** are some of the largest living organisms in the Genesys Worlds, some able to achieve planet wide growth. In opposition to the Cordyceps the Armillaria nurture the Insekts under their control.

Armillaria maintain their normal classes with the following added

- All Insekt Advanced and Apex classes receive Increase Willpower 1
- In addition, Advanced and Apex Classes may select an additional Knowledge trait when created, for the point cost of the trait.

**Cordyceps** are necrotic Fungi that live by spreading their spores among Insekt populations. The Insekts of the Cordyceps live for a very short time, then die spreading their spores over a large area for other Insekts to come across.

The dead bodies are then harnessed by the Cordyceps colony under direct psychic control.

Cordyceps maintain their normal Classes with the following added.

- All Insekt Common Classes become Non-Living creatures and cost an additional 7pts. You can learn more about non-living creatures in Section 13 of the Core Rules.
- Additional Classes may be built upon the Non-living or the some of the few Lesser Insekts that survive the Cordyceps Spore and remain living. Models that are non-living do not gain wounds.

## 6.2 Insekt Mutations

Insekt Mutations are quite common and create some of the most frightening creatures the Genesys Worlds have ever seen. The Insekt genome is highly variable allowing for a range of mutations from other Life Domains.

The cost of the mutation is added to a chosen single trait and unlocks additional traits for the unit classes with the Insekt Mutation.

### Reptilia Mutations

This trait allows you to select a single Reptilia Lineage that you may take traits from.

- Bloodline traits are not available within the Lineage
- For every 2 lesser Traits to unlock a 1greater trait from the chosen Reptilia Lineage.
- Ancestral Traits are not available

### Humanoid Mutations

This trait allows you to take Armory Traits from the Humanoid Primarius. To take greater traits you must have a lesser trait in the same evolutionary branch

### Biest Mutations

A Biest Mutation allows you take traits from a single Biestial Kingdom. To take greater traits you must have a lesser trait in the same evolutionary branch.

## 7. The Lure of Forbidden Knowledge

**Forbidden Knowledge is not available in the Insekt Impetum, but through mutations and other traits found in other Life Domains, its quite possible for Insekt Species to have access to Forbidden Knowledge.**

There are those that search out the secrets of Genesys Worlds. Through forbidden knowledge they uncover truths that are often better left alone. The knowledge gained, serves to achieve a greater existence and purpose, guiding those that have it, and cursing those that do not.

**Forbidden Knowledge** must be taken as a class trait, often limiting who can and cannot take it. Once taken, Forbidden Knowledge unlocks secrets, allowing other classes within your faction to take traits normally outside your range of possibilities.

When taking Forbidden Knowledge, select an Evolutionary Branch, Sphere of Influence, Classification, or Lineage and a trait from within it. The trait is now attached to the Forbidden Knowledge and unlocks for your faction, all other traits and powers within the traits Branch, sphere, lineage, or classification. **Traits made available from Forbidden Knowledge must be taken as Class Traits**

Forbidden Knowledge will often come with restrictions on who can take it, and even what Life Domains the knowledge can unlock.

**Each Forbidden Knowledge Trait may only be taken once, however, if the trait is found elsewhere, it is possible to expand upon your Forbidden Knowledge by taking it elsewhere.**

Forbidden Knowledge comes with a point cost which is added to the Trait chosen to be attached to Forbidden Knowledge.

## 8. Armory: Bioweapons

Insekts do have not an armory, but instead have Bioweapons that are gained through traits.

**Attributes:** Weapons and Equipment have attributes instead of characteristics that define their abilities and statistics. Attributes may be Increased or Enhanced through chosen traits.

**When equipping a model, there are some important rules to keep in mind.**

1. More than a single Bioweapon can be taken by a model. Additional Weapons beyond the first cost additional points as listed in Traits
2. Bioweapons are part of the model, and do not have the options to equip models separately.
3. No model may carry more than 4 bioweapons and equipment at any given time.
4. note that any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.
5. Bioweapons have a type, Mandibles, Tail Stinger etc, and only abilities that are listed for that specific bioweapon are added to the bioweapons attributes.

## 6.2 Attributes

Weapons and Equipment have some basic standard Attributes that need to be defined.

**Strength:** The Strength of a Melee and Thrown Weapons is the same as the model equipping the weapon. Ranged Weapons have a set strength, which can be improved through Advanced Weapon Technologies.

**Threat Range:** Melee weapons have a threat range from which they can strike other models in melee combat. A 1" threat range is standard for all models, however, items like long spears, and Pikes may grant a 2" or even a 3" threat range.

Many weapons that have a 3" threat range cannot be used against models that are engaged (in base to base contact), so often secondary weapons are used. Rules for these weapons are listed used when you create your armory.

**Accuracy Range:** Ranged Weapons along with thrown weapons have accuracy ranges measured in inches on the tabletop. This is the weapons accuracy range. All Ranged weapons can be fired within the accuracy range with no penalties or bonuses to the targets Rtn. Anything past the Accuracy range up to double the Range grant a +2 modifier to the targets Rtn making them much harder to hit.

**Rate of Fire** is the number of Ranged attacks per activation a model can make with the weapon.

**Attacks:** Melee and thrown weapons do not have a rate of fire, and instead get a number of attacks equal the class description

**Deflection Bonus:** Shields provide a Deflection Bonus against attacks. This lowers the result of the attack by the shield bonus number when determining if the attack hits. This can cause attacks to miss, or even save the shield bearer from a critical hit.

**Armor Bonus:** Grants Enhancement Toughness X effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

**\*note that any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.**

**Bombardier Chemical Attack**

Ranged Bioweapon

Strength: X (As User).

Accuracy Range 12"

Rate of Fire: 1

The Bombardier Chemical Attack does no damage when it hits has the effect of a Corrosive Attack doing X toughness damage to Armor first.

Corrosive attacks need only hit their targets to cause the location of the hit to form a blackened crust on the body, or armor of the target. The blackened area will smoke and sizzle as the black crust peels off and falls away.

Any hit reduces the Armor value of the target by 1. If there is no armor, the attack must wound to do corrosive damage to the models toughness, with the target receiving a save as normal to the attack. If the save is failed, the attack does damage as well as a loss of toughness due to the Corrosive Attack. The strength of the attack is X.

Resistance to Acid reduces the strength of the Corrosive Attack.

Even though this is a bioweapon, you must determine if this is a heavy weapon in section 10.2 of the Core Rules

**Rupturing Glands**

Ranged Bioweapon

Strength: X (As User)

Accuracy Range: Threat Range

Rate of Fire: 1

If a hit is rolled (regardless if it wounds) with the Insekts Mandibles, the Insekt can forcibly explode by rupturing glands that to the length of its body. This causes a sticky and corrosive poison to explode outwards possibly hitting any model within its threat range. Any model within the blast radius is hit is affected by a Corrosive Attack X equal the strength of Rupturing Glands.

The Strength of Rupturing Glands equals X. Models with Resistance to Acid reduce the strength of this attack, where strength 0 has no effects.

**Boneblades**

Melee Bioweapon

Threat Range: As Model

Boneblades razor sharp bones that protrude from the Insekts front set of legs to form a deadly bioweapon. Boneblades grant an Enhancement Martial X

**Tentacles**

Melee Bioweapon

Threat Range: +1"

Tentacles have a +1 Threat Range in Melee Combat. Flesh Tearing Tentacles can be used to attack on all sites of the model with their extended reach.

**Spike Launcher**

Ranged Bioweapon

Strength: As user -1.

Accuracy Range: 20"

Rate of Fire: Equal the number of Attacks the model has.

Special: Piercing 1

Large spikes that continue to grow and multiply within their host can be launched with great force and distance at enemy models.

Even though this is a bioweapon, you must determine if this is a heavy weapon in section 10.2 of the Core Rules

**Spike Array**

Ranged Bioweapon

Strength: As user -1

Accuracy Range 12"

Rate of Fire 4+ number of attacks the model has.

Spike Arrays are like Spike Launchers, but large numbers of spikes are launched simultaneously. These are capable taking down larger numbers of enemy models. You may disperse the attacks as you see fit within the same squad of enemy models.

Even though this is a bioweapon, you must determine if this is a heavy weapon in section 10.2 of the Core Rules

## 7. Insekt Powers

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. Humanoids must learn to harness the powers either through the Arcane or the Sacred Faiths

### 7.1 Power Attributes

The use of a powers requires an action to use, and may only be used if not moving faster than base movement for the caster.

Each power has the following attributes

Strength: X (as per Power Description)

Range: Self, or Target Model within Willpowerx4

Duration: 1 Game Round. To the end of this game round. Increasing Duration would allow additional game rounds of effects.

Base Difficulty: \*See below

\*Fey Powers have a difficulty of 6. Fey also have no Mortal Threshold.

\*Humanoids have a Difficulty 8 with a Mortal Threshold 12

\*Biests have a Difficulty 8 with a Mortal Threshold of 11.

\*Reptilia have a Difficulty of 7 with a Mortal Threshold of 14

\*Insekt have a Difficulty of 9 with a Mortal Threshold of 12

**Using Powers:** To cast or use a Power, a caster (the model attempting to use the power) must roll a d6 and add his or her willpower to it to achieve the difficulty of the power. If the result is equal or greater to the difficulty of the power, the caster is successful and the power takes effect.

The result of the die roll determines the Combat Resolution number for the power.

If the power is against an enemy model you must see if the power hits the target. To do so, use the Combat Resolution number, and compare it to the targets Mtn for melee combat, and the Rtn for Ranged combat with modifiers such as cover, evasion, and deflection taken into effect.

If you hit the model, any effects are resolved.

### Steps for Resolving Powers

1. Willpower + d6 = Combat Resolution Number to see if the power is successful
2. If the Combat Resolution Number is greater than the target number required to hit the target (either your Mtn in melee combat, or Rtn in Ranged Combat)
3. Any Strength Adjustments
4. Target saves vs the Combat Resolution Number

**Mortal Threshold:** Powers are dangerous, and harnessing too much ravages the body, tearing it apart from its connection through the veil. Any die result from either Arcane or Faith Powers higher than the models Mortal Threshold results in immediate death. The model may not be resurrected as the energies have torn apart the caster in a violent and spectacular way.

### Psychic Conduits

Insekts with Powers are conduits of Psychic energy from the ethereal. As such it is very difficult for them to harness it without specialized traits focused on mitigating the conducting energy into strong powers. When a Power fails to be cast and does not cross the mortal threshold, it instead continues to siphon energy from the ethereal. The following rounds the energy builds up increasing the strength and difficulty of the power by 1. If the power is not released it will continue to grow until the Insekt explodes. The increased energy may be released with any power the model has access to.

If the energy builds up to the Maximum Age bonus, 3 for the 1<sup>st</sup> Age, 4 for the 2<sup>nd</sup>, etc., the Insekt will die as if it has crossed its mortal threshold.

**Self:** Casting model only, Friendly Powers are not required to hit, as they do so automatically if the power is successful. A single Self effecting power may be cast at the beginning of a player's activation of the caster without using up an action. Casting a self-targeted power at any other time, such as a reactionary activation, uses up an action.

Self-targeted powers that modify their Area of Effect can target any friendly models within the area of effect and still not use up an action.

If an entire squad is casting the same Self Targeted Power, you may roll all casting as a single die roll.

**Targeted:** 1 model. Targeted Enemy models require the Power to hit the model. Targeted Powers, for either friendly or enemy models requires an activation to use.

#### 7.4 Abilities that effect your Powers

There are several abilities that have a direct effect on the creation of Arcane Powers that are gained from Traits.

**Psychic Awareness X:** This ability grants Powers available to Insekts, where X is the total number of Insekt Powers you may take.

**Cerebral Nodes X:** This ability lowers the difficulty of a Power for casting by X

**Cognitive Resonance X:** This ability raises the strength of a power by X but does not affect the difficulty of casting.

**Psychic Prowess:** Psychic Prowess allows the caster to have Ethereal Sight through his Mind's Eye (does not have to see). Against all Powers, Psychic Prowess grants a Resistance Powers 1, which grants a reduction in strength against all powers.

**Controlled Conduit:** The Insekt may start siphoning energy as if it had failed in casting a power of its choice.

#### Powers of Insekts

Insekts may select between the powers below for each level of Psychic Awareness.

**Confusion:** Strength 3. Range Willpower x3. 1<sup>st</sup> Age. 1<sup>st</sup> Age

Confusion attacks a living models Willpower. Resolve the attack against the models Willpower instead of toughness, with a failed save resulting in the loss of their actions this round.

**Resonance: Lesser Power.** Strength 3. Range Willpower x3. 1<sup>st</sup> Age

Any failed save against a Resonance attack stuns the target, making it lose its next available action. Resonance only does wounds to living targets if a critical hit is rolled, doing 1 wound to the target.

Resonance effects are devastating to non-living targets, if the attack wounds the target, the target takes X damage, where X is the strength of the attack.

**Electricity-** Greater Power. Strength 3 (Electricity). Range Willpower x5. 1<sup>st</sup> Age

Critical Damage causes the Electricity to arc each model within 1" (except for the caster) suffers a single hit equal to the original attack result -2.

**Create Fear:** Strength 3. Range Willpower x4. 1<sup>st</sup> Age

Create Fear attacks the Morale of the target forcing him/her to flee as quickly as possible.

Use the Difficulty check of the Power to determine the CRN and if the Fear can affect the target.

A failed save requires the target to act as if they failed a morale check, and they must flee as required in the Core Rules.

**Terror:** Strength 3. Range Willpower x2. 1<sup>st</sup> Age

Terror grips the opponent in complete fear to the point of death. This power is a Fear Attack but causes wounds instead of fleeing if the target fails its save, or instant death for a critical hit.

Fear Attacks are described in the Core Rules.

**Shroud:** Strength 3. Range Willpower x3.

This power hides the movement of the Targeted squad and those affected changing the landscape around the caster to appear as if no one is there.

Reduce the Accuracy range of ranged attacks by Willpower of the caster multiplied by the strength of the power. For example, the caster has a Willpower 5 and casts a strength 2 power. This would reduce the accuracy range of weapons targeting the caster by 10"