



As it is written in the Archives of the Historians;

The Creators came from beyond the silence of space and time. The stars were ripe with the building blocks of life, and the planets fertile in waiting. They seeded their own genetic material to grow and evolve, to be shaped by the young worlds they had found. They were our fathers and our Gods. This was the beginning of all things; this was our Genesis.

Each world was seeded with enough genetic material necessary for its growth and development. While all were seeded similarly, each world was left to develop independent of the others, with their own unique variables, and its own variation bestowed by the seeds of life.

The Genesis Worlds were connected at birth, tied together by the original genetic codes that were implanted by the creators, and ultimately made unique by the processes of time and evolution. For while we are all connected by the Creator Species, what we are today is a mix of genetic mutation, environmental adaptation, and the influences from knowledge and science.

The Genesis Project was perhaps the greatest endeavor ever known by the Gods, the Creators, but our existence was not to be the Eden of paradise meant for us.

The Genesis Worlds' histories are fraught with times of tribulation and war, ultimately culminating in the threat of complete universal annihilation; during these times mere survival is a constant struggle. These ages of birth, upheaval, and death define our history through the most critical of moments, as we once again leave our history behind us, and ponder what is yet to come.

Welcome

You have designed your species, evolved them into a race, and are ready to push their limits in a battle for their survival. This set of rules has everything you need to know to take your forces to the tabletop and test their might against other powerful and strange forces in the worlds of Genesys.

The Genesys Project is played in a Campaign Setting where every game counts towards your progression through the ages, granting your race new abilities and strengths as you progress.

There is a natural order of play that is designed so that players can bring their best to the gaming table. This means that players follow the order of play below.

1. Decide on a Point Level of Play
2. Board Set up
3. The Genesys Campaign
4. Preparing your Forces
5. Arriving at the Battle
6. Gameplay

In the Genesys Project, you are not bound to a set of warriors hoping that the table and the mission will fit your list, or that the list is flexible enough to handle your opponent. Instead, the board is set up, mission determined, and then you select and send your forces to fight and achieve your goals. This ensures that both players hit the table with what they feel will work best for their race.

Gameplay itself is not a full I move my army and then you do. Instead command dictates how many squads you can control during a player turn, and even then, your opponent is not grounded, but may react and counter your movement. The result being a much more fluid game, where one player is not just sitting there making saving throws hoping that their models will survive.

The next the Age in Table Top Wargaming awaits.

Index

1. Deciding a Point Level to Play

1.1 Unit Classes Allowed

2. Board Set-Up

2.1 Pre-Set Terrain

2.2 Normal Set Up

2.3 Terrain Density

2.4 Placing Objective/Artifact Markers

2.5 Time of Day/ Environmental Effects

3. Playing the Mission

3.1 Winning the Game

3.2 Determining Missions

3.3 Optional Primary Mission

3.4 Mission Details

4. Game Results

4.1 Progress Points

4.2 Primary Mission Bonus

5. Preparing your Forces

5.1 Creating your Army list

5.2 Squad Sizes

6. Deployment

6.1 Standard Deployment

6.2 Forward Deployment

6.3 Determining Initiative for the First Game Round

6.4 Deployed Units

6.5 Reserves

6.6 The End Game

7. Playing the Game

7.1 Measuring

7.2 Dice

7.3 Game Round

7.4 Events

7.5 Challenging Initiative

7.6 Alternating Player Turns

7.7 Effects

7.8 Determining Initiative

8. Activations

8.1 Command Value

8.2 Squad Activations

8.3 Movement

8.4 Actions

8.5 Reactions

8.6 In-Game Modifiers (Enhancements)

9. Melee Combat Actions

9.1 Moving within and into Melee Combat

9.2 Allocating Attacks

9.3 Model Sizes

10. Ranged Combat Actions

10.1 Accuracy Range

10.2 Allocating Ranged Attacks

11. Combat Resolution

11.1 Melee Combat

11.2 Ranged Combat

11.3 Saving Against Wounds

11.4 Critical Hits and Misses

11.5 Strength Modifiers

11.6 The Fallen

12. Combat Modifiers and Morale

12.1 In-Game Modifiers

12.2 Fleeing Combat Actions

12.3 Morale

12.4 Battlefield Cover

12.5 Coordinated Attack Bonuses

12.6 Mounted Combat

12.7 Grenade and Scatter Effects

12.8 Blast Effects

13 Vehicles and Non-Living Models

13.1 Non-Living Models

13.2 Vehicles

14. Powers

14.1 Using Powers

14.2 Channeling

1. Deciding a Point Level to Play

When you come together to play a game of Genesys, the first thing that needs to happen is an agreement of a point level of game play.

1.1 Unit Classes Allowed

Both players must agree on a point level to play, which will determine the type of unit classes allowed, and the size of squads allowed for each class. This scales the game upwards as the point level increases, and allows for smaller games to focus on your standard or elite classes. Suggested point levels for games are 250, 500, 1000, and 1500.

As the Point Levels increase, a higher level of Unit Class is unlocked for your game.

Up to 250pts, Standard Classes

251-500pts, Elite Classes

501-1000pts, Leader Classes

1001pts and Above, Unique Classes

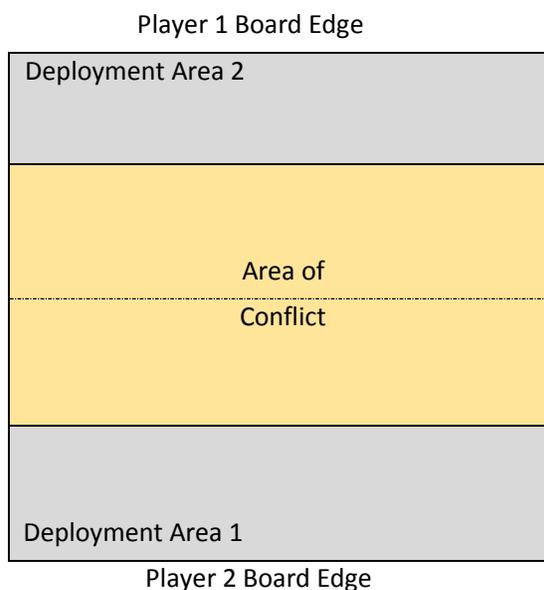
More on this and on how to create an army list for your game is detailed in section 5. **Creating an Army List**

2. Board Setup

Genesys is designed to be played on a 4x4 board, with larger games (2000+ points) being played on a 4x6 board.

2.1 Pre-Set Terrain: In some cases, a table may either already be set up or players wish to set up a board to a specific setting. This is a good way to set up, and with both players agreeing there is no limit to the battlefields that can be set up. If you do this, skip to setting up Objectives and Artifact markers in section 2.4

2.2 Normal Set Up: To determine terrain on the battlefield, divide the table into three sections, Deployment Areas 1 and 2, and the Area of Conflict.



2.3 Terrain Density For all three areas, roll a d6 to determine the density and number of terrain pieces that will be placed there.

The size of terrain can vary from table to table, and using the terrain pieces available can be limited. As a guideline on terrain size, using the following;

Terrain less than 6" across counts as ½, meaning 2 pieces count as 1 terrain placement.

Terrain 6-12" across count as 1 terrain piece.

Terrain greater than 12" across count as 2 pieces of terrain for placement.

Using the d6 results for each area, alternate placing terrain pieces 2 at a time until the each area has reached the number of pieces indicated on the d6.

Each terrain piece must be over 50% in the board area it is designated for. There are no restrictions on how close terrain pieces can be placed to each other.

2.4 Placing Objective/Artifact Markers: After terrain has been placed, players alternate placement of 6 objective markers that must be within 12" of the centerline of the board. No marker may be placed within 8" of another marker. Using a d6 or similar token, mark each token with a number 1-6. These markers are possible objectives and relics depending upon the missions of each player.

If the game missions determine that no objectives or artifact markers are needed, they can be removed from the board.

2.5 Time of Day/ Environmental Effects: Battles can rage at any time, and fighting during daylight hours or night, can make all the difference between victory and defeat.

- 1 Dawn: Night Battle/ Day:
- 2-4 Daylight Normal Battle
- 5 Dusk: Daylight/night
- 6 Night: Night Battle
-

A game that transitions between day and night does so during the Events Stage of the first round of the End Game (Game Round 7).

Example: the result of the time of day roll is a 4. Game Rounds 1-6 are played as normal during the

daylight, and the End Game rounds 7+ would be fought using the Night Battle rules.

For more information about the End Game, see page 9

Night Battles: Models without Night Sight abilities suffer the following:

- +1 Rtn to any model within 24"
- Cannot see or target models outside of 24"

Weather Effects

- 1-4 Normal Battle
- 5 Fog +1 Rtn on all ranged combat
- 6 Heavy Rains -1" movement characteristic.

Dense Fog settles over the battlefield. All models on the board are granted a +1 Rtn.

Heavy Rains have created a quagmire of slick battlefield conditions. Movement characteristics are reduced by 1 for any model wishing to use an action or reaction this round. Large models or bigger ignore this effect.

3. Playing the Mission

Every game of Genesys is a vital battle for your Race's progression through the Ages, or a step closer to its demise. These are critical moments of conflict that will define who and what your species will become.

While you can play Genesys in a stand-alone game, the preferred method is Campaign play, whether just with friends, pick-up games, or an event at a game store or tournament.

Every game you play will receive Progression Points to keep track of your progression to the next age as well as mission bonuses for accomplishing your primary mission during the game.

3.1 Winning the Game: To win the game, a player must successfully accomplish their primary objective while denying the opponent theirs.

In the case of a draw, either both players failing or both succeeding their primary objective, the game's winner is determined by winning a shared secondary objective. If the game is still a draw, then there is no winner.

3.2 Determining Missions: The goals of opposing forces rarely are the same, and in Genesys, both players each roll for their own mission on the table below.

1. Each Player Rolls 1d6. The result is your Primary Mission. Each player has their own primary mission.
2. Roll a single d6 for both players to generate a secondary mission. This mission is shared between both players

Missions Table:

D6 Results:

1. Assassinate
2. Kill Points
3. Expansion
4. Hold Ground
5. Objectives
6. Artifact

3.3 Optional Primary Missions

You may attempt to take an optional primary mission to replace your first result. To do so, roll a d6 and generate your optional mission. You may take this mission instead of the original mission rolled by passing a Command Test by a designated model that must be included in the coming game.

In smaller games, remember that only certain classes may be able to join the game, and thus only an available class model can make the Command Test.

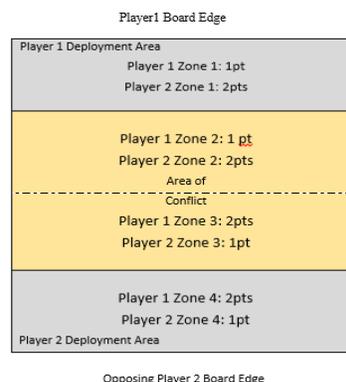
For the Command Test, roll a d6 and compare the result to the model's Command characteristic. If the result is equal or less than the Command of the model, you may take the optional mission.

3.4 Mission Details

1. Assassinate: Player(s) with this mission select an enemy model with the highest Command Value. This is their target that must be killed to secure an assassinate mission. The chosen model gains +1 Defense characteristic for the duration of the game. To gain this bonus, the target of the assassination must be on or enter the table during the first Game Round.

2. Kill Points: At the end of the game, both players add up the amount of points that the enemy has lost. A player must have slain more points than his or her opponent to win a kill point mission.

3. Expansion Zone Control divides the game board into 4 areas. These are referred to as zones, and must be controlled at the end of the game.



When determining victory points, notice that the opposing board sides are worth more points. This is true for both players when determining who how many victory points each player will get.

To determine who has control of the zone, count up the number of points in that zone. The player with the highest total has control of that zone.

Any model that is on the line for one or more zones does not count towards any zone. The player who has the most victory points wins the game.

4. Hold Ground: In a Hold Ground Mission you must hold two strategic positions are the battlefield for as long as you can. Roll 2d6 and match up the corresponding Objective Markers that were placed on the tabletop during the board set up. Each strategic position is defined as a 6" radius around the marker. This area does not move for the duration of the game.

To hold ground, you must have more total model points in the area than your opponent. This is done every round of the game, and each round grants 1 victory point per area. If doubles were rolled then only a single strategic area is used.

If these areas overlap, a squad can only be counted for the area that most it occupies the most. In the event of an equal footing, the owning player must declare during their movement which area they are holding.

In the event that the Strategic position is also an objective; the objective may be removed as normally called for by the mission, but the strategic position for the Hold Ground will remain behind.

5. Objectives: Roll 3d6 and match each number result to the objective counter with the same number on the board. Do not re-roll duplicate results. These are objectives that must be held by your forces at the end of the game. To win the mission, a player must have more control points than his or her opponent.

Each d6 roll that determines objectives is equal to one control point. Duplicate die results add their point values to the same objective. This means that it is quite possible for a single objective to be worth two or three control points.

For example: The d6 results when rolling 3d6 are

two 1's and a 4. The number 1 objective is now worth two control points, and the number 4 objective is worth one control point.

If both players roll Objectives as their same primary mission, or if a primary and secondary mission are both Objectives, roll 3d6 once and use the results to determine objectives and control point values for both missions.

Objectives can be claimed and moved by either player. If an objective was also rolled to be an artifact, the objective cannot be moved. To claim an objective, a player must have more models in contact with it than his or her opponent.

Any model that is not a vehicle can pick up an objective and move it. However, an objective can only move once per game round, within only a single activation, no further than 6" from where it was before the activation. Once during an activation, the objective may be passed to another friendly model in base contact with model carrying the objective.

Under no circumstances can an objective move further than 6" in a single game round.

An objective that is on a slain or unconscious model may be picked up by another model in base to base contact with the models base. The model picking up the objective may only move if the objective has not moved further than 6" this game round.

6. Artifact: Roll a D6 and match this up to the objective counter with the same number. You must claim and protect this artifact, which cannot be moved. To claim the artifact, your forces must have more points of models within 6" of the objective at the end of the game than your opponent. If both players primary mission is Artifact, or if one primary mission and the secondary mission are both Artifact, select a single artifact to count for both missions.

4. After the Game Results

When your armies hit the tabletop, they are there to win the game and accomplish their primary mission. In the Genesys Project, the results of a game do more than just a welcome handshake at the end of the day. Progress points keep track of your games and advance you through the ages, while mission bonuses advance your race.

4.1 Progress Points are to keep track of your progress through the ages and are gained for through Survival, Winning the Game, Primitive Bonuses, and/or In Extremis.

1. **Survival:** *Some of the best lessons in life are learned from losing.* Anytime you survive a game with even a single model on the board, but do not win, you gain a single Progress Point.
Survival = 1 Progress Point
2. **Winning the Game:** *To the Victor goes the spoils.* Winning the game grants progress points based on the point value of the game.
125-999pt game 2 Progress Points
1000+pt game 3 Progress Points
3. **Primitive Race:** *You can learn a lot fighting against a more advanced Race.* If you are playing against a race that is in an advanced age compared to your own, you gain progress points equal to the difference between the two.
1 Age Difference = 1 Progress Point
2 Age Difference = 2 Progress Points

When a race has achieved 15 Progression Points they advance to the next age.

4.2 Primary Mission Bonuses: Whether your win or lose the game, the reason your forces are coming to the table is to accomplish your mission. If you accomplish your Primary Mission, Mission bonuses apply.

Types of Mission Bonuses vary, but fall into the following categories, Racial, Unit Class, Squad, Technology, and Artifact

Primary Missions and After Game Bonuses:

Assassinate- Bonus Unique or Leader Class Trait

Kill Points- Bonus Elite or Standard Class Trait

Ground- Bonus Squad Trait

Expansion- 3 Bonus Racial Trait Points

Objectives- Bonus Technology Class Trait

Artifact- Bonus Artifact Class Trait Bonus Racial Trait Point

* During your campaign, Traits may be replaced by other traits they qualify for when a new trait is gained. This is most often done with Armory traits as your race advanced through the ages.

Racial Trait Points: These are granted for completing your Primary Mission during a game. These points are used to purchase new traits and abilities for your base race. This evolves your race forward effecting all classes.

When gathered, these are not required to be spent immediately, but can be held to use on more expensive traits or held for use when you reach the next age.

Class Traits: When granted by a successful mission, you have the opportunity to gain a new trait specific to one Unit Class specified by the mission, or to create a new class for your race. These new traits cannot be saved for future use.

1. **Adding Traits to an Existing Class:** Simply add a trait the existing class. No existing class may have more than 3 Class Traits from Missions. You may replace existing traits with traits from advanced ages.

2. **Creating a new Class** is taking an existing class and adding a new trait to it.

When creating a new class

- Add to your base race to create a new Standard Class

-Add to a Standard Class to create a new Elite Class

-Add to an Elite Class to create a new Leader class

-Add to a Leader Class to create a new Unique Class

Technology Class Trait: A technology (Armory) trait is gained specific to a single unit class of your

choice. This can be combined or added onto an existing technology or advanced weapon trait. Only three new traits of any kind may be gained through Missions by any single class, however, you may also replace existing technology traits with new ones.

Artifact Class Trait: 10 Bonus points may be spent to create weapons or equipment using the advanced weapons attributes. These can only be used for a leader or unique Unit Class and effects only a single weapon. The bonus points can be added onto an existing artifact as new attributes are unlocked, or in the creation of a new one. These points can be saved when trying to create a new power artifact for your race.

Artifact Bonus points may also be spent to create items of power.

Squad Trait: Specific Squads may also advance without advancing the class they belong to. A single squad is limited to two additional traits on top of any that the class they belong to gains. These may be technology or any other trait that they qualify for.

Mission Bonus Limitations

Racial Traits: No limitation

Class Traits: Limited to 3 of any type per class

Squad Traits: Limited to 3 of any type per squad

5. Preparing your Forces

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

Each point level concentrates on a specific class type in order 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 racial sheets if your opponent is not familiar with your race. Your deployment choices should also be recorded for the game with your army list. See 6. Deployment for more details.

5.2 Squad Sizes: When the squad size is higher than 1, Humanoids 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.

Standard Classes: Maximum Squad Size:

Minimum Squad size equals the multiplier

125-249pts- Squad Size 1

250-499pts- Discipline x1

500- 999pts- Discipline x2

1000-1999pts- Discipline x3

2000+ Discipline x4

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

Elite Classes Maximum Squad Size:

Minimum Squad size equals the multiplier

125-249pts- Cannot participate

250-499pts- 1 Squad Only/ Squad Size 1

500- 999pts- Discipline x1

1000-1999pts- Discipline x2

2000+ Discipline x3

Leader Classes: Maximum Squad Size:

Minimum Squad size equals the multiplier

125-499pts- Cannot participate

500- 999pts- 1 Squad Only/ Squad Size 1

1000-1999pts- Discipline x1

2000+ Discipline x2

Unique Classes

125-999pts- Cannot Participate

1000-1999pts- 1 Squad Only/ Squad Size 1

2000+ Only Single Models (can have more than one on the table if you have multiple Unique Classes)

HeroPlay Coming Soon

6. Deployment

Deployment Areas are divided on each side of the board into six deployment zones which are numbered 1-6. On a 4x4 board, each zone is 6"x16". On a 4x6 board, each zone is 6"x24".

Standard Deployment Zones

Center of Board Area of Conflict		
4	5	6
1	2	3

Players Board Edge

There are two types of deployment options players can take: Standard or Forward Deployment.

Your deployment type and zones should already be recorded on your army list that you shared with your opponent.

6.1 Standard Deployment: If you choose a Standard Deployment, select three deployment zones, two of which must be on your long board edge. This gives you the option to select one of the forward deployment zones.

6.2 Forward Deployment: You may instead choose to take a chance to gain forward deployment zones within the Area of Conflict.

To do this, select one deployment zone 1-6 as your first zone and then roll 2d6 to determine up to two additional forward zones.

If any die roll is the same number as the first deployment zone you chose, then the dice roll is ignored and lost.

If either die roll is different than the zone chosen, add a +2 to the d6 result to determine your deployment zones.

This creates two new deployment zones, numbered 7 and 8 that are within the Area of Conflict that can be used if rolled.

Any duplicate die results are not re-rolled, resulting

in the risks of attempting to push your deployment zones forward into the Area of Conflict.

Forward Deployment Zones

7		8
4	5	6
1	2	3

Players Board Edge

Any board edge that is part of your deployment zone becomes a board edge through which your army and reserves can enter the board.

Forward Deployment can be a risky venture. If for any reason you do not have a deployment zone that gives you access to a table edge, all of your models must be deployed onto the board unless they are starting the game in reserve. Your reserve units must come in using the edges of Deployment Zone 1.

6.3 Determining Initiative for the First Game Round:

The numbers of each deployment zone (either chosen or rolled for) are used in determining which player has Initiative to begin the game. Each player adds up the numbers of his or her deployment zones, and the player with the lowest total number has Initiative heading into the first round of the game. Both players roll off on 1d6 if the totals are the same, and the higher goes result goes first.

Unlike further Game Rounds, Initiative cannot be challenged in the first Game Round.

Deploying your Forces

The player without Initiative declares and deploys his or her first squads. Players alternate deploying a number of squads onto the board, two squads at a time, until all models have been declared and deployed. If both players agree, they may set up simultaneously to save time.

When deploying you have two options: deploying your forces or declaring them as reserve.

6.4 Deployed Units: Deployed squads are placed either directly onto the board or are placed along the table edge of your deployment zones that they will be coming in from during the first Game Round.

Squads deployed onto the board start the game where they are deployed.

Squads placed along the board edge are not yet on the table for game purposes, but must move on the board from the deployment zone edge they are lined up on during the first Game Round. Squads ready to enter the board this way must do so at some point during the first Game Round.

6.5 Reserves. Up to half your squads can be put into reserves during deployment, and each squad rolls separately each round to enter the game.

Reserves are brought in on a die roll with a target number of 7+ under normal circumstances. *During the Events Phase for the player, roll 1d6 for each unit and add the Game Round to this number.*

If the result is a 7+, place the unit along any of the board edges inside your own deployment zones. This is where the unit will enter the board.

If a player is running reserves, he or she may choose one game round as their chosen reserve round. During that round, the highest level command in the player's army on the table may be added to his or her die roll for all squads still in reserve.

The Chosen Game Round normally insures and increases the odds of that your squads will arrive on time. However, leaders being killed, or a very early chosen round can result in missed opportunities making reserves difficult to get into the game.

Any squads that enter the board must be activated first before their controlling player's other units during the Game Round

.Any squad that has not entered the board after four Game Rounds does not make the battle and is considered a casualty for Kill Points or other game purposes.

7. Playing the Game

7.1 Measuring: You can at any point of the game, measure the distances you want to see who can make it where or for ranges etc. Measuring can lead to conflicts, so here are a few rules to make it easier.

You can measure from any point on your model to move, however, no point of your model may move over its movement. This can make turning harder and the facing harder to change.

For example, you cannot rotate your models for an advantage. If you are moving forward 6", and then spinning your model around for the rear facing of the vehicle, the extra inches the rear of your model moved counts as part of your movement.

This does a couple things, it stops the rotating for advantage seen in many games, but also slows vehicles down when turning or moving around terrain or blocked locations.

If you are having trouble with this, simply measure the starting location of the farthest moved part of your model, and its final resting point for your movement.

Facing does matter individual models, from shield positions, to arcs of fire for reactions. Once placed, until the model is next activated, you may not adjust it.

7.2 Dice: The Genesys Project is a d6+stat game. This means that while D6's are used, characteristics, or stats, are most often added to the die results. This gives the game a 1-12+ range of results instead of a straight forward d6.

There are times where other dice are used, and it's advisable to also have with you a d10, which is often used for random effects or scatter.

7.3 Game Round A Game Round is only completed when every squad from the opposing armies has been activated. This does include squads that are just coming onto the board.

A Game Round consists of the following stages done in order.

- 1 Events
- 2 Challenges to Initiative
- 3 Alternating Player Turns
- 4 Effects
- 5 Determine Initiative for next round

7.4 Events can often effect the game as a whole, and are either Game Events or Player Events. Game events take place simultaneously first before player events, which then alternate between players.

1. Game Events
2. Alternating Player Events starting with the player that has initiative.

Game Events examples are Changes between Day and Night, Gravity Bombs, the detonation of timed explosives, lightning strikes, and other environmental effects etc.

Player Event Examples would be reserves, models recovering from wounds, repairs, etc.

It is important to note that Events occur before someone is able to challenge initiative.

7.5 Challenging Initiative: Initiative is determined at the end a Game Round, where the player that completed all his activations first, gains initiative for the following round. Sometimes this can be a game changer for an army taking serious losses, as it may give them a chance to gain the upper hand.

During the first round of the game, Initiative is determined by deployment zones. Each player adds up the numbers of his or her deployment zones, and the player with the lowest total number has Initiative heading into the first round of the game.

The First Game Round, you may not Challenge the Initiative.

Challenges to Initiative. Whoever has Initiative during Alternating Player Turns, has the choice to go first or second.

To Challenge Initiative: In any round besides the first, if a player does not have the Initiative he or she may challenge to take the Initiative from another player.

The challenging player rolls 1d6+ his or her highest Command currently on the board to beat the Initiative of the defending player.

Challenger: 1d6 + Command

Initiative Holder: 1d6+ Command + Round Bonus

The Defending player who has initiative rolls a d6 and adds his highest Command currently on the board. Then the Defending player is allowed a round bonus of +1 during normal game play, and a +2 during the End Game.

The round bonus is as follows:

- +1 during rounds 1-6
- +2 during rounds 7+

7.6 Alternating Player Turns The player with Initiative goes first, and completes a number of squad activations equal to or lesser than the highest Command characteristic on his or her field at the start of the Player Turn.

Each squad is activated separately and one at a time. Once the activated squad has completed its activation, the current player may then activate another squad if he or she has enough Command to do so.

At the end of a player's turn, the player's command value for activating squads is reset. This allows a player to use Reactions during the opposing players turn. However using reactions takes up a future activation from the players next turn. This can reduce your activations down to 0 for your next turn, but no less. You must have an activation available in order to do any reactionary activations.

Player Turns alternate back and forth until every squad that can be activated has done so.

7.7 Effects occur after all squads have been activated. These events are often determined by special abilities and/or events in the game. Effects like Poison, Fire, or other game effects take place here.

7.8 Determine Initiative: The player that activated last forgoes Initiative in the next Game Round, but has the opportunity to challenge it during the start of the next Game Round.

In this way it is often advantageous to attempt to get all your activations in before your opponent in order to get the jump in the following Game Round.

7.9 The End Game Games end after six Game Rounds of play, with the opportunity for either player to push the game further. Rounds 7+ are referred to as the End Game.

If either or both players want to push the game further into another round of play in the End Game, they may attempt to do so at the conclusion of the current round.

The player who wishes to push the game rolls 1d6 and adds his or her highest model's Command Attribute to the roll.

1d6 + Command vs Game Round

To play Round 7 the die roll must equal or beat a 7+. For Round 8, the total must be an 8+, and so on. The game automatically ends after ten Game Rounds.

8. Activations

8.1 Command Value: A player's turn is made up of activations. A player must activate a minimum of 1 squad per turn, up to a number of squads equal to the highest Command Characteristic currently on the table (in the game). The total number of squads able to be activated is referred to as the player's Command Value.

A player's Command value is reduced as activations and often reactions occur. Command Values reset at the conclusion of the player's turn restoring full command value.

A player that uses a lot of reactions, reduces their command value for their next turn. So while reactions can be critical in the battle, too many reactions will greatly decrease the effectiveness of your forces during your own turn. See Reactions for more details.

8.2 Squad Activations: Each activation consists of a squad's movement and a single action. Squads get a single Movement and a single Action each Game Round in either order.

Squad Activation

Movement + Action

*Actions may be used now or held for reactionary activations later in the Game round. A held action may only be used as a reactionary activation.

Squads are formed from the same unit type and are activated together. A squad may consist of only a single model or more as determined when creating unit types. Squads must maintain a 2" coherency to each model within the squad. Squads out of coherency cannot use a coordinated attack bonus until all models are back in coherency.

Groups: Two or more squads may be activated together if they are within a 2" coherency of each other. When activated together, they are considered a group for the purpose of any bonuses (they may now only use group bonuses). The number of squads grouped may not be above the lowest Command attribute of the group. For

example, if there are three squads and one squad has a Command of 2 and the two others a Command of 3, only two of the squads may group together.

8.3 Movement is determined by a squad's Movement attribute in inches. Any model may move up to 3x its Movement attribute. No part of a model may move past its intended movement.

Additional movement can be taken as an Action and count towards movement bonuses, but also takes up a squad's Action for the Game Round. Using up your action for movement increases your movement from 3x your movement characteristic to 4x.

Movement Bonuses are enhancements that apply until the squad's next activation or Reaction. Movement bonuses apply to Charging into melee combat and Evasion.

Bonuses for Movement are as follows:

Movement of 0"-6" = +0 Bonus

Movement of 7"-12" = +1 Bonus

Movement of 13"+ = +2 Bonus

Charging Bonus: These bonuses are applied to the Strength of a model charging in melee combat. This bonus only applies to the Game Round the unit moving enters into melee combat. In order to get a charge bonus, the charging unit must have line of sight to the model it is charging, and take a direct path towards its target. This bonus applies even if another squad is activated and moves into melee combat, possibly granting both squads a charging bonus.

An example..... Player 1 moves his squad of warriors with a movement 3, 9" forward, not using the squad's action.

Player 2 now charges Player 1's squad by moving 7" forward to attack in melee combat.

Because both players movement bonuses apply until the squad takes an action/reaction, both squads are considered charging each other gaining a +1 charging bonus. This creates an epic battle of two squads of warriors clashing charging full on into each other.

Evasion Bonus: A Movement bonus also applies to the Ranged Target Number (RTN) needed to hit the model moving. This makes it harder to hit a fast moving target with a ranged attack.

Example 1: A squad with a Movement 3 takes the following activation: Move 9" and hold their action. This gives the squad a +1 movement bonus for evasion and charging should another squad enter melee combat with them.

Example 2: A squad with a movement of 4 takes the following activation: Move 12" plus a move action for additional 4". This gives the squad 16" of movement, and takes up their Action for the game round. While the squad gets a +2 evasion, they have no Action left, so would not get to fight back should they be charged, nor could they dive for cover.

8.4 Actions

A Battlefield is a fast paced quickly evolving fight.

Many things can be done using an Action, including firing weapons, engaging in melee combat, extra movement, and so on.

Actions are used during the current player's activation, while Reactions are used during an opposing players turn to interrupt gameplay.

- A squad may only take a single action/reaction every game round. This means that once it is spent, no additional action or reaction can be taken.
- A player may hold an action for later in the round, in order to do a reactionary activation.
- To use a reaction, a held or unused action must be used.

Combat Actions: Both Ranged Combat and Melee Combat are Actions that are detailed in their own sections.

Movement Action: A squad may move an additional base movement if it spends its Action to do so. This may be to set for a charge, reposition models, to move in an attempt to avoid melee combat, and so on. Movement Actions can be used for either during a player's turn activation or as a reaction.

Other Actions: There are also many other Actions that are gained through genetic traits or special equipment out of your armory. These can include using powers, issuing commands, activating items, and much more.

8.5 Reactions: Reactionary Activations

Whether it's moving your squad to better situate yourself against a charge, diving for cover, or shooting at an activating squad. You may always do a reactionary activation during an opponent's player turn if you have any activations left in your Command Value. See section 9.1 for Melee Combat Reactions.

- Any squad that does a reactionary activation must have line of sight to the activating squad.
- During a reactionary activation you may either use a movement or an action if it has not been used previously during the current game round, and once used, you may not activate this squad again this game round.
- Reactions interrupt game play, and may only be done in response to a movement or an action before they occur.
- A squad may only perform a single reaction per game round, and doing one, prevents the squad from being activated again this Game Round.
- All characteristics used for the reaction, whether movement, ranged combat, etc are a -1 penalty.
- A Reactionary activation counts against your current Command Value. You may choose to react with more than a single squad. This can take you down to 0 Command Value. If your Command Value is 0 you may not do a reaction.
- Movement Reactions may not move above their base move. Don't forget that attributes are also at a -1.

Diving for Cover: A squad may dive for cover as a reaction to avoid a ranged attack, granting a +1 cover bonus to their Ranged Target Number (RTN). Cover bonuses stack. Diving for Cover is a 1" movement which leaves the models prone. Diving for cover is a reaction.

9. Melee Combat Actions

9.1 Moving within and into Melee Combat. Melee Combat actions are a special form of action that has some very special rules attached to them that separate them from normal actions.

Engaged models are any model that is in base to base with an enemy model. Squads are engaged with any enemy squad or squads that any of their squad members are in base to base contact with.

A model engaged in melee combat must fight back when melee combat is initiated during the current player's activation. This is a reaction and as such uses up an activation from a player's Command Value.

However, during a reactionary melee combat action, you do not suffer a -1 to characteristics as you would normally during a reactionary activation.

All squads engaged in melee combat, must be activated immediately once a melee combat is initiated. This can include models from all sides of the combat, including your own. This can turn into a very large melee combat if squads are engaged with multiple squads.

If a player has no Command Value left to activate any of the squads engaged in melee combat, the models are considered exhausted but can still fight back, using up their action for the game round. They suffer a -1 characteristics reduction for their combat resolution. (See exhausted below for penalties)

Exhausted Models Any model attacked in melee combat that has no action left, is considered exhausted. This can be because the model spent its action earlier in the round, or due to effects. Exhausted models suffer a -1 characteristics reduction for the combat action, and cannot attack back during melee combat.

For example, a squad of archers shoots their bows earlier in the round, but is then flanked by a squad of soldiers for melee combat. The squad's Mtn is then reduced by 1, making them easier to hit. Then when determining wounds, their toughness is reduced when determining how badly they are hit, and for their save.

Another example: A squad is involved in a melee combat with an enemy squad of warriors and resolves its melee combat attacks earlier in the round. A second squad then charges into the melee combat later in the game round to take advantage of an exhausted squad already involved in combat.

Moving into and during Melee Combat: A squad or group can only be moved into a melee combat action during its movement. To move into melee combat, models must be moved one at a time to engage the closest model not already engaged. If non-engaged models are not in reach, you may engage any model you can reach, followed by getting as close as you can to the enemy models.

As long as squad coherency is maintained multiple squads may be engaged this way.

In any round of combat, models that are in melee combat and have not moved this round, and are not engaged (in base to base contact), may move up to their base movement in inches. They must maintain coherency of their squad in order to move and engage or attack other models. The player that initiated the melee combat moves first, followed by opposing players.

Unlike normal where Melee Combat occurs simultaneously, during the first round of melee combat, combat is resolved by completing the largest threat range weapons first that have the opportunity to be in the combat. Resolve the attacks and wounds of the attacks with the largest threat range first, followed by the second largest threat range. And so on. All attacks with the same threat range happen simultaneously.

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.

Weapons that have a 3" threat range cannot be used against models that are engaged with themselves, so often secondary weapons are used.

Provoked Attacks occur when a model enters and leaves the threat range of an unengaged model without ending in melee combat. The model

provoked may choose whether or not to use its action in the attack, and if it does, gains a +2 enhancement to Marital for the strike. Provoked attacks are resolved immediately.

A provoked attack may also be generated if a model that is engaged with an enemy model attempts to break away from being engaged.

Prone Models: If for any reason a model is prone while in melee combat, they attack last after all other attacks are resolved.

9.2 Allocating Melee Attacks

Melee Combat is very similar to Ranged combat, in that the following steps are used for both. All attacks and wounds are considered to be simultaneous although you resolve them in an orderly manner

1. Allocate attacks: When allocating attacks, the activating player declares which models will be attacking which opposing models. The reacting player then selects where his/her attacks will be allocated too.

When allocating attacks, engaged models must be targeted before other models. If no model is engaged, then you may select another model within the threat range of the model attacking.

2. Resolve the attacks: Once attacks have been allocated, resolve attacks against individual models one at a time. This can include squad and group bonuses, etc.

Even with multiple attacks, models may only target a single model, unless their weapons or abilities say otherwise. Leader and Unique Classes are an exception to this, and may target separate models

3. Resolve Wounds: As you resolve any attacks against a model, resolve any wounds that occur.

9.3 Model Sizes

Since models will vary pose, customization, and size it is important to set some guidelines for game purposes. These are rough estimates are only to be used when the models size is in question.

A model is assumed to take up a volume of its base to the model's specific Head Height. If in question, or the model is shorter or larger, assume the model to fit these guidelines. For example a model that is kneeling would be assumed to be the minimum height of its size. Unless listed otherwise, models are medium sized.

Different sized models also have a larger threat ranges as shown above.

- **Small-** 25-32mm have a 1"-1.5" height
1" Threat Range
- **Medium-** 25-32mm have a 1.5"-2" height
1" Threat Range
- **Large-** 40mm have a 2"-3" height
2" Threat Range
- **Extra-large-** 50/60mm have a 3"-5" height
2" Threat Range
- **Huge-** Larger bases or models that are bigger 4-5"
3" Threat Range

Vehicles and larger models take up actual size.

10. Ranged Combat Actions

Ranged combat differs a little from Melee Combat using weapons to attack from a distance rather than close.

10.1 Accuracy Range is the range the weapon can be fired at accurately. When firing outside this range, enhancement bonuses apply to the targets Rtn making them harder to hit

Within Accuracy: No bonus to the Target's R(tn)

Up to Accuracy x2: +2 Bonus to the Target's R(tn)

Above Accuracy x2 Weapon is out of range and cannot hit its target

Line of sight, is a direct line from the front of the firing model to its target model. It can be drawn from any part over the base of the model at head height to another model. The front of a model is determined by 180 arc for the model in question. If there are any questions, use the shoulders or head facing for determination of the front.

Line of sight can limit reactionary ranged combat actions. Models in your own squad do not count towards blocking line of sight, but models from other friendly squads do (even if grouped)

Impossible Shots: An impossible shot is one that would normally take the enhancement modifier of the target's Rtn above the Maximum Age Bonus. So a model that would be getting a Rtn enhancement of +4 would be an impossible target to shoot. This is regardless of the actual Rtn bonus the model is receiving. This often makes targets behind walls at long range impossible shots.

Taking an Impossible Shot is a moment of trying to take out and extremely well protected target with incredible skill. In order to take one, you must first not be using a stationary or heavy ranged weapon. Second, you must sacrifice your all your movement, becoming stationary. Only one ranged shot can be taken, and if your weapon does not allow for this as an option, you may not take an impossible shot. The target of the shot gets their full Rtn bonus regardless of the maximum age bonus, and you may not use coordinated bonuses.

Movement While Shooting, or throwing a weapon.

You can move up to twice your base movement and still fire or shoot a ranged weapon. However there are ranged weapons that have special movement rules attached to them.

- Stationary Weapons require the models firing the weapon to be stationary and not move.
- Heavy Weapons allow models using them to move up to their base movement.

10.2 Allocating Ranged Attacks: All attacks and/or shots of the activating unit must be declared before combat resolution

Attacks are directed from a **single** model to another single model that it has line of sight to.

Fully automatic weapons, blasts, and special abilities, etc., have special rules that allow for multiple models to be targeted.

When shooting at a group or squad, models give each other soft cover (+1) when resolving shots that must go through another model to hit their target. Models without a cover bonus must be targeted before those with them and always be allocated an equal to or more shots than those with cover (from impeding models).

Resolve shots for each target model one model at time. All attacks and wounds are considered to be simultaneous although you resolve them in an orderly manner

Resolve Wounds: As you would in melee combat, resolve any wounds.

11. Combat Resolution

11.1 Melee Combat: To hit with a weapon in melee combat, take your Melee Combat characteristic + d6 to equal or beat the target model's Melee Target Number (Mtn). The result of the Martial skill +d6 is your Combat Resolution Number (CR)

Martial Skill + d6 vs Martial Target Number (Mtn)

Martial + d6 = CR (Combat Resolution Number)

11.2 Ranged Combat: Ranged weapons include thrown, projectile, and other weapons that hit from a distance. To hit with a Ranged Weapon, take your Ranged Combat Characteristic +d6 to equal or beat the target model's Ranged Target Number. The result is your Combat Resolution (CR) number which is used to determine wounds.

Ranged Skill +d6 vs Ranged Target Number (Rtn)

Ranged +D6 = CR (Combat Resolution) number.

Combat Resolution (CR) is just how well your attack landed, including hitting vitals or just barely scratching the target. Hits that are strong enough, can critically hit

11.3 Saving against wounds. When a model is wounded, take the toughness of the model and roll a d6 to equal or beat the CR. If the model succeeds, the wound does not damage.

11.4 Critical hits and Critical misses. If a hit results in a CRN that is higher than is possible for the wounded model to save against, the model takes a critical hit. A critical hit does one extra wound of damage.

If a hit results in a CR that saves on a 1+ or any result that is automatically made on a d6, no save is required and the model shrugs off the hit.

11.5 Strength Modifiers to Combat

14.1 Resolution Numbers (CR)

The strength of the attacking model can modify the CR result up or down. Compare the strength of the hit (the strength of the model) to the toughness of the model being hit. The difference between these two modifies the CR up or down.

This means that a high strength hit, can often critically damage the target, while a low strength hit against a very tough model may have little effect if any when it hits.

Taking a Wound happens when you fail to make a save or were not allowed one in the first place. When doing so, a model takes 1 wound of damage on a failed save. Critical hits, different weapons or other effects can increase the number of wounds you take.

11.6 The Fallen: When a living model is reduced to 0 wounds, the model is dying on the battlefield and can no longer be activated. At the end of the Game Round, the model is removed if no healing or regeneration has regained or recovered its last wound.

You may use turn your model prone if there is a chance of recovery, mark it, or use specific models while the fallen are dying on the field.

You may spend an action to kill any living model that has fallen. This reduces the model's wounds below 0.

The Dead are any living model that is reduced below 0 wounds. Remove these models from the game board. Any living model that is at 0 wounds at the end of the Game Round, drops below 0 wounds and is removed from the game.

Recovered Models: If recovery occurs during the events phase the model is now active and can again be activated. However, in the Game Round of recovery, no model may only move at base movement, and may not take a combat action.

A Recovered model is no longer part of the squad it came from if they have been separated, but may form into groups with other squads, or rejoin its original squad if possible.

12. Combat Modifiers and Morale

12.1 In Game Modifiers are also called enhancements, and follow the Maximum Age Bonus rules. These enhancements, include cover, movement, powers, trait bonuses, etc.

Maximum Bonus according to which Age your race is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

12.2 Fleeing Combat Actions: Anytime a model is being targeted by a combat, and they have movement left, they may automatically break and run for it. This is a reactionary activation, and uses up a reactionary activation. Fleeing is a automatic x2 movement the first round and creates the opportunity for a Provoked attack.

After fleeing combat, your squad will continue to flee at x3 movement until you regroup.

12.3 Morale: Anytime a squad takes 50% casualties in a single activation, they must make a morale check. The Morale target number is a combined characteristic

Number of models lost +d6 to equal or stay lower than your target number.

Anytime you are trying to regroup a squad that is fleeing, roll a d6 + number of enemy models within 6" that you are outnumbered by. All models count.

Regrouping a squad is done when you first activate the squad. A regrouped squad returns to play normally, and is allowed to move only at base movement, and only able to do reactionary actions until the next game round.

Any model that flees does so towards their closes board edge, and if any models leave the board, so does the rest of the squad. They are removed from the game and counted as casualties.

12.4 Battlefield Cover

There are two types of cover, soft cover and hard cover. In order for a model to receive a cover bonus, 50% of the model must be blocked or have a model intervening, between the attacker and the target. Note that this can be a melee or ranged attack.

Models in area terrain automatically receive the cover bonus of the terrain.

Cover bonuses are added to a models Martial and Ranged Target Numbers (Rtn and Mtn).

Soft cover refers to soft objects, like foliage, other models, your own models, underbrush etc. Soft cover gives a +1 Bonus to not getting hit.

Hard cover refers to ruins, built emplacements, rock outcroppings, etc. Hard cover grants a +2 bonus.

Area Terrain are terrain areas defined by a border. Anyone in these areas of terrain receive a cover bonus. Examples are ruins, forests, debris, rock outcroppings. Be sure to clarify which terrains pieces are considered area terrain with your opponent.

Shooting into Melee Combat Shooting at any model engaged with another model provides +2 cover. Due to the chaos of Melee combat, you may not allocate more than a single attack to any model. Shots that would hit the target if it were not for the cover bonus, hits the nearest model regardless of whose model it is. Select the nearest model starting closest to the line of fire. No model can be hit by more than one stray attack, so extra hits are given to the next closest model. If models are the same distance, randomize between them.

You may not shoot through melee combat to attack other models on the opposite side. You may however, shoot over or around a melee combat if the targets can be seen above or along the outside edges of combat.

12.5 Coordinated Attack Bonuses

Squads and Groups get bonuses when they attack a single model at the same time in a coordinated attack.

There are times when attacking with a squad or group are needed to take down the toughest of opponents.

You may sacrifice dice to gain squad and group bonuses to hit your opponent. Coordinated attacks grant an enhancement bonus to your die roll, and follow the same maximum age bonus restrictions of enhancements.

Coordinated attack bonuses are added to the model with the highest Martial or Ranged characteristic for the attack.

A Group Bonus is for groups formed during the game as models are activated together. You may sacrifice three dice to gain a single +1 coordinated attack bonus.

Squads Bonuses for models that have trained together, start the game as a squad and are using the same weapons. You may sacrifice two dice to gain a +1 coordinated attack bonus.

Veteran bonus: Veterans are the most battle hardy of warriors. Experience in working together makes veterans deadly in combat. Veterans may sacrifice 1 dice to gain a +1 coordinated attack bonus. Veterans do not need to be using the same weapons, however, the attack and effects are from the one model receiving the bonuses to make the attack

To Hit Roll example: Before dice are rolled, a squad of 3 has three ranged shots. Instead of rolling all three dice separately the player decides to fire all three in a single shot, sacrificing 2 dice to add a total of +1 to the die roll to hit using the highest models Ranged Characteristic.

If an additional two shots are sacrificed, this bonus would move up to a +2 coordinated attack bonus.

12.6 Mounted Combat

Mounted Combat is used for any horses or mounts that are used in combat. Small Vehicles also give riders the bonus of mounted combat, examples being motorcycles, jet bikes, hoverboards and gliders. Being mounted gives the rider an advantage in combat granting a bonus to their martial Target number M(tn). Skills or enhanced mounts can increase the Mounted Combat bonus.

Mounted Combat 1 for example would give a +1 to their Melee Target Number, while a *Mounted Combat 2* would make the bonus a +2.

A mounted warrior moves at the movement value of the mount, and charging bonuses apply as well as evasion for movement bonuses.

When attacking a mounted warrior, either the mount or the rider/s may be targeted. If a mount is running; x2 or greater movement, the rider takes a Strength hit equal to the multiplier of the mount's last movement, and will be prone for combat actions until they are next activated.

Mounted Charge: Horses and other large mounts may perform a mounted charge if they're movement is x2 or x3. This is a special charge, where the melee combat takes place during movement instead of during an action and takes the charging model to a destination past the intended targets of the charge. The melee combat for the rider and mount, to take place during movement.

To perform a Mounted Charge, face the model in the direction of the charge, and move it in a straight unobstructed line to its final destination. Any model including the rider whose threat range was passed through may participate in the melee combat of the charge.

Charging Bonuses apply to both the rider and mount. Even though Melee Combat is occurring during movement, it still requires an action to perform. For game purposes, the action of the model occurs during the movement of the charge. Any reactions in response to the charge (besides combat), must be done before or after the charge.

Trample: A Trample is a special mounted charge where instead of running by its target model, the mount or beast runs through its intended targets. Large mounts or creatures can charge through other models to the distance of their charge. Only models that are smaller than itself can be trampled.

A model must move out of the way with a reactionary activation or take a hit based on the strength of the charging model,

A model that moves out of the way can do so during the movement of the charge, or take part in the melee combat if the charging squad is within threat range. To move out of the way, move your base movement -1

The number with the trample ability designates how many models can be trampled. If a model is in the path over the number of models that can be trampled it stops the forward movement in base to base with that model, leaving them engaged in melee combat.

Death of the Mount: In the event a mount is killed while moving at x2 or greater movement, the riders takes a Strength hit equal to the multiplier of the mount's last movement, and will be prone for combat actions until they are next activated. Place the model within the models base movement from the mount.

12.7 Grenade/Scatter Effect: When a weapon has a grenade or scatter effect, roll like normal to hit the target. If a miss is generated, use a 10 sided dice. A miss will scatter the distance equal to the difference of the die result and what was needed to hit. The D10's narrow end points in the direction of the scatters.

12.8 Blast Effects. Many items have a blast effect. These hit all models within the radius indicated. For example, a 1"r Blast will hit any model that is partially within a 1" radius.

Some blasts have a different strength rating for targets immediately in the center of the blast. If so then a secondary strength will be indicated.

13. Vehicles, and Non-Living Models

13.1 Non-Living Models:

All non-living models do not have wounds like living models do, and thus take damage differently. Non-living models include the animated, undead, constructs, vehicles, robotics, and machines of war.

Combat resolution is the same for the non-living as it is the living. However, when taking damage, non-living models take damage to their toughness at a rate of 1 per hit.

When reduced to 0 toughness a non-living model is destroyed.

Any critical hit destroys the non-living model outright reducing the vehicle below 0. A model below 0 cannot be targeted by other game effects, and it is removed from the game.

13.2 Vehicles

Destroyed Vehicles: Wrecks are vehicles that have been destroyed and reduced down to 0 toughness. They are beyond repair, and are now battlefield terrain.

If a vehicle when destroyed was moving at x2 or greater movement, the riders takes a Strength hit equal to the multiplier of the mount's last movement, and will be prone for combat actions until they are next activated. See getting out of vehicles for model placement

Critical Hits: Vehicles destroyed by a critical have their debris blown clear, and no longer effect game play. The area of the debris becomes a rough terrain

Due to the strength of a critical hit blowing the vehicle apart, any passengers take a ½ strength hit, rounding up. A strength 6 critical would result in passengers having to survive a Strength 3 hit to survive the hit. Survivors are left prone for combat actions until next activated and are placed within the destroyed vehicle's footprint.

Getting Into and out of Vehicles: Getting into a vehicle during the game uses up an action, while getting out uses up your movement.

When exiting an enclosed vehicle, place your models within base movement of the vehicles exits. An open topped vehicle can have passengers exit the vehicle on any sides.

When exiting a vehicle, you may use a move action to cover more ground.

Vehicles have their own characteristics, including movement. There are a few actions though that rely upon the characteristics of the driver or crew. For example, mounted weapons use the Ranged characteristic of the model using the weapon.

Vehicles crew, and drivers:

As with all vehicles, a crew and driver do not come with the cost of the vehicle. The unit class that has traits allowing access to the vehicle is used to drive and crew the vehicle.

- Open Topped vehicles offer a +1 cover to the driver, crew, and passengers
- Enclosed Vehicles offer a +2 cover to the driver, and completely cover passengers.
- A vehicle with transport capacity can carry any squad in your army.
- Drivers, crew members, and passengers can be targeted and receive cover and any evasion bonuses available.
- In the event a driver is killed, any member of the crew can take over driving. A vehicle without a driver cannot move.
- Mounted Weapons must be manned by the crew, not passengers.
- The crew can abandon the vehicle if need be by simply exiting the vehicle. You can equip your crew with weapons.
- Enemy Vehicles cannot be used, and if abandoned, can still be destroyed.
- A surviving vehicle crew can enter an abandoned vehicle of the same type and become its new crew. This can occur with drivers getting killed.
- A crews Ranged and Melee characteristics are used for combat with the vehicle.

14. Powers

Powers are supernatural magic and psychic abilities that bend the fabric of reality using the energies from beyond. Pulling these energies the Ether is called channeling, and is in itself an extremely dangerous and monumental task.

Each Life Domain uses the energies of the Ether in a different manner. For Humanoids there are Arcane and Faith Powers, Biests use Ritual and Spiritual Powers, and the Fey are simply made of it, bending reality to their will as they please.

14.1 Using Powers takes up an action and limits the caster to its base movement in order to maintain focus and concentration.

Using a power consists of Channeling the energy, and casting its effects forth. In this way casters bend reality to create magical effects used to heal, burn, move, and protect themselves and others in battle.

Channeling limits a model's movement to its base movement, and is done as part of the caster's movement. Fey do not need to channel, see the Fey Apocrypha for details.

Casting is the use of the energy that has been channeled from beyond, and using it to create the effect of the Power. Casting takes up an action.

Channeling and Casting are two separate things. As such, a model that has been activated and channeled energies to cast a power, may hold their action and save the power for a reactionary activation later this round. Doing so, reduces the strength of the power by 1, as the energy is hard to hold, but allows for precise timing of the power's effects.

A being can only have so much ethereal energy flowing through it and survive. Any model used to channel or cast a power, cannot do so again during the same game round.

To successfully channel a power, a caster must roll a d6 and add his or her Willpower to it in order to achieve the difficulty of the Power. Once channeled, the target is selected and the power takes effect.

Each Domain, whether it be Humanoids, Fey, etc has additional details on how powers are channeled and cast for their races.

Quick Play Sheet

Combat Resolution

Combat Skill- Melee M(c) Ranged R(c) to Hit

	1	2	3	4	5	6	7	8	9
D6=1	2	3	4	5	6	7	8	9	10
=2	3	4	5	6	7	8	9	10	11
=3	4	5	6	7	8	9	10	11	12
=4	5	6	7	8	9	10	11	12	13
=5	6	7	8	9	10	11	12	13	14
=6	7	8	9	10	11	12	13	14	15

Combat Resolution

1. Combat skill +d6 vs Target Number
2. Strength Adjustment
 1. How this works: Roll a d6 and add the result to the combat skill of the attacker.
R(c) for Ranged combat
M(c) for Melee Combat
 2. Compare to the Target number of the opponent. If the result equals or is greater than the target number, the opponent is hit by the attack.
R(tn) for Ranged combat
M(tn) for Melee Combat
 3. Strength Adjustment: Strength of the Attack is higher or lower than the toughness of the target. Raise or lower the result by this much.
 4. Target Saves against the attack by rolling a d6 and adding his toughness to the die result. If this equals or beats the combat resolution number generated above, no wound occurs. Otherwise suffer 1 wound.

In-Game Combat Modifiers

Combat Modifiers range from +1 to +2. No more than two combat modifiers can be applied to a single die roll.

Ranged Combat

R(c) Modifiers- these add to the R(c) of the shooter

1. Group/Squad Bonuses
2. Accuracy Bonuses
3. Weapon Bonuses

R(tn) Modifiers- these add to the R(tn) of the Target

1. Range Modifiers
2. Movement
3. Cover

Melee Combat

M(c) Modifiers- These add to the M(c) of the Attacker

1. Group/ Squad Bonuses
2. Weapon Bonuses

M(tn) Modifiers- These add to the M(tn) of the Attacker

1. Cover

Strength Adjustment: Compare the Strength of the hit, with the target's toughness.

-For Melee Combat and thrown weapons this is the Strength of the attacker

-For Ranged Combat this is the Strength of the Weapon

Add the Strength Adjustment to the Combat Resolution result from above. This can raise or lower the result. There is no number cap to this adjustment.

For example, A 7 is rolled for combat resolution. It's a Strength 3 hit against a Toughness 4 opponent and gives the combat resolution number a -1. This lowers the combat resolution number to a 6. Having a toughness of 4, the target now needs a 2+ on a d6 to save against the attack