



Humanoid Primarius and Core Rules v1.01

- **Do Characteristic Increases stack with other Increases from other branches?**
No they do not.
- **Are Combined Characteristics like martial target number are effected by characteristic increases and enhancements? For example, raising martial will also raise the martial target number?**
*Yes, and No, increases effect combined characteristics while Enhancements do not.
Enhancements only effect the characteristic mentioned. These are in game bonus's granted from equipment, situational, or other game effects.*
- **Can I take multiple racial variants, like creating a Fayrie / Dwarf?**
Yes, you are not limited to a single racial variant.
- **When taking new traits, or replacing traits when upgrading, can I replace a trait that is a primary trait and keep a secondary trait in the same branch.**
No, you must always have and maintain a pre-requisite for existing and new traits.
- **Advanced Weapons and equipment seem to be very limited by the traits you are able to choose, although the armory has more expensive options available.**
*This is due to the advancements you can take during campaigning, and for the creation of very powerful artifacts or elite weapons.
The same can be said for Powers. There are powers that are just beyond normal reach, and must be achieved with after game bonuses for your race and classes.*

- **How are models meant to be kept WYSIWYG in organized events for Genesys?**

With a large flexible system such as Genesys, it's important that the models represent the weapons they are using. A spear for example cannot look like a mace, or a rifle cannot be used as a pistol. This includes uniformity within the army while modelling, so that weapons are distinct enough to tell them apart.

- **Channeling Faith Magic seems to be easier because you can channel through followers. Can followers be used to channel powers from multiple casters?**

No, followers may only be used once per game round to channel Faith powers. As long as there are followers around, faith magic does tend to come easier, however beware of a clever opponent who quickly takes out your followers.

- **Can a fallen model be used to channel?**

No.

- **When do models equip the weapons they will use during the game?**

When you create your list for the game, after board set up and missions determination, you will select equipment for your units based on what they have access to. It's assumed you will have models already made representing the options you like to take. Magnetizing allows more options.

- **Quickness allows for models to strike first in melee combat. The first round of combat who gets to attack first is determined by threat ranges. Who goes first in these instances during the first round of combat. For example, having a leader with Quickness and a sword, vs a warrior with a pike.**

The first round of combat, threat ranges have priority over quickness. So start with the largest threat ranges first. Once you get down to the threat range of the leader, he will strike first before any other models with the same threat range.

For example, a spearman trying to hold off a leader on horseback with lance. Since both have the same threat range, the leader will get to strike first and resolve his attacks before the spearman gets to strike back.

- **During a game round, if I kill the opponents leader, does the player still get his current command value?**

Command Value changes are immediate.

- **In small games, where 1 is the squad size for my unit class type, do squad size increases allow to me to take more models for my squad?**

Yes. Mounts, and other animals with the squad also can be used. For vehicles you must be able to field the required number of crew to take the vehicle.