# 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 GENESYS PROJECT

FIRST AGE   SECOND AGE   THIRD AGE
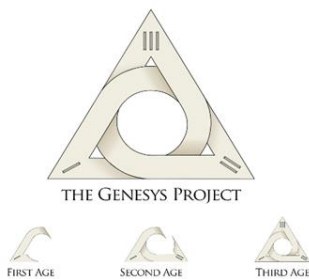
The Great leviathan

As it is written in the Archives of the Historians;

When the creator race first reached Genesys, they discovered endless worlds rich with the elements of life, a treasure trove of systems not found in any known universe.

However, guarding these worlds was a serpent beyond proportion and scale, the Great Leviathan.

The massive Leviathan encircled the stars protecting its core worlds at the Creators approach. The ensuing battle was desperate, as the creators could no longer turn back. Systems were battered and entire worlds destroyed. When finally slain, those left to seed our worlds were few, the creators all but dead or left dying. They seeded the core worlds with the life of their last dying breath.

Today, the great leviathan's bones along with the remnants of the broken worlds can be seen in our skies. They Orbit our sun just above our world in a great asteroid belt above the clouds.

Descendants of the Great Leviathan await there, and when these worlds are close enough that the two atmospheres overlap, the ancient war of our ancestors, our Gods, becomes our own.

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1. The Humanoids

The Empires of Man

On many of the Genesys worlds, Humanoid species are the most prevalent species. Some of the more radical Humanoid groups believe this to be a sign that they are the chosen of the gods. Often called the Empires of Man, Humanoids are highly adaptable species. Some are as wild and barbaric as the Reptilia or Biests, but many more are civilized and rigidly organized into orderly kingdoms and empires.

The Humanoid species are some of the most adaptable of all the species. Their intellect and knowledge rivals the other species, and when added to the adaptation of the species they can be one of the most dangerous and overwhelming of all the species in Genesys.

The strengths of Humanoids are their ingenuity, their drive for domination, and their sense of purpose. Humanoids have the capability to invent wonders and marvels beyond what is thought to be possible.

Right and Wrong and Good-versus-Evil are a large part of the Humanoid drive to conquer and subject other species to their will. For Humanoids, Good and Evil are subjective. Religious motivation, wealth, and power tend to influence Humanoid morals to fit within the species' goals of dominion. Above all else, Humanoids are righteous in their determination – all who do not bend to their version of what is right must fall before them.

While there are genetic mutations amongst Humanoid species, they are relatively rare. Albinism, Dwarfism, and Giantism are among the most common and obvious mutations.

On some worlds that are dominated or visited often by other species, hybridization between Humanoids and other factions can occur. This results in some of the more "exotic" Humanoid species. Notable examples of such factions are the Fayrie and the Orc clans.

Humanoids communicate primarily by vocalization. They can form and understand complex sounds, which often serves as a bridge for interspecies communications. While their vocalizations may not fully translate the intricacies of language between the other Domains, Humanoids can roughly ascertain the meanings. Because of this, Humanoid factions have the tendency to stand in as translators when diplomacy may have a chance of success.

Humanoids and strive for understanding of their place in the universe. They adapt quickly to new environments, problems, and dangers. It is sometimes said that there is no greater threat to the other Domains than the Empires of Man, but also that it is with Man that the salvation of the Genesys worlds may ultimately rest.

The First Age

Humanoids of the First Age struggle to gain a foothold on the Genesys Worlds, engaging in conflicts with another species both new and ancient. It is an age of violence and growth, and the fight for survival and dominance is an an everyday event.

Humanoids are quick to band together, forming kingdoms and alliances. They seem to always push exploration and seek to increase their knowledge of the worlds they live in. Those empires that cease or fear adaptation and learning often become stagnant and tend to crumble in upon themselves or fall to their more enterprising neighbors. This expansion is not looked upon favorably by others, and war always looms just around the corner.

The Second Age

This is the age of the apocalypse. As new technologies and forms of energy are harnessed, Humanoids teeter on the brink of self-determined annihilation. Many inevitably fall into ruin. In others, upheaval and the collapse of nations will push the cutting edge of Humanity, driving technologies, warfare, magic, and even the definitions of what defines your faction.

This is an age of a modern future, with implanted or genetically altered soldiers. Armored units, robotics, magic, and cybernetically enhanced warriors are yours to command.

The Third Age

The sight of another Universe crashing through our own is a sight to see. Unfortunately, not one that anyone can survive. In the far future massive graviton shock waves rip through the Genesys worlds obliterating anything in their path. The end is here; will your species find salvation as the universe itself is being torn asunder. Secrets long lost to the ravages of time may provide answers. War has erupted among the surviving factions attempting to find the answers, and few if any will survive.

1.1 Giant

Giantism among the Humanoids stems from a lack of control of growth hormones, and as such the individuals continue to grow throughout their lives. It is hereditary and most die at an early age due to a breakdown of their bone structure as well as other health issues that are unable to keep up with their constant growth. 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.

It is rumored that there are entire lands and kingdoms of Giants that live to extremely old ages, and as such grew to immense heights. These are where the legends of the great Titans originated from.

1.2 Dwarf

Dwarfism is another genetic trait that is hereditary. These individuals tend to be longer-lived than the standard Humanoid. There are many worlds were Dwarven kingdoms have held sway for centuries. These sturdy people have natural tendencies towards collecting precious ores, and metal working is an integral part of their culture. As such, it is the dwarves who uncovered the secrets to black powder before the other species, leading to advanced engineering and the creation of large Cannons.

Dwarves generally have the girth and stockiness of a full grown human, albeit compressed into a four-foot frame.

Dwarven cities are marvels to behold, as despite their more diminutive size Dwarves tend to go big or go home. This motto is built into everything Dwarves do, whether it is engineering or weapons of war.

1.3 Fayrie

The Humanoid Genome is very adaptable, and as such hybridization can occur. The Fayrie are a Humanoid hybridization between the Fay and Humanoids. The results are species that can see beyond the physical world into the ethereal, but cannot be a part of it. They seek out places of mystical energy and hold these places sacred, and are highly attuned to channeling psychic energy.

The Fayrie do not choose their own paths as the Fay do, but instead push into the light or darkness with the extremes that only Humanoids can. The Fayrie will follow their species origins of light or darkness without deviancy.

The Fayrie are called many things, from Elves or Fairy, to even being confused with the Fay.

1.4 Feral

The Feral are a hybridization of Humanoids and Biests. Wild and animalistic, Feral Humanoids tend to be overly aggressive and warlike. The Feral often live in outlaying lands, forming up for raids or massive armies to lay waste to any civilization that stands before them. Feral, like Biests, are often unpredictable and dangerous, like a wild animal cornered. Might makes right, and the weak deserve their fate.

The Feral can have wildly different appearances, and most are referred to as barbarians, orcs, and other demeaning names.

1.5 Goblyn

A Goblyn is a maligned degenerative form of humanoid with its origins possibly coming from a mutation in Feral Hybrids.

Many overlook the Goblyns as weak and dull witted, but they are without a doubt ravenous, cruel, and cunning to the extreme. There small size and fast rates of reproduction can quickly escalate from occasional nightly raids, to massed overwhelming hordes several times within a single generation.

Due to the highly unstable genome of the Goblyn, many wildly varied Goblin factions exist. Goblin, Imp, Kobold, gremlin, and many more. Rare variants mixed with the Fayrie, Aberration, and even Giants have produced countless other varieties……. Trolls, Sprites, Gnomes, and many others.

1.6 Aberration

Often living on lands barely suitable for life in the most extreme locations, Aberrations have been fundamentally altered down to the cellular level by the extremes of their environments. This causes their physical form to be severely altered.

In nature the weak and deformed often die, but life is tenacious and does not fade away without a fight. Aberrations are genetic alterations pushed upon them by the most extreme situations.

Whether an environmental disaster or oddity of nature, Aberrations often wield strange powers and abilities, often alienating them from other humanoids in ability and their appearance.

Due to the often violent extremes they have overcome in life, Aberrations often seek power over others they consider "lesser beings".

The Genesys Project- Humanoids

2 The Tree of Life

2.1 Definitions

Domains: There are 5 Domains of Life in the Genesys Project. These include Humanoids, Reptilia, Fey, Inseckt, and Biests.

Each Domain includes many different factions that can be wildly different from each other and has its own rules, traits, and paths through the future and are defined in their own book/ pdf.

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 are selected from evolutionary branches 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 being 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.

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

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

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

Unit Classes

These unit classes are built off of your faction. Designing your unit classes allows for you to add additional traits to the specific classes of units. This is how you get Standard Units, Elite Units, Leader types, and Unique Heroes or Villains in your faction, as well as what defines their special abilities or equipment.

Armory

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.

When it comes to Advanced Weapons and Equipment, specific traits allow their use for Unit classes.

2.2 The Steps for Creation of your Species

The first step in creating your species is to your evolutionary traits.

There are three areas from which to select your traits. These three areas are as follows:

1. Genetic Mutation

2. Environmental Adaptation

3. Knowledge and Science

2.3 Evolutionary Branches: In each Evolutionary Branch, there are Primary and Secondary Traits. In order 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.

Example Evolutionary Branch:

Evolutionary Branch

Mobility

Adapting to the environment means getting around easier. Perfectly adapted to do so, allows Humanoids to specialize their ability to move quickly and unhindered through terrain

Primary Traits

Mobility 2pts: Mobility

Secondary Traits

Sprinters 4pts: Natural Sprinter

Enhanced Movement 6pts: Increase Movement 1

2.4 Point Costs of Traits: Every trait selection that you select comes with a point cost associated with it. Humanoids start at 0 points, and every trait or ability will add to that number. The total point cost of the 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.

2.5 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 of advancing them. Both increases and Decreases apply to combined characteristics during species and unit class creation.

An Increase is a permanent adjustment to your characteristics and are only used when creating your species/classes or advancing them. These only stack within the same evolutionary branch

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.

1st Age: +3

2nd Age: +4

3rd 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.

For Example two traits from different branches

Strength Increase 2

Strength Increase 1

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

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

2.6 Species Variants are traits that can be selected as normal. These can be mixed and combined.

For example taking Feral and Giantism together. Both of these traits would then apply to your overall faction.

During species creation you may select your species variants, and when you do, these apply to your entire faction.

Once you are done creating your species, you may select a species variant as a unit class trait. This would only apply the species variants to that unit class. These could be small subsections of your populations, or they could be allies that are related but a part of your Species.

For example: You take Feral when creating your species. Later on when creating your unit classes you want an elite giant version of your warriors, so the unit class takes Giantism as their trait selection. This would affect only this particular unit class and not your entire faction.

2.7 Armory Traits: *Armory Traits are technological advances allowing the use of superior arms and equipment. There are two types of armory traits.*

1. Special Weapons and Equipment: Introduce new weapon and equipment types into your faction.

2. Advanced Weapons and Equipment: Improves existing weapons and equipment.

Example of armory traits

Evolutionary Branch

Advanced Melee Weaponry

Knowledge and technology in weapon construction can create a superior weapons able to turn the tide of the battle before it begins. Advanced Melee Weapons also includes throwing weapons.

Primary Traits

Quality Weapons -/5pts (Armory): Advanced Weapon 5 (Melee)

Polearms -/5pts (Armory): Special Weapon: Polearms

Secondary Traits

Masterwork Weapons -/10pts (Armory): Advanced Weapon 10 (Melee)

Armory traits have no species or class cost with them but do take up a trait selection. Any model equipped with the weapon must pay the point cost of the weapon as shown above. *This is done when making up your force list for a game, and not done during species or class creation.*

Point Cost additions from Cross over traits either evolutionary mutations or environmental adaptation, as well as extra trait costs from unit classes, still carry the extra point cost if armory traits are taken with them.

2.8 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.

There are also some traits restricted to specific class types, Standard, Elite, Leader, or Unique.

2.9 Humanoids 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.

To help you along your journey, we will be creating a faction of Feral Orcs ruled by living incarnations of their Wild Gods.

Mandatory Traits: There are mandatory trait selections that must be chosen. The number of traits 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.

Humanoid Mandatory Trait:

Genetic Mutation: 0-2

Environmental Adaptation: 3-4

Knowledge and Science: 1-2

This gives you a choice of 4-8 traits to design and create your Humanoid species from the Evolutionary Traits.

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

Starting Characteristics

All Humanoid Species have starting characteristics that can be adjusted through the selection of traits. Record these, and adjust them as you create your species.

Humanoid Starting Characteristics

Strength: 2   Toughness: 2   Movement 3

Martial: 3   Ranged: 2   Defense: 3

Discipline: 3   Willpower: 2   Command: 3

You may not take a trait that will reduce a characteristic below 1

3. Species Creation Walkthrough- Mountain Orcs Clan Wolf

It is time to create our Mountain Orcs. We start off by recording down our starting characteristics and selecting our Traits.

3.1 Species Trait Selection

We want our Mountain Orcs to be Feral savage beasts led by a powerful God King. Trolls and Giants would be wonderful as well to be part of our elite forces.

Let's start with our species… and our mandatory traits.

GENETIC MUTATION: 0-2

ENVIRONMENTAL ADAPTATION: 3-4

KNOWLEDGE AND SCIENCE: 1-2

Since we are not required to take any Genetic Mutations, we won't, and we will move on to Environmental Adaptations.

Here we have a 3 trait requirement, so we will start off with the primary trait Feral. Since it unlocks a secondary trait in the same branch, we will take Bestial Attributes. Note that the Species Variant ability grants us an additional trait selection as long as it is part of the same evolutionary branch.

Feral 4pts: Species Variation, Increase Strength 1, Decrease Command 1

Bestial Attributes 6pts: Increase Movement 1 or Increase Toughness 1, Decrease Discipline 1

So far our species is up to 10pts a model, with the following characteristics…. Note that we chose Increased Movement for our Mountain Orcs.

Strength: 3	Toughness: 2	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

Next I am going to take Slave Population which is a primary trait under Cultural and Social Adaptations, and follow that up with God Kings which is a secondary trait.

Slave Population 2pts: Slave Population

God Kings 3pts: Bonus Traits 2 (Unique)

We now have 4 traits chosen and will call it good, although because we have species variant we could of chosen an extra trait.

The two cultural traits now take us up to 15pts per model.

Next we have to select at least one single trait from Knowledge and science. For this I am going to select Advanced Mail to give the orcs and other classes we make a good armor option.

Chain (Medium) Mail -/10pts (Armory): Special Equipment: Advanced Mail

This does not increase our base point cost for our species. Instead it will only increase models equipped with our advanced weapons at a point cost of 10 points per model. We will do more with this when we get to our species armory.

Mountain Orcs 15pts

Strength: 3	Toughness: 2	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

Special rules: Species Variation, Increase Strength, Decrease Command, Increase Movement, Decrease Discipline, Slaves Population, Bonus Traits 2 (unique class only), and Improved Weapon 5 (melee)

Feral 4pts: Species Variation, Increase Strength 1, Decrease Command 1

Bestial Attributes 6pts: Increase Movement 1 or Increase Toughness 1, Decrease Discipline 1

Slave Population 2pts: Slave Population

God Kings 3pts: Bonus Traits 2 (Unique)

Chain (Medium) Mail -/10pts (Armory): Special Equipment: Chain (medium) Mail

3.2 Unit Class Creation

With our Species created, it's now time to create unit classes. Unit Classes are the different types of units that we will be able field within our army. These comes in four different types; Standard, Elite, Leader, and Unique classes.

Classes define a units training, skills, and abilities, not their equipment. When it comes time to create a list, you may equip the units how you see fit from the available armory. This could mean the same class could field units of lightly armored archers, as well as better armored melee forces from the same class. Most games like to separate these into different unit entries even though they have the same stat lines and abilities.

We are going to start off with our Standard Classes, of which we are able to create three based on our characteristics.

Creating a Class is simple and we build these off of the base species.

Standard Classes

Orc Warriors will be our first class. Since we can add a trait to this class, but for simplicity we will keep it simple and stick to our base species and not add one.

Remember that we are not equipping anyone yet with weapons etc. Models may equip any weapons or armor that they have access to in the armory, which we will do soon when we get ready to play a game.

Orc Warriors

Pt Cost 15pts per model

Base Attack 1   Wounds 1

Strength: 3	Toughness: 2	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

Orc Warriors will be our base foot soldier. Most likely with squads equipped differently, several with bows, and some with melee weapons. Of course we will equip with light armor as well to add in some defense.

Our Second Standard Class will take War Dogs from the Animal Kinship Evolutionary Branch. *War Dogs*
2pts: *War Dogs*

This will give us animals to drag into combat, which we will call Mountain Hounds. This will add the cost of the trait to our Beast handlers.

Beast Pack

Pt Cost 17pts per model

Base Attack 1   Wounds 1

Strength: 3	Toughness: 2	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

War Dogs

2pts: *War Dogs*

S:2 T:3 Mvmt:4 // M:2 R:1 Def:3 // Dsc 2 W:1 CMD:1 // M(tn) 5, R(tn) 7 Each animal is 10pts each.

Trolls will be our third and final standard class. For this class we will choose an Aberration Species Variant. Because we are choosing a species Variant we can add in a second trait if we choose, and we will do so. We will add Rage which gives us an enhance Strength 2 and reduce Mtn 2 in melee combat. Truly fierce in combat and on the charge.

Mountain Troll

Pt cost 31pts

Base Attacks 1 Wounds 1

Strength: 3 (5)	Toughness: 3	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 1	Willpower: 2	Command: 2

Regeneration

Aberration 6pts: Species Variation, Increase Characteristic 1 (choice, see abilities), Decrease Characteristic 1(opposite of Increase)

Regeneration 12pts: Regeneration 1

We can't forget that we also took Slave Population as one our traits. So we get to create slaves, although they can only take primitive weapons into combat, they are cheap, and in some cases could be a large part of the forces fielded in a game.

Orc Slaves

Pt Cost 8pts per model

Base Attack 1   Wounds 1

Strength: 3	Toughness: 2	Movement 4
Martial: 2	Ranged: 2	Defense: 2
Discipline: 2	Willpower: 2	Command: 2

Elite Classes

Now for our Elite Forces

To build an elite class, you either start the class with the base species or any one of the standard classes you already built.

Let's start with our Beast Pack, since we want to base the first elite unit off of this, and we need have the primary trait in Animal Kinship to get what we want here.

This makes our point cost 17x2 + any trait we choose. We can even add a second trait, but for that we would have to pay the trait cost +3. So let's add one and see where we are at.

So let's add Monstrous Beast for 8pts taking us up to 42pts per model. Let's make them Dire Wolves, because that is just cool, and looking closer at what we might want, let's give them one extra trait..... Feral Beasts at the point cost +3. This gives our Monstrous Beasts Increased Strength.

Monstrous Beast 8pts: Monstrous Beast

Feral Beasts 4+3=7pts: Feral Beasts 1

Wolf Rider

Pt Cost 49pts per model

Base Attack 2   Wounds 1

Strength: 3	Toughness: 2	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2

Monstrous Beast 8pts: Monstrous Beast

Feral Beasts 4+3=7pts: Feral Beasts 1

Dire Wolf

S:5 T:4 Mvmt:4 // M:3 R:1 Def:3 // Dsc 2 W:2 CMD:1 // M(tn) 6, R(tn) 7 *with 2 attacks.*

Each animal is 45pts.

Next for our second Elite Class I want to go large and create a Giant of some kind. These guys will be big. We cannot use the mountain troll our base, simply because we cannot lower a characteristic below 1. So let's use our Orc Warriors.

Double our point cost of the warriors takes us to 30pts. We will add Giantism at 6 points and Massive

Strength for 16. Species variant allows us to add the trait for base cost. Now we have the option to add in another trait for an addition 3pts if we wish, which we are not going to do here.

Mountain Ogre

Pt Cost 55pts per model

Base Attack 2   Wounds 1

Strength: 5	Toughness: 3	Movement 4
Martial: 3	Ranged: 2	Defense: 2
Discipline: 1	Willpower: 2	Command: 1

Giantism 6pts*: Species Variant, Increase Toughness 1, Decrease Discipline 1, Decrease Command 1, Model Size 1

Massive Strength 16+3pts: Increase Strength 2, Decrease Defense 1,

I think it's time to create an Orc Warrior that can really be elite. Using Beast Packs as our base and using the same process as above, we are going to take our wolf theme to a logical conclusion and give these guys both Lycanthropy and unarmed combat (so they can use claws and teeth)

Lycanthropy 10pts: Enhancement Strength 1**,** Lycanthropy 1, Unarmed Combat, *Restriction Darkness*

Predatory Attributes 0+3=3pts: Unarmed Combat

Of course we are taking predatory attributes second, and that trait an additional 3pts.

These guys will be fun, running with the wolves, these ferocious orcs will transform into were wolves while running with their packs. How fun.

Wolf Berserker

Pt Cost 47pts

Base Attack 2   Wounds 1

Strength: 3	Toughness: 2	Movement 4
Martial: 3	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 2
War Dogs		

Lycanthropy 10pts: Enhancement Strength 1**,** Lycanthropy 1, Unarmed Combat, *Restriction Darkness*

Predatory Attributes 0+3pts: Unarmed Combat

Now that we have Mountain Orcs, Slaves, Beast Trainers, Trolls, Mounted Dire Wolf Calvary, Ogres, and finally Werewolf berserkers, we are ready to create our Leaders and Unique God-King.

Leader Classes

Building leader classes, we start off with any standard or elite unit class to build off of, including the base species.

A large Giant, built off our Mountain Ogre will be one of our leader types. These guys will be huge brutes with a model size of Xlarge granting a +2" threat range. True brutes, and ready to lead our slaves into battle. I am also going to add Ferocity for its Enhancement Strength 1, but since this is a second class trait being added it will cost an additional 5pts. These guys are scary, but will be expensive to field.

Mountain Giant

Pt Cost 200pts per model

Base Attack 3 Wounds 4

Strength: 5 (6)	Toughness: 5	Movement 4
Martial: 3	Ranged: 2	Defense: 2
Discipline: 1	Willpower: 2	Command: 1

Titans: 24pts: Increase Toughness 1, Wound +1, Model Size 1

Our bonus Characteristic increase for the class will go to toughness

Ferocity 6+5pts: Enhancement Strength 1

Our second class will of course follow the path of the wolf. We are in short supply of a high command and need a leader with a more reasonable point cost, so we will work a little on that. Let's start with a standard Orc Warrior

Orc Warlord

Pt Cost 60pts per model

Base Attack 3 Wounds 3

Strength: 3	Toughness: 2	Movement 4
Martial: 5	Ranged: 2	Defense: 3
Discipline: 2	Willpower: 2	Command: 3

Close Quarter Fighting 6pts: Increase Martial 1

Skilled Commander 4+5pts: Increase Command 1

Our Bonus characteristic will be used for additional Martial Skill.

This wraps up our final Leader class, and now we move on to the big boy of the crowd, the God King of the Mountain Orcs. The Great Wolf himself.

Unique Class

Starting off and going a little crazy, we are going to build our Unique off of Mountain Giants. Because we choose God Kings for our Species, we will get 2 Bonus Traits for our Unique Class.

The God King

Pt Cost 832pts per model

Base Attack 4 Wounds 4

Strength: 6 (7)	Toughness: 5	Movement 4
Martial: 4	Ranged: 2	Defense: 2
Discipline: 1	Willpower: 2	Command: 4

We will take the unique bonus of +1 command for 15pts.

The two unique characteristic points will into Martial and strength

Bonus Traits + Class Traits

Lycanthropy 10pts: Enhancement Strength 1, Lycanthropy 1, Unarmed Combat, *Restriction Darkness*

Predatory Attributes 0+10pts: Unarmed Combat

Skilled Commander 4pts: Increase Command 1

Command of the Field 8pts: Increase Command 1

3.3 Armory

We have done a lot for our species so far, and for the most part we have not added a lot of special equipment and weapons. 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.

Command and Primitive weapons are available to any model in your faction. Its only special equipment or advanced weapons that are restricted to models having the correct traits allowing them to field the weapon.

In our example today we took **Chain (Medium) Mail -/10pts (Armory)** for our faction. Since we took this during our species creation, the entire faction has access to it. This will give us some nicely armored solders that are quick enough to keep up with our forces (since we took a bonus to movement.).

Types of Weapons and Equipment

Primitve: Anyone Can Use

Common: Anyone Can Use

Medium Mail: Anyone Can Use.

Taking new weapons and equipment traits as species traits allows use for everyone, while taking them specifically for a class limits their use to that class.

Conclusion:

Even though we did not take any advanced weapons, this does not mean we cannot take some very cool weapons later on. In The Genesys Project each game gives you the opportunity to create new classes, advance existing ones, take additional species traits, and even find new artifacts. Eventually this leads to advancing your species forward to the next Age, unlocking new traits and new abilities.

The Genesys Project- Humanoids

4.1 Genetic Mutation Species Traits

Evolutionary Branch

Adaptive Species

Humanoids are the most adaptive species, spreading quickly into every environment possible – even the most extreme. This adaptation often takes place due to Mutations that occur within their genetic code.

Primary Traits

Adaptive Species 4pts: Adaptive Mutation *4*

Secondary Traits

Adaptive Flexibility 4pts: Adaptive Mutation 4

Evolutionary Branch

Albinism

A mutation that results in no or minimal pigmentation in the Humanoid's skin, hair, and eyes. While often discriminated against, Albino forms find surprising strengths.

Primary Traits

Albinism 4pts: Ethereal Sight, Night Sight**,** Enhancement: Target Rtn 1

Secondary Traits

Ocular Albinism 8pts: Reduce Cover 1**,** Remove Trait: Characteristic Increase Target Rtn1

Binary Albinism: 12pts: Decrease Toughness 1**,** Increase Characteristic 1 (your choice)

Evolutionary Branch

Dwarfism

Dwarfism is a common mutation trait among humanoid populations. While most dwarves are variants from human stock, many other subspecies exist and thrive.

Primary Traits

Dwarf 2pts: Species Variant, Increase Defense 1, Decrease Command 1, Model Size -1.

Secondary Traits

Dwarven Constitution 6pts: Increase Toughness 1

Dwarven Craftsmanship 4pts: Craftsmanship 2

Dwarven Riches 0pts: Abundant Resources 2

Dwarven Stature 4pts: Enhancement +1 Mtn vs large sized models or greater

Dwarven Technology: Dwarven Military Weapons -/60x

Subterranean 2pts: Night Sight

Evolutionary Branch

Giantism

Growth Hormones that do not shut off as the individual ages, resulting in massive growth throughout the individual's life.

Primary Traits

Giantism 6pts*:* Species Variant*,* Increase Toughness 1, Decrease Discipline 1, Decrease Command 1, Model Size 1

Secondary Traits

Cyclops: 12pts: Reduce Cover 1, Ethereal Sight, Night Sight, Decrease Ranged 1

Etins: 12pts: All Around Sight

Massive Strength 16pts: Increase Strength 2, Decrease Defense 1,

Smash attack 8pts: Smash Attack 1

Titans: 24pts: Increase Toughness 1, Wound +1, Model Size 1

Evolutionary Branch

Goblyn

A Goblyn is a maligned degenerative form of humanoid with its origins possibly coming from a mutation in Feral Hybrids.

Primary Traits

Goblynoid 2pts: Species Variant, Degenerative Race, Decrease Toughness 1, Increase Movement 1,

Secondary Traits

Goblyn Attack 2pts: Squad Size 2

Night Vision 0pts: Night Sight

Goblyn Hordes 0pts: Horde 2

Cunning Attack 2pts: Surprise Assault 1

Poison Bile 3pts: Poison 1

Evolutionary Branch

Knowledgeable Species

Focused on knowledge and Science, huge breakthroughs in philosophy, engineering, and learning, push the Humanoids further than most species

Primary Traits

Greater Understanding 4pts- Knowledgeable Species 4

Secondary Traits

Innate Intelligence Trait 4pts: Knowledgeable Species 4

Evolutionary Branch

Physical Toughness

These genetic mutations which are found primarily in male humanoids result can result in hardened calcified bones or narrow and tough arterial walls to protect the body from blows and cuts.

Primary Traits

Endure Pain 6pts: Enhancement Toughness 1, *(Melee Combat only vs primitive and Common Weapons)*

Hardened Body: 4 pts: Reduction Critical Damage 1

Secondary Traits

Dense Bones 8 pts: Increase Toughness +1

Evolutionary Branch

Tetrachromacy

A mutation of color blindness in females, has given an advantage in color distinction beyond normal eyesight. This eyesight allows detailed perception of color and contrast.

Primary Traits

Detailed Perception 4pts: Reduce Cover 1 *(during day only. Twilight, dusk or darkness negate this).*

Secondary Traits

Advanced Tetrachromancy 8pts: Enhancement Characteristic Ranged 1, *Restriction Daylight*

4.2 Enviromental Adaptation Species Traits

Evolutionary Branch

Aberration

Often living on lands barely suitable for life in the most extreme locations, Aberrations have been fundamentally altered down to the cellular level by the extremes of their environments. This causes their physical form to be severely altered.

Whether an environmental disaster or oddity of nature, Aberrations often wield strange powers and abilities, often alienating them from other humanoids in ability and their appearance.

Primary Traits

Aberration 6pts: Species Variation, Increase Characteristic 1 (choice, see abilities), Decrease Characteristic 1(opposite of Increase)

Secondary Traits

Rage 10pts: Enhance Strength 2, Reduce Mtn 2, _Restriction Melee Combat_

Regeneration 12pts: Regeneration 1

Souless 16pts: Immunity- Ethereal Effects

Psychic Prowess 12pts: Psychic Prowess 1, Ethereal Sight

Abomination 16pts: Increase Characteristic 1 (Must be the same characteristic as Primary choice)

Anathema 12pts: Anathema 8

Evolutionary Branch

Adaptive Advantage

Humanoids excel at adapting to Environmental pressures. These changes can rapidly alter the species, and has allowed them to expand outwards into many different environs.

Primary Traits

Adaptive Advantage 4pts: Increase Martial 1 or Increase Ranged 1

Secondary Traits

Adaptive Specialization 8pts: Increase Mtn or Rtn. _The choice must follow the same trait type Martial or Ranged taken in Adaptive Advantage._

Evolutionary Branch

Animal Kinship

This allows the use of a Warhorse or similar mount. Used as mounts in combat or to pull war equipment, these beasts are strong and highly desired in combat.

Primary Traits

Warhorse 2pts: Warhorse

Light Warhorse 2pts: Warhorse: Lightweight

War Dogs 2pts: _War Dogs_

Secondary Traits

Animal Sentries 4pts: Animal Sentries

(Prerequisite- War Dogs)

Large-Weight Warhorse 4pts: Warhorse: Heavyweight _(Prerequisite- War Horse)_

Monstrous Beast 8pts: Monstrous Beast

Evolutionary Branch

Survivalist

Knowing how to use the terrain you have for cover is almost more important than the amount of it available.

Primary Traits

Concealment 2pts: Concealment

Secondary Traits

One with the land 4pts: Advantageous Cover 2

Survivalist 8pts: Loner, Increase Defense 1

Evolutionary Branch

Cultural and Social Adaptations

Culture can change the form and direction quickly of a society's evolution and direction

Cultural and Social Adaptations can only be taken as a trait for your species. Unit Classes may not take these traits.

Primary Traits

Aristocracy 2pts: Enhancement Command 1 *(for Leaders and Unique classes only)*

Councils 2pts: Squad Size 1 (Standard Classes), Squad Size 1 (Elite Classes)

Hierarchical 2pts: Class Bonus Elite 1, Class Bonus Leader 1

Heroic Nobility 2pts: Enhancement Command +1 *(unique classes only),* Squad Size 1 *(Standard Classes)*

Mercantile Society 2pts: Abundant Resources 1

Mercenaries: 2pts: Mercenary Class Elite

Slave Population 2pts: Slave Population

Tribal 2pts: Class Bonus 2 *(Standard)*

Secondary Traits

Gladiatorial Pits 3pts: Warrior Slaves

God Kings 3pts: Bonus Traits 2 (Unique)

Massed Hordes 3pts: Hordes 2 (Standard)

Legendary Heroes 3pts: Bonus Trait (Leaders)

Evolutionary Branch

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 2pts: Resistance Acid 1, Weakness Resonance 1 (optional) -1pts

Cold Resistance 2pts: Resistance Cold 1, Weakness Fire 1 (optional) -1pts

Electricity Resistance 2pts: Resistance Electricity 1, Weakness Resonance 1 (optional) -1pts

Fire Resistance 2pts: Resistance Fire 1, Weakness Cold 1 (optional) -1pts

Poison Resistance 2pts: Resistance Poison 1, Weakness Radiation 1 (optional) -1pts

Radiation Resistance 2pts: Resistance Radiation 1, Weakness Poison 1 (optional) -1pts

Sound Resistance 2pts: Resistance Resonance 1, Weakness Acid 1 (optional) -1pts

Secondary Traits

Acid Immunities 4pts: Resistance Acid 2, Weakness Resonance 2 (optional) -2pts

Cold Immunities 4pts: Resistance Cold 2, Weakness Fire 2 (optional) -2pts

Electricity Immunity 4pts: Resistance Electricity 2, Weakness Resonance 2 (optional) -2pts

Fire Immunities 4pts Resistance Fire 2, Weakness Cold 2 (optional) -2pts

Poison Immunity 4pts: Resistance Poison 2, Weakness Radiation 2 (optional) -2pts

Radiation Immunities 4pts Resistance Radiation 2, Weakness Poison 2 (optional) -2pts

Sound Immunity 4pts: Resistance Resonance 2, Weakness Acid 2 (optional) -2pts

Evolutionary Branch

Fay-rie

The Fay-rie are a hybridization of the Humanoid genome and the Fay. To others they appear ageless, and can even briefly manipulate the realities of space and time as they peer into the depths of the Ethereal.

Primary Traits

Fayrie 4pts: Species Variation, Increase Willpower 1, Decrease Discipline 1

Secondary Traits

Ethereal Jump 4pts: Ethereal Jump 1

Foresight 6pts: Foresight 1

Precognition 6pts: Precognition 1

Tactical Sight 6pts: Tactical Sight 1

Massive Willpower 8pts: Increase Willpower 2

Evolutionary Branch

Feral

A hybridization between Biests and Men, these creatures typically rule through might, Unpredictable and wild, the Feral are dangerous in the extreme.

Primary Traits

Feral 4pts: Species Variation, Increase Strength 1, Decrease Command 1

Secondary Traits

Bestial Attributes 6pts: Increase Movement 1 or Increase Toughness 1, Decrease Discipline 1

Feral Beasts 4pts: Feral Beasts 1

Ferocity 6pts: Enhancement Strength 1

Lycanthropy 10pts: Enhancement Strength 1**,** Enhancement Movement 1**,** Lycanthropy 1, Unarmed Combat, *Restriction Night.*

Predatory Attributes 0pts: Unarmed Combat

Evolutionary Branch

Mobility

Adapting to the environment means getting around easier. Perfectly adapted to do so, allows Humanoids to specialize their ability to move quickly and unhindered through terrain

Primary Traits

Pathfinder 2pts: Pathfinder

Agile 4pts: Evasion 1

Charger 4pts: Charge 1

Secondary Traits

Sprinters 4pts: Natural Sprinter

Greater Movement 6pts: Increase Movement 1

Evolutionary Branch

Religious Belief

Organized religion draws its power from the belief of its followers. It is through this belief, which powerful energies are channeled, and the fate of the many changed.

Primary Traits

Religious Followers 2pts: Religious Followers

Secondary Traits

Religious Zealots 4pts: Religious Zealots, Increase Morale 1

Holy Warriors 4pts: Religious Followers, Holy Warrior

Evolutionary Branch

The Sacred Faiths

Able to harness the energy through others with Religious Belief, priests with Sacred Faith take on their religious faith with zeal.

Primary Traits

Priestly Vessel 5pts: Priestly Vessel 1

Secondary Traits

Greater Faith -/5pts (Powers): Faith Power 5

High Priests 10pts: High Priest 1, Priestly Vessel 2 (Class only Trait)

Will of the Gods -/10pts (Powers): Faith Power 10 (Class only trait)

Evolutionary Branch

Scientific Adaptability

Quick to adjust and change the direction of studies and knowledge

Primary Traits

Scientific Adaptability 2pts: Adaptive Science 4

Secondary Traits

Observational Science Trait 4 pts: Adaptive Science 4

Evolutionary Branch

Wealth of Resources

Having access to the riches of the land can provide great benefits to your people.

Primary Traits

Abundance 2pts: *Abundant Resources 1*

Secondary Traits

Wealth 2pts: *Abundant Resources 1*

Knowledge and Science Traits

Armory Traits can be found among the Knowledge and Science Traits. The rules for them are in section 2.7 on page 8.

Evolutionary Branch

Advanced Archery

Archery and the use of crossbows of many types are found throughout many cultures. Used from Warfare to Hunting, archery is a part of life.

Primary Traits

Improved Bow Construction -/5pts: (Armory)
Advanced Weapon 5 (Ranged)

Heavy Crossbows -/5pts (Armory): Special Weapon: Heavy Crossbow

Repeater Crossbows -/5pts (Armory): Special Weapon: Repeater Crossbow

Secondary Traits

Masterwork Bows: -/10pts (Armory): Advanced Weapon 10 (Ranged)

Evolutionary Branch

Advanced Melee Weaponry

Knowledge and technology in weapon construction can create a superior weapons able to turn the tide of the battle before it begins. Advanced Melee Weapons also includes throwing weapons.

Primary Traits

Improved Melee Weapons -/5pts (Armory): Advanced Weapon 5 (Melee)

Polearms -/5pts (Armory): Special Weapon: Polearms

Secondary Traits

Masterwork Melee Weapons -/10pts (Armory): Advanced Weapon 10 (Melee)

Evolutionary Branch

Alchemy

These early chemists were able to create wonders like naphtha, early flame throwers, more powerful gunpowder, and early explosives.

Primary Traits

Alchemy: Explosive Grenades -/ 6pts (Armory):
Special Weapon: Explosive Grenades

Alchemy: Liquid Fire -/6pts (Armory):
Special Weapon: Liquid Fire

Alchemy: Smoke Bombs -/3pts (Armory):
Special Weapon: Smoke Bombs

Secondary Traits

Alchemy: Flame Siphons -/15pts (Armory):
Special Weapon: Flame Siphon

Alchemy: **Fire Thrower** *-/30pts (Armory):*
Special Weapon: Fire Thrower

Extreme Alchemy: -/10 (Armory):
Advanced Weaponry 10 (Extremes)

Evolutionary Branch

Armor

There are many different types of armor and shields to help keep warriors alive during battle. Armor technologies and design are pushed with the need to keep up with weapon development.

Primary Traits

Advanced Armor -/5pts (Armory): Advanced Equipment 5 (Armor, Resistance)

Body Shields -/10pts (Armory): Special Equipment: Body Shields

Chain (Medium) Mail -/10pts (Armory): Special Equipment: Chain (Medium) Armor

Secondary Traits

Plate(Heavy) Armor -/20pts (Armory): Special Equipment: Plate Armor

Masterwork Armor -/10pts (Armory): Advanced Equipment 10 (Armor, Resistance)

Evolutionary Branch

Arcane Secrets

Its takes considerable knowledge and inner strength to channel the Ether through the mortal body, often at one's own peril.

Primary Traits

Arcane Knowledge 6pts: Arcane Knowledge 1

Arcane Power -/5pts (Powers): Arcane Power 5

Secondary Traits

Advanced Arcane Lore 12pts: Arcane Knowledge 2 (Class only trait)

Arcane Battle Focus 8pts: Enhance Willpower 1

Greater Power -/10pts (Powers): Arcane Power -/10 (Class only trait)

Arcane Surge 10pts: Power Surge 2 (Arcane)

Evolutionary Branch

Combat Tactics

Advanced combat tactics and skills are often more important than the strength of one's sword.

Primary Traits

Infiltration 4pts: Infiltration (Class Only Trait)

Mounted Combat 4pts: Mounted Combat 1

Recon 2pts*:* Recon

Set for the Charge 2pts: Set for the Charge

Shield Bash 2pts: Shield Bash 1

Shield Wall 4pts: Shield Wall (Class Only Trait)

Spear and Shield 2pts: Spear and Shield

Secondary Traits

Champion Combatant 8pts: Quickness 1 (Leader or Unique Class Trait only)

Parrying 8pts: Parrying 1

War Veterans 8pts; War Veteran (Class Only Trait)

Evolutionary Branch

Command

Command of the battlefield can be paramount to victory. Lack of it, can lead to disarray and confusion.

Primary Traits

Lay of the Land 2pts: Lay of the Land

Taking the Initiative 2pts: Taking the Initiative

Skilled Commander 4pts: Increase Command 1

Strength of Will 4pts: Increase Morale 1

Secondary Traits

Critical Timing 4pts: Critical Timing

Battlefield Objectives 4pts: Battlefield Objectives

Command of the Field 8pts: Increase Command 1

Evolutionary Branch

Concentration

Harnessing the powers of the Ether takes grim determination, and incredibly focused concentration

Primary Traits

Concentration 4pts: Increase Willpower 1

Meditation 4pts: Meditation X

Secondary Traits

Focus 6pts: Focus 1

Powerful Will 8pts: Increase Willpower 1

Ethereal Fortitude 8pts: Ethereal Fortitude 1

Evolutionary Branch

Gunpowder Weapons

The invention of gunpowder has the potential to unleash a massive amount of power, creating a very effect yet slow to reload weapon.

Primary Traits

Gunpowder Weapons -/10pts (Armory): Special Weapon: Flintlocks

Blunderbuss Weapons -/15pts (Armory): Special Weapon: Blunderbuss

Secondary Traits

Advanced Rifle/Pistol -/5pts (Armory): Advanced Weapon 5 (Ranged)

Masterwork Firearms -/10 (Armory): Advanced Weapon 10 (Ranged, Extremes)

Multi-Barrel Firearms -/10pts (Armory) Special Weapon: Multi-Barrel Firearms

Evolutionary Branch

Heavy Military Weapons

Heavy siege equipment designed for large engagements.

Primary Traits

Military Weapons -/X pts (Armory): Heavy Military Weapons. X is dependent upon the weapon type

Secondary Traits

Advanced Military Weapons -/10pts (Armory): Advanced Military Weapon 10

Superior Military Emplacements -/20(Armory):

Advanced Military Weapon 20

Evolutionary Branch

Military Training Techniques

Advanced Training Techniques among many cultures define specialized and elite soldiers.

Primary Traits

Military Discipline 4pts: Increase Discipline 1

Group Training 2pts: Squad Size 1

Targeting Ranges 6pts: Increase Ranged 1

Close Quarter Fighting 6pts: Increase Martial 1

Secondary Traits

Elite Training 6pts: War Veterans (Class Trait)

Martial Mastery 10pts: Enhancement Martial 1

Sharpshooter 10pts: Enhancement Ranged 1

Skilled Combatant 8pts: Increase Attacks 1

Evolutionary Branch

Strength Training

Physical Strength is revered in many cultures, revealed by powerful heroes and the forces they must overcome.

Primary Traits

Physical Power 2pts: Increased Critical Damage 1 (Melee)

Physical Strength 6pts: Increase Strength 1

Secondary Traits

Physical Prowess 8pts: Increase Martial 1

Incredible Strength 12pts: Increase Strength 1

Evolutionary Branch

War Machines

Chariots and Wagons

Primary Traits

Chariots -/20 (Armory): Chariots

Wagons -/40 (Armory): War Wagons

Secondary Traits

Advanced Chariot or Wagon Design -/5pts (Armory): Advanced Chariot and Wagon 5pts

Advanced Chariot or Wagon Design -/10pts (Armory): Advanced Chariot and Wagon 10pts

Evolutionary Branch

The Weaponsmith

The Weaponsmith is highly sought after for creating incredible weapons of war.

Primary Traits

Forgemaster -/5pts (Armory): Weaponsmith 5 (class trait)

Craftsmanship 10pts: Craftsmanship 2

Secondary Traits

Artisan Craftsmanship -/20pts (Armory): Advanced Armor **(**Empowered) (class trait)

Arcane Forges 15pts: Arcane Construction

5. Abilities

Abilities are the special rules granted by the chosen traits for your species and unit classes. Many abilities have a numerical modifier indicating the modifier applied.

*Models do not confer their abilities to other models. For Example, a single leader model joining a standard squad of warriors. The leader's abilities, like infiltrate, do not allow the squad of standard warriors to infiltrate.

(Armory) –These abilities have no cost by themselves. Instead this is the cost of taking the equipment on a model by model basis. Taking an Armory trait allows the unit type to equip special equipment and advanced weaponry granted by the trait.

When a model is equipped with the weapon/equipment the second cost listed is applied. These costs are cumulative, as weapons/ equipment can have multiple attributes added to them to create specialized and exotic weapons.

Armory Traits are listed in 5.2 Armories, and described fully in the Armory

(Powers)- Powers include psychic or magic abilities channeled from the Ether. These abilities are used to create new spells described fully in section 8. Powers

5.1 Special Abilities

Abundant Resources X: Abundant Resources reduces the cost of common and special weapons and equipment by X. Abundant Resources stacks up to the maximum Age Bonus. Secondary Weapons are not discounted.

Accuracy X: Accuracy raises the Accuracy Range of ranged and throwing weapons by the amount listed in inches.

Adaptive Mutation X: This ability allows you to take a primary adaptation trait for an additional cost as a mutation trait. Add the cost of this trait and the one chosen to determine the total cost of the Adaptive Mutation.

Adaptive Science X: This ability allows you to take a Knowledge and Science trait at the increased cost of this trait, plus the cost of the trait chosen. This trait is now an adaptation and can be used to as a prerequisite for additional Science and Knowledge traits.

Advantageous Cover X: Advantageous Cover grants an additional bonus to cover. You must already be receiving a cover bonus and cannot move over your base movement while taking this additional bonus. As normal, Maximum Age Bonuses apply.

All Around Sight: Models with All Around Sight are harder to be Caught off Guard, so do not receive a -1 to their MTN if they have already spent their action and are in melee combat. All Around Sight only effects a model's MTN, not their Toughness.

Anathema X: A model with this ability makes channeling powers very difficult by increasing the difficulty of all powers by X. These powers do not stack.

Animal Sentries: (Prerequisite: War Dogs)

Animal Sentries are War Dogs or similar creatures used to track and hunt. You may have a number of sentries equal to the model's discipline.

S:2 T:2 Mvmt:5// M:2 R:1 Def:3 // Dsc 2 W:1 CMD:1 // M(tn) 5, R(tn) 7 *Each animal is 10pts each.*

If an opponent deploys a model within 18" of any animal in the pack, you may Release the Hounds.

Release the Hounds: The Dogs leave their trainer and get a full movement and action immediately when the enemy model or models are placed on the board. (The enemy models may react as they would normally in a round with any reactionary activations). This is a pregame action, and occurs before the first round. The trainer may restrain the sentries if he so wishes.

Arcane Construction: Arcane Construction allows all abilities from the Weapon Smith branch to affect

the creation of Arcane Constructs. Traits and abilities from other branches to stack onto this.

Battlefield Objectives: A model with this ability can attempt to select an optional mission without a -1 Command Characteristic penalty. If the test is not successful, the model does not suffer a -1 command during the game.

Charge X: This ability is an enhancement to the Charge bonus for movement by X. You must have a movement bonus of 1 or higher for Charge X to grant a bonus. So an Charge 1, would not grant a bonus to a model moving 1-6". A model receiving an Charge bonus of 1 increases the Charge bonus to 2, and so on. Charge X only stacks up to the Maximum Age Bonus

Class Bonus X: A Class Bonus grants extra Unit Classes of the chosen type for your faction.

Concealment: Only 25% of your model must be covered by terrain to get cover. This is increased from the normal 50%.

Craftsmanship X: Craftsmanship lowers the cost of advanced weapons and equipment attributes in your armory.

For example, With Craftsman 2, attributes that cost 5 points would now cost 3.

A class that has craftsmanship effects all advanced weapon attributes for your faction, essentially lowering the cost of additional weapon and equipment attributes for your entire species.

Critical Timing: Once per game, you may automatically win the Initiative without challenging it. Your opponent may challenge you in return, but with a -1 to his or her die roll.

Decrease X: A Decrease is a permanent change to a species or class. Decreases do stack from another evolutionary branch.

You may not take a trait that Decreases any characteristic below 1.

The characteristic altered by a decrease is listed by the ability. For example: Decrease Toughness 1

If an opposite characteristic is required, you may choose according to the following characteristics to decrease.

Strength, Toughness, and movement are opposite to Discipline, Willpower, and Command

Martial, Ranged, and Defense are opposite to Strength, Toughness, and Movement

Discipline, Willpower, and Command are opposite to Martial, Ranged, and Defense

Degenerative Race X: Knowledge and Science Mandatory Traits are reduced by X. Remove a knowledge and science from the total known.

For example: During Species creation, simply remove a trait selection. For Humanoids that would reduce knowledge and science traits from 1-2 Mandatory Traits to 0-1.

During Unit Class creation, simply remove a knowledge and Science trait. Do remember that you cannot get rid of a traits pre-requisite, or Secondary Traits only primary trait.

Dwarven Heavy Weapons: grants access to any one Miliary Heavy Weapon 60pts or less.

Enhancement X: Enhancements are in-game increases most typically of characteristics. The enhancement will declare which characteristic is increased.

These changes to characteristics can be due to, traits, equipment, powers, environmental effects, and so on.

The characteristic altered by a decrease is listed by the ability. For example, Enhance Strength 1

Ethereal Fortitude X: The powers from the Ether can rapidly overload a caster. Ethereal Fortitude increases a casters mortal threshold by X. Humanoids have a mortal threshold of 12.

Ethereal Jump X: When moving faster than base movement, add +d6" movement to the moving

model. This extra jump ignores terrain, interning models, threat ranges, and so on, as the model is moving through the ethereal. This jump can be timed to any place along the path of the model's movement. Ethereal Jump only includes the model, no mounts, War Dogs etc are included in the Jump.

Ethereal Sight X: Allows for full sight into the Ethereal and reveals Ethereal forms of travel, like Ethereal Jump. Versus Ethereal Jump or other powers, Threat Ranges and Reactions are not negated against Ethereal travelers.

The numerical modifier listed on this trait denotes the range of this sight. If no number value is present, Ethereal Sight includes the entire board within normal line of sight.

Evasion X: This ability is an enhancement to the evasion bonus for movement by X. You must have a movement bonus of 1 or higher for Evasion X to grant a bonus. So an Evasion 1, would not grant a bonus to a model moving 1-6". A model receiving an evasion bonus of 1 increases it to 2, and so on. Evasion X stacks only the Maximum Age bonus.

Feral Beasts X: All animals from the Animal Kinship evolutionary branch gain the Increase Strength ability.

Focus X: Focus allows for additional control while harnessing the power of the Ether. You may adjust one die roll by X when attempting to channel a power.

Foresight X: When activating (including being deployed) you may add a +X enhancement to one of the following characteristics: Ranged or RTN. This effect lasts until the beginning of the model's next activation.

High Priest X: Leader classes gain +1 Command when on the battlefield (table) with other models that have the Religious Faith ability. This applies to all Leader classes if this is taken as a species trait during the design of your species.

Holy Warrior: This allows a Religious follower to help harness faith powers, but instead of having to remain focused and using their action to help channel, a Holy Warrior can engage in in the battle as his prayers do not use up an action.

Hordes X: Hordes allows additional squads to combine into a single squad for the rest of the game. X is the number of additional squads that may join together.

Immunity: Immunity make the model immune to damage or the effect of the Immunity. Fire Immunity for example would render the model immune to fire. A weapon that has a +1 Fire would grant immunity to the +1 Fire.

Increase: An Increase is a permanent change to a species or class. Decreases do not stack from other evolutionary branches.

The characteristic or game effect altered by an Increase is listed by the ability. For example: Increase Strength 1, or Increase Critical Damage 1.

In the case where you are able to choose which characteristic you can increase, you may select any characteristic you want.

When abilities have an opposite, they are as follows

Characteristic- Opposite

Strength- Willpower

Toughness- Discipline

Movement- Command

Marital- Defense

Ranged- Martial

Defense- Ranged

Discipline- Toughness

Willpower- Strength

Command- Movement

Infiltrate: The squad may infiltrate (redeploy) anywhere on the board. May not be placed within 12" of an enemy model.

Knowledgeable Species X: This trait allows you to take a primary Knowledge and science trait as a mutation trait. X is the cost of trait. Add the cost of this trait and the one chosen to determine the total cost of the Knowledge and Science Trait

Lay of the Land X: Reduces the numerical value of each of your deployment zones by -1.

Loner: Models with this trait are accustomed to fighting and surviving on their own. They cannot be in a squad or a group, and if they do suffer a reduction Rtn 1 and Mtn 1. Squad size is always 1, and you can only field 1 model with loner per 500pts of the game. Squad sizes are reduced classes that have loner to 1.

Low Light Vision: Low Light Vision grants normal vision during Dawn and Dusk battles.

Lycanthropy X: Lycanthropes start the game during twilight or night battles in Lycanthrope form. During any other time, if the Lycanthrope is wounded the beast may take over and trigger a transformation. Roll a d6, and if the result is equal to or less than the level (X) of Lycanthropy, the transformation is made.

The transformation destroys any armor and discards any weapons or equipment the model has. Heal any damage the model has taken. During that round, the beast may only move at base movement, but may otherwise use actions like normal. Following rounds the Lycanthrope can act as normal.

A Transformed Lycanthrope model is its own squad.

Meditation X: Preparation to cast a power, a model may meditate, using up their action this round, granting an enhancement X to the models Mortal Threshold, where X is the strength of the ability.

Mercenary Class: A class with this ability are mercenaries, allowing them to have access to any Advanced or Exotic equipment or weapons that your species has access to. You may only take one squad of Mercenaries per battle.

Model Size X: Model Size is an increase or decrease in the models base size. Humanoids default is a medium size base. X is the adjustment up or down from there.

Model sizes in order are; Small, Medium, Large, X Large

Model size bonuses;

Large: +1 Threat Range

X Large: +2 Threat Range

Monstrous Beast: A large beast used as a mount or as a war beast. These can be Lions, Tigers, Bears (oh my!), or other fantastic creatures. A model may only have one beast, and if a rider or trainer dies the Monstrous Beast will chase down the nearest enemy model on the table for melee combat.

S:4 T:4 Mvmt:4 // M:3 R:1 Def:3 // Dsc 2 W:2 CMD:1 // M(tn) 6, R(tn) 7 *with 2 attacks.*

Each animal is 45pts.

*Mounted Charge, Trample 1

Mounted Charge: Horses and other large mounts may perform a mounted charge if their Movement is x2 or x3. This is a special charge, where the melee combat for the rider and mount takes place during movement instead of during an action.

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 during this movement may participate in the charge's melee combat.

Charging Bonuses apply to both the rider and mount. Even though Charge Melee Combat occurs during movement, it still requires an action to perform.

Mounted Combat X: Being mounted gives the rider an advantage in combat granting Enhancement X to their martial Target number M(tn).

Natural Sprinter: When moving at x3 or x4 movement, you may add +2" to your total movement.

Night Sight: Allows for normal sight during Night Battles. This includes Dawn and Dusk Night effects.

Parrying X: Parrying provides a Deflection Bonus against attacks if you sacrifice a single attack for the deflection.

This lowers the result of the attack by the bonus number when determining if the attack hits. You can choose which attack you wish to try and deflect with your shield. This can prevent a critical hit by weakening the attack, or even deflect an attack completely from hitting.

You may add this bonus to an existing deflection bonus, like when you are using a shield.

Pathfinder: Pathfinder reduces the terrain Movement penalties by -1 when moving at Movement x1 or x2.

Poison X: Anyone wounded by a poison attack is poisoned for the duration of the game whether they make their save or not, lowering their toughness by X. Poison does stack on a model, although they may not survive the wound. Poison effects are handled during the effects phase at the end of the Game Round. Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

Power Surge X: Power Surge grants an Enhancement X to the strength of the power being cast. As a result, the Mortal Threshold is also reduced by the same amount X.

Precognition X: When activating (including being deployed) you may add +X enhancement to one of the following characteristics: Martial or MTN. This effect lasts until the beginning of the model's next activation.

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.

Quickness: Highly skilled in melee combat, warriors with this trait gain Quickness 1. The model with the highest Quickness number goes first in melee combat.

Recon: The squad may infiltrate (redeploy) on their own board side. Models may not be redeployed within 12" of an enemy model.

Reduction: Enhancements are in-game increases most typically of characteristics. The enhancement will declare which characteristic is increased.

These changes to characteristics can be due to, traits, equipment, powers, environmental effects, and so on.

Reduce Cover X: This trait reduces any cover bonuses of the target being attacked by X.

Regeneration X: During the Effects phase of the Game Round, a model with Regeneration may attempt to recover a wound with a successful Toughness Check. A successful test recovers X wounds. A model below 0 wounds cannot regenerate.

Religious Followers: models with this ability are considered to be followers of your races beliefs. They can be used to help harness Faith Powers. A model being used to channel faith magic, uses its action in faithful prayers and worship.

Religious Zealots: Models with this ability have given themselves over to their faith. They add to the Mortal Threshold for Faith Casters.

Remove Trait: This removes the declared trait from species or class. This is often used to remove penalties.

Restriction: Restriction effects all the abilities granted by the trait, and puts limitations on their use or effect. For example, Restriction Melee Only would affect all the abilities granted by the trait to melee combat.

Resistance X: Resistance lowers the strength of an attack or effect versus environmental extremes. X being the amount the effect is lowered by.

Environmental Extremes include Acid, Cold, Fire, Gases, and Radiation.

Set for the Charge: Squads with this trait are trained to receive a charge. As a reactionary Action, they can move up to base Movement (-1 for being a Reaction), and apply a "set for the charge" bonus to their attacks, which is equal to the charge bonus of the charging model.

This only applies to models that are unengaged at the time when the charge is declared.

Shield Bash: When charging with a shield equipped, reduce the Mtn of the target by 1

Shield Wall: Large Shields form a Wall. A model's Movement is limited to base Movement while in a shield wall formation. A Shield Wall may be formed as a part of a movement action. This wall grants a Deflection bonus +1 to the Shield bonus for Large Shields.

Slave Population: Allows for the creation of Slave Classes with basic characteristics who can take only a single melee Primitive Weapon. These models cost half the cost of your base species. A penalty of -1 martial and -1 defense apply to slaves. Arming slaves still costs the points of a Primitive weapon. Slaves follow all the rules of Standard Unit Classes, but do not take up one of your Standard Class slots.

Smash Attack: In melee combat an attack that hits the target hits all models within X of the target if the attack would also hit their Mtn. In order to make a smash attack, the attacking model must sacrifice 1 additional attack, and declare the smash attack before rolling the attack die.

Spear and Shield: Fighting techniques specializing in spear and shield combat. This allows a spear (normally a two-handed weapon), to be used as a single-handed weapon with a shield in the other hand.

Species Variation: Species Variations often have significant changes to the Humanoid species. These often comes with characteristic changes and an evolutionary branch which defines variables within the Variant. Examples are Giants, Dwarves, Fey'rie, and more.

Species Variant grants an additional trait that can only be taken within the same evolutionary branch as the Species Variant. The point cost of the additional trait must still apply.

Squad Size X: This trait adds to the Discipline of the class in regards to squad size for Standard Classes.

Surprise Assault: Any attacks from cover grant an Enhancement Martial 1

Tactical Sight X: When activating a squad with a leader class unit in it, you may add X to one of the following number of Units you can activate this round or Initiative. Tactical Sight last through the end of the current game round.

Taking the Initiative: Grants a +1 to Command when challenging for Initiative.

Trample X: Large mounts or creatures perform a mounted charge through other models to the distance of their charge. Only models that are smaller than the charging model can be trampled.

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

A model that chooses to move out of the way can do so during the movement of the charge and then take part in the melee combat if the charging model is within threat range.

The X value of the Trample ability designates how many models can be trampled. If the trampling

model cannot trample any more models and moves into contact with another model, it stops its Movement and ends the charge.

Unarmed Combat: This allows the model to fight unarmed in melee combat without penalties. This gives a normal-sized or smaller model a 1" threat range in melee combat. Large-sized or bigger sized models have a 2" threat range.

Fighting unarmed without the ability results in resolving melee combat attacks last after all others have been resolved.

War Dogs: Models with War Dogs may take as many war dogs or similar creatures as their Discipline. These animals will fight for their trainer and stay at his side, even if he dies. They will guard his body, attacking any enemy model that they can reach that comes within 8" of their slain master.

S:2 T:3 Mvmt:4 // M:2 R:1 Def:3 // Dsc 2 W:1 CMD:1 // M(tn) 5, R(tn) 7 *Each animal is 10pts each.*

War Dogs count as Equipment to squads and thus do not count towards squad sizes.

War Dogs prevent any infiltrating squads from being placed within18".

War Veterans: Squads with this trait can use a Veteran bonus for coordinated attacks instead of a Squad bonus.

Warhorse: Warhorse allows for the use of a Warhorse or similar creature to be used as a mount or for pulling various War Vehicles into battle. A Warhorse has the following Characteristics and point cost:

S:3 T:4 Mvmt:5 // M:2 R:1 Def:2 // Dsc 2 W:1 CMD:1 // M(tn) 4, R(tn) 7 *Each animal is 15pts each.*

*Mounted Charge, Trample 1

*Warhorses can be targeted and killed during a battle. Riderless Warhorses are no longer in play for game purposes.

War Horses count as Equipment to squads and thus do not count towards squad sizes.

You may equip horses with armor available to the squad they are in.

Warhorse: Heavy Weight: *(Prerequisite: War Horse)*

This trait allows for the use of a Heavy Weight Warhorse or similar creature for use as a mount or pulling various War Vehicles into battle. A Heavy Weight Warhorse has the following characteristics, special rules, and point costs:

S:4 T:4 Mvmt:4 // M:2 R:1 Def:2 // Dsc 2 W:2 CMD:1 // M(tn) 4, R(tn) 6 *Each animal is 30pts each.*

*Mounted Charge, Trample 2

*Warhorses can be targeted and killed during a battle. Riderless Warhorses are no longer in play for game purposes.

*Heavy Warhorses ignore armor movement penalties of their rider.

War Horses count as Equipment to squads and thus do not count towards squad sizes.

You may equip horses with armor available to the squad they are in.

Warhorse: Light Weight

This allows for Light Weight Warhorses or similar creatures to be used as a mount or for pulling War Vehicles into battle. A Light Weight Warhorse has the following characteristics and point cost:

S:3 T:3 Mvmt:6 // M:2 R:1 Def:2 // Dsc 2 W:1 CMD:1 // M(tn) 4, R(tn) 8 *Each animal is 20pts each.*

*Mounted Charge

*Warhorses can be targeted and killed during a battle. Riderless Warhorses are no longer in play for game purposes.

War Horses count as Equipment to squads and thus do not count towards squad sizes.

You may equip horses with armor available to the squad they are in.

Warrior Slaves

Gladiatorial Pits or training allows for Slaves to use weapons common to your species. Slave Classes have basic species characteristics. These models cost half the cost of your base species with a penalty of -1 martial and -1 defense. Slaves follow all the rules of Standard Unit Classes, but do not take up one of your Standard Class slots.

Weakness X

Resistance increases the strength of an attack or effect versus environmental extremes. X being the amount the effect is increased by.

Environmental Extremes include Acid, Cold, Fire, Resonance, Electricity, Poison, and Radiation.

Weaponsmith

Weaponsmith allows you to add additional attributes up to Xpts to a single advanced weapon or armor in your armory. The Attributes can be for any weapon or equipment being customized for any class, and does not need to be a weapon or armor the weaponsmith can use. The weaponsmith does also not need to be in the battle for customized items to be used. Multiple Weaponsmith classes may contribute to the same advanced weapon or equipment, creating very powerful items.

6. Unit Class Creation

A Unit Class defines the training, special abilities, and equipment access that a particular 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, Standard, Elite/Specialized, Leaders, and Unique. 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 are allowed to 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 of. 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 particular 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 a number of unit classes in each category depending on the characteristics of your primary species.

For Humanoids, Adaptation characteristics are used to determine the number of classes. These are your Martial, Ranged, and Defense characteristics

Standard Classes= the highest Characteristic

Elite= the Second highest characteristic

Leader= the third and lowest characteristic

Unique= you may only create one unique class

Point Cost additions from extra traits still carry the extra point cost if armory traits are taken with them. This can give a technology trait a point cost above and beyond the costs of equipping the item.

Humanoid Unit 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

6.1 Humanoid Standard Unit Classes

Standard Squads with little specialized training for combat often form the backbone of a military's force.

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.

Chain of Command: *One model per squad may be upgraded to a sergeant or squad leader, at the cost of 5pts for a +1 Discipline. If this is done, the squad size may be also increased to match the new discipline*

6.2 Humanoid Elite Unit Classes

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

When you start to build an elite unit class, you must start with either the base species or one of your Standard Unit Classes. From this you will add new traits increasing their abilities.

Pt Cost: Base Class x2+ 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.

Additional Trait: A second trait can be added to this class at the increased cost of the trait +3pts

Chain of Command:

Individual models may be separated from an elite or leader squad to join a standard unit class squad. Up to 1 per squad.

6.3 Humanoid Leader Unit Classes

Leaders are often very well trained soldiers or tacticians. They form create the discipline, and are often looked to when things are going rough.

When you start to build a leader class, you may start with either the base Species, a Standard, or an elite Unit Class.

Pt Cost: Base Class x3+ Additional Traits

Wounds: *+2*

Base Attacks: *+1*

Stats: +1 characteristic Increase of your choice, these can stack with Increases 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

Chain of Command:

Leader unit classes may individually join elite and/or standard unit classes.

6.4 Humanoid Unique Classes

Inspiring legendary leaders, or warriors from battle.

When you create your Unique Classes, you can start with any other unit class as your starting point to build upon. Obviously the exception to this would be on top of another Unique Class.

Pt Cost: Base Class x4+ Additional Traits

Wounds: *+1*

Base Attacks: *+1*

Stats: +2 characteristic Increase of your choice.

These can stack with Increases abilities, and the leader stat bonus.

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 +10pts

Chain of Command: A Unique may take a +1 Command at the cost of +15pts

Heroic Inspiration: Inspirational bonuses grant other models within the unique models command radius (command characteristic in inches) a +1 inspirational bonus to Discipline, Willpower, and Command.

Unique models may join other squads.

7. Armory

7.1 Weapons and Equipment

Welcome to your armory, where weapons and equipment are laid out for you to use in your battles for survival and conquest. You may also design advanced weaponry for your soldiers to use, as these will help defeat the most powerful of adversaries.

Squads are not automatically equipped with weapons or equipment they are able to use. Instead when you make your army list for your game, squads may equip any weapon that they are capable of using from your Species Armory.

There are four categories of Weapons and Equipment

1. Primitive- No Costs (free): *Almost anything can be used as a weapon, from metal bars, clubs, rocks, etc.*

2. Common- Costs per squad: These weapons are commonly used among many species. These include things like spears, bows, Swords, Shields, and Armor

3. Special- Costs per weapon/equipment: These are advanced weapon types, like Repeater Crossbows, Heavy Armors, and Firearms.

4. Advanced -Costs per weapon/equipment: These are advanced forms of Common and Special Weapons and Equipment with extra attributes that you may choose to create your own gear.

Attributes: Weapons and Equipment have attributes that define their abilities and statistics.

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

1. Primitive Weapons are free

2. Common Weapon costs are for equipping the entire squad

3. Models may equip only Advanced and Special Weapons/ Equipment that they have the traits for. Common and Primitive Weapons are accessible to everyone.

4. Advanced and Special Weapons and Equipment traits only cost points for the models that are carrying the weapon in the squad.

5. More than a single weapon can be taken by a model. Additional Weapons beyond the first cost additional points. Primitive Weapons are free, Common Secondary weapons cost 2pts per model, and Advanced/ Special Weapons have the cost of the weapon. No model may carry more than 4 weapons at any given time.

6. Squads do not have to be equipped with the same weapons and equipment, but squad bonuses only apply if the same weapon is being used.

A unit class does not need to be equipped all the same as other squads of its class. For example, you may equip one squad with heavier armor and melee combat weapons, and another with crossbows and no armor. While in many other games, this would make the squad a completely different unit entry for your faction, not so in Genesys.

Even within a squad, you may wish to equip only a couple of the models with special weapons and the rest with a common weapon.

*Fighting unarmed without the ability results in resolving attacks last during melee combat.

7.2 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.

7.3 Primitive Weapons and Equipment

These weapon sometimes can also be thrown. Primitive weapons can only ever get Group bonuses. No other traits or abilities effect their use in any way or form. This means that no bonuses, with the exception of group bonuses, may be applied to the use of the weapon or armor. Only base model stats are used to attack or hit with these very basic weapons. Primitive Weapons and equipment may not be given advanced weapon or equipment attributes

Primitive Weapons include just about anything that can be used to kill another person. Rocks, Metal Bars, Farming implements etc.

Primitive Weapon: No Point Costs

Threat Range: 1"

Accuracy Range: 6" (if thrown)

The following also count as primitive weapons in dire situations

*Any Melee Weapons being used as thrown weapons

*Thrown weapons used in Melee Combat

*Any Ranged Weapons in Melee combat

Primitive Armors include padded clothing, bone armor, and other hastily equipped protection.

Primitive Armor: No Point Costs

Does not apply to barding.

Enhancement Toughness 1

Enhancement Defense: 0

Movement Penalty: 1

Any weapon that is used in a manor its not designed for, like throwing a sword, or swinging a bow in melee, is considered to be a primitive weapon.

Barding: Primitive Armor can be used on Mounts and Monstrous Beasts

Spears are primitive weapons that can be easily created and used. A spear has the following profile for both melee combat and as a thrown weapon. They are two handed weapons, but receive no bonus. Military Spears are common weapons.

Threat Range 2"

Accuracy Range: 18

7.4 Common Weapons and Equipment

Common Weapons and equipment are usable by any Humanoid Species and have a set attributes based on the type of weapon being used.

Point Cost per Squad for Common Weapons

Melee Weapons: 4pts per squad

Military Spears: 10pts per squad

Bows 6pts per squad

Crossbows 8pts per squad

Throwing Weapons 5pts per squad

Armor 8pts per squad

Buckler 4pts per squad

Medium Shield 6pts per squad

Guard Animals 15pts each

Horse 15pts each

*The cost for single models equipped with common weapons and equipment is half the squad the cost.

*Additional Weapons and equipment can be equipped for the point cost listed above to a maximum of 4 items.

Common Melee Weapons

Common Melee Weapons can be of any type. A standard melee weapon has no bonuses and a threat range of 1". These can however be upgraded to two handed weapons, or two melee combat weapons.

Standard Melee Weapon: 4pts per squad

Threat Range: 1"

Two Handed and Dual Weapon Use

Any Melee Weapon can be upgraded with Melee Upgrades. This includes Advanced and Exotic weapons.

Two Handed Weapons: Sacrificing an attack with a two handed weapon grants Characteristic Enhancement strength 1. Making a weapon two handed adds to its point cost.

+4pts per model upgraded

Two Melee Combat weapons: warriors can sacrifice an attack, and in doing so, gain Characteristic Enhancement Martial 1. To wield a second weapon you must pay for it in points.

+4pts for the additional weapon per model

Common Ranged Weapons (Archery)

Ranged weapons differ from other weapons, in that they fire projectiles, and have a strength attribute separate from the user. Some like Bows that are pulled, require the user be strong enough to fire the bow. Others, have mechanisms that fire the weapon.

Bows: Generally less expensive than other weapons, they do have with good range, options, and often used a deadly effect. Larger bows that can carry the range, can fire volleys of arrows into back enemy lines.

To fire a bow, the archer must have the same strength or greater than the bow. Common Bows have a Strength of 3/2, which means that if the bows strength will be 2 if that is your models strength firing the bow, or 3 if you strength is 3 or greater. An increase in a Bow's strength increases both numbers. Example 4/3 for a bow with a Strength 1

A Standard bow (normal weapon) costs 6pts per squad

Strength: 3/2

Accuracy Range: 24"

Rate of Fire: 1

Volleys: Bows can be fired in a volley if firing at a greater range than 24". The targets of a volley do not need to be fully visible.

Indirect Bonuses to the targets R(tn)

50% or more of the squad is seen- No bonus R(tn)

Less than 50% of the squad is seen- +2 R(tn)

*any part of a model visible is considered seen

Crossbows: Crossbows are more expensive than bows, but are easier to fire with greater power. Crossbows take a full round to load and fire. If loading is required then no more than base movement is possible while firing the weapon. A crossbow set up and stationary receive a Characteristic Enhancement Ranged 1.

Crossbows (normal weapon) costs 8pts per squad

Strength: 3

Accuracy Range: 18"

Rate of Fire: 1

Common Throwing/Melee Weapons

Throwing Weapons are designed to be thrown at nearby targets and use the throwers strength rather than the weapons strength. A thrown weapon can be used as a primitive weapon in melee combat.

Examples of throwing weapons include spears and javelins, and small throwing weapons.

Throwing Weapon

Standard Melee Weapon: 5pts per squad

Additional Weapon 2pts per model

Threat Range: 1"

Accuracy Range: 12"

Military Spears

Spears have many uses, and while they can be used as primitive weapons, cultures have improved upon their designs, making a sturdier and heavier weapon for battle. Spears also take the form of lances in when used from horseback

Military Spear

Standard Melee Weapon: 10pts per squad

Additional Weapon 2pts per model

Threat Range: 2"

Accuracy Range: 12" as primitive weapon

*Military Spears are two handed weapons, but cannot receive a bonus for being two handed.

Common Armor/Shields

Common Armor: Common armor is Light armor, which is often leathers, hides, lighter breast plates. Etc.

Common Armor Costs 8pts per squad

Applies to Barding as well.

Characteristic Enhancement Toughness 1

Characteristic Enhancement Defense: 0

Movement Penalty: 0

Common Armor Barding: You can add Common armor to Mounts or Monstrous Beasts for the cost of the armor.

Shields: This applies to many different sizes of shields, from small bucklers to medium shields, A shield takes up one hand, preventing the use of two handed weapons or dual weapon use.

Shields may only provide a Defection bonus when they are equipped with a melee weapon.

Deflection Bonus: Shields provide a Deflection Bonus against attacks. *Only shields with no movement penalty can be used while mounted.*

This lowers the result of the attack by the shield bonus number when determining if the attack hits. You can choose which attack you wish to try and deflect with your shield. This can prevent a critical hit by weakening the attack, or even deflect an attack completely from hitting.

Buckler 4pts per squad

Deflection Bonus 1*

Movement Penalty: 0

*A buckler only grants its bonus against a single attack, and unlike other shields, a buckler can be worn or attached to the fore arms of the warrior, allowing for the use of two handed and dual weapon use. Coordinated attacks ignore the buckers shield bonus. Spears and polearms, or any weapon with a greater than 1" threat range, may not be used in conjunction with a buckler.

Medium Shield 6pts per squad

Deflection Bonus 1*

Movement Penalty: 0

*Only grants the target a deflection bonus from a single attack, but this may be a coordinated attack granting veteran, group, or squad bonuses.

Other Equipment

Guard Animals: Up to two guard animals are allowed to be taken with a squad in a single deployment zone. These must be taken with a single squad of your choice at a point cost of 15 per model.

S:2 T:2 Mvmt:3 // M:2 R:1 Def:3 // Dsc 2 W:1 CMD:1 // M(tn) 5, R(tn) 6 *Each animal is 15pts each.*

Guard Animals count as Equipment to squads and thus do not count towards squad sizes.

Guard Animals prevent any infiltrating squads from being placed within 18".

Horses: Horses or other equivalent mounts can be taken. Horses cannot be given armor, but can be used as mounts or to pull vehicles like chariots or War wagons.

S:2 T:3 Mvmt:5 // M:2 R:1 Def:2 // Dsc 2 W:1 CMD:1 // M(tn) 4, R(tn) 6 *Each animal is 15pts each.*

 horses can be targeted and killed during a battle. Riderless horses are no longer in play for game purposes.

Horses count as Equipment to squads and thus do not count towards squad sizes.

7.5 Special Weapons and Equipment

Special weapons and equipment are advanced or even exotic weapons types that have a point cost per model.

To have access to Special Weapons and Equipment, your must have the appropriate trait. The point cost listed for the trait has the point cost for equipping the weapon. For Example: -/10 would be no cost for having the trait, but each model equipped with the item would cost 10pts each.

Special Armor Types

Chain (Medium) Mail: *Chain linked armor that provides good protection overlaid with breast plates for solid protection*

Enhancement Toughness 2

Enhancement Defense 0

Reduction Movement 1

Barding: You can Add Advanced Mail to Mounts or Monstrous Beasts for the cost of the armor.

Plate (Heavy) Armor: *Expensive but the ultimate in protective armors. Like plate, but full body protection*

Enhancement Toughness 2

Enhancement Mtn or Rtn 1 (choose one)

Reduction Movement 1

Barding: You can Add Heavy Mail to Mounts or Monstrous Beasts for the cost of the armor.

Special Shield Types

Large Body Shield *Angled to deflect blows, and with room to swing a weapon, these shields excel at protecting Warriors in Melee Combat.*

Deflection Bonus 1*

Reduction Movement 1

A Large Shield grants the target a deflection bonus from all attack in the front 180 degrees arc of the model. The arc must be declared when first attacked each round. When deflecting coordinated attacks, only one attacker needs to be within the 180 degree arc.

Special Weapon Types

Polearms are advanced melee weapons that have a threat range of 2". All Polearms are two handed weapons unless your model size is Xlarge or bigger. Unlike spears, Polearms can be used as a two handed melee weapon and receive a strength bonus.

Polearms come in many different types, and have a 2" threat range with the exception of Pikes which

have a 3" range. You may choose which you want to equip your warriors with.

A weapon with a 3" threat range cannot be used while engaged with another model (in base to base), or while mounted.

Examples of these weapons are Pikes, Bardiche, Halberds, etc. Increasing the threat range of a weapon adds to the point cost of it. You may choose which type of common weapon you upgrade.

Heavy Crossbows

Heavy Crossbows are a heavy weapon, so they cannot be fired if moving farther than your base movement. They are best used as a stationary weapon, and a stationary Heavy Crossbow receives an Enhancement Ranged 1.

Strength: 4

Accuracy Range: 24"

Rate of Fire: 1

Repeater Crossbows

Repeater Crossbows are a heavy weapon using smaller quarrels and are less accurate than a standard crossbow. However, its high rate of fire makes it a potent weapon especially at close range.

Strength: 2

Accuracy Range 12"

Rate of Fire: 5 shots per round if stationary. Up to 3 shots per with base movement.

Magazine holds 10 shots, and must be reloaded. While doing so movement is limited to base movement. Reloading the magazine takes an action

Gunpowder Weapons

Early Gunpowder weapons tend to be powerful weapons, but slow to fire. As such tactics often include firing ranks where one row fires as another loads to provide continuous firing ranks. Many rifles were equipped with bayonets for this reason. Other tactics include carrying multiple loaded flintlocks as in the case of pistols.

Flintlocks

A Flintlock rifle that is mounted or propped up on a wall or similar, receives a +1 R(c) when firing.

Taking the flintlocks Trait Grants access to both Rifle and Pistol versions.

Flintlock Rifle

Strength: 4

Accuracy Range 15"

Rate of Fire: 1 *

Flintlock Pistols

Strength: 4

Accuracy Range 6"

Rate of Fire: 1*

Pistols can be used in Melee Combat with a threat range of 3"

All Flintlock weapons require reloading, which is handled during a models movement. A model that is stationary during its movement reloads the weapon. Once the weapon is reloaded, it can be fired on the move.

Blunderbuss

Strength: 4   1"r blast

Accuracy Range 6"

Rate of Fire: 1*

A Blunderbuss is a shotgun type weapon that targets a 2" area of effect within 6". 6-12" the area of effect is 3" but with a reduced strength of 2. The center point for the area of effect is used when determining the range.

A Blunderbuss that is mounted or propped up on a wall or similar, receives a +1 R(c) when firing.

Multi-Barrel Firearms

This trait can be applied to any flintlock weapons, including a blunderbuss.

Strength: same as gun

Accuracy Range: Same as Gun

Rate of Fire: One Barrel per round. Reloading takes a full activation. Must be stationary to reload all barrels.

Multi-Barrel Guns have 2 barrels.

Third Barrel +5pts Pistols only

Fourth Barrel +5pts Pistols only

Misfire: Any Pistol with more than two barrels can misfire- any roll of a 1 causes remaining barrels to all ignite and fire a single volley (roll a single die at a +1Strength if more than a single barrel fires), but the model firing the weapon also suffers a S4 hit.

The weapon is then destroyed for the remained of the battle.

Reinforced Chambers: +10pts to prevent misfires

Alchemy

These early chemists were able to create wonders like naphtha, early flame throwers, more powerful gunpowder, and early explosives.

Alchemy: Liquid Fire -/6pts

Throwing Weapon

Accuracy Range: 6"

Effect: Strength 3 (Fire) 1"r blast effect. Scatters.

Alchemy: Explosive Grenade: 6pts

Heavy Grenade Throwing Weapon

Accuracy Range: 6"

Effect: Strength 2 blast 2"r effect. Scatters. Any model at the Center of the blast takes a S4 hit.

Alchemy: Smoke Bomb 3pts

Heavy Grenade Throwing Weapon

Accuracy Range: 6"

Effect: brief flash of light followed by smoke allows the individual to move through a single threat range without a provoked attack

Secondary:

Alchemy: Flame Siphons- 15pts

Strength 3 (Fire)

Accuracy Range: 8" *

*This weapon can only fire 8"

**Does not scatter

A Hand Siphon is a hand held ancient flamethrower siphoning naphtha into a tube to be forcibly ejected in a stream of flame. It is rather short ranged, but effective. It can be waved back and forth in front of a person, hitting up to three targets within 3"of the first target.

Alchemy: Fire Thrower- 30pts

Stationary Ranged Weapon

Accuracy Range: 12"

Strength 3 (Fire)

Effect: 2"r area of effect. Scatter Effect.

Scatter using scatter effects in section 12.7 of the Core Rules. A Fire Thrower must be stationary or mounted to be fired.

7.6 Advanced Weapons and Equipment

Exceptional Weapon can be created to give you your chance to create more powerful weapons and even the most fantastical weapons limited only by your imagination. Within the realm of the given attributes, the design is purely yours.

Advanced Weapon and Equipment Traits are similar to other weapon traits costing no point cost for the trait, but instead carry a point cost for each model equipping the weapon.

For Example:

Masterwork Melee Weapons -/10pts (Armory): Advanced Weapon 10 (Melee)

The total points spent on attributes is added on a per model bases to existing weapons. When paying for a common weapon to be upgraded, you pay the point cost of the squad, and then add the upgraded attribute cost to the models equipped with the advanced weapon.

Selecting your attributes: Using the points granted to you by Advanced Weapons, you may select attributes for your weapons from any category that is unlocked on through your Trait abilities. Categories include Melee, Ranged, and more. Expect more added and exotic categories in the future.

All attributes have a cost associated with them, and taking additional traits in the same category costs more, and these are shown with additional point costs.

For example, **Melee Weapons 5/10/20** taking your first attribute in Melee Weapons costs 5pts. Taking a second attribute from any of the Melee Weapon attributes costs 10pts, and so on. Each additional attribute past the third (for artifacts) cost 20pts each.

Lots of fun modelling opportunities and the opportunity to create some very unique and powerful weapons for your Units are available through the creation of advanced weapons.

Weapons and Equipment are limited in the number of attributes that can be granted to a weapon. This depends on the Age you are playing. Artifacts ignore this restriction.

1st Age: 3

2nd Age: 4

3rd Age: 5

Creating new and exciting weapon is part of the Genesys Project… for Humanoids at least. If you create a weapon, and then give it attributes from another category, like a bow and give it melee attributes, then the new bow would be able to be used as both a ranged weapon and for melee combat.

Let's get creative.

Example: We are going to create a Bladed Warbow for our faction. This will be an advanced weapon which we will use for both ranged and melee combat. So our elite class of warriors takes two traits.

Improved Bow Construction; Advanced Weapon 5 (Ranged) and,

Improved Melee Weapons; Advanced Weapon 5 (Melee)

1. Our bow will start off costing us 3pts for the squad, as it's a common weapon.

2. Since we can take an attribute from the Ranged Weapons, let's do so and take Strength 1 to increase the ranged weapon attribute from a 2 to 3.

3. Now from melee attributes we will choose Bladed Weapons granting us an Enhancement Martial 1

4. This gives our weapon two attributes that makes it a formidable weapon in melee and ranged combat. Of course we could have created two separate weapons, but for this I wanted to make one weapon that we can use two handed, and model something fun with.

5. Later on during our speciess development, I could even add a third attribute to this weapon….

Reminder: Enhancements are in-game bonuses that have a Maximum Age Bonus depending upon the Age your faction is in. See more on page 8. In game bonuses, including anything equipped by your models count towards this. Artifacts are the one

exception to this rule, and can only be equipped by Leaders and Unique classes.

Maximum Bonus according to which Age your faction is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

Melee Weapons 5/10/20

Taking Attributes from this category must be unlocked through Traits and applies only to melee combat use

Blunt Weapons: Enhancement Strength X

Bladed Weapons: Enhancement Martial X

Cleaving Weapons: Enhancement Damage X

Piercing Weapons: Enhancement Armor Piercing X

Increased Threat Range X*

 *A weapon cannot go above a 3" threat range. Threat Range 1 increases the threat range of the weapon by 1". Only Polearms special weapons can be upgraded to a 3" threat range.

Armor Piercing reduces all armor values by X

Ranged Weapon 5/10/20

Taking Attributes from this category must be unlocked through Traits and applies only ranged combat use.

Ranged- Enhancement Ranged X

Piercing- Enhancement Armor Piercing X

Strength- Enhancement Strength X*

Accuracy- Accuracy 5X

*Adding strength can change the weapon's type, to heavy or stationary as listed below.

Ranged Strength +2: Heavy Weapon: *Cannot move further than base movement and fire in a single activation.*

Ranged Strength +3: Stationary Weapon: *Weapon must remain stationary to fire. No movement.*

Armor Piercing reduces all armor values by X

Extreme Weapons 15/15/20

Taking Traits from this category must be unlocked through traits and can apply to both ranged and melee combat.

Environmental Extremes contain some of the deadliest alloys found. These can create weapons able to deliver viscous burns, heavy radiation, and terrible poisons to their opponents.

*Alchemy: Extreme Alchemy reaches the furthest hard to find and rare alchemical elixirs to create unique effects. Taking Extreme Alchemy changes the type of damage to the chosen Extreme and adds to the strength of the effect by X

*Weapons: Extreme Weapons have different effects depending upon the alloys being used. These are listed under Exotic Metal Alloys and Effects.

Thermite: Enhance Strength (Fire) X

Cold Steel: Enhance Strength (Cold) X

Corrosive: Acid X

Electric: Electricity X

Toxic: Poison X

Radiated: Defense Reduction (Radiation) X

Resonance: Resonance X

Empowered Weapons and Equipment: 20/40/40

Enchanted Weapons and Equipment (Both Coming Soon)

Armor and Shields 10/20/40

Taking Attributes from this category must be unlocked through Traits and applies only Armor and Shields.

Strong Armor: Enhancement Toughness X

Lightweight: Reduce Movement Penalty X

Reinforced Armor: Enhancement Rtn X

Angled Plates: Enhancement Mtn X

Resistance 5/10/20

Thermite: Resistance (Fire) X

Cold Steel: Resistance (Cold) X

Corrosive: Resistance (Acid) X

Electricity: Resistance (Electricity) X

Toxic: Resistance (Poison) X

Radiated: Resistance (Radiation) X

Resonance: Resistance (Resonance) X

Exotic Metal Alloys and Effects: A weapon's steel can be combined with exotic metal and mineral alloys to create fantastic weapons. Combining these special alloys grants an extra point of damage of the specific type listed for the metals. Below are listed compound alloys that can be discovered through traits. Only one compound may be applied to a single weapon.

Thermite- These metals are highly combustible and lights easily when scraped on metal. *Fire increases the strength of the weapon by 1. This added Strength is (Fire). These are enhancements to the strength of the attack. Critical Damage is increased by X*

Cold Steel- Unnaturally cold, Weapons of Cold Steel vary in their compounds, but flecks of Iridium are often seen sparkling in the light of these metals. They appear to radiate cold, but is in truth drawing in heat continuously. The handles of these weapons release that heat to the bearer. *Cold increases the strength of the weapon by 1. This added Strength is (cold). These are enhancements to the strength of the attack. Critical Damage is increased by X*

Radiated- The construction of these weapons is very unstable, but some factions have mastered combining traces of various radioactive metals in their alloys. Radiated Metals often give off a faint glow of light and often strike unerringly. *Radiated Weapons reduce the Martial Target Number, (mtn) of the target by their value. Making them easier to hit.*

Corrosive- A compound alloy of highly reactive corrosive metals are worked into the weapons blade, point, or striking areas. The weapons are made from noble metals, such as Palladium, Silver, and Platinum so that they do not corrode. A blackened crust often forms on the weapons edges as the corrosive compounds react with the outside air. These weapons often smoke and sizzle as the crust peels or falls away. *Any hit reduces the Armor value of the target X. If there is no armor, corrosion will reduce the toughness of a wounded victim by X. This effect takes place during the effects phase at the end of the Game Round.*

Toxic- There are many minerals that are extremely toxic, including Cinnabar, Stibnite, or Orpiment, poisoning anyone that is exposed to it. Mixed and weaponized into a metal alloy, a blow or cut from these weapons poisons the target. *Anyone wounded by a Toxic weapon is poisoned for the duration of the game whether they make their save or not, lowering their toughness by X. Poison does stack on a model, although they may not survive the wound. Poison effects are handled during the effects phase at the end of the Game Round.* Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

Resonance- Extremely rare magnetic metals create a weapon that hums with subatomic vibrations. The result is that their force is amplified when used as a weapon. These weapons create a small "Clap" of air as they impact their targets.

Resonance Weapons can stun their targets, whether it wounds or not. The target must take a toughness test or become stunned, losing their next action as they attempt to recover from the trauma.

Resonance Weapons are devastating to non-living targets, gain X to the strength of the attack and doing X additional damage.

Electricity- Heavily conductive metals like Silver are combined with other rare minerals that create and release an electric charge when stress is applied (like a target being hit by the weapon). *A hit from a weapon constructed of these alloys, reduces toughness bonuses granted from armor by X.*

A critical hit causes the target to arc, each model within 1" (with the exception of the wielder) suffers a hit equal to the original attack result -2.

Extreme Resistances- Just as there are compounds to harm, there are minerals and other alloys that can help protect from the environmental extremes found throughout the Genesys Worlds. Some bolster immune systems, are resistant to corrosion, or can even electromagnetically attract radiated particles, bonding to make them inert. *Resistances reduce the strength of the Extreme by X.*

7.7 Heavy Military Weapons

Heavy Military Weapons are feats of engineering warfare. Designed to take down walls, the strongest of opponents, or even kill the enemy in mass numbers. Catapults, Scorpions, and even Hwacha are examples this type of Military Weaponry.

Heavy Military Weapons have pre-requisites for their usage. They are costly and powerful to use. There are a couple interesting things that worth noting when it comes to these weapons.

1. They can be attacked and destroyed. Models without the trait Heavy Military Weapons and the weapon's pre-requisites cannot use the equipment.

2. These are stationary pieces of equipment, and cannot be fired on the move. They can be moved at base movement only (assuming they have wheels are slightly moveable in some form). When moved, the models assigned to the equipment must use their action to set up for firing the next game round. It is assumed for the first game round that the equipment is ready to fire.

3. Military Weapons do not suffer wounds, but instead take damage very differently than living models. They take damage to their toughness. When reduced to 0 toughness a non-living model is destroyed. Any critical hit destroys the non-living model outright. For more information on destroying non-living models, see the core rules.

4. Advanced Weapon attributes may also grant you upgraded Military Weapons of unusual abilities.

5. Only models with the prerequisites to take a Heavy Military Weapon may actually fire the weapon.

*Dwarven Heavy Weapons grants access to any one Miliary Heavy Weapon 60pts or less.

Scorpio -/30

Operation: 1 model

Strength 5, Toughness 2

Mtn 2, Rtn 5

Accuracy 36, Minimum Range 8"

Movement 1

Rate of fire: 1

Pre-requisite: Either Heavy Crossbows or Military Weapons unlock Scorpios

The Scorpio is a small catapult weapon, and more of a sniper weapon siege weapon. It's a large mounted crossbow.

Balista -/50

Operation: 3 models

Strength 6, Toughness 3

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 12"

Movement 1"

Rate of Fire: 1, takes 1 action to load (1 game round)

Pre-Requisite: Heavy Crossbows, or Military Weapons Unlock Balistas

A small Ballistae capable of producing a large amount of force. These fired either large round stone or large bolts capable of taking down the largest targets.

Onager -/40

Operation: 5 models

Strength 5 Blast 1", Toughness 3

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 12"

Movement 1"

Rate of Fire: 1, with a -2 to the die roll to hit. takes 1 action to load (1 game round)

Pre-Requisite: Military Weapons

A smaller catapult capable of hitting targets far away. Other types of shot often flaming debris, tar, burning sand, and other ammunition is used. The Onager is a dangerous weapon not only the targets,

but to anyone that was near causing friendly fire casualties. Any die result of less than 1, scatters the the location of the targeted area d10.

Cannon -/60

Operation: 5 models

Strength 6 Blast 1", Toughness 4

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 12"

Movement 1"

Rate of Fire: 1, takes 1 action to load (1 game round)

Pre-Requisite: Military Weapons, and any Fire Arm Trait

A cannon is any piece of artillery that uses gunpowder or other usually explosive-based propellants to launch a projectile.

Bombard -/60

Operation: 5 models

Strength 5 Blast 2", Toughness 4

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 18"

Movement 1"

Rate of Fire: 1, takes 1 action to load (1 game round)

Pre-Requisite: Military Weapons, and Any Fire Arm Trait

The bombard is a cannon or mortar. It is a large caliber, muzzle-loading artillery piece mainly used during sieges to throw huge iron balls at the enemy

Hwacha -/75

Operation: 3 models

Strength 4 Blast 4" Toughness 3

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 18"

Movement 1"

Rate of Fire: 1, and takes 4 actions (4 Game Rounds) to load another shot. -3 to the die roll to hit. If die result is reduced below 1, then scatter the hit

location by d10. Any model within the radius effect is hit 1d10 burning rocket arrows.

Pre-Requisite: Military Weapons, and Multi-Barrel Firearms

The Hwacha is a multiple rocket launcher able to fire up to 200 fire arrow rockets at one time. The hwacha consisted of a two-wheeled cart carrying a board filled with holes into which the rocket arrows are inserted.

Advanced Military Weapons

Selecting your attributes: Using the points granted to you by Advanced Weapons, you may select attributes for your weapons from any category that is unlocked on through your Trait abilities. Categories include Melee, Ranged, and more. Expect more added and exotic categories in the future.

All attributes have a cost associated with them, and taking additional traits in the same category costs more, and these are shown with additional point costs.

Advanced Military Weapon 10/20/40

Taking Attributes from this category must be unlocked through Traits and applies only ranged combat use.

Ranged- Enhancement Ranged X

Piercing- Enhancement Armor Piercing X

Strength- Enhancement Strength X*

Armor Piercing reduces all armor values by X

***Extreme Weapon Attributes** may also be taken for the point costs and effects listed on page 42*

7.8 Vehicles

Chariots and War Wagons are valuable weapons of war. These can carry warriors into battle, or provide mounted weapons a mobile platform.

Overview of Vehicles during the First Age

Chariots and War Wagons are two vehicles that require horses or other mounts, to provide mobility. Your class must have access to horses or other mounts for chariots or wagons. This is quite common during the first age, although Steam Powered Vehicles do exist, but are rare.

A squad with a vehicle must provide a driver, who remains part of the squad, and can leave the vehicle when needed. This also means that a dead driver can be replaced if available.

Drivers, mounts, and vehicles can be targeted by the enemy individually.

Damaging Vehicles

Non-living models take damage very differently than living models. Instead of taking wounds, they take damage to their toughness. When reduced to 0 toughness a non-living model is destroyed. Any critical hit destroys the non-living model outright.

More details on Vehicles can be found in the Core Rules

Chariots -/20pts

Movement: equal to mount's movement

Strength 3 Toughness 4

Martial Target Number (Mtn): 4

Ranged Target Number (Rtn): 6

Mounted Combat Bonus 1

Trample 1

Transport Capacity 2 including driver.

*Require 1+ horses or equivalent creatures. Each horse costs the points of the mount used. Additional mounts may be used for your chariots.

Wagons -/40pts

Movement: equal to mount's movement -1

Strength 4 Toughness 5

Martial Target Number (Mtn): 4

Ranged Target Number (Rtn): 5

Trample 1

Transport Capacity 5 including driver.

*Require 3+ horses or equivalent creatures. Each mount costs the points of the mount. Additional mounts may be used for your chariots.

*Mounted Weapons can be placed on the Wagon. Their total Strength of the weapons must be equal or lower than the toughness of the vehicle, and must have a dedicated model to fire.

Advanced Chariot and Wagon Upgrades.

- Heavy Construction 5pts: -1 Movement, +1 Toughness

- Enclosed 5pts: Grants +1 cover to the Driver and passengers

- Increased Crew Area 10pts: Allows up to 2 additional crew for Chariots and 5 additional for Wagons. Requires one additional mount for chariots and two for wagons, or take a -1 movement

- Reinforced Prow 5pts. The vehicle is designed to plow through enemy forces and grants an additional Trample 2 to the vehicle.

- Reinforced Frame 5pts: Increases both the M(tn) and R(tn) of chariots and wagons.

- War Chariot/Wagon 5pts: Grants an additional Mounted Combat 1

8. Powers

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. While Fay are a part of this energy, Humanoids must dangerously channel energies from beyond the veil through themselves. This is extremely taxing and difficult to master for the mortal Humanoids.

8.1 Using Powers

The use of a powers requires an action to use, and may only be used if not moving faster than base movement. A squad of any size is only able to activate a single power during its activation.

Each power is created and crafted by the player for his species granted through traits chosen during species and class creation. In a method similar to armory traits, Powers have attributes that may be increased, creating unique and strong effects.

Each power has the following attributes

Strength: X

Effect: X

Range: X "

Duration: X Rounds

Difficulty: 8

Increasing any of these attributes results in an increase of the difficulty of the power. All Channeling difficulties start at 8. For example, increasing the strength of the power by 1, would make the difficulty a 9.

Channeling is the action of drawing energy from the Ether beyond the veil, which is the source of all magic. What the channeler creates with this energy are called Powers.

The mastery of power wielded by humanoids comes from two sources, Internal Mastery, also called the Arcane, or External Belief, called Faith.

To successfully harness Powers, a caster must roll a d6 and add his or her Willpower to it in order to achieve the difficulty of the Power. At first this appears daunting, as failure results in serious

damage to the practitioners' body and will, possibly even in death.

A model can only be used to channel the ether once in any given Game Round.

Using a Power in-game looks like this,

1. Activate the Caster during your player turn and select a known Power to use

2. Channeling the energy from the Ether, the player makes a difficulty check.

3. Compare the result of the diffulty check to the targets Rtn for ranged powers, or Mtn for melee or touch powers.

4. If you successfully channeled a power, and the difficulty check exceeds the target number to hit your opponent, the power takes effect. The result of the difficulty check is your Combat Resolution Number.

Mortal Threshold: Powers are dangerous, and channeling 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 12 results in death. This is referred to as a caster Mortal Threshold, which can be increased by traits.

Items of Power: For both casting and surviving channeling the Ether, there are items and artifacts that are capable of manipulating and siphoning off the energies that can destroy a casters body and soul. These are items of power and include, wands, Staves, Orbs, and other items designed for this purpose. Items of Power are found in section 8.5

8.2 Channeling Arcane Powers

Arcane Powers are drawn through a single Channeler, relying upon his or her own personal willpower. The powers are often destructive in nature and dangerous to the wielder. There are three primary Foci; Extremis (worldly), Transformational (personal), and Ethereal (Beyond)

Arcane Powers are able to unleash horrific devastation to those that stand in their path. The price for this power is steep, and although the ethereal energies can provide eternal life, the body is often ravaged, and aged beyond repair. Even the most advanced Magi can fail as they struggle to control the vast powers from beyond the veil.

Channeling the Arcane: Arcane casters rely upon their own internal will to harness the energy required for Powers. An Arcane caster may, when attempting to channel the ether, choose to draw deeply upon their body's reserve, resulting in achieving greater ability and power, but with a perilous risk

- Arcane Casters may harness X toughness up to their total Toughness Characteristic. This must be decided upon before the die is rolled for channeling.

- X is then added to the die result when channeling to reach the difficulty of the Power.

- Failing to equal or beat the difficulty of the power, results in a loss of toughness equal the X.

For example, while trying to channel a difficulty 8 Fire Bolt, our Wizard has a Willpower 4 and a Toughness 2. About to be charged and killed, he throws everything into the Power, adding +2 to his die roll. If he fails (on a 1) he will lose 2 toughness and collapse, dead on the field. This time our wizard rolls a 3. Willpower of 4 + die result 3+2, giving us a 9 to resolve the Power against the incoming attacker. There is a good chance that our Wizard may have just survived the incident.

8.3 Canneling the Sacred Faiths

Faith Powers are channeled through a group, the power spread out among the focused belief of others. By channeling through the many, the practitioner is able to safely focus the powers of life, and death. This world and the Next.

The powers of Faith can easily turn the tide of battle, healing the dying, strengthening the faithful, or even raising the already dead. Faith calls upon its Gods, entities that dwell in the beyond, the creators of life within the Genesys Worlds.

Channeling Faith: Faith Powers work very similar except that the practitioner does not draw upon his own body harness the power. Instead for each follower (not himself), within his command radius x2 (command characteristic x2), he can gain an additional +1 to his die result.

- Faith Casters can use each follower within their command radius not including themselves (command characteristic in inches). How many followers being channeled through must be decided before the die is rolled.

- Each Zealot adds +1 to the mortal threshold when channeling to reach the difficulty of the power.

- A model can only be used to channel the ether once in any given Game Round, and uses that models action for the round in prayer.

For Example: Our Priest has a Willpower of 4, Command of 4 and wishes to cast a difficulty 8 Power to enhance their Defense. During the battle his faithful remain close and he has an additional 3 followers available. The Priest rolls a single die with a result of a 3. Willpower 4 + die result of 3+3 and a result of 10. The power goes off.

8.4 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.

Arcane Knowledge X: This determines how many Arcane powers a channeler can bring to the battle. Each Power must be chosen during Unit Class Creation, and can have additional attributes added to it with additional Traits

Arcane Power -/X: Arcane power abilities add attribute points to a chosen power, increasing its difficulty and use.

Ethereal Fortitude X: The powers from the Ether can rapidly overload a caster. Ethereal Fortitude increases a casters mortal threshold by X

Faith Powers -/X: Faith Powers add attribute points to a chosen power, increasing both its difficulty and attributes.

Focus X: Focus allows for additional control while harnessing the power of the Ether. You may adjust one die roll by X when attempting to channel a power.

Holy Warrior: This allows a model aiding in casting faith powers, not to use up their action in prayers. Instead they can take actions like normal when channeling.

Priestly Vessel X: This determines how many Faith powers a channeler can bring to the battle. Each Power must be chosen during Unit Class Creation, and can have additional attributes added to it with additional Traits.

Religious Followers: models with this ability are considered to be followers of your faction's beliefs. They can be used to help harness Faith Powers. Religious followers add +1 to the die result when attempting to cast a Faith Power. This uses up the followers action.

Religious Zealots: Models with this ability have given themselves over to their faith. Each Religious Zealot adds +1 to the Mortal Threshold of the Caster.

8.5 Creating Your Own Powers

Humanoids create Powers (spells) that are created and may not be altered during gameplay. You may however add the strength of your powers through Campaign bonuses.

Follow these steps when creating Powers

1. Select your Foci
2. Select the Power and Effect
3. Increase attributes if you wish and have the abilities available to do so

You may take powers from any foci, but if your species (not class) has only one focus, then the difficulty of your Powers are reduced by 1. If at any point you take powers from another foci, this bonus goes away.

Example of Power Creation

Traits and Abilities: It's time to create a wizard and his spells. Doing this, we chose Arcane Knowledge 1, so that we can take a single spell for our leader and Arcane Power to give us 5 points in spell creation.

1. Select your Foci. There is currently one Foci available (more coming soon), so we will choose Extremis.
2. Power and Effect: Let's choose Fire, and Blast for the effect.
3. Attributes: With 5pts to spend we will select strength 1 which increases the strength of the Power but also increases its difficulty by 1.

Our final spell is a Fireball in the classic sense, with a moderate range and good strength.

Fireball: Difficulty 9

Blast 2" 18" max range Strength 3

Duration: Instant

Assuming a Willpower of 4, this is quite a difficult spell to get off, but can be quite devastating if our wizards can get this spell off.

If we focus on the Extremis Foci with our species, we can lower that difficulty to a 8. So with a species focus on Extremis Powers, and channeling 2pts, we can get this spell off on a roll of a 2+. With items or further campaign gains, our wizard will have the opportunities to master this spell even greater.

As you can tell, Arcane Powers rely upon a class really dedicated to their Powers. Items of Power and campaign advancements can make these powers easier to cast, and even promote getting new spells or creating more powerful versions of existing ones.

8.6 Arcane Foci

There are three Foci for Arcane Powers from which you may draw upon to create Powers for your Casters.

1. Extremis (worldly): These powers control the most deadly extremes found in Genesys. Fire, Cold, Poison, Acid, and more are the command of Extremis Powers.

2. Transformational (personal): Enhancements, alterations, and protections

3. Ethereal (Beyond): Energy from beyond the Veil is used to manipulate objects, view the future, and even enchant or grant unnatural life to items.

Extremis Powers:

Select a Power

1. **Fire** Strength 3. Does Physical Damage (Fire). Critical Damage does 2pts like normal, but does additional damage (Fire) during the effects phase.

2. **Cold**- Strength 3. Does Physical Damage (Cold). Critical Damage does 2pts like normal, but also freezes the model in place for the remainder of the game round.

3. **Electricity**- Strength 3. Does physical damage (electricity). Critical Damage causes the Electricity to arc each model within 1" (with the exception of the wielder) suffers a hit equal to the original attack result -2.

4. **Radiation**- Strength 3. Ignores all armor benefits and does not damage except when a critical is rolled. A critical hit by radiation kills regardless of how many wounds a model has.

5. **Acid-** Strength 3. Acid attack do not need to roll to wound. Instead of causing wounds, any hit by acid permanently reduces the models toughness by 1, or 2 with a critical hit (the model would not normally receive a save vs the attack result). This toughness damage is applied to the armor first until destroyed, and then to the model. Once the armor is destroyed, (has 0 toughness bonus), the armor is useless and destroyed.

6. **Poison-** Strength 3- Any hit strong enough to wound reduces the toughness characteristic of the model for the rest of the game by 1 regardless if a save is made. The attack still causes wounds if the target fails to save against the attack. The target must be a living model. A critical will cause the target to lose 2 toughness, and take poison damage every effects phase losing an additional point of toughness.

   Any attack result not strong enough to wound, (target automatically saves on a 1+ or better), ignores the Poison effects

7. **Resonance-** Strength 3- Any hit by a resonance effect requires the target to make a toughness test or become stunned, losing their next action as they attempt to recover from the trauma. Resonance attacks only do 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.

Extremis Effects

Select an effect for your power.

Extremis Effects all have an Instantaneous Duration

Name	Shape	Range	Strength
Bolt	1 Target	24"	Strength –
Arc	180 Degrees	3"	Strength -1
Cone	45 Degrees	6"	Strength -1
Ray	Line	12"	Strength -1
Blast	Blast 2"r	18"	Strength -1
Self	Touch	Melee	Strength -

Transformational Powers

1. **Ghost.** + 2 Difficulty. Ethereal energy from beyond the veil merges with the casters body, transforming it and allowing the player to move through the ethereal. Attacks can be made while in ethereal form, but weapons and armor do not make the transformation and return when the power ends.

   While in Ethereal Form the caster appears translucent as a ghost or specter. Strength, Toughness and Movement are enhanced to equal the caster's willpower. No powers can be cast while in ethereal form.

   No items (like objectives) can be carried while in ghost form. The caster cannot use weapons, although the caster suffers no "unarmed penalty" for fighting without a weapon. While in Ghost form, terrain or solid objects can simply be passed through during movement. While in Ghost form, the model cannot be targeted normally unless within 6"

   Ethereal sight reveals and allows models in Ghost form to be targeted normally. The Power lasts through the next two rounds of play, ending after the activation of the caster in the second round.

2. **Golem**. +1 Difficulty, Strength 1 This spell turns the casters body into a solid rock or similar material. While in this form, the casters body receives enhancement toughness X, Strength X, and a Reduce Movement 1. X equals the strength of the Power. The Caster no longer takes damage normally, but instead as a nonliving model. The Power lasts through the next two rounds of play, ending after the activation of the caster in the second round.

3. **Invisibility.** Invisibility renders the caster invisible to the naked eye by bending light around the caster. As long as the caster does not move faster than their base movement, they remain invisible until the power runs out. While invisible, the caster cannot be targeted by ranged weapons, and in melee combat receives a +2 cover bonus to their Mtn, as up close the casters form appears vaguely as a blurred shape. The Power lasts through the next two rounds of play, ending after the activation of the caster in the second round.

4. **Arcane Enhancement:** Enhancement Strength 1 Grants in-game Enhancement X to characteristics where X is the strength of the Power. Strength, Toughness, Movement, Martial, Ranged, Defense, Discipline, Willpower, or Leadership. Select one for your power. Maximum Age bonuses apply. The Power lasts through the next two rounds of play, ending after the activation of the caster in the second round.

5. **Levitation**. Strength 1: Levitation takes the caster up into the air beyond the reach of melee combat to do battle and fight. The caster is able to move around in the air with normal movement enhancement X, where X is the strength of the power. Levitation lasts a number of round equal to the Discipline of the Caster. For Air Combat test rules see below.

6. **Possession** Strength 2. Possession is an attempt for the caster to take control of another model on the board. The caster may take control of another model from the Humanoid Primarius within 18". Successfully getting this spell off, attacks the targets willpower with a Strength X attack, where X is the strength of the attack. While possessed the controlling model can control both movement and action of the model. This can include moving the model out of coherency.

   Resolve this power's Combat Resolution against the targets willpower. Some Unit Classes receive a bonus against this power. Leader classes +2 Enhancement Willpower

   Unique Classes +3 Enhancement Willpower

The Power lasts through a single activation of the possessed model or models.

Ethereal Powers

1. Arcane Construct: A Large Construct made of stone or metal is granted life by infusing it with the energy from the ethereal. Constructs are large models of incredible strength and power. Having this power, allows you to build a construct for battle. Constructs are permanent until destroyed, and follow an Arcane caster's commands to the letter. Arcane Constructs may only be upgraded with additional attributes listed specifically for Arcane Constructs, which are listed separately.

2. Counterspell: While any power can be cast as a reactionary power, Counterspell suffers no -1 to characteristics to use. When used to counter a power, select the channeling caster. If your difficulty test for casting this power is higher without crossing your mortal threshold, than the opposing casters, you cancel the effects of the spell. The opposing caster must be in line of sight and within 24"

3. Dimensional Shift: Strength 0: Instant travel for the caster+ X friendly models in the same squad between two locations of the battlefield, where X is the strength of the power. Any location on the board within Line of Sight is in reach with this power, and the shift uses up all models movement this round. Shifters are considered to have only moved their base movement, but additional models shifting with an action left can still use their action as normal as a reaction with a -1 to characteristics, even for melee combat. Dimensional Shift negates threat ranges, however Ethereal Sight on enemy models allows the use of threat ranges for provoked attacks or first round combat actions that may occur.

4. Ethereal Blade replaces an existing weapon's blade with a shimmering blade made of ethereal energy. The blade does not damage its targets body, instead strikes at their souls or internal energy. When determining melee combat results, use the targets Willpower instead of toughness to determine wounds or damage. The Power lasts through the next two rounds of play, ending after the activation of the caster in the second round.

5. Enervating Bolt: A bolt of dark light arcs between the caster and the target holding him/her still. The power drains willpower, draining it and invigorating the caster so who gets a bonus enhancement equal to the willpower lost. (The Rest Coming Soon)

6. Summon Fey (Coming Soon)

Arcane Power Attributes

Spend Arcane Power X points to create even more powerful Powers. Any attribute may only be selected once for any given power. Attributes stack with other attributes.

5pt Attributes

- Strength 1: Increase Strength of Power by 1 (For all powers with a strength) Difficulty +1

- Distance 3: Increase range by 3" for Arc, Cone, and Ray effects. Difficulty +1

- Distance 6: Increase range by 6" for Bolt, and Blast effects. Difficulty +1

- Transformational Duration: Increase the duration of Transformational Powers by X. The Difficulty of the power is also increased by X.

10pt Attributes

- Strength 2: Increase Strength of Power by 2 (For all powers with a Strength) Difficulty +2

- Greater Distance 6: Increase range by 6" for Arc, Cone, and Ray effects. Difficulty +2

- Greater Distance 9: Increase range by 9" for Bolt, and Blast effects. Difficulty +2

- Transform the Many: You may choose to Increase the number of models in the squad affected by Transformational Powers by X. The Difficulty of the Power is also increased by X. So that increasing the number of models effected by 2 would raise the difficulty by 2.

- Lingering Ethereal Effect: This increases the duration of an Ethereal power by x rounds. The Difficulty of the power is also increased by X+1. This does allow effects like Counterspell to linger on a target possibly counterspelling powers additional rounds. Once the Difficulty is passed on, the effects maintain the casting die result, and in the case of counterspell would require the effected caster to beat the required

counterspell resolution in the following round with his own casting. Moving outside of the range does dismiss the powers effect. Effects like Dimensional Shift would allow multiple rounds of jumping.

20pts: Attributes (increases difficulty by 3)

Greater Extremis Effects: Each effect has a different added bonus.

- Bolt- 2 Bolts same target. Difficulty +3

- Arc- 360 Degree effect. Difficulty +3

- Cone- 90 Degree effect. Difficulty +3

- Ray- 2 Rays different directions. Difficulty +3

- Blast- Blast +2"r. Difficulty +3

- Self- Increased Power strength 2. Difficulty +3

40pts Attributes

- Extremis Vortex: Dual Spell, Select an additional effect. Difficulty +4

- Battlefield Transformation. This spell increases the effects of transformational powers to cover a large radius of the battlefield. From the caster or target of the Power (for targeted effects), the radius of the power is equal the command characteristic of the caster. Models effected must stay within the area of effect to maintain the effects of the power. Once they are outside of this, they are no longer effected. Difficulty +4

- Ethereal Siphon: Overloading the Ethereal power, a hole appears in the fabric of reality above the caster allowing for freeflowing energy between the realms. The Ethereal power cast to bring this into being is now permanent lasting the entire duration of the game and lowering the casters future difficulty checks for powers to be reduced by 3. Difficulty +4.

Arcane Constructs and Upgraded Attributes

Strength *   Toughness *   Movement: 2

Martial: 2   Ranged 2   Defense 3

Discipline -   Willpower:-   Command: -

Mtn 5   Rtn 5

Large Model

*Strength and toughness are equal to the Casters Willpower.

*Direct Control: Fielded with its controller. 50pts Base Construction

*Remote Sight: Fielded without it's controller, adds 100pts base Construction.

*Encapsulated: The Caster is bound to the Construct, essentially becoming the construct. 50pts base construction, added directly to the cost of the Caster.

Arcane Constructs are massive in size, and are created many different ways. This includes various methods of control of the construct, from remote sight, direct control, or even the caster being built into the construct.

Arcane Constructs can be fitted with any common weapon, ranged or melee, the Arcane caster has access to. Heavy Military Weapons can also be fitted, but these require increased attributes and knowledge from the caster.

Only Leader and Unique Unit Classes with Arcane Constructs are able to field a Construct, and can take the place of fielding your arcane caster. Arcane Constructs considered to be the same unit class as the caster.

Remote Sight: Controlling the Construct through arcane or remote sight, allows the caster to cast directly through the vision of the Construct. The construct's activation and Casters are the same. All casting and channeling effects are felt on the caster. If the caster dies to crossing the mortal threshold, the construct is disabled and motionless for the remainder of the game and considered destroyed. Points to field, Arcane Construct +100pts

Direct Control: With Direct Control the Caster is on the field controlling the Construct. The Construct and the Caster share a single activation, allowing only a movement + action between them. This means the caster and the Construct are essentially a single model, but do not have to be in the same location of the table. Each activation as a player, you must decide whether who to move and who to take an action. If the Caster dies, the construct becomes disabled, and stands motionless on the field. When channeling, if a casters mortal threshold is crossed, the destroys the construct. Points to field, Caster + Arcane Construct +50pts

Encapsulated: Built into the construct, the arcane constructs body is no longer viable, although some rituals include keeping the body alive. Encapsulated models do require casting to deploy the Construct, and the Arcane Construct may draw upon its new construct to aid in channeling. Points to Field, Caster + Arcane Construct +50pts

In games where only a single model can be fielded for Leader classes, this limits Arcane Constructs to a single model for the game. The Arcane caster is always included in this.

As with vehicles, projectile weapons cannot have a higher strength than the toughness value of the Construct. As a non-living Construct take damage its toughness value drops. At any point the strength of a ranged weapon drops below the toughness value of the construct, the weapon is inoperable. Melee Weapons do suffer this effect, but instead lose Martial skill if the toughness drops below the constructs skill.

Example: A construct with a heavy crossbow (str 4) with the following characteristics.

Strength 4 Toughness 5 Movement 3

Martial 3 Ranged 3 Defense 3

Mtn 6 and rtn 6

The construct takes 2 damage, reducing its toughness to 3. This lowers all of its characteristics by 1. The heavy crossbow (str4) is can no longer be fired, and the Construct's strength is reduced to 3.

Any additional damage will take martial and Ranged down as well, making the construct much less effective.

In order to field an Arcane Construct, it requires the player to include the construct on the army list, and then at deployment casting the power that will activate the Construct. If the Caster Fails for some reason, the Caster may attempt every game round to activate the Construct and bring it in from reserves.

Arcane Casters can channel arcane powers through their constructs. Doing so uses the constructs line of sight and source as the

Spend Arcane Power X points to create even more powerful Constructs. Any attribute may only be selected once for any given power. Attributes stack with other attributes.

5pt Attributes (increases difficulty by 1)

- Characteristic Increase 1 (choice of Strength, toughness, Movement, Martial, Ranged, Defense). +20pts Constructs Cost.

- Heavy Military Weapons of War: The Construct is fitted with a heavy Military weapons able to be used by Caster, and or any common weapons. This can include crossbows, firearms, and other weapons. This adds the point cost of the weapon to the Construct. Heavy military weapons cannot be added.

10pt Attributes (Increases Difficulty by 2)

- Characteristic Increase 2 (choice of Strength, toughness, Movement, Martial, Ranged, Defense). These can be split between two characteristics. +40pts

- Extremis Material creates the Construct out of extremis materials. This grants the attacks of the construct extremis weapon effects from page 43, and protects the construct the selected extremis with Resistance (extremis selection) +25pt Construct Costs

- Extremis Power. This allows the caster to cast his powers through his Construct. Extremis Powers only. Use the Constructs line of sight, as the powers will originate from the Construct. 25pts Construct Cost

- Alchemical Additions. A caster who has expertise in Alchemy can add Alchemy additions to the Construct. Examples would be a Flame Siphon in the Arm, or an explosive grenade launcher. In order to add these, you alchemist must be able to use the weapon you want to create. 25pt Construct cost

8.7 Faith Foci

There are two Foci for Faith Powers.

1. Life: This world, the world of the living, enhancing life using the powers of every living creature.

2. Death: The next world, beyond the veil. Focusing on using the powers of dead beyond.

While a class may take more than one Foci; if a faction concentrates on only one, the difficulties of that foci are at -1. This is removed at any point the faction decides to pick up another foci.

Life Powers:

1. **Healing**: Strength 1. Heals X wounds do wounded models where X is the strength of the power. A model reduced to 0 wounds "fallen", can be revived in this way. Fallen models follow the rules for being healed, losing their next action as they recover.

2. **Enhancement:** Strength 1 Grants in-game Enhancements X to characteristics where X is the strength of the Power. Strength, Toughness, Movement, Martial, Ranged, Defense, Discipline, Willpower, or Leadership. Select one for your power. Maximum Age bonuses apply. These powers last through the current game round

3. **Empowerment:** +1 Difficulty. Strength 1 Grants in-game Enhancements X to characteristics where X is the strength of the power. Martial Target Number (Mtn), Ranged Target Number (Rtn), or Morale. Select one for your power. Maximum Age Penalties apply. These powers last through the current game round

4. **Holy Light:** Strength 3 Effect. Holy Light's effects are devastating to animated targets, if the attack wounds the target, the target takes X damage, where X is the strength of the attack.

Darkness Powers

1. **Animate:** Strength 3. Difficulty Restores Life to the Dead on the battlefield. The dead have only base characteristics (no bonuses for equipment etc) and a -1 to Movement, martial, ranged, defense, Martial Target number, and Ranged Target numbers. They are immune to morale checks. A caster animates X dead, where X is equal to the strength of the power.

   If the caster that animated the dead is killed, the bond is broken and the animated models immediately are destroyed and cannot be animated again. See Core rules for Animated Dead.

   Note that before the game begins, you may "kill" models from your army to begin the game with. These models must be killed first simply by declaring them dead. A caster of Darkness may then attempt to animate the bodies once before the game.

2. **Reduction:** Strength 1. Grants in-game Reductions X to characteristics where X is the strength of the power. Strength, Toughness, Movement, Martial, Ranged, Defense, Discipline, Willpower, or Leadership. Select one for your power. Maximum Age Penalties apply. These powers last through the current game round. This cannot lower a characteristic below 1.

3. **Ruin**: +1 Difficulty. Grants in-game Reductions X to characteristics where X is the strength of the power. Martial Target Number (Mtn), Ranged Target Number (Rtn), or Morale. Select one for your power. Maximum Age Penalties apply. These powers last through the current game round. This cannot lower a characteristic below 1.

4. **Unholy Darkness**: Strength 3 Effect that has no effect on non-living models. Causes terror (instead of toughness being used to save, a models Willpower is used instead. A critical results in immediate death)

Faith Effects:

Personal	Personal	-1 Difficulty
Touch	Melee	-
Ranged	12" 1 Target	+1 Difficulty
Sphere	3" Spherical Shell	+1 Difficulty
Radius	6" Horizontal R	+1 Difficulty

Personal effects only the caster channeling the power. Personal only delivers an attack if the caster is hit during melee combat. Personal Holy Light/ Unholy Darkness, Enhancement/ Reduction, Empowerment/ Ruin last until the model's next activation.

Touch is used in melee combat using the threat range of the model. Most often 1"

Ranged delivers a ranged power to a single target

Sphere creates a bubble of Holy Light or Unholy Darkness, only effecting those crossing through the bubble. Cannot be used for other powers. Lasts until next activation

Radius powers effect all models within a radius effect of the caster. This effect radiates outwards from the caster. Models on an elevated level or coming from above or below are not affected.

Faith Attributes for Light and Darkness

Spend Faith Power X points to create even more powerful Powers. Any attribute may only be selected once for any given power. Attributes stack with other attributes.

5pt Attributes (Increases Difficulty by 1)

- Strength 1: Increase Strength of Power by 1
- Distance 3: Increase range by 3" for Sphere, ranged, and radius effects

10pt Attributes (increases difficulty by 2)

- Strength 2: Increase Strength of Power by 2
- Greater Distance 6: Increase range by 6" for Sphere, ranged, and radius effects
- Duration 1: Effects with a duration are increased by another game round.

20pts: Attributes (increases difficulty by 3)

Greater Effects: Each effect has a different added bonus.

- Personal- Increases the Strength of the Power by 3
- Touch- Effects all models in 45 degree cone starting from the target of the power.
- Ranged- Can target two models
- Sphere- Duration 2: Effects last 2 additional Game Rounds
- Radius- the center of the radius may be centered anywhere within the casters Command Radius.

40pt Attributes (Increases Difficulty by 4)

- Divine Power: Dual Spell, Select an additional effect

8.8 Items of Power

Items of Power can only be gained through campaign bonuses. You may spend Artifact points on Items of Power. A model may only equip one of each type of item of Power during any game.

(More items of power will come later)

1. Arcane Wands 5pts: Allow you to manipulate Arcane Channeling die results by + or - 1.

    +10pts A Wand can also increase arcane power strength 1

2. Arcane Staff 25pts: Allow you to increase your mortal threshold by 2 for Arcane Powers.

    +10pts can also increase arcane power strength 1.

    +10pts increase the mortal threshold by 1

3. Holy/ Unholy Relic 20pts: Allows you to increase your mortal threshold by 3 for Faith Powers.

Lesser Items of Power

Items of lesser Power are much more common, and

can be created by Arcane and Faith Casters. These items often hold pre-cast powers crafted into the forms of Potions, scrolls, and other items limited only by your imagination.

You can Spend any artifact points on lesser items of power. Points can be saved, or spent immediately after a game.

(These will be expanded upon later)

1. Scrolls of Power (10pts) allow arcane casters to add new attributes to create a stronger power.