



***As it is written in the Archives of the Historians;***

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

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

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

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

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

## Welcome

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

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

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

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

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

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

The next the Age in Table Top Wargaming awaits.

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## 1. Deciding a Point Level to Play

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

### 1.1 Unit Classes Allowed

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

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

Up to 250pts, Standard Classes

251-500pts, Elite Classes

501-1000pts, Leader Classes

1001pts and Above, Unique Classes

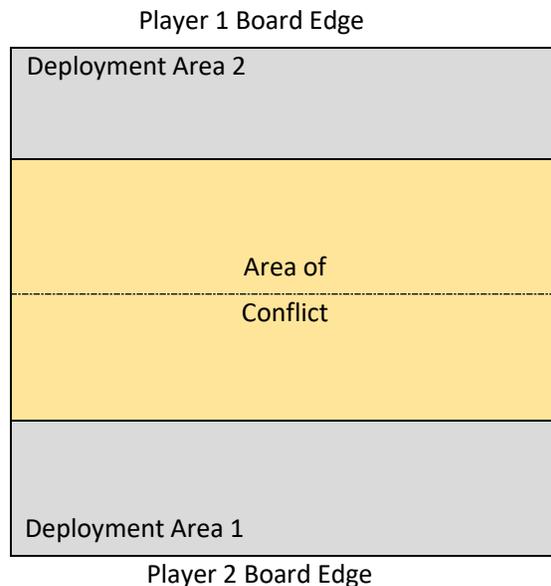
More on this and on how to create an army list for your game is detailed in section **5. Creating an Army List**

## 2. Board Setup

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

Example: the result of the time of day roll is a 4.

Game Rounds 1-6 are played as normal during the daylight, and the End Game rounds 7+ would be fought using the Night Battle rules.

For more information about the End Game, see page 9

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

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

**Weather Effects**

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

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

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

### 3. Playing the Mission

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

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

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

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

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

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

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

**Missions Table:**

D6 Results:

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

### 3.3 Optional Primary Missions

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

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

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

### 3.4 Mission Details

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

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

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



When determining victory points, notice that the opposing board sides are worth more points. This is

true for both players when determining who how many victory points each player will get.

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

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

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

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

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

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

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

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

For example: The d6 results when rolling 3d6 are two 1's and a 4. The number 1 objective is now

worth two control points, and the number 4 objective is worth one control point.

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

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

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

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

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

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

## 4. After the Game Results

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

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

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

**When a species has achieved 15 Progression Points they advance to the next age. More on this later.**

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

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

### Primary Missions and After Game Bonuses:

Assassinate- Bonus Unique or Leader Class Trait

Kill Points- Bonus Elite or Standard Class Trait

Ground- Bonus Squad Trait

Expansion- 3 Bonus Species Trait Points

Objectives- Bonus Technology Class Trait

Artifact- Bonus Artifact Points

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

**Species Trait Points:** These are granted for completing your Primary Mission during a game. These points are used to purchase new non-armory traits and abilities for your base species. This evolves your faction forward effecting all classes.

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

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

1. **Adding Traits to an Existing Class:** Simply add a trait the existing class. No existing class may have more than 3 Class Traits from Missions. You may replace existing traits with traits from advanced ages.
2. **Creating a new Class** is taking an existing class and adding a new trait to it.

When creating a new class

- Add to your base species to create a new Standard Class
- Add to a Standard Class to create a new Elite Class
- Add to an Elite Class to create a new Leader class
- Add to a Leader Class to create a new Unique Class

**Technology Class Trait:** A technology (Armory) trait is gained specific to a single unit class of your choice. This can be combined or added onto an existing technology or advanced weapon trait. Only three new traits of any kind may be gained through Missions by any single class, however, you may also replace existing technology traits with new ones.

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

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

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

#### **Mission Bonus Limitations**

Species Traits: No limitation

Class Traits: Limited to 3 of any type per class

Squad Traits: Limited to 3 of any type per squad

## 5. Preparing your Forces

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

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

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

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

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

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

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

**Standard Classes:** Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

2001+ Discipline x4

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

**Elite Classes** Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Cannot participate

251-500pts- 1 Squad Only/ Squad Size 1

501- 1000pts- Discipline x1

1001-2000pts- Discipline x2

2000+ Discipline x3

**Leader Classes:** Maximum Squad Size:

Minimum Squad size equals the multiplier

125-500pts- Cannot participate

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

1001-2000pts- Discipline x1

2001+ Discipline x2

**Unique Classes**

125-1000pts- Cannot Participate

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

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

**HeroPlay Coming Soon**

## 6. Deployment

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

### Standard Deployment Zones

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

Players Board Edge

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

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

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

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

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

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

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

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

Any duplicate die results are not re-rolled, resulting in the risks of attempting to push your deployment zones forward into the Area of Conflict.

### Forward Deployment Zones

7		8
4	5	6
1	2	3

Players Board Edge

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

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

### 6.3 Determining Initiative for the First Game Round:

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

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

#### Deploying your Forces

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

When deploying you have two options: deploying

your forces or declaring them as reserve.

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

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

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

Any redeployments of squads occur after both sides have fully deployed.

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

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

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

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

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

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

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

## 7. Playing the Game

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Challenger: 1d6 + Command

Initiative Holder: 1d6+ Command + Round Bonus

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

The round bonus is as follows:

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

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

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

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

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

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

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

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

Sometimes in melee combat or during reactionary activations, the last squads on the table will be activated during the same activation. The current player, who activated the melee combat or activation ends his round first. Reactionary activations or melee combat squads activated due to an adversary's activation are last.

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

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

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

*1d6 + Command vs Game Round*

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

## 8. Activations

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

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

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

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

### Squad Activation

Movement + Action

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

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

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

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

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

Additional movement can be taken as an Action, but the additional movement does not count towards movement bonuses, and also takes up a squad's Action for the Game Round. Using up your action for movement increases your movement from 3x your total movement characteristic to 4x.

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

Bonuses for Movement are as follows:

Movement of 0"-6" = +0 Bonus

Movement of 7"-12" = +1 Bonus

Movement of 13"+ = +2 Bonus

**Charging Bonus:** These bonuses are applied to the Strength of a model charging in melee combat. This bonus only applies to the Game Round the unit moving enters melee combat.

To get a charge bonus, the charging unit must have line of sight to the model it is charging, and take a direct path towards its target. **To gain a Charging Bonus your model must end its charge Engaged, meaning base to base contact.**

This bonus applies even if another squad is activated and moves into melee combat, possibly granting both squads a charging bonus.

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

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

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

two squads of warriors clashing charging full on into each other.

If your squad moved x3 movement during its previous activation and has not been involved with any other action, your squad may continue to move with charge bonus intact for the current activation if your models end this activation in melee combat.

What this does is prevent your squads having to slow down suddenly just because someone jumped out in front of you to try and take away your charge bonus.

**Evasion Bonus:** A Movement bonus also applies to the Ranged Target Number (RTN) needed to hit the model moving. This makes it harder to hit a fast moving target with a ranged attack. An evasion bonus is granted for distance travelled during movement, so if mounted, both rider and mount would receive the evasion bonus for how fast they were moving.

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

*Example 2:* A squad with a movement of 4 takes the following activation: Move 12" plus a move action for additional 4". This gives the squad 16" of movement, and takes up their Action for the game round. The squad receives a + 1 evasion bonus and they have no Action left, so would not get to fight back should they be charged, nor could they dive for cover.

## 8.4 Actions

*A Battlefield is a fast paced quickly evolving fight.*

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

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

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

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

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

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

## 8.5 Reactions: Reactionary Activations

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

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

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

## 9. Melee Combat Actions

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

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

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

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

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

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

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

*For example*, a squad of archers shoots their bows earlier in the round, but is then flanked by a squad of soldiers for melee combat. The squads Mtn is then reduced by 1, making them easier to hit. The flanking squad also receives an enhancement +1 to

their martial characteristic. Then when determining wounds, their toughness is reduced when determining how badly the hits wound, and for their save.

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

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

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

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

**In the event that a squad loses models that places them out of melee combat threat ranges, they may leave during their next activation, or move in to continue the melee combat, unless of course their opponent activates first! If a model that was previously in melee combat is no longer in an enemy models' threat range, they may move away from melee combat.**

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

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

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

**Unarmed Attacks** are models fighting without weapons in melee combat. Normal-sized or smaller models have 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. In all cases, models fighting unarmed receive a number of attacks equal to their base attacks, and do not receive the

**Provoked Attacks** occur when a model enters and leaves the threat range of an unengaged model without ending in melee combat. The model provoked may choose whether or not to use its action in the attack, and if it does, gains a +2 enhancement to Martial for the strike. Provoked attacks are resolved immediately.

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

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

**Stunned Models:** A stunned model loses its next available action.

## 9.2 Allocating Melee Attacks

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

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

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

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

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

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

### 9.3 Model Sizes

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

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

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

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

Vehicles and larger models take up actual size.

## 10. Ranged Combat Actions

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

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

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

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

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

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

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

### Movement While Shooting, or throwing a weapon.

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

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

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

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

Fully automatic weapons, blasts, and special abilities, etc., have special rules that allow for

multiple models to be targeted.

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

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

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

## 11. Combat Resolution

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

Martial Skill + d6 vs Martial Target Number (Mtn)

Martial + d6 = CR (Combat Resolution Number)

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

Ranged Skill +d6vs Ranged Target Number (Rtn)

Ranged +D6 = CR (Combat Resolution) number.

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

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

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

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

A critical hit does an additional wound to living models, but destroys a non-living model outright.

### 11.5 Strength Modifiers to Critical Resolution Numbers (CR)

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

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

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

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

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

Any model may spend an action to kill any living model that has fallen removing it in a coup de grace from the battlefield. This reduces the model's wounds below 0.

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

**Recovered Models:** Any model that has fallen, and then regained wounds is now recovering until the end of its next activation. While recovering a model may only do a movement, or an action, not both. Movement is limited to base movement, and actions are limited to non-combat actions. In the event a recovering model is involved in melee combat, the recovering model is exhausted.

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

### 11.7 Making Impossible Attacks

When it's not possible to hit either a melee target number or a ranged target number, you may declare taking an impossible attack or shot. When doing this, not more than a single attack can be made, even with models or weapons capable of multiple attacks. When doing this no bonuses, enhancements, or other modifiers are used for the attack roll to determine the CR number.

Roll to hit as normal with a d6. Any result of a 6 allows a second die roll. If both dice together equal or beat the targets target number (mtn) or (rtn), you hit the target with the die. The combat resolution number is ignored for the attack and the target of the attack is allowed a 2+ save against taking a wound.

If both dice results are a 6, then a hit is automatic.

You may only attempt an impossible attack if and only if, your attack has not a chance to hit.

### 11.8 High Strength Attacks

High strength weapons are designed to punch through larger and heavily protected targets. These cumbersome weapons having a harder time hitting smaller more agile models. In both Melee combat and Ranged attacks, any weapon that is Strength 7+ that attacks a model with a Toughness of 6 or less receives an Enhancement 2 Mtn or Rtn against the attack.

### 11.9 Touch Attacks

Touch attacks occur for many different abilities and attacks. To perform a touch attack, you must hit your opponent as normal. You do not resolve the attack to wound as normal, and instead resolve their effects according to the ability or power as described by the ability or power. Examples would be making a characteristic test to avoid an effect.

## 12. Combat Modifiers and Morale

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

Maximum Bonus according to which Age your species is in.

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

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

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

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

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

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

Roll a d6 and add in the number of models lost. If your result is equal or lower than your morale characteristic your squad passed its moral check and continues the fight as normal.

If you fail the morale check, 1 or more models in your squad will abandon their squad and flee towards their nearest board edge during their next activation. The number of fleeing models from your squad are equal to the number you failed your morale check by.

Fleeing models move their movement x3 towards their nearest board edge and Fleeing and may attempt to regroup and reform up into a new squad after their movement. Attempting to regroup whether successful or not uses up the squad's action. You are not required to try and regroup a squad.

To regroup you must successfully pass a new morale

check, with a +1 to your die roll for any enemy models within 6".

Squads that have regrouped may not join up with their previous squad except to form a group, as they are now for all game purposes a new squad.

An army that has broken can become a challenge to command on the tabletop, since there are now more squads to command.

### 12.4 Battlefield Cover

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

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

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

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

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

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

**Shooting into Melee Combat** Shooting at any model engaged with another model provides +2 cover. Shots that would hit the target if it were not for the cover bonus, hits the nearest model regardless of whose model it is. Select the nearest model starting closest to the line of fire. If models are the same distance, randomize between the hits.

You may not shoot through melee combat to attack other models on the opposite side. You may

however, shoot over or around a melee combat if the targets can be seen above or along the outside edges of combat.

### 12.5 Coordinated Attack Bonuses

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

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

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

Each model in a Coordinated Attack counts as 1 attack no matter how many attacks they normally get, as they are focused on timing and execution of the attacks.

**Only models Engaged with the targeted model, meaning in base to base contact, may make a coordinated attack.**

Coordinated attack bonuses are added to the model with the highest Martial or Ranged characteristic for the attack. Each coordinated attack bonus also increases the strength of the hit up to the Maximum Age Bonus.

**A Group Bonus** is for groups formed during the game as models are activated together. You may sacrifice three (engaged) models attack dice to gain a single +1 coordinated attack bonus, with each additional (engaged) sacrificed model's attack dice granting an additional +1 per sacrificed attack. Note that for group bonuses you must sacrifice a models entire number of attacks. The weapon types being used to not matter.

**Squads Bonuses for** models that have trained together, start the game as a squad and are using the same weapons. You may sacrifice two attacks in the squad able to hit the same target to gain +1 coordinated attack bonus. Each additional attack sacrificed grants an additional +1 per sacrificed attack.

**Veteran bonus:** Veterans are the most battle hardy of warriors. Experience in working together makes veterans deadly in combat. You may sacrifice an attack from any model able to hit the same target to gain +1 coordinated attack bonus. Each additional attack sacrificed grants an additional +1 per sacrificed attack. Veterans do not need to be using the same weapons, however, the attack and effects are from the one model receiving the bonuses to make the attack

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

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

### 12.6 Mounts and Mounted Combat

*No model may mount a Warhorse or other mount that is the same model size as itself or smaller.*

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

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

Mounts are not slowed down by the rider's armor's movement penalties. However, a mount is subject to armor penalties if it is equipped with armor that carries a movement penalty.

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

Getting onto or off a mount works the same as embarking or disembarking to and from a vehicle. Getting onto a mount during the game uses up an

action, while getting off uses up your movement. You may only get off a mount or onto one in a single round, not both.

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

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

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

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

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

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

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

A model that moves out of the way can do so during the movement of the charge, or take part in the melee combat if the charging squad is within threat

range. To move out of the way, move your base movement -1

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

**Death of the Mount:** When attacking a mounted warrior, either the mount or the rider/s may be targeted.

In the event a mount is killed while moving at x2 or greater movement, the riders takes a Strength hit equal to the multiplier of the mount's last movement with a Combat Resolution number equal to the number of inches the model moved. The rider only takes damage if the result is a critical roll, suffering 1 damage. Any non-critical result that would result in a wound leaves the model exhausted.

**12.7 Blast Effects.** Area or Blasts can affect multiple models from a single squad or group. To determine how many models are hit follow the steps below.

- Small Area/Blasts are 3" dia. 3 Models Max
- Large Area/Blasts are 6" dia 6 Models Max
- XLarge Area/Blasts are 9" dia 9 Models Max

1. Determine the size of the area centered on a targeted model, which can be the caster/attacker
2. Next from the number of affected models by determining how many models are under the Area/Blast diameter. Each size of area effect has a maximum number of models that can be affected.
3. Determine if the attack hits or misses. If the effect targets friendly models, there is no need to roll to hit.
4. If the attack hits, resolve the Combat resolution number as normal against all affected targets
5. If the attack misses, take the number the attack missed by and subtract that number from the number of models affected by the attack.

6. The player taking the damage allocates which models are affected that are under the area effect.

**12.8 Flamer or Directional area effect weapons** have an area effect of either Line or Cone.

**Line or Ray Area Effect:** This is a single line out to the range of the weapon. Line or Rays have a maximum 3 models hit starting with the closest model to the origin of the attack. Again, a roll to hit the first model in line is the target of the attack, and any misses are resolved the same as area/blast attacks

**Flamer or Cone Effects** are 45° area effect weapons that use the first and closest model in the area of the attack to as the target with a maximum number of models hit of 6.

Other Area Effects exists as well and are described where they are found.

**12.9 Aerial Combat:** Movement through the air is done at 3 different levels on the tabletop. All movement upward must be expended to reach the higher levels. So in order to reach 12" you must expend 12" of movement upwards.

- Ground Level- All models at this level are considered to be a few feet above the ground and able to be engaged in melee combat. At this level of altitude, the models are still considered at ground level, although they ignore terrain that effects only the models on the ground.
- Middle- All models are assumed to be 12" above the ground and outside of melee combat on the ground, unless of course their threat range can reach 12" up. Model size (see standards) + threat range.
- High- All models this high are high up above the battlefield 24" up. These models are beyond melee combat from the ground, and only weapons able to fire 48"+ are able to fight between the ground and high altitudes.

**Ranged Modifiers for ranged combat between elevations.**

To use ranged weapons against elevated targets, there is a range minimum that the attack must have. If that is met, then simply measure the distance from the attacker to the target. Targets also receive a Rtn bonus for higher altitude

Ground to Medium Altitudes. None.

Medium to High Altitudes +2 targets Rtn

Minimum Weapon Range 15"

Ground to High Altitudes +3 targets Rtn

Minimum Weapon Range 48"

\*Any model in area terrain on the ground cannot be targeted from high altitudes, unless area effect weapons are used.

\*Any model allowed a cover bonus is granted a +2 enhanced Cover save against ranged attacks from above.

#### **Suggestions for Aerial Combat**

Customized elevated bases are suggested to for aerial targets. If not available, then markers or tokens can be used to show at what elevation the model is at.

Falling from any height incurs a hit with a combat resolution number equal to the distance you have fallen with a strength 0 hit.

## 13. Vehicles, and Non-Living Models

### 13.1 Non-Living Models:

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

If a model at any time becomes a non-living model that was not previously, they no longer have wounds, and now take damage as non-living models.

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

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

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

### 13.2 Vehicles

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

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

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

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

**Getting Into and out of Vehicles:** Getting into a vehicle during the game uses up an action, while getting out uses up your movement. You may only exit or get out of a vehicle in a single round.

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

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

**Vehicles have their own characteristics,** including movement. Other characteristics such as Ranged and Melee characteristics use the skill of the crew.

### Vehicles crew, and drivers:

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

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

vehicles, every passenger model on board suffers a hit equal to the combat resolution number of the attack. If the hit scatters and partially hits the vehicle, models suffer d3 hits on board equal to the combat resolution of the hit. A direct hit. The owner of the models may choose which models suffer the attacks.

- To affect the crew with an attack, including drivers of vehicles, they must be the direct target of the attack. Blast effects cannot target the crew of a vehicle, and must target the vehicle instead.
- All ranged attacks and threat ranges are measured from the base of vehicles.

## 14. Powers

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

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

**Channeling** provides a means to control more flow of energy from the Etherium. Essentially there are several ways to do this, and each is defined in the appropriate Life Domain book.

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

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

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

If you hit the model, any effects are resolved.

### Steps for Resolving Powers

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

# Quick Play Sheet

## Combat Resolution

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

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

Combat Resolution

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

## In-Game Combat Modifiers

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

### Ranged Combat

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

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

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

1. Range Modifiers
2. Movement
3. Cover

### Melee Combat

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

1. Group/ Squad Bonuses
2. Weapon Bonuses

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

1. Cover

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

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

-For Ranged Combat this is the Strength of the Weapon

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

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



## 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.

**Adrenal Stims X:** inject powerful temporary drug enhancements directly into the blood stream through the spine for instantaneous physical improvements. Adrenal Stims grant Enhancement X to Strength, toughness, and Movement. At the end of each Game Round during the effects phase, each characteristic; Strength, Toughness, and Movement is reduced by 1. Once the Adrenal Stims lose all of their Enhancement bonus, the model with Adrenal Stims is exhausted for the rest of the game, and can no longer use actions.

**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.

**Aerial Combat:** Models with Aerial Combat can move and remain in the mid-level or lower for aerial combat. Aerial Combat (High) can activate and move to high levels or lower.

**Aerial Portal X:** Aerial Portals can be created both on the ground (table), or in the air anywhere accessible to the model opening the portal. The portal may move X inches during the effects phase of each game round.

**Agonizing Death X:** A model with this ability can transfer his own pain into a single death touch using up the model's activation. You must succeed in a touch attack which requires a successful hit on the target, but does not need to wound.

A successful melee attack delivers a hit with a strength equal to the willpower of the attacker + 1 for every wound the model sacrifices. You must sacrifice at least a single wound for this ability to work. Agonizing Death only effects living models.

**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.

**AI Programming:** This allows for semi-autonomous robots to take to the field. Robots can be left to operate on their own autonomously, or a single controller may operate a number of Core Systems equal to the controllers Willpower.

While operating Autonomously, robots will use ranged weapons and target the nearest appropriate target with their weapons. A Strength 6 or below weapon for infantry, a Strength 7 or above weapon for vehicles.

Autonomous Programming priorities:

1<sup>st</sup>: Self Preservation: Closest Appropriate Target if engaged with melee Combat Weapon.

2<sup>nd</sup> Destroy Targets: Closest Appropriate Target with Ranged Combat Weapon.

3<sup>rd</sup> Engage: Movement to best engage with ranged weapons, and melee weapons if ranged targets are not available.

**Ammo Depletion:** Any game round a model fires its weapon in any mode of fire that has the ammo depletion rule, they empty their magazine. A model must spend an action to reload.

**Anathema X:** A model with this ability makes channeling powers very difficult by increasing the difficulty of all powers by X, where X is the strength of the ability. Anathema effects all powers as they are being channeled within the command radius of the model with Anathema.

**Ancestral Knowledge X:** Ancestral Knowledge grants access to a single Ancestral Trait for the additional point cost of X. The Ancestral Trait selected is now considered a greater trait.

Ancestral Knowledge cannot ever be taken as a lesser trait granted by Saurien Innovation.

**Animal Companion:** Animal Companion denotes creatures, monsters, and domesticated animals trained or bonded to the model they are with. Any model may have animal companions equal in number up to their discipline. Animal companions are in addition to squad sizes and are not limited or increased by the size of a game.

**Animal Sentries:** (Prerequisite: War Dogs)

Animal Sentries are an upgrade to War Dogs.

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.*

*Sentry*

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.

**Animated Dead:** Animated Dead unlocks the Animated Dead Template for lesser Fey classes.

Any lesser class may then be given the Animated Dead Template, turning their squads into animated models. Lesser Classes include all classes that do not have any Greater traits or Powers.

Unlike other sub-Classes animated dead is a template, and applied to another class, and does not take up a Sub-Class selection.

Animated Dead must be controlled by a model with the Necromancer ability. Without a Necromancer, animated dead models cease to function and collapse during the next effects phase.

The animated dead no longer have wounds and take damage as the non-living models. They are completely under the control of another model, which must have the Necromancer ability. If during the effects phase of each round, any squad and/or model of animated dead are no longer under control, they are destroyed and removed from the table.

Animated Dead are animated models and not considered undead for the purposes of other abilities. They are no longer effected by powers or abilities that effect their willpower or morale, nor do they ever need to make morale checks.

Animated models have no Willpower, or morale characteristics. Their discipline is the same as their controller, which determines the maximum size of squads dependent upon their previous unit class

All animated dead decrease the following characteristics by 1 to a minimum of 1; Movement, Martial, Ranged, and Defense.

**Arc Attack:** Arc Attack allows for a melee attack that can hit multiple opponents within a 180 arc in front of the model. To make an arc attack, make a single attack roll to determine any hits and the CR number. Each model attacked beyond the first included in the arc attack decreases the strength of hits by 1. So, an arc attack against three models would result in a -2 strength to any hits.

All attacked models must be next to each other with no intervening models within the arc.

Note that its more effective to wield a two-handed weapon with an arc attack, as skilled combatants

may sacrifice an attack with a two-handed weapon to gain +1 strength as normal and apply it to the arc attack.

**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.

**Arcane Knowledge X:** This determines how many Arcane powers an Arcane Caster 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

**Ascendant:** The essence of life within the body becomes pure energy, although the body remains. Ascended models take damage like non-living models but ignores critical hits. Any Ascendant lesser class is granted an Increase toughness 1 (maximum) if within the command radius of Transcendent model.

**Ascendant Divinity:** Models with this trait can use the energies from the Reverent Disciples to add to any Alpha or Omega Trait. For more information see the Reverent ability.

**Armor X:** Grants Enhancement Toughness X that can be negated through armor piercing or other effects that only effect armor. Enhancements stack, but are limited to the Maximum Age bonus.

**Automatic X** is firing a weapon on full automatic. All models with a 2" radius can be hit by automatic fire. Apply X attack dice to targets within 2" radius of the first model. You may apply the dice as you wish within the targeted models. Models in cover, or even behind another model are granted a bonus to cover.

**Autonomous AI:** A non-living model with autonomous AI will operate without a controller and will activate normally as any other model. The model has advanced programming to interpret a

diverse and wide number of situations and changing conditions.

**Available Traits X:** Allows for traits to be taken in a different category, essentially unlocking these areas for X trait selections during creation of your faction.

**Avoid Wound X:** You may add X to any single die roll when saving against a wound. You may only do this once per Game Round

**Awareness X:** if a model redeploys within X inches, a model with Awareness can choose to react with an immediate pre-game action. No more than one action can be performed pre-game, and enemy models may respond with a reactive activation only after the action.

**Banshees Wail:** This requires an action to release a fear inducing scream in all direction. All enemy squads that have a model within Command Radius must immediately make a morale check at the end of the activation.

**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.

**Blight:** Portals and models with this ability cause the land to become corrupt, mutated, and blighted, killing off the land. Blight has a radius equal to the Willpower of the model with this ability.

Portals created by this model create corrupted terrain within the Willpower of the portals creator.

Non-Corruption Portals corrupted by Blight become inoperable.

Within the Blight, models that have Corruption Sphere Traits gain an Enhancement toughness 1

**Bonus Traits X:** Grants additional traits often in areas not normally accessible. The cost of Bonus

Traits X is in addition to any traits gained from this ability.

**Burst Fire X:** Burst Fire adds X strength to a single ranged attack. Burst firing modes are a direct result of soldiers too many soldiers emptying clips with automatic weapons. To make the weapon more versatile, studies have determined the most accurate and useful burst rate.

**Cancel Effects:** On hit (not needing to wound), you may cancel enhancement and reduction effects on a targeted model. This removes all enhancements or reductions on a model and subdues continuous effects until the next effects stage. You may target a friendly model that is in base contact, with no need to hit.

**Chameleon X:** Chameleon grants an Enhancement Cover X. For every multiplier of movement, the model is moving, reduce the Enhancement by 1. For example, if you are moving with your movement characteristic x1, reduce the Enhancement by 1; for moving at x2 movement reduce the Enhancement by 2. You do not need to be already receiving cover for Chameleon.

Being in melee combat reduces the Enhancement by an additional 1.

**Chaos Boon X:** Before making your army list for the game, roll X dice, and add Enhancement 1 to the characteristic listed from the die result. The Enhancement applies to every model fielded that has the Chaos Boon.

1. Strength
2. Toughness
3. Movement
4. Martial
5. Ranged
6. Willpower

**Chaos Squad:** Chaos Squads may use coordinated attack bonuses as a squad. This changes any rules that deny coordinated attacks, or times where you

are only able to get group bonuses. You may only gain coordinated squad bonuses with models that start the game in the same squad or group, and are using the same weapons.

**Chaotic Domain X:** You may re-roll X dice during the game. Every Model with this ability adds to the number of dice. If the model is slain, the re-rolls are lost.

**Charger 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.

**Climbing X:** A model with this ability can simply move up X inches without counting any vertical movement, making them very adept at climbing walls.

**Close Combat X:** Grants an enhancement to the ability listed while attacking an engaged model in melee combat. An Engaged model is one that is in base to base contact.

**Combined Science:** This allows you to combine two traits from the same evolutionary branch into a single trait. Essentially you are taking combined science and gaining the abilities of two traits that you qualify for. The cost of Combined Science is the total cost of both traits +4.

**Common Weapons and Armor:** This ability grants access to Common Weapons and Armor to a particular Life Domain listed with the ability.

**Compartment Upgrade X:** This alters driver, crew, or transport areas on vehicles, defining how they are protected from the enemy attacks. The trait will list what compartments are upgraded, if none are listed, then all are upgraded.

Open: Anyone can target

Protected: Grants Cover X

Enclosed: Completely conceals from being targeted.

**Complete Neural Transfer:** A complete transfer of consciousness to a machine built to the models proportions and characteristics. The model is now a non-living model and takes damage as a vehicle/robot does. The models Willpower is converted to a Power Characteristic. The model can no longer channel powers.

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

**Conflagration X:** Fire and flames burn on the user's body without harm. Any engaged model during the effects phase, takes a Strength hit equal to X. To resolve the Combat Resolution number, roll a d6 +X.

**Controlled Robotics;** This allows for remote controlled drones and robots. A controller on or off the field must be present in your army list for each robot controlled.

**Coordinated Defense X:** You receive a bonus equal your current squad size up to X maximum, as an enhancement bonus to your mtn when in melee combat.

**Coordinated Resilience X:** You may add your current squad size up to X, as an enhancement bonus to your Morale.

**Corruptive Touch:** The touch of Corruption overwhelms the target, Corrupting them to the cause of the attacker.

You must succeed in a touch attack which requires a successful hit on the target, but does not need to wound. The target must instead succeed in making a Willpower test to avoid being taken over and corrupted. Corruptive Touch attacks are unarmed in melee combat (striking last).

A failed Willpower Test results in the targeted model being corrupted and tainted.

Corruptive Touch takes time to take effect, and **during the Effect Phase of this game round, you gain control over the targeted model as one of your own for the remainder of the game.** The model gains Mutated Blight, and becomes its own squad retaining its abilities, traits, and equipment.

**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.

**Cunning Intelligence X:** Grants a basic control over other models with Mindless or Mindless Rage, allowing them to be activated normally within X". Cunning Intelligence restores a Command Characteristic for the model with this ability, but does not confer any additional abilities to mindless models. Mindless models may still not use ranged weapons or channel energy from the Ethereal.

**Cybernetic Uplink:** allows a model to directly plug into machines for easier control of multiple systems. A model with cybernetic uplink can operate multiple core systems at the same time. This includes driver + Core Systems operation. A cybernetic model

cannot control more systems, including the driver position than his Willpower Characteristic.

A squad that is the crew of a vehicle may reduce the number minimum models in their squad to match the required crew needed for the vehicle. This can reduce the squad size down to a minimum of 1.

**Deadly Precision X:** You may sacrifice up to attacks X to gain to gain extra damage equal to X.

**Death Experience:** For every model killed within its Command Radius (taken below 0 wounds), the dying models pain is experienced granting them extraordinary resilience and ability. Until next the end of the next Game Round (during the effects phase), the model gains an Enhancement Wounds X. Any wounds the model with this ability suffers are removed from the Temporary wounds first. All temporary wounds last until the next round's effects phase.

**Deathly Cold:** A deep unnatural cold emanates from the dead weakening those nearby. Reduce toughness 1 for any model that is within the Command Radius of Undead with this ability to a minimum of 1 (this ability cannot kill outright). Models that have traits within the Sphere of Death or are non-living are immune to this effect.

Morale for all enemy living models within the area of Deathly cold is reduced by 1.

**Decrease X:** A Decrease is a permanent change to a species or class. Decreases do stack from other evolutionary branches. 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

*Characteristic- Opposite*

Strength- Willpower

Toughness- Discipline

Movement- Command

Marital- Defense

Ranged- Martial

Defense- Ranged

Discipline- Toughness

Willpower- Strength

Command- Movement

**Defensive Posture X:** Taking up a Defensive Posture grants the entire squad an Enhancement MtnX and an Enhancement Rtn X. It does however limit movement to x2. You must declare you are using this ability during your movement, but can be used during any Activation you movement is at x2 or less. Defensive Posture last until the beginning of your next activation.

**Deflection Bonus:** This lowers the CR result of a single attack by X. With hand held shields you may choose which attack you wish to try and deflect with the shield. Otherwise select the highest CR value. A deflection bonus can prevent a critical hit by weakening the attack or even deflect an attack to completely

**Deflector Shielding:** Energy Shields are in their early infancy, however are still very practical in their use. Deflector Shielding grants a deflection bonus X against ranged attacks. Any attack, ranged or melee, that hits the model during a single activation brings down the shielding.

Once down a Deflector Shield takes a tremendous amount of time to recharge. Deflector shielding automatically starts the game active.

**Degenerated Species:** Any model may only have a single Degenerated Species trait granting them a template and unlocking any trait options specific to that template.

**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.

**Demonic Engine:** These Engines of Destruction are available through the Path of Destruction. A Demonic Machine becomes a Non-Living machine, no longer with wounds, and takes damage as a vehicle with each point of damage reducing its toughness by 1.

To create a Demonic Engine all wounds are lost. Any additional wounds granted by class are converted to toughness. For example, an Archlord would receive +2 toughness.

Demonic Machines have one big difference between normal non-living models, and those are how they handle critical hits. Normally a critical hit instantly destroys non-living models, however, with Demonic Machines, critical hits only do an extra point of damage as they would a living model. This makes Demonic Machines extremely tough and hard to kill.

**Demon Spawn:** The least of all poor souls, the Demon Spawn are barely intelligent beyond their immediate needs to torment other beings. Any lesser class may take on the Demon Spawn trait, reducing its point value by  $\frac{1}{2}$  rounded up, to a minimum of 2pts.

Demon Spawn decrease their Strength, Ranged, and Defense by 1 to a minimum of 1. Then decrease their model size by 1.

The newly created spawn can never get coordinated squad bonuses, only ever using coordinated attacks of groups. Nor can they ever use any weapons other than primitive melee weapons with a threat range of 1. Demon Spawn cannot pick up or claim objectives or artifacts.

**Dirty Fighting:** A model with dirty fighting uses not only his weapon, but his body with punches or kicks to fight. A model may use Dirty fighting during melee combat to gain an extra unarmed attack at the cost of a Reduction Mtn 1. This must be declared before melee combat actions begin.

Fighting unarmed without the Unarmed Combat ability results in resolving the extra unarmed attack last after all others have been resolved.

**Dodge X:** You may use a Dodge to avoid a single attack by raising your Mtn by X after the die result has been rolled. You may only do this once per game round. A model with an armor movement penalty cannot use Dodge.

**Dominate Portal:** Portals created by Fey can be taken over by a single model with this ability. To take over a portal takes an activation by a model engaged (in base to base) with the Portal. During the Effects Phase the portal will be converted to a friendly Infernal Portal unusable by opponents as long as the single model engaged remains in base in base with the portal.

**Draconic Riches:** Completing your Primary Mission in any game grants a 5% bonus in points allowed during your next game. Round all fractions down. A model with this ability must be played and survive the game for this bonus to be applied for your next game.

Never more than a single Common or Lesser squad may be added. The squad must also consist of more than one model to be added to your game.

**Dwarven Heavy Firearms X:** Heavy Firearms and Cannons Strength 7 or higher have an Increased Strength X with a Decrease Accuracy Range by 1/2.

**Elemental Land Affinity:** The battlefield changes at the approach of the enemy, Pools of Water seep up from the ground, Glimmering Portals of Dust Hang in the Air, Flames Spontaneously Combust and burn, and Obelisks of Rock erupt from the earth. The Highest Command Value of your army with Terrain Affinity grants X Elemental Portals, that allow you to use these features as portals to enter the game.

Place Elemental Portals before Deployment. You may not place a portal within 6" of an enemy deployment zone.

Portals may be destroyed having an mtn/rtn of X and a toughness X, where X is equal to the number

of traits within a single elemental sphere of influence a chosen model has. Portals take damage as non-living models, and must be of a single elemental type, Earth, Fire, Air, Water, or Ethereal.

You must declare which type of portal you are opening, and only models that have traits within the sphere of influence you declare can use the portal. In order to open a portal from the chosen sphere, a model must have traits within that sphere.

**Elemental Chemistry:** Any items created from 1<sup>st</sup> Age Alchemy become accessible to all classes of your faction with a point cost per weapon/equipment

**Encased Ethereal:** The weapon once fired draws upon the ethereal energy around it like a magnet during flight. The weapon can wound targets that are ethereal.

**Encasement X:** The Reptilia freezes in place and encases himself in a hardened outer layer of stone able to take incredible amounts of damage. A model with Encasement may use its action to grant itself an Enhancement Armor 2. Doing this requires the model to remain stationary while the effect is in place. Until the model wishes to move and or attack, the encasement will protect the Reptilia and keep body functions, except for awareness, in a deep slumber. Coming out of an Encasement reduces its movement by x1 for that game round. Encasement may be used as a reactionary activation if the model has not yet activated.

**End Game Bonus X:** This ability grants an enhancement bonus X to the die roll to continue the game another round for rounds 7-10.

**Energy Drain:** The touch of a creature with energy drain, draws lifeforce from another converting it into physical energy. Any successful non-weapon melee hit drains the lifeforce out of a non-armored or fallen living model, granting the model with energy drain an Enhancement Wound 1. You may not gain more wounds than a model has toughness.

**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 Armor X:** Grants an armor bonus against ethereal attacks that strikes against the models Willpower.

**Ethereal Form X:** Models with Ethereal Form are translucent and difficult to see. Ethereal Form grants an Enhancement bonus to cover equal to X. A model with Ethereal Sight removes this bonus, and allows the model to attack normally.

**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 X+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. If there is no X listed with this ability, then the jump is 0+d6"

Ethereal Jumping from a vehicle or Mount is extremely perilous and difficult with the momentum gained. Any model attempting this must make a Movement test + with a difficulty modifier of +1 per Movement modifier the mount is moving.

This counts as a dismount from the mount, or exiting the vehicle, and ends the models movement that turn.

Example: A Jumper with a movement of 5 is on a horse moving at x3 it's movement. This would give

the model a Movement test of 2, requiring a 1 or 2 on a d6 to successfully make the jump.

Any failure results in a fall or crash as explained in the core rules.

**Ethereal Shift X:** This ability allows for models to move even if engaged in Melee combat by shifting X inches in any direction without causing provoked attacks.

**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.

**Ethereal Weapon:** A weapon with this ability or attribute does damage to Willpower instead of toughness when resolving wound or damage.

**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 to the Maximum Age bonus.

**Evasive Leap:** When engaged in melee combat, a model with evasive leap may attempt to disengage and escape combat by taking a movement test. On a d6 with a result lesser or equal to the Movement characteristic of the model, the model escapes combat. If multiple models engage the escaping model for melee combat, add a +1 penalty for each engaged model.

The escaping model jumps a base movement away in the direction of the player's choice. Evasive Leap requires the use of an action to escape and happens at the beginning of Melee combat before any dice are rolled.

**Exalted X:** Exalted are the greatest of their class, a single being of immense understanding of their class. They are to be looked upon with awe. There can be but a single Exalted for each class.

There are two types of Exalted.

**Exalted Champions:** These are applied to lesser classes, and gives the model an extra attack + a additional single lesser trait or power they have the pre-requisites for.

**Exalted Lords:** Exalted Lords are the perfection of the Greater Classes. There may be but a single Exalted for each class. Exalted Lords gain +1 Command and may take an additional lesser or greater trait that they have the pre-requisites for.

When taking Exalted X, the additional trait is tied to Exalted X and does not transfer to additional classes created from the class of the Exalted.

**False Terrain X:** An army with this ability may select a single piece of Terrain on the table. The terrain is illusionary and can be removed during any effects phase of the game. The terrain is there for all game purposes until it is removed. It must be removed by the end of X game round, and does not need to be chosen until the player with this ability decides to remove the terrain piece.

**Fay-rie Ranged Weapons X:** All ranged weapons under strength 7 are modified with an increase in weapon accuracy X in inches, but suffer a decrease strength 1.

**Fear Phantasms:** Any model within that fails a morale check within the Command Radius of a model with this ability, automatically creates a Fear Phantasm next to the model.

These Phantasms are the victims fear incarnate and are under control of the player with this ability. Any phantasm created in a single round becomes a new squad, and must attack the closest enemy model.

Phantasms do not count towards victory points, and cannot do any other action besides Movement and melee combat. Fear Phantasms must attack squads they originate from before any others, and then must chase down the nearest enemy models.

**Fear Phantasm:**

S:2 T:1 M:4 Mtn: 5

M:2 R:1 D:3 Rtn: 7

Non-Living

Phantasms have the Ethereal Form 2 ability granting a cover bonus of 2 always, unless a model has Ethereal Sight.

**Fearsome Charge:** When Charging, a model with this ability ignores threat ranges for the first round of melee combat.

**Feint X:** A model with Feint may sacrifice a single attack or their movement (if engaged in combat) within a squad to gain an Enhancement Martial X.

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

**Feral Hostility X:** Unprecedented aggressiveness makes feral warriors unpredictable in melee combat, granting them an Increase Threat Range X, when using any attacks that only have a normal threat range of 1.

**Fey Armor X:** Fey armor protects against both physical and ethereal attacks, granting an armor bonus to both, and cannot be ignored or reduced by ignore armor or reduce armor abilities or attributes.

**Final Deadly Breath X:** Upon being killed in melee combat, a model with Final Breath is granted a single attack against a model that killed it. Final Breath is a Poison X attack, with X equal to the Final Deadly Breath Attack.

**First Aid:** This ability allows for a model to treat other models with immediate and responsive medical attention. Any model that is reduced to 0 wounds can be stabilized. This takes up an action, and allows the model with 0 wounds to do an action starting in the next round. The action can be any

type of action, whether a move action or other allowable actions.

**First Aid Stim:** These injections are immediate and automatic. They stabilize a model at 0 wounds to function normally for the duration of the battle.

**Flight:** Models with flight can use the rules for Aerial Combat. There are three levels of flight, and any model with Flight will have listed the highest altitude it can reach.

**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.

**Forbidden Knowledge:** Forbidden Knowledge grants the ability to learn a single trait from a sphere of Influence without the pre-requisites or the ability to do so. Any point costs for a trait containing this ability must be paid. Forbidden Knowledge ignores any pre-requisites, but may come with restrictions.

Having Forbidden Knowledge in a Sphere of Influence unlocks the lesser and greater traits as well as powers to be taken by other classes in your species although they must adhere to the class restrictions for lesser and greater traits.

- Standard/Elite, Lesser/Common and Disciple/Devout Classes: Can take Lesser Traits and powers
- Leader/Unique, Rare/Ancient, and Archlords/Paragons can take Lesser/Greater Traits and powers

For Humanoid Cross-overs to Fey, see section 5.2 in the Fey Apocryphōrum for additional details

Any sphere of influence can be unlocked except for the Fey Species Variants; Celestial, Infernal, and Primal.

**Frenzied:** Any model with the Frenzied rule ignores morale effects. If this is a mount, frenzied only applies while riderless, as the rider still has to make morale checks.

**Giant Weapons:** Melee weapons with any of the following 2<sup>nd</sup> Age Bonuses, increases the bonus by 1. If a weapon has multiple bonuses, you must select only a single bonus to be increased.

Blunt Weapons: Enhancement Strength 1

Cleaving Weapons: Enhancement Damage 1

Piercing Weapons: Enhancement Armor Piercing 1

**Grenades:** Grenades offers new forms of Common thrown explosives that can be found in the 2<sup>nd</sup> Age armory.

**Greater Elemental Portals:** Any portal opened by a model with this ability becomes a greater elemental portal. Greater Portals heal models from the same element if they are within the command radius of the model that opened them. Only models that are still alive or have fallen (at 0 wounds), will heal. Restore 1 one lost wound to the model. Fallen models are stunned the round the recover from 0 wounds. Only 1 model can be healed in the Effects phase of each round.

Overlapping portals can heal the same model if they are within the Command Radius.

**Healing Touch X:** Using an activation, the model may focus life giving energy to the wounded. A Healing touch requires an action to use, and heals X wounds to a model in base contact, even if the wounded model has fallen to 0 wounds. It is not possible to revive the dead with healing touch.

**Heavy Mounting:** This allows grants a bonus to the strength of a weapon that can be used for a vehicle or power armor. This bonus allows for a heavy weapon to be stronger than the toughness of the model by X

**High Priest X:** Leader classes gain +1 Command when on the battlefield (table) with other models that have the Religious Faith ability.

**High Winds:** Winds from above come to your aid swiftly moving you across the battlefield. If you start your activation in high aerial or medium aerial levels you may add 5" to your movement.

High Winds may be used to swoop down to attack models on the ground, as long as you started at middle altitudes.

**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 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.

**Infectious Blood and Mucus:** Any model Slain by this Weapon has infectious Blood that permeates the soil where it has fallen. Place a marker on the board where the model it was killed. Blight takes consumes the ground with a 1" Radius

**Ignore Armor:** These items remove all armor bonuses to the target. Whether it's personal Armor, or for vehicles, Armor X bonuses are ignored for combat resolution.

**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 have its bonus ignored.

**Impervious Armor:** Any Attack that has Reduce Armor, the ability is ignored. If an Attack has Ignore Armor is Changed to Reduce Armor X with X equaling the maximum Age bonus.

**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. How far away from enemy models depends on a few factors; Size of models infiltrating and cover.

- **Small-** outside of 6"
- **Medium-** outside of 12"
- **Large-** outside of 18"
- **Extra-large-** outside of 24"
- **Huge-** Cannot Infiltrate

Cover reduces these amounts further, making being inside of area terrain very important.

- **Soft Cover-** reduces the distance by 1"

- **Hard Cover**- reduces the distance by 2"
- **Area terrain**- reduces the distance by 1"

Area terrain bonuses stack with either Hard or Soft Cover terrain. To determine whether a model gets a soft or hard cover bonus, check line of sight from the closest enemy model.

**Infected Blight:** Models with this ability cannot be adversely affected by powers or traits within the Corruption Sphere of Influence.

**Innate Power X:** Innate Powers may be modified by X increasing the difficulty and adding power modifications. You may split the points between different modifications.

**Instant Death:** A model or weapon with this ability can instantly kill or destroy a model. When affected by instant death, the model is removed from the game, and cannot be raised, animated, or used in any other way.

**Integrated Weapon Systems:** Allows for a single weapon, either for melee combat, or ranged combat to be built into the suit or machine. Integrated Weapons can be of any weapon your race has access to, even from different classes.

**Invincible X:** Models with this ability never have worse than a X save when rolling to save against a wound. The model also can make invincible saves against critical wounds, although a failed save still has the results of a critical wound.

**Knowledge of the Infinite:** This rare ability grants the model access to all spheres of influence regardless of path or pre-requisites. Traits and powers taken without the pre-requisites must be taken as class traits.

**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.

**Leap X:** This allows your model to ignore X number of inches of movement restrictions from terrain, during their movement.

**Life Drain X:** When a model with this ability kills an enemy model in melee combat (below 0 life), gain Enhancement X Characteristics (Strength, Ranged, Martial, Movement), where X is equal to the number of models killed.

**Limited Trait X:** A limited trait can only be taken X times anywhere in your faction, and the traits only apply to the class that has the trait. Any classes created from a class with a limited trait, do not inherit or pass on limited traits, nor do they act as pre-requisites for other traits and abilities.

For example:

Advanced learning 4+X+X 🎲2: Combined Science, Limited Trait 1, (Class Trait Only)

This would allow only a single class in your faction to take Advanced Learning. Any traits and abilities gained from Advanced Learning do not pass on to other classes created from this one, nor can any traits gained from Advanced learning count as a pre-requisite for another trait.

**Liquid Armor X:** Liquid Armor is created with fluids that show the unique behavior of behaving like a liquid under low or normal pressure and solid under high pressure or applied fields. It is soaked and added to heavy materials like Kevlar and other personal armor. Liquid Armor reduces the impact of Strength 6 or lower weapons reducing their CR by X.

**Living Stone:** Models with Living Stone take damage as non-living models.

**Loader:** If a second model is there to help reload or feed the ammunition for a weapon with ammo

depletion, then the second may model may spend its action to have the weapon ready to fire so that model firing the weapon does not need to reload. This allows a Heavy Weapon to fire every round without having to spend an action to reload.

A weapon with loader mounted onto a vehicle does not need to be reloaded, as they are fed through autoloaders.

**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.

**Long Lived X:** These creatures can live for centuries, and may not ever die of old age. Long Lived grants an Increase Wounds X per Age of your faction. X equals the modifier listed for the ability.

For example: If your faction is playing in the first age, Long Lived 1 would give an Increase Wounds 1, and an Increase Wounds 2 in the second age.

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

**Lunging Strike X:** Lunging strike allows a single model to sacrifice attacks in order to gain an Enhancement Martial X, where X is the number of attacks that can be sacrificed. Lunging strike may not be combined with any coordinated attack bonuses (like war veterans)

**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.

**Meteor Strike:** This ability gives the model the ability to ignite a small rock with fire and hurl it across the battlefield. The Meteor Strike has a range of 3x the models Ranged Skill and creates a flaming explosion of 1" radius with any model hit taking a strength hit equal to the models Willpower. To determine if the Meteor hits, make a ranged attack.

**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.

**Mindless:** Models with this ability have no upper brain functions and operate from the more primitive functions of a brain or nervous system. Another model must control mindless models to activate. Command Characteristics are negated and reduced to -, and have no game effect.

**Mindless Rage:** Upper Brain functions cease to operate and the model must charge the closest enemy model to engage in melee combat. Models with Mindless Rage are "Mindless".

**Mission Directive X:** Mission Selection adds X number of D6 that you may roll when rolling for your mission. You may choose any one die result for your mission. Mission Directive will most often dictate whether this ability is for either a primary or secondary mission die roll, and if neither are mentioned, than you may choose which one you wish to use it on.

**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

**Modernized Manufacturing X:** Modernizing Weapons from the first age make them easier to construct through modern technology and design. X is the weapon type that becomes a common weapon. The point cost per model is now the cost per squad to equip the weapon. A modernized weapon cannot have any second age advanced upgrades to be modernized or have Superior Construction applied to the weapon.

**Modifications** are often technological or genetically altered permanent changes to your species. These come from cybernetics, Mutations, Virus Strains, Genetic Manipulation, etc. Modifications grant characteristic bonuses that stack with Increases from other evolutionary branches, however not with other Modifications from different evolutionary branches

Some modifications will have an opposite, they are as follows, often coming with a decrease.

*Characteristic- Opposite*

Strength- Willpower

Toughness- Discipline

Movement- Command

Marital- Defense

Ranged- Martial

Defense- Ranged

Discipline- Toughness

Willpower- Strength

Command- Movement

**Modify Result X:** This allows a model once per Game Round to adjust a single die result after the die is rolled, in the direction he or she chooses.

**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. Even though only a single Monstrous Beast may be taken, it still counts towards a models total animal companion maximum. Monstrous Beasts are Large Models.

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

*Each animal is 45pts.*

*\*Mounted Charge, Trample 1*

*\*Monstrous Beasts are Frenzied if they lose their rider or trainer, which means they have no Morale, so ignore its effects.*

**Move without being Seen:** This allows for a model to complete its movements without being seen. No reactionary activations can take place because of this models movement. Actions can be responded to as normal. Only movement up to X2 apply.

**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).

**Mounted Weapon.** A mounted weapon is stationary and cannot be carried by living individual model that does not have the strength and toughness equal to the strength of the weapon. The weapon may also be mounted on a non-living model/vehicle with has the appropriate toughness characteristic.

**Multi-Limbed Attack X:** You may multiply the number of attacks against models engaged in melee combat by X. After making a multi-limbed attack you may not move further than your base movement during your next activation.

**Multi-Targeting AI:** Allows for an onboard Weapon System to target a separate model or squad. This allows the model to use two weapons in a single activation.

**Nano Systems X:** This allows for an additional X Core Systems to be added to your vehicle/robot.

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

**Natural Weaponry X:** When fighting in melee combat, gain Enhancement X Bonus while fighting unarmed. Some Natural Weaponry limit the types of attacks you can use, and if none are listed, you may select your attack type for a different Enhancement before rolling any dice to attack in melee combat.

Slashing Attack: Enhancement Martial

Bludgeoning Attack: Enhancement Strength

Piercing Attack: Reduce Armor (target)

**Necromancer:** Necromancers can control Animated Dead squads equal in number to their Discipline + Command Characteristic.

**Neural Drone/Robot Uplink:** A Neural Drone Link allows the cybernetic model to remotely control drones/robots with mere thoughts and instinct. The number of Drones controlled is dependent upon the total number of Core systems that are linked. A Cybernetic model cannot control more core systems than the model's Willpower Characteristic.

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

**No Pain:** A model with this ability can activate normally while fallen (reduced to 0 wounds), or stunned.

**Once per Game X:** Models with a Once per Game ability can only use the ability once per game. If multiple Once per Game abilities are available, only one may be used. The actual ability the Once per Game grants is listed with the trait.

**Ophidian Build:** When building an Ophidian Class, you may replace existing traits with traits from the Ophidian Lineage.

**Order Domain X:** This ability allows for a single designated model in your faction to alter a die results for a total of X times by X. For example, if X is 4, you would be able to adjust a single die result by 4, or 4 results by 1, or any mix thereof. Each model with this ability adds 1 to X if they are alive.

**Organ Replacement:** A model with its Organs Replaced no longer suffers an extra wound from critical hits.

**Oversized Suit Control:** While only certain model sizes can be fitted to the different power armors,

Oversized Suit Controls allows for smaller models to pilot larger powered armor suits.

**Pain Enhancement X:** Every wound the model suffers grants an Enhancement Strength 1 and Enhancement Toughness 1.

**Painful Wounds X:** Whenever this model suffers a wound it may save this wound to power Pain trait abilities that consume wounds later in the game. For each wound suffered, add a counter to the model. Whenever this model uses a Pain trait ability that would consume a wound, it may instead use one of these counters per wound the ability would have consumed. Wounds used to power Pain trait abilities do not generate these tokens

**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.

**Past Lives X:** Memories from past lives grant a tremendous amount of knowledge, gaining enhancement X to an ability of your choice. Multiple Past Lives abilities cannot be applied to the same ability.

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

**Peerless Defender:** The model may take their reactionary activations during the game without the normal penalties. Models with peerless defender never suffer penalties for being exhausted.

**Petrification X:** Any model within 12" that targets a model with Petrification must make a toughness

test with a modifier of X, or be petrified and turned to stone. This kills the model for the purposes of the game, resulting in the victim not being able to be healed or brought back. You can leave the model on the board as terrain, with the ability of destroying it as you would a non-living model.

Attacking a model with Petrification can be done by averting your sight while attacking. Doing so avoids the petrification but the attack grants the model with Petrification a +2 to its target number, Mtn and Rtn against the attacks.

**Phantasm Assault X:** A running attack is made, Movement +d6 vs the mtn any target the model can run through up to X targets. If the attack is successful, the target receives a strength hit equal to X vs toughness of the target with no armor bonus. (except for Ethereal Armor). A model can only make a Phantasm Assault up to its full movement (including a move action). You may only attack a number of models (with Phantasm Assault and other attacks) equal to your attack value.

As Ethereal Jump moves you Instantly from place to place, Phantasm assaults cannot occur during this movement.

**Physical Resistance X:** This reduces the strength of any non-power attack by X

**Physical Weapons:** Melee Weapons are part of the model's body being built in, genetically altered, or part of its genetic makeup. These weapons can take the form of any melee combat weapon, not including upgrades in the form of two handed weapons, or dual weapons.

These weapons gain any benefits from using natural weaponry or unarmed bonuses the model has. The point cost is per weapon as if it was equipped on a single model. This would mean single model point costs for common weapons.

**Poison X:** Anyone wounded by a poison attack, melee or ranged, 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

**Poisonous Skin X:** Any model engaged in combat with a model with poisonous skin during the effects phase of a game round, is subject to a defensive attack during this phase. The model may make a single attack using the Defense characteristic instead of martial to hit as a melee attack.

If hit the attack does wounds, no damage is done, but instead the model suffers Poison X equal to the strength of the Poisonous Skin.

There are a couple modifiers to this attack. No other modifiers can be applied to this attack.

+1 vs any model that successfully hit the Poisonous skin model.

+1 vs any model using unarmed combat.

**Portal X:** Models with this ability can use an action to open a portal to another realm. The portals exist as a point on the map, and do not affect the game in any other way beyond granting models that share the same sphere of influence (having any traits in the declared sphere) to be able to use the portal as a board edge for incoming reserves. You must declare the Sphere of Influence of which the Portal is aligned to when creating it.

Portals may be destroyed having an mtn/rtn of X and a toughness X where X is equal to the number of traits within the sphere of influence the model has. Portals take damage as non-living models.

Opening a Portal takes an action and requires no more than base movement during the round of creating the portal. The Portal must be in base contact with the model that is creating it.

**Portal Pyrokinesis:** Flames and Fire erupt around the Portals. This allows you to attack models that are too close to your portals. Using your models Attack Value, you can attack any model within your command radius of a Fire Portal with a melee attack roll using your strength to resolve the attack. You may only make a single attack in this manner. This uses your models action for the round.

**Possession X:** Possession allows for the Fey to take over the body of another living model. You may attempt to possess any model within your movement x3. To possess another model, you must hit the model with a ranged or melee attack. Resolve the attack with X as the strength of the attack, and the willpower of the model being attacked as its toughness.

If the attack hits and the target of the possession fails to save, place a marker on the ground where the Fey stood during the attack. You now have control over the possessed model, and remove the Fey model from the board.

Every following Game Round the possessed model may attempt a Willpower Test to see if they can throw the intruder out of their body. If this happens, place the Fey model back on the board at the location of the marker.

A critical hit while attempting to possess a model allows for a permanent bonding, and no attempts to can be made to gain control back.

**Power Attack X:** Grants up to an Enhancement Martial X for each point of strength sacrificed for this round of melee combat. All attacks this round by the model choosing to use power attack must use the same Power Attack bonus.

**Power Increase X:** This allows for the caster to be able to add additional attributes to powers in the form of an Increase during faction or unit class creation. You may also add additional increases during Campaign Play.

**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.

**Pre-requisite X:** Certain Abilities are required to take this trait. X defines the trait required. Faction Pre-requisites only require that the trait is known by any class within your faction. Class Pre-Requisites do not require the class with the required trait to be fielded during a battle. Class Pre-Requisites require that the pre-requisite trait be known by specifically by the class before being able to take this trait.

**Priestly Vessel X:** This determines how many Faith powers a caster 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.

**Propelled Grenades:** Allows for the use of all 2<sup>nd</sup> Age Grenades to be fired from weapons. Examples include Rocket Propelled Grenade, or from Mortar Launchers.

**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.

**Quick Deployment:** During deployment, any deployment zone with a model that has this trait deployed into it has its deployment zone number reduced by 1.

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

**Quick Strike X:** a model with Quick Strike may use one of its attacks with a Quickness X, striking before the rest of Melee combatants.

**Rapid Infection:** Virulent strains infect any living model reduced to 0 wounds. The result is that during the effects phase of the game round, the

model must determine if the infection takes hold. Roll a d6 and if the result is equal to or lower than Rapid Infection X, the model regenerates a single wound and gains all the abilities of the virus strain (variant) under control of the infecting player.

**Reactive Armor X:** reacts to the impact of strength 7 weapons or higher to reduce the damage done to the vehicle or suit being protected. Single attacks have their Combat Resolution Number (CR) reduced by X. Multiple attacks from a single model ignore this.

**Reanimate Dead X:** Models that are dead (opponents and your own) can be animated to fight again.

To animate Dead uses up an action. Select X models within your command radius. These models will slowly begin their animation under the control of the model with reanimate dead. Animated models do not fully animate until the effects phase of the current round and count as a squad of animated dead for purposes of how many squads can be controlled.

Reanimated models decrease all die rolls by 1 and have a movement decrease of 1. Re-animated models are no longer effected by morale or abilities that effect their willpower. They no longer have wounds, and take damage as non-living models. The reanimated models will activate as a normal squad, but if their controller dies, so do the reanimated models.

Every model that was raised during a single activation by the controller is a new squad. Any model that has been critically hit or reduced to below -1 wounds cannot be reanimated.

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

**Redeploy X:** You may redeploy X deployment zones after all deployment and redeployment has finished. You may only use redeploy if you are using a normal deployment and the entire zone must move to the new deployment zone.

The model using this trait must be fielded in order to use redeploy.

**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.

**Reduce Terrain Movement Penalty X:** Reduces the penalty for moving through area terrain by X

**Reduce Armor X:** This ability reduces Armor bonuses by X.

**Reflective Armor X:** Reflective Armor Grants additional protection against beam weapons, granting a deflection bonus X against all incoming Beam Weapons.

**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. Each Religious Zealot adds +1 to the Mortal Threshold of the Caster.

**Remote Operations:** Models with Remote Operations that have the Chain of Command upgrade can relay information directly through

comm links from far behind enemy lines to each other.

This allows for any model using the chain of command rule for classes, see section 5, to carry the command characteristic of an off-field Leader or Unique model. In this way a leader uses communication systems to relay orders in real time to the unit. With this rule, a Leader or Unique model may remain off the table away from the battle allowing any model using the "chain of command" rules to use his Command Characteristic.

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

**Reptilia Bloodline:** Only by choosing this Reptilian Lineage as your Primary Lineage can you take a Trait with Reptilia Bloodline in it. No model may ever have more than one bloodline trait.

**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.

**Return X:** This ability returns to life a dead model requiring a full activation to do so. Restoring life into the model takes the model up to X wounds of life up to the maximum wounds the model started with. This ability does not affect non-living models and only effects a single a model in base contact,

**Reverent:** The Reverent are Disciples who dedicate their existence to the greater powers of the Paragon. Reverent may enhance Alpha or Omega Powers or Traits to their Paragon, if they are within

the Command radius of the Paragon, and contain traits within the sphere of influence.

By focusing their will, and using up their action this game round, they may also dedicate their power to an ArchLord of their faction if they are within the Command Radius of the Archlord.

Only Disciples may utilize this trait.

An Archlord or Paragon built from a class with Reverent may replace the trait with Ascendant Divinity by simply paying the point cost for the new trait.

Reverent Bonuses are Enhancements and thus limited to the Maximum Age Bonus.

**Saurien Innovation X:** This allows the selection of a greater trait as a lesser trait. The point cost of the greater trait + Xpts is the total cost of the Saurien Innovation. X equals the point cost of the trait. The trait is considered a lesser trait for all game purposes.

**Savage Attack X:** Grants up to an enhancement Attack X for each point of Strength sacrificed for this round of Melee combat. All attacks this round by the model choosing to use power attack must use the same Power Attack bonus.

**Scavenger:** This ability grants additional access to armories as listed in the ability.

**Scientific Discovery:** Taking this trait allows you to ignore a single pre-requisite for a Knowledge and Science Trait Armory only trait.

Note: While this trait takes up a trait selection, it is often less expensive than the required pre-requisites, or could help guide your faction away from the apocalypse.

**Scientific Understanding:** Taking this trait allows you to use this trait as a primary trait in a Knowledge and Science evolutionary branch of your choice. This allows you to jump ahead directly into secondary trait selections.

**Self-Inflicted Wound X:** Model sacrifices X number of wounds to grant Enhancement X to all die rolls for this model until activated in the next Game Round. This ability is instantaneous and does not require an action. X is the number of wounds the model sacrifices and removes by inflicting wounds to itself.

**Sentry X:** Sentries can detect enemy infiltration and provide warning to nearby squads. Any enemy model deploying within 10" of a model with Sentry is detected and cannot activate until models with the Sentry rule have activated. **Any squads with a model within 6" of a detecting Sentry in addition to the Sentry model are able to do reactionary activations before any other activations begin in the first Game Round.**

**Any model with a Sentry X Ability, Increases X inches to their sentry range of detecting infiltration.**

**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.

**Shapeshifter:** The model may shapeshift to appear as an enemy model to infiltrate deep into the enemy ranks. You may redeploy this model (as an infiltration) into an enemy deployment zone.

Warning that models with the Sentry ability will be able to detect and often react to infiltrators.

**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.

**Shock Attack:** This is a special charge if the attacker is moving at x2 or x3 movement. The charging models with shock attack may make a charge similar to a mounted charge where the melee combat takes place during movement instead of during an action.

To perform a shock, face the model in the direction of the charge and move it in a straight unobstructed line to its destination. Any model within the threat range of the charger's path can be attacked, and multiple attacks may be split between targets in the path. Declare all attacks before rolling any dice. Any enemy models whose threat range was passed through during this movement may participate in the charge's melee combat.

**Single Combat X:** Single Combat specializes in fighting one opponent at a time. When engaged with only one model, Single Combat grants an Enhancement Martial 2.

**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. Slaves follow all the rules of Standard Unit Classes, but do not take up one of your Standard Class slots, nor are allowed to take additional traits or bonuses allowed to standard classes.

**Smash Attack X :** Smash attack allows an attack to hit multiple engaged models with a single attack. Two models within X inches of each other can be hit with 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.

**Smite:** Any critical results in the of release tremendous power. Any enemy model within 1" of the critically hit model suffer the same combat result as the critically hit model, possibly killing

several models. Any models that survive a smite are stunned.

**Soulless:** A Soulless model is immune to ethereal weapons and the effects of ethereal powers that effect willpower during any part of combat resolution. A model that is soulless cannot be used to channel, nor can the model use Arcane or Faith powers.

**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.

**Specialized Class Bonus X:** Grants Unique and powerful new classes to your faction of the Unit Type listed. The governing body creates these classes, whether it be specialized standard troops, special forces, Death Squads and more. The number of classes gained for your faction is X, and each class created gains an additional trait for its type.

Some Specialized Classes require that the class use its bonus traits from a specific evolutionary branch or type, as listed below

- Arcane: Arcane Secrets Traits only
- Technology: Advanced weapons and Equipment traits only
- Theology: The Sacred Faith Traits only

**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.

**Squad Trait:** This trait does not pay it's point cost per model, instead the cost is for each squad.

**Stealth X:** Stealth Grants an Enhancement Cover X, and unlike Chameleon allows for quick movement while in cover. While in cover, you may move up to x2 your movement to receive the Enhancement to Cover X.

**Stone Curse X:** When a living enemy non-Gargoyle Bloodline model is wounded by a model with Stone Curse, it must make a toughness test, or be petrified and turned to stone. (killing the model for the purposes of the game). X is a modifier to the die result of any Toughness test for Stone Curse. A model that is turned to stone cannot be brought back, although the model should be left on the game board (now terrain, that can be destroyed as would a non-living model).

**Stun:** Any model effected by Stun, may not use reactionary activations (except for melee combat), and can only Move or do an Action, not both during their next activation.

**Sundering Attack X:** A model Sundering Attack reduces any deflection bonus an opponent is attempting to use against the attacks of a model with this ability.

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

**Superior Construction:** This ability grants 2<sup>nd</sup> Age common weapons a bonus enhancement for all 2<sup>nd</sup> Age weapons based on their type. If the weapon is generic with no other enhancement bonuses, you may select which one you wish.

See Common Weapons in the Armory for more details. Here is a list of the upgrades.

2<sup>nd</sup> Age Melee Weapons

They also gain the following enhancements based on the type of the weapon.

Blunt Weapons: Enhancement Strength 1

Bladed Weapons: Enhancement Martial 1

Cleaving Weapons: Enhancement Damage 1

Piercing Weapons: Enhancement Armor Piercing 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.

**Terrain Transformation:** A Portal placed by with Elemental Land Affinity by a model with this ability, transforms the entire terrain piece into a portal. This allows the portal's effects to reach the entirety of the terrain piece. The portal itself sits in the center of the terrain, and can be destroyed as normal. Once destroyed all models on the terrain piece take a hit with a combat resolution number equal to d6+ the toughness of the portal. Use the portals toughness as the strength of the hit. Any model falling to 0 or less wounds is sucked into the portal and vanishes. Remove the terrain piece if the portal is destroyed.

**Toxic Aura:** The air itself is poisoned and corrupt. All models with no Corruption Traits, suffer a Reduction Toughness 1 within the models Willpower Radius. This cannot reduce the toughness of a model to 0.

**Training Uplink Programs X:** Programs teaching how to use various known weapons and equipment are available for downloading directly into the core processors of a cybernetic model. You must pay to equip the items used, but the programs allow for X weapons and equipment to be used, normally defined by Armory Categories; i.e. Common, Special, and Advanced, already known by any other classes in your faction. You must pay the point cost to equip the items. Maximum number of weapons and equipment uploaded cannot surpass the models willpower characteristic.

The number of programs (weapons and equipment) counts towards a cybernetic model's maximum core systems under control.

**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.

Trampling is a Movement Attack, using the models' movement characteristic instead of Martial, to attack the targeted models Mtn. If a hit is scored, the mounts' strength is used to determine the Combat Resolution number for the targets of the attack.

Any model targeted during by a trample during the movement phase, may also engage in melee combat during the movement phase of the trample

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.

If a vehicle like a chariot is being pulled by a model with trample X and has trample X as well, add the two effects together for a single trample effect counting the horse and chariot as a single model for the trample effects. These types of vehicles gain an Enhancement Strength 2 to the strength of trampling effect using the highest strength characteristic between the horse and vehicle.

**Transcendence:** The body becomes pure energy granting an **Increase Toughness X, where X is the number of greater Ascended traits the model has.** Armor no longer has any effect, and the model takes damage as the non-living would, and ignores critical hits.

**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.

**A model equipped with weapons may if needed, make an unarmed attack for any of its attacks.**

**Undead:** The Undead are non-living models that are not controlled directly by another (like animated models are). All Undead are no longer effected by anything that effects their morale, although maintain the cunning intelligence they had or would have had in life.

**Unlimited Group Size:** Squads may be combined into groups with no limitations to size or number of squads

**Unseen:** This allows a model to move through threat ranges without allowing for a provoked attack.

**Unstoppable X:** A model with unstoppable X can fully function with 0 or less wounds, where X is the number of wounds below 0 until the model is slain. 0 indicates being able to ignore becoming fallen at 0 wounds and able to activate as normal.

**Unusual Mount:** Models with this ability are not normally mounts, but with Unusual Mounts, are allowed be a mount for their faction.

**Vampiric X:** This ability grants Enhancement Toughness X, every time you cause a wound to an enemy model in melee combat, where X is the number of wounds caused. The enhancements are Temporary and only last until the end of the models next activation.

**Venom X:** Venom is delivered by a wound, although the wound itself does not need to do damage. Anytime a living model is hit by a Venom attack that requires more than a 1+ save against the wound, the model must also make toughness against the venom. Armor does not add to the toughness for the test. A critical hit is an automatic failure of the Toughness Test. Resistance to Poison grants a bonus to the victims' toughness test.

Venom does not take effect until the effects phase of the current Game Round. The effects differ depending upon the type of Venom.

After the models next activation, the effected model may take a final toughness test with a modifier of X to the die result or die to the venoms effects. If no number for X is listed, there is no additional modifier.

**Neurotoxin X:** This venom paralyzes the victims Nervous and Respiratory system. This disables the victim and leaves the model unable to move further than base movement during their next activation, and prevents any actions.

**Hemotoxic X:** This introduces deadly blood toxins into the bloodstream causing internal hemorrhaging, vomiting and eventually death. A model suffering from Hemotoxic Venom may only use a move or action during their next activation.

**Voice of Chaos:** A model with this ability allows for groups to use coordinated attack bonuses as squads, even if the models are attacking with different weapons.

Any group joined by another model with this ability gains coordinated attack bonuses as if it were a squad.

**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. Wardogs are medium sized models

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 have Sentry 3*

**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. All warhorses are large creatures, and thus can be ridden by medium or small models, unless listed otherwise. 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.*

*\*No model may mount a Warhorse or other mount that is the same model size as itself or smaller.*

*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.*

*Heavy Weight Warhorses are X-Large Creatures and thus can be ridden by Large models.*

*\*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.*

**Warlord of Chaos X:** Archlords or Paragons with this ability gain X bonus traits.

**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, **-1 Ranged**, and -1 defense. Slaves follow all the rules of Standard Unit Classes, but do not take up one of your Standard Class slots.

**Water Passage:** Models with this ability can step into any Portal on the table (water portals only), and step out of any other portal. This movement is instantaneous and does not slow down the models.

**Water Portal:** Models with this ability create portals that allow passage for other models within the Sphere of Water to use as a passage stepping into the portal and out of another as if there was no distance between them. To use a Water Portal a model must have the Water Passage ability.

### **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.

**Withdraw from Combat:** Models with this ability can freely back away when engaged to withdraw from combat without causing a provoked attack. Effectively this allows a model to leave Melee Combat without penalties during their movement.