

## Welcome

In this book, you will create your faction from which you can later create armies to play the game. Unlike most table top miniature games that have set factions decided upon by the game's designers, Genesys puts that control in your hands. Species creation is creating your army or faction book yourself. You start by creating your species, followed by unit classes. This defines the forces of your faction and faction.

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

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



*The Fey exist in Realms of Light and Darkness, their realms expanding and waning upon the tides of life and death. It was the first waves of death that brought the first of the Eternals to the Genesys Worlds out of the great depths of the Void.*

*The Creator Races had survived to reach Genesys, and when they arrived they discovered that a Great Serpent protected the worlds. The Serpent lashed out, destroying all that approached. In desperation and using forbidden knowledge, the wounded last remaining of the Creator Races reached out deep into the Ether, hoping for an answer, a call for salvation.*

*The tides of death around Genesys had caused the Eternals to stir to life. Theirs had been a long slumber and the tremendous loss of life was like a ripple across the cosmos that invigorated the Eternal Fey.*

*Suddenly a beacon shone through time and space, and at that moment the Fey were there, forevermore existing in all times, past, future, and present.*

*The call had been answered.*

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## 1. The Eternal Fey

The Fey are Immortal and not of this world. They exist outside of reality, originating from beyond the Ethereal. Theirs is a realm of magic, light and darkness, primordial and refined. For the Fey, Good and Evil are tangible and pure. Their eternal conflict and strife has brought the Fey to the Genesys Worlds.

For the other domains, they Fey are mysterious entities either guiding the mortal races, or are full of contempt, appearing as Angels or Demons, primal entities, and ghosts.

Interaction with the Fey is difficult, and attempts from the Fey often appear as omens and prophecies. The Fey communicate by other means, their words sounding like beautiful sirens, demonic tongues, or the sounds of the wind and fire. Their language is incompressible to mortals. To themselves, each word draws forth images to those that hear, perfectly relaying the intent and purpose of their words.

For the Fey, the magic of the ether is but an impulse, able to be controlled and altered within their focus.

The races of the Fey include many different variations, but include the Celestial, Infernal, Primal, Ethereal, Possessed, and Undead.

The mortal races, ever jealous of the Fey's Immortality and power, sometimes seek hidden and forbidden knowledge. Those that succeed, often

become vassals of possession, or worse, destroy themselves in the process achieving Lichdom or being cursed with vampirism. These few have joined the Fey, forever to be separated from their mortal origins.

### The First Age

The Fey exist outside of reality beyond the Ethereal in realms of darkness and light, drawn to the life and death of mortals. As the Genesys Worlds were seeded with life, the realms of the Fey once again stirred. The most primordial forces of the Universe invigorate the Fey, and breathe new life into the conflicts that have existed since the first heartbeat of the Universe. This is a time of the eternal conflict renewed.

### The Second Age

The advancement of the other Domains has torn the fabric of reality. Their push for more efficient and endless energy, has sapped the life from the ethereal. Energy is life, and life is energy, and now the ethereal bleeds and floods into reality. As mortals push their limits with reckless abandon, apocalyptic disasters tear the fabric of reality, and the blood of the heavens pour forth.

This is an Age of eternal death, as the ethereal bleeds into reality, so too does the threat of true death confront the Fey that are destroyed in battle.

### The Third Age

The ravages of the 2<sup>nd</sup> Age have taken their toll on the Fey. Now a new threat has emerged from beyond that none can survive. The End is here, and salvation has been torn asunder as another Universe is crashing through our own. Massive Magnetrons erupt as the two Universes collide, sending out massive waves ripping the Genesys Worlds and the realms of the Fey asunder.

The Primordial forces that breathed life into the beginning of time, will once again see the light and darkness. In the shattered far future of the 3<sup>rd</sup> Age, everything will end.

### 1.1 Primal

The Primals live and breathe the elements that make up the Genesys Worlds. They care not for the conflicts of the Celestial and Infernal. They are as raw as the elements coursing through their bodies, Fire, Earth, Water, and Air. For the Primal, they are the element of their focus, there is no separation as they exist together.

Even more interesting among the Primal are the Fey that exist between two or more elements. Their breath the crackling of fire carried on heated currents of air.

### 1.2 Celestial

The Celestial are looked at as Angels, Saints, and even Gods to mortals. To the Celestials themselves, they are the Path of Light, and manifest as its most pure form. The Celestial often seek out the mortal races, to instill goodness and the light into their lives and prevent the darkness from overcoming reality.

### 1.3 Infernal

The Infernal see the mortal worlds of reality as their feeding grounds to expand their realms. The souls of the mortal are theirs to exploit, enslave, and fill their ranks against the ever-encroaching light. Entire realms have fallen to the Infernal, forevermore in darkness. The Infernal Fey are often seen as demons, fiends, and evil spirits, are even sometimes worshiped by mortals seeking their powers.

### 1.4 Undead

The Undead are masters of death, leading the dead back into service for their masters. While the undead are Fey, it is possible for Humanoids to cross over and take Undead traits, becoming powerful Liches who exist now between Life and Death.

### 1.5 Outcast

Outside of the Paths of Light and Darkness there are those that have been banished from the heavens and hell, thrust into Reality. These are the Outcasts who live their lives among us, or as permanent

wanders. They are forever lost to the realms beyond.

### 1.6 Primordial

In the beginning, there was simply Chaos and Order existing in the nothingness that was to become everything. Pulled together by their opposite natures, the two collided in a massive burst of energy creating the first moments of existence. Within those moments, the primordial force of time began, and the universe began to evolve and expand outwards.

While there are no species variants dedicated to the Primordial forces, the Fey can tap into forces that drive the universe. However, no single being can survive being able to harness more than a single chosen force, whether it be Chaos, Order, or Time.

## 2 The Eternal Realms

The Eternal Realms are bathed in Light, or cast down into darkness. In between these exists the realms of Twilight and each Species of Fey must choose which direction their race will follow.

The Path of Light: To those that walk the path of light there is only the light. The absence of Light, is Darkness. The morality of the light comes from courage, justice, Truth, and Heroism. The Realms of Light grow under their precepts, flourishing, but are constantly under the threats of Darkness.

The Lure of Darkness promises absolute power and control. Its abilities are grand, and many who would seek its powers find themselves corrupted and or worse. The Realms of Darkness are always in as state of dying without the light. Their push and destruction of the Light is the only thing that saves them from their path.

The Twilight Realms are the most closely related to reality and the most basic elements that are its foundation. These include Earth, Air, Fire, Water, and the fifth element the Ethereal. Outside of the Elements, there are the Primordial forces that first came together to create all that exists, these are the forces of Chaos, Order, and of Time.

## 2.1 Definitions

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

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

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

**Path of the Fey:** To Fey right and wrong are tangible and are a very real part of their essence. Every Species must choose their path, to walk in the light, dwell in the Eternal Twilight, or go down the path of Darkness. When you create your species, you must choose the path of your faction; Light, Twilight, or Darkness.

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

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

### Characteristics:

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

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

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

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

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

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

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

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

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

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

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

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

### Unit Classes

These unit classes are built off of your faction. Unlike other Life Domains, the Fey have only 3 unit class types; Disciples, ArchLords, and Paragons. Factions that take on the Primordial force of Order, also gain a 4<sup>th</sup> Unit Class type, the Exalted, while the forces of Chaos tear apart these distinctions on the battlefield.

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

## Armory

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

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

### 2.2 The Steps for Creation of your Species

1. Select your Path
2. Choose Traits and powers to create your species or faction
3. Create your Unit Classes
4. Create your Armory

The First step starts by selecting your path; Light or Darkness, or to deny both and dwell within the shadows of Twilight.

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

1. Path of Light
2. Shadows of Twilight
3. Path of Darkness

**2.3 Spheres of Influence:** A Sphere of Influence contain both Traits and Powers. The Traits in each sphere of influence is divided into lesser or greater traits. To unlock greater traits and powers, you must take or have a Lesser trait or power within the same sphere.

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

Example Sphere of Influence

Spheres of Influence

**Truth** *Opposed to Deceit*

*Lesser Traits*

**True Sight 5pts:** Night Vision, Ethereal sight

**Perception 5pts:** Increased Range 1

**Combat Awareness 3pts:** All Around Sight

*Greater Traits*

**The Truth of the Situation 10pts:** Enhance Willpower 2

**True Aim 20pts:** Foresight  $\alpha$ , Exclusive

**Strategic Clarity 10pts:** Mission Directive  $\alpha$  (Primary)

*Lesser Powers*

**Precision (Armory) 5pts:** Imbued Weapons, Enhanced Ranged 1

*Greater Powers*

**Seeker of Truth (Armory) 20pts,** Imbued Weapon, Enhancement Ranged  $\alpha$ , Once per Game (automatic die result of a 6 to hit when shooting with a Ranged Weapon.)

**2.4 Point Costs of Traits:** Every trait selection that you select comes with a point cost associated with it. Fey start at 0 points, and every trait or ability will add to that number. The total point cost of the traits you select will be the base point cost per model of your faction.

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

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

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

**Increases and Decreases** are only used when creating your species of advancing them. Both increases and Decreases apply to combined characteristics during species and unit class creation.

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

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

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

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

Maximum Bonus according to which Age your species is in.

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

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

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

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

**Alpha and Omega Traits and Powers:** Represent the beginning and the end of all things. Alpha and Omega Traits and Powers do not have a numerical value, but instead are determined by the total number of traits taken within the spheres of influence.

Alpha Traits and powers can be recognized by the Alpha symbol  $\alpha$  and are available starting with the first Age of Genesys

Omega Traits and powers have the symbol  $\Omega$  and do not become available until the Third Age

**Increase  $\alpha$ :** Unique to the Fey are Increase  $\alpha$  abilities. These are often Greater Traits or Powers that break the rules of reality, granting unlimited growth potential for the characteristic they are for. Like other Increases, these only stacks with other increases for the characteristic if they are in the same Sphere of Influence.

$\alpha$  is determined by the number of Traits the Class has in that Sphere of Influence.

**Enhancement  $\alpha$ :** These are ingame bonuses where  $\alpha$  is determined by the number of traits the model has within the single sphere of influence as the power that granted the Enhancement. These Enhancements are still limited to the Maximum Age Bonus.

**All other types of abilities** stack without restriction.

For Example two traits from different spheres

Strength Increase 2

Strength Increase 1

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

Another Example of two traits from different branches

Strength Increase 2

Strength Decrease 1

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

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

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

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

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

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

**2.7 Armory Traits:** Armory Traits are noted with a (Armory) notation. Many Armory Traits are imbued items that instantly imbue weapons, armor, or items with the abilities listed. Additional Imbuements stack so that you can build very

customized weapons and armor from multiple spheres of influence.

## 2.8 Class Only Traits

*Some Traits are listed as Class Only*

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

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

## 2.9 Fey Start Here

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

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

### Starting Characteristics

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

Fey Starting Characteristics

Wounds: 1

Strength: 2      Toughness: 2      Movement 3

Martial: 3      Ranged: 3      Defense: 3

Discipline: 2      Willpower: 3      Command: 2

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

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

You may not take a lesser power in a sphere of influence unless you have a lesser trait in the same spheres.

You may not take a greater power in a sphere of influence unless you have already selected a greater trait.

**Greater Traits and their point costs only apply to Archlords and Paragons Classes.**

**When selecting your Traits, you may choose from both Traits and Powers. There are some exceptions.**

**Fey Mandatory Traits and Powers:**

### *The Path of Light*

- Lesser Spheres of Light: 3
- Lesser/Greater Spheres of Light: 0-2
- Lesser Spheres of Twilight: 1-2
- Spheres of Darkness: 0

### *The Path of Darkness*

- Lesser Spheres of Darkness: 3
- Lesser/Greater Spheres of Darkness: 0-2
- Lesser Spheres of Twilight: 1-3
- Spheres of Darkness: 0

### *The Shadows of Twilight*

- Lesser Spheres of Twilight: 3
- Lesser/Greater Spheres of Twilight: 0-2
- Lesser Spheres of Light or Darkness\*: 1-3

*\* light or Darkness lesser traits may be taken*

This gives you a choice of 4-8 traits to design and create your Fey species from.

Why the range of few to several traits?

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

**Lesser Faction/Species:** is made up from the total number of lesser traits and powers you select.

**Lesser Classes begin with a single wound.**

**Greater Faction/Species:** is made up from the total of all the lesser traits and powers, plus any greater traits and powers you selected during creating your faction. **Greater Classes begin with 2 wounds**



### 3. Spheres of Influence

#### Path of Light

##### Spheres of Influence

##### **Celestial**

*You may only take Celestial if you follow the Path of Light*

##### *Lesser Traits*

**Celestial Radiance 10pts:** Species Variant, Increase Willpower 1, Increase Martial 1

**The Eternal War 6pts:** War Veterans

##### *Greater Traits*

**Angelic Command 25pts:** Portal (Celestial  $\alpha$ ), Increase Command  $\alpha$ , Exclusive

**Greater Celestial Aura 12pts:** 12" radius Enhancement Mtn 1

**Revered 10pts:** Increase Wounds 1

**Wings 10pts:** Flight (High)

##### *Lesser Powers*

**Cleansing Flames (Armory) 5pts:** Imbued Weapon, Increase Strength 1 (Fire)

##### *Greater Powers*

**Purifying Flame (Armory) 20pts:** Imbued Weapons, Enhancement Strength  $\alpha$  (fire), Instant death (Critical),

##### Spheres of Influence

##### **Justice** *Opposed to Corruption*

##### *Lesser Traits*

**Righteous Might 6pts:** Increase Command 1, Increase Strength 1

**In the Face of Evil 5pts:** Resistance Extremes 1 (All)

**The Hand of Justice 3pts:** Quick Deployment 1

##### *Greater Traits*

**Resist Extremis 10pts:** Resistance extremes  $\alpha$  (All)

**Commanding Justice 15pts:** Increase Command  $\alpha$

**Sundering Attack:** Sundering Attack 2

##### *Lesser Powers*

**Gilded Chain (Armory) 5pts:** Imbued Armor Increase Armor 1

##### *Greater Powers*

**Gilded Armor (Armory) 15pts:** Imbued Armor, Ethereal Armor  $\alpha$ , Once per Game (a save against a hit can have its die result changed to a 6 when saving against an attack.)

##### Spheres of Influence

##### **Truth** *Opposed to Deceit*

##### *Lesser Traits*

**True Sight 5pts:** Night Vision, Ethereal sight

**Perception 5pts:** Increased Range 1

**Combat Awareness 3pts:** All Around Sight

##### *Greater Traits*

**The Truth of the Situation 10pts:** Enhance Willpower 2

**True Aim 20pts:** Foresight  $\alpha$ , Exclusive

**Strategic Clarity 10pts:** Mission Directive  $\alpha$  (Primary)

##### *Lesser Powers*

**Precision (Armory) 5pts:** Imbued Weapons, Enhanced Ranged 1

##### *Greater Powers*

**Seeker of Truth (Armory) 20pts,** Imbued Weapon, Enhancement Ranged  $\alpha$ , Once per Game (automatic die result of a 6 to hit when shooting with a Ranged Weapon.)



Spheres of Influence**Heroism** *Opposed to Madness**Lesser Traits***Heroic Warrior 10pts:** Increase Martial 1 or Increase Ranged 1**Heroic Valor 4pts:** Increase Discipline 1 or Increase Morale 1*Greater Traits***Incalculable Reflexes 30pts:** Increase Quickness  $\alpha$ **Indomitable Will 15pts:** Increase Willpower 2**Combat Mastery 25pts:** Increase attack 2 (Melee only)**Indestructible Combatant 45pts:** Precognition  $\alpha$ , Exclusive*Lesser Powers***Superior Weapons (Armory) 5pts:** Imbued Weapons, Enhancement Martial 1 or Enhancement Ranged 1*Greater Powers***Legendary Armor (Armory) 20pts:** Imbued Armor, Enhancement Armor  $\alpha$ , Once per Game (Reduce Strength  $\alpha$  for all hits during a single activation)Spheres of Influence**Healing** *Opposed to Pain**Lesser Traits***Withdraw 3pts:** Withdraw From Combat**Inner Strength 10pts:** Increase Willpower 2*Greater Traits***Healing touch 5pts:** Heal Touch  $\alpha$ **Return...15pts:** Return 1.**Saving Grace 8pts:** Avoid Wounds 2**Subdue Effects 12pts:** Cancel Effects*Lesser Powers***Icon of Healing (Armory) 3pts:** Imbued Item, First Aid*Greater Powers***Cloak of the Unseen (Armory) 10pts:** Imbued Item, UnseenSpheres of Influence**Courage** *Opposed to Fear**Lesser Traits***Fortitude 10pts:** Increase Morale 2, Toughness 1**Aura of Valor 8pts:** Enhancement armor 1*Greater Traits***Pushing the Limits 8pts:** End Game Bonus  $\alpha$ **No Fear 10pts:** Increase Morale  $\alpha$  (squad)**Impervious Courage 30pts:** Avoid Wound  $\alpha$ , Exclusive**Inspire 15pts:** War Veterans within Command Radius*Lesser Powers***Shield of Valor 5pts:** Imbued Shield, Increase Morale 1*Greater Powers***Invincible Armor (Armory) 15pts:** Imbued Armor, Invincible 5

Spheres of Influence

**Ascended** *Opposed to Undeath*

*Lesser Traits*

**Ascendance 10pts:** Ascendant

**Reverence 2pts:** Reverent (Disciple Class Only)

*Greater Traits*

**Transcendence 45pts:** Transcendence (pre-requisite Ascendance), Increase Willpower  $\alpha$ , Exclusive

**Ascendant Divinity 30pts:** Ascendant Divinity (Class trait only)

**The Divine Word 25pts:** Enhancement Command  $\alpha$ ,

*Lesser Powers*

**Energy Weapons (Armory) 5pts:** Imbued Weapon, Reduce Armor 1

*Greater Powers*

**Holy Might (Armory) 15pts:** Imbued Weapon, Smite

Spheres of Influence

**Protection** *Opposed to Destruction*

*Lesser Traits*

**Agility 5pts:** Enhancement Evasion 1

**Protective Shield 5pts:** Enhancement Parrying 1

*Greater Traits*

**Defensive Posture 12pts:** Enhancement Mtn 1 and Rtn 1 within squad

**Perfect Defense 15pts:** Parrying  $\alpha$ , Exclusive, Increase defense 1

**Perfect defense is a strong offence 10pts:** Peerless Defender

*Lesser Powers*

**Protective Shield 5pts:** Imbued Shield, Enhancement Deflection 1

*Greater Powers*

**Ethereal Armor 15pts:** Imbued Armor, Fey Armor 2



## Twilight Spheres

### Spheres of Influence

#### **Primal**

Primals are aligned to the Path of Twilight only. You may only take Primal if you follow the Paths of Twilight

#### *Lesser Traits*

**Elemental Affinity 8pts:** Elemental Land Affinity, Species Variant (This bonus trait must be from Air, Earth, Fire, or Water Spheres)

**Primal Elements 10pts:** Increase Wounds 1

#### *Greater Traits*

**Greater Elemental Portals 10pts:** Greater Elemental Portal

**Primal Command 25pts:** Increase Command  $\alpha$ , exclusive

**Terrain Transformation 10pts:** Terrain Transformation

#### *Lesser Powers*

**Primal Armor 5pts:** Imbued Armor, Enhancement Armor 2

#### *Greater Powers*

**Primal Weapon 25pts:** Enhancement Damage  $\alpha$

### Spheres of Influence

#### **Fire** *Opposed to Water*

#### *Lesser Traits*

**Strength Through Fire 3pts:** Increase Strength 1, Decrease Willpower 1

**Flames of Battle 5pts:** Increase Martial 1

#### *Greater Traits*

**Immense Elemental 12pts:** Increase Size 1

**Fire Strike 10pts:** Meteor Strike, Movement Exclusive

**Inferno 10pts:** Increase Power  $\alpha$  (Fire only)

**Pyrokinesis 10pts:** Pyrokinesis

#### *Lesser Powers*

**Flame Weapons (Armory) 5pts:** Imbued Weapon, Enhancement Strength 1 (Fire- melee combat only)

#### *Greater Powers*

**Conflagration (Armory) 20pts:** Imbued Armor, Conflagration 3

### Spheres of Influence

#### **Air** *Opposed to Earth*

#### *Lesser Traits*

**Aerial Speed 3pts:** Increase Movement 1, Decrease Discipline 1

**Knowledge of Air 5pts:** Increase Ranged 1

**Levitate 8pts:** Aerial Combat Medium

#### *Greater Traits*

**Air Currents 15pts:** Increase Movement 2

**Wind Movement 25pts:** Aerial Combat High, Enhancement Movement X2 (aerial movement only) Exclusive

**Aerial Portal 10pts:** Aerial Portal  $\alpha$

#### *Lesser Powers*

**Electric Arc 8pts:** Imbued Weapon, Enhancement Electricity 1

#### *Greater Powers*

**Thunder Clap 20pts:** Imbued Weapon, Enhancement Resonance 3

Spheres of Influence**Earth** *Opposed to Air**Lesser Traits***Hardened Body 5pts:** Increase Armor 1**Immense Elemental 8pts:** Increase Size 1**Stone Body 10pts:** Increase Toughness 1, Increase Strength 1, Decrease Movement 1*Greater Traits***Earthen Strength 45pts:** Increase Toughness  $\alpha$  Exclusive, increase Strength 2**Greater Elemental 15pts:** Increase Size 1**Earthen Portal 10pts:** Increase Portal Toughness  $\alpha$ *Lesser Powers***Cold Stone Blades (Armory) 5pts:** Imbued Weapon, Enhancement Cold 1*Greater Powers***Deep Earth Steel (Armory) 20pts:** Imbued Weapon, Enhancement Radiated 3Spheres of Influence**Water** *Opposed to Fire**Lesser Traits***Flowing Defense 5pts:** Reduce Strength of Attacks 1**Water Strength 8pts:** Increase Strength 1, Movement 1, Decrease Command 1*Greater Traits***Regenerative Properties 30pts:** Regeneration 2, Increase Toughness 2, Exclusive**Water Portals 12pts:** Water Portal**Greater Elemental 10pts:** Increase Size 1**Fluid Combat 25pts:** Increase Mtn 2, Reduce Strength of Attacks 1*Lesser Powers***Water Skin (Armory) 5pts:** Imbued Armor, Water Passage*Greater Powers***Acidic Weapons (Armory) 20pts:** Imbued Weapon, Enhanced Corrosive 3Spheres of Influence**Ethereal***Lesser Traits***Ethereal Shift 5pts:** Ethereal Shift 2, Ethereal Sight**Phased Form 5pts:** Enhancement Form 1*Greater Traits***Ethereal Jump 15pts:** Ethereal Jump 6**Possession 30pts:** Possession  $\alpha$ , Exclusive**Ethereal Form 10pts:** Ethereal Form 2**Phantasm 45pts:** Phantasm Assault  $\alpha$ , Exclusive*Lesser Powers***Energy Weapon (Armory) 5pts:** Imbued Weapon, Reduce Armor 1*Greater Powers***Phased Weapons (Armory) 20pts:** Imbued Weapon, Ethereal Weapon

## Primordial Forces

The Primordial are the deepest and most fundamental forces of the cosmos. There are no known variants existing from past the beginning of the Universe.

No faction may hold traits from more than one Primordial Force.

Primordial Force Traits can only be selected when creating a faction as either faction traits or class traits.

### Spheres of Influence

#### Chaos

*Lesser Traits*

**Planar Horde 3pts:** Unlimited Group size

**Chaos Squads 5pts:** Chaos Squad

*Greater Traits*

**Voice of Chaos 15pts:** Voice of Chaos

**Warlords of Chaos 15pts + cost of bonus Traits:**  
Warlord of Chaos  $\alpha$ , Enhancement Strength  $\alpha$   
(Archlord Only)

*Lesser Powers*

**Talisman of Chaos (Armory) 5pts:** Imbued Item,  
Chaos Boon 1

*Greater Powers*

**Symbol of Chaos (Armory) 20pts:** Imbued Item,  
Chaotic Domain  $\alpha$

### Spheres of Influence

#### Order

*Lesser Traits*

**Devout 2pts:** Gain Unit Class Devout

**Disciplined Squads 5pts:** Enhancement Martial  
Target Number 1 (for squads with maximum  
number of models)

**Exalted Champion 5pts:** Exalted (Disciples and  
Devout)

*Greater Traits*

**Exalted Lord 15pts:** Exalted (Archlord, Paragon),  
Enhancement Martial  $\alpha$  or Enhancement Ranged  $\alpha$   
(Paragon Only)

*Lesser Powers*

**Talisman of Order (Armory) 5pts:** Imbued Weapon,  
Enhancement Martial 1 or Enhance Ranged 1

*Greater Powers*

**Symbol of Order (Armory) 20pts:** Imbued Item,  
Order Domain  $\alpha$

### Spheres of Influence

#### Time

*Lesser Traits*

**Skip Time 7pts:** Move without being Seen

*Greater Traits*

**Bend Time 20pts:** Increase Action 1

**Possible Futures 18pts:** Modify Result 2

**Temporal Displacement 20pts:** Increase Defense 2

*Lesser Powers*

**Temporal Weapon (Armory) 10pts:** Imbued  
Weapon, Modify Result 1 (melee weapon only)

*Greater Powers*

**Greater Temporal Weapon (Armory) 25pts:** Imbued  
Weapon, Reduce Mtn 2 or Rtn 2 (targets for this  
models attacks)



## Path of Darkness

### Spheres of Influence

#### **Infernal**

Infernals are dedicated to the Path of Darkness only. You may only take Infernal if you follow the Path of Darkness

##### *Lesser Traits*

**Demonic Strength 6pts:** Increase Strength 1, Species Variant, Night Sight

**The Eternal War 8pts:** War Veterans

##### *Greater Traits*

**Demon Spawn 3pts:** Demonic Spawn (Species Trait Only)

**Greater Demon 25pts:** Increase Power 2, Increase Strength  $\alpha$ , Increase Life 1, Exclusive

**Nether Gates 15pts:** Dominate Portal, Portal  $\alpha$  (Infernal)

**Wings 8pts:** Flight (High)

##### *Lesser Powers*

**Demon Weapon 8pts:** Imbued Weapon, Increase Strength 1 (Fire)

##### *Greater Powers*

**Demon Armor (Armory) 20pts:** Imbued Armor, Enhancement Armor  $\alpha$ , Ethereal Armor  $\alpha$ ,

### Spheres of Influence

#### **Corruption** *Opposed to Justice*

##### *Lesser Traits*

**Immunity to Corruption 3pts:** Immunity to Poison, Immunity to Corruption

**Mutated Blight 8pts:** Increase Toughness 1, Enhancement toughness 1 (On Corrupted Terrain only from blight), reduce movement 1

##### *Greater Traits*

**Blight 15pts:** Blight

**Corruptive touch 25pts:** Corruptive Touch, Exclusive

**Toxic Aura 20pts:** Toxic Aura

**Poison Bile 10pts:** Enhancement Poison  $\alpha$  (Melee Combat only)

**Mutated Appendage 10pts:** Increase Attack 1

##### *Lesser Powers*

**Poison Weapon (Armory) 5pts:** Imbued Weapon, Poison 1 Weapons

##### *Greater Powers*

**Infectious Blood (Armory) 25pts:** Imbued Armory, Infectious Blood and Mucus

### Spheres of Influence

#### **Deceit** *Opposed to Truth*

##### *Lesser Traits*

**Feint 5pts:** Feint 2

**Deceptive Combat 10pts:** Increase Martial 2, Decrease Command 1

##### *Greater Traits*

**False Terrain 10pts:** False Terrain 3

**Not there 20pts:** Dodge  $\alpha$ , Exclusive

**Illusionary Deployment 15pts:** Redeploy 1

**Shapeshifters 15pts:** Shapeshifter 1

##### *Lesser Powers*

**Cunning Blades 5pts (Armory) 5pts:** Imbued Weapon, Enhancement Martial 1

##### *Greater Powers*

**The Deciever (Armory) 20pts:** Imbued Weapon Enhancement Attack 2

Spheres of Influence**Madness** *Opposed to Heroism**Lesser Traits*

**Crazed Warriors 15pt:** Increase Strength 2, Increase Toughness 1, Increase Movement 1, Decrease Martial 1, Decrease Ranged 2, Decrease Defense 1

**Unhinged 10pts:** Increase Characteristic 1 (your choice), Decrease Characteristic (opposite)

*Greater Traits*

**Fury 15pts:** Quickness 2,

**Madness 20pts:** Increase Characteristic  $\alpha$  (Your Choice), Decrease Characteristic  $\alpha$  (opposite, by same amount-cannot go below 1)

**Mad Genius 25pts:** Increase Willpower  $\alpha$ , Exclusive

**Skilled Combatant 15pts:** Increase Martial 2

**Unknown Powers 6pts:** Forbidden Knowledge X (path of darkness only)

*Lesser Powers*

**Armor of Madness (Armory) 10pts:** Imbued Armor, Enhancement Armor 1

*Greater Powers*

**Incapacitating Weapon (Armory) 20pts:** Imbued Weapon, Stun

Spheres of Influence**Pain** *Opposed to Healing**Lesser Traits*

**Pain Tolerance 10pts:** Increase wounds 1,

**No Pain 5pts:** No Pain

*Greater Traits*

**Power through Pain 15pts:** Pain Enhancement X, Exclusive

**Self-Inflicted Wound 15pts:** Self Inflicted Wound X

**Power through Death 20pts:** Death Experience

**Agonizing Death Touch 10pts:** Agonizing Death X

*Lesser Powers*

**Barbed Weapons (Armory) 8pts:** Imbued Weapon, Enhancement Damage (against living models only)

*Greater Powers*

**Piercing Armor (Armory) 25pts:** Imbued Armor, Painful Wounds (ArchLord, Paragon Only)

Spheres of Influence**Fear** *Opposed to Courage**Lesser Traits*

**Know Fear 5pts:** Increase Morale 2

**Fearsome Mind 5pts:** Decrease Morale 1 (3"r from squad)

*Greater Traits*

**Terrifying Presence 15pts:** Decrease Initiative 2 (Opponent- for deployment and challenging Initiative)

**Break Will:** Fearsome Charge

**Fear Manifested:** Fear Phantasms

**Banshee's Wail:** Banshee's Wail

*Lesser Powers*

**Strength through Fear (Armory) 5pts:** Imbued Weapon, Enhancement Strength 1

*Greater Powers*

**Armor of Terror (Armory) 20pts:** Imbued Armor, Reduce Morale 2 (Enemy models within Command Radius)

*Spheres of Influence***Death** *Opposed to Exalted**Lesser Traits***Animated Dead 3pts:** Animated Dead, Night Vision**Undeath 10pts:** Undead, Night Vision*Greater Traits***Greater Undeath 35pts:** Greater Undead, Increase Characteristic  $\alpha$  (choice of Willpower or Command), Exclusive, Night Vision**Life Drain 25pts:** Life Drain  $\alpha$ , Exclusive, Night Vision**Aura of Death 20pts:** Deathly Cold**Raise the Dead 20pts:** Reanimate the Dead  $\alpha$ , Prerequisite - Greater Undead*Lesser Powers***Bone Sharp (Armory) 5pts:** Imbued Weapon, Reduce Armor 1*Greater Powers***Vampiric Blade (Armory) 20pts:** Imbued Weapon, Vampiric*Spheres of Influence***Destruction** *Opposed to Protection**Lesser Traits***Powerful Attacks 10pts:** Increase Attack Strength 1 (all melee and Ranged)**Hard to Kill 10pts:** Increase Wounds 1*Greater Traits***Beast of Destruction 50pts:** Increase Size 1, smash attack 1, Increase Strength 2**Engines of Destruction 45pts:** Demonic Engine**Unending Destruction 35pts:** Increase Toughness 2**Engines of Annihilation (Armory) 40pts:** Demonic Engine Upgrade 40*Lesser Powers***Greater Weapon (Armory) 5pts:** Imbued Weapon, Enhancement Strength 5pts*Greater Powers***Weapons of Destruction (Armory) 20pts:** Imbued Weapon, Increase Damage 2



## 4. Unit Class Creation



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

Unit Classes are divided into 3 categories, Disciples, Archlords, and the Paragon. Following the path of Order opens a 4<sup>th</sup> category, the Devout. You will be creating several of each category that will make up the fighting forces of your armies for your faction.

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

Most miniature games, give you a set of units that you are to build your army off of. These may include several veteran unit entries with different

equipment and weapon load outs, but have the same stat lines.

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

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

For the Fey, we use the Knowledge characteristics to determine how many classes can be created. These are Discipline, Willpower, and Command. To determine how many classes of each type you can create, see the list below.

Disciples= the highest Characteristic

Archlord= the Second highest Characteristic

Paragons= You may only Create a Single Paragon

Devout\* = The third Highest Characteristic

\*Only if unlocked through the Order Sphere of Influence

**When building new classes, you gain any ability that the previous class or base race has. Options must remain the same as they were chosen for the base race except for armory traits, where new weapon, equipment, and power variants may be created for your new class.**

**Lesser Faction/Species:** is made up from the total number of lesser traits and powers you select. **Lesser Classes begin with a single wound.**

**Greater Faction/Species:** is made up from the total of all the lesser traits and powers, plus any greater traits and powers you selected during creating your faction. **Greater Classes begin with 2 wounds**

## Fey Unit Formation

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

Class Increases to characteristics stack with any other increases from evolutionary branches.

## Disciple Unit Classes

*Disciples are the standard class of the Fey. They are dedicated to their spheres of influence and the path they follow.*

**Pt Cost:** Base Lesser Faction/Species+ Additional Traits

**Wounds:** 1

**Base Attacks:** 1

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

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

**Exalted (Order Only):** You may create and field a single Exalted Disciple allowing you to add an additional Lesser trait or power at double the point cost.

**\*Disciples may only have Lesser Traits and Powers. Any greater trait added during creating your species/faction does not apply (nor do the point costs) for Disciples.**

## Devout Unit Classes

*The Devout are unlocked by Order Traits. The Devout are stronger elite forces of order. They maintain an extra Trait or power above their Disciple Brethren, and their Exalted have access to taking a single Greater Trait or Power.*

When you create a Devout Unit Class, simply Add an additional lesser Trait or power to an existing Disciple Unit Class.

**Pt Cost:** Base Disciple Class or the Base Lesser Faction/Species + Additional Lesser Trait and Powers

**Wounds:** 1

**Base Attacks:** 1

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

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

**Exalted (Order Only):** You may create and field a single Exalted Devout allowing you to add an additional Lesser or Greater trait or power at double the point cost.

**\*The Exalted Devout have access to a single Lesser or Greater Trait**

## Archlord Unit Class

*The Archlords are the Generals, the Emissaries, the Elite characters of the Fey. They command the Fey with levels of mastery that dominate their spheres of influence.*

When you create an Archlord Class, you must build it off of your base Greater Faction/Species

**Pt Cost:** Base Greater Faction/Species +Additional Lesser Trait and Powers

**Wounds:** +2

**Base Attacks:** +2

**Stats:** +1 Characteristic Increase of your choice. These stack with other increases.

**Traits:** You may select a single Lesser/Greater Trait or Power for this class, adding on the cost of the trait for each model.

**Additional Trait:** A second lesser/greater trait or power can be added to this class at the increased cost of the trait +10pts

**Exalted (Order Only):** You may create and field a single Exalted Archlord allowing you to add an additional Lesser or Greater trait or power at double the point cost.

## Paragon Unit Classes

Paragons are the perfect example of their spheres of influence. True masters of their realm and often looked upon as gods to the mortals of Genesys.

When you create your paragon Class, you must build it off of your Base Greater Faction/Species, or an Archlord Class.

**Pt Cost:** Base Class x3 + Additional Lesser/greater Trait and Powers

**Wounds:** +3

**Base Attacks:** +3

**Stats:** +2 Characteristic Increase of your choice. These stack with other increases.

**Traits:** You may select a single Lesser/Greater Trait or Power for this class, adding on the cost of the trait for each model.

**Sphere Mastery:** Two Additional lesser/greater traits or powers from a single sphere can be added to this class at the increased cost of the trait +50pts per Trait. This must be from a Sphere you already have greater traits in.



## 5. Cross Over Species

A Cross-Over species or faction is one that either starts off in another Life Domain, and ends up in another. Factions that use multiple Life Domains are classified as Cross-Overs.

**The Fey contain many of these Faction Options, and more are always on the horizon. Examples would be The Undead, Possessed, Outcasts, Spirit Animals, Legendary Beasts, and more. Many of these come from secret or forbidden knowledge and the requirements for them will be listed below.**

It's also important to know that it's not only the Fey that allow for cross-overs, others like the Humanoids and Beasts have others as well, like Lycanthropy.

Cross-Over Factions are distinctly different than Pantheon Powers, which are generated from the Paragons for the other Domains. (this is for a future release)

## 5.1 The Outcasts

Some Fey have no realms of their own in the Etherium, and are thus forced to exist within the worlds of reality.

From these legends come the Elves, mysterious immortals who when the time is right, leave the mortal lands to join their Fey brethren in another realm beyond.

The Outcasts have limited abilities within the Spheres of Influence, but gain new traits options from the Humanoid Primarius.

As in other Fey, they must choose their Path; Light, Darkness, or live in the shadows.

When Creating an Outcast Faction, your mandatory traits are different from that of the normal Fey. Start below when creating your faction and use the standard starting characteristics for Fey.

### Outcasts

#### Outcasts Mandatory Traits:

##### *The Path of Light*

- Lesser Spheres of Light: 3
- Lesser/Greater Spheres of Light 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

##### *The Path of Darkness*

- Lesser/Greater Spheres of Darkness: 3
- Lesser/Greater Spheres of Darkness: 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

##### *The Shadows of Twilight*

- Lesser Spheres of Twilight: 3
- Lesser/Greater Spheres of Twilight: 0-2
- Knowledge and Science 1-2
- Environmental Adaptation: 0-1

**Outcasts cannot take exclusive traits nor can they take imbued greater powers.**

Outcasts create their Unit Classes as Fey.



## 5.2 The Lure of Forbidden Knowledge

Humanoids that seek out immortality desire the powers that only Darkness can deliver. Through forbidden knowledge they uncover secrets that are often better left alone.

Forbidden Knowledge is a Trait and ability that can only be taken by a Faction from the Humanoid Primarius. The knowledge gained, serves to achieve a greater existence and purpose.

**Forbidden Knowledge** unlocks a single Sphere of Influence for your species, and must be taken as a class trait for leaders and Unique classes. Once unlocked, you may only take traits and powers within the unlocked sphere of influence. Any sphere of influence can be unlocked with the exception of the Fey Species Variants; Celestial, Infernal, and Primal.

**Infinite Knowledge:** is a Unique Class Trait only, and within it the powers of the universe are unlocked. Infinite knowledge unlocks all Spheres of Influence for your Unique Unit Class.

- Traits and Powers within the Spheres of Influence can only be taken as class traits.
- No class can have traits or powers from more than a single Sphere of Influence without the Infinite Knowledge ability which is only available to Unique Unit Classes
- Alpha powers are limited by the maximum Age bonus

## Evolutionary Branch

### **From the Humanoid Primarius**

### **Forbidden Knowledge**

*Humanoids that seek out immortality desire the powers that only Darkness can deliver. Through forbidden knowledge they uncover secrets that are often better left alone.*

#### *Primary Traits*

**Forbidden Knowledge 20pts:** Forbidden Knowledge X (Leader and/or Unique Class Trait only)

#### *Secondary Traits*

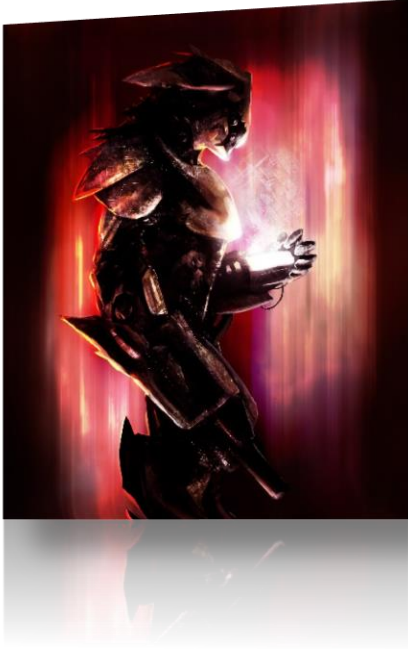
**Fey Incantations 10pts (Armory):** Forbidden Knowledge X (Greater and Lesser Powers within a Known sphere of influence)

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



## 5.3 The Possessed and Bound

Coming Soon



## 6. Fey Armory

### 6.1 Fey Weapons and Equipment

*Welcome to the Armory for the Fey. Here you will find the weapons and armor laid out for your use to defend and conquer the realms of the Etherium.*

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

There are Three categories of weapons and equipment for the Fey

1. Primitive- No Costs (free): Almost anything can be used as a weapon, from metal bars, clubs, rocks, etc.
2. Common- Costs per Squad. Common Weapons include things like spears, swords, bows, shields, and armor.
3. Imbued – Costs per Model. Imbued equipment enhances the items when they are equipped by the Fey.

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

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

1. Primitive Weapons are free
2. Common Weapon costs are for equipping the entire squad
3. Imbued Weapons and Equipment are Enhancements that are passed from the Fey's inherent power to the equipment, simply by grasping or equipping it.
4. More than a single weapon can be taken by a model. Additional Weapons beyond the first cost additional points. Primitive Weapons are free, additional Common weapons cost 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. Advanced/ Special Weapons have the cost of the weapon. The point cost of items may not be reduced to or below 1pt.
5. Squads do not have to be equipped with the same weapons and equipment, but squad bonuses only apply if the same weapon is being used.
6. No model may carry more than 4 weapons and equipment at any given time. Animal Companions and the equipment for them does not count towards this total.

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

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

**\*All Fey may fight unarmed without striking last during melee combat.**

## 6.2 Attributes

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

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

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

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

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

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

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

**Deflection Bonus:** Shields provide a Deflection Bonus against attacks.

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

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





### 6.3 Primitive Weapons and Equipment

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

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

Primitive Weapon: No Point Costs

Threat Range: 1"

Accuracy Range: 6" (if thrown)

**The following also count as primitive weapons in dire situations**

*\*Any Melee Weapons being used as thrown weapons*

*\*Thrown weapons used in Melee Combat*

*\*Any Ranged Weapons in Melee combat*

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

Primitive Armor: No Point Costs

Does not apply to barding.

Armor: 1

Enhancement Defense: 0

Movement Penalty: 1

Any weapon that is used in a manner that it is not designed for, like throwing a sword, or swinging a bow in melee, is an attack with a primitive weapon.

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

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

Threat Range 2"

Accuracy Range: 12"

Primitive Spears cannot be used with shields.





## 6.4 Common Weapons and Equipment

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

### Point Cost per Squad for Common Weapons

Melee Weapons: 4pts each per squad

Military Spears: 10pts each per squad

Bows 6pts per squad

Crossbows 8pts per squad

Throwing Weapons 5pts each per squad

Javelins 7 pts per squad

Armor 8pts per squad

Buckler 4pts per squad

Medium Shield 6pts per squad

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

**Taking an additional common weapon costs 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons.**

**A model may have a total of 4 items.**

### Common Melee Weapons

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

Standard Melee Weapon: 4pts per squad

Threat Range: 1"

### Two Handed and Dual Weapon Use

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

**Two Handed Weapons:** Sacrificing an attack with a two handed weapon grants Characteristic Enhancement strength 2. Making a weapon two handed adds to its point cost.

+3pts per model upgraded

**Single and Two Handed Weapons:** Some weapons can be used both as a single handed weapon and a two handed weapon, allowing for certain amount of flexibility during a game. These weapons may apply a two handed weapon bonus by sacrificing an attack to gain a Characteristic Enhancement Strength 1, assuming both hands are free.

+5pts per model upgraded

**Two Melee Combat weapons:** warriors can sacrifice an attack, and in doing so, gain Characteristic Enhancement Martial 2.

You must pay the point cost for the additional weapon; free for primitive weapons, 1pt for the squad for common weapons, and individually for advanced and special weapons.

### Common Ranged Weapons (Archery)

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

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

To fire a bow, the archer must have the same strength or greater than the bow. Common Bows have a Strength of 3/2, which means that the bow's strength will be 2 if that is your models strength firing the bow, or 3 if you strength is 3 or greater.

An increase in a Bow's strength increases both numbers. Example 4/3 for a bow with a Strength 1

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

Strength: 3/2

Accuracy Range: 24"

Rate of Fire: 1

**Volleys:** Bows can be fired in a volley if firing at a greater range than 24". The targets of a volley do not need to be fully visible. This enables bows to be fired over melee or other barriers

Indirect Bonuses to the targets R(tn)

50% of the model is seen- No bonus R(tn)

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

*\*any part of a model visible is considered seen*

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

Crossbows (normal weapon) costs 8pts per squad

Strength: 3

Accuracy Range: 18"

Rate of Fire: 1

## Common Throwing/Melee Weapons

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

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

### Throwing Weapon

Standard Melee Weapon: 5pts per squad

Additional Throwing Weapons 2pts per model

Threat Range: 1"

Accuracy Range: 12"

## Military Spears

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

### Military Spear

Standard Melee Weapon: 10pts per squad

Threat Range: 2"

Accuracy Range: 12" as primitive weapon

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

## Javelins

Javelins are a weapon designed for throwing, and as such are considered primitive spears if used in melee combat.

7 pts per squad 2pts for additional Javelins per model

Accuracy Range 18"

## Common Armor/Shields

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

**Armor:** 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.

Common Armor Costs 8pts per squad

Applies to Barding as well.

Armor: 1

Characteristic Enhancement Defense: 0

Movement Penalty: 0

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

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

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

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

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

**Buckler** 4pts per squad

Deflection Bonus 1\*

Movement Penalty: 0

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

**Medium Shield** 6pts per squad

Deflection Bonus 1\*

Movement Penalty: 0

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



## 6.5 Imbued Weapons and Equipment

Fey can imbue items and equipment with powers simply by grasping them. When equipping an item for your models, they can choose to imbue any or all Imbued powers to their equipment.

- Common items already paid for by the squad simply have the point cost of the Imbued powers added to the model with the Imbued item
- Any other items that come with an individual point cost associated with the item adds the imbued powers point cost to the item.
- You may combine additional imbued powers to your items, so that they have multiple imbued powers. You add a number of powers equal to or less than the Maximum Age Bonus.

## 6.6 Demonic Machines

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.

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.

Demonic Engines can be upgraded through traits as listed below.

Demonic Engine Upgrades (20pts each)

- Unstoppable 2
- Arc Attack
- Smash Attack 1
- Increase Strength 2
- Increase Movement 1
- Increase Attacks 1



## 6.7 Fey Powers

Coming Soon

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. 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/

### 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.

**Agonizing Death X:** A model with this ability can transfer his own pain into a single death touch using up the models activation. 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.

**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.*

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:** Models with this ability are no longer living, and are now under the control of a more powerful creature. The animated dead no longer have wounds and take damage as the non-living. They are completely under the control of another model, which must be a model with Greater Undead. Greater Undead controls several squads equal to their Command.

All animated dead decrease all their characteristics by 1, and are no longer effected by powers or abilities that effect their willpower or morale.

Animated Dead do not ever need to make morale checks, and the death of their controller ends destroys them.

**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.

**Ascendant:** The essence of life within the body becomes pure energy, although the body remains. Ascended models take damage like non-living models

**Ascendant Divinity:** Models with this trait can use the energies from the Reverent Disciples to add to any Alpha or Omega Trait or power. 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.

**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 squads that have a model within Command Radius must immediately make a morale check at the end of the activation. Any models killed during the activation reduce all morale saves by the number of models killed.

**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 occurs within the Willpower of the model with Blight, and any portals created by it. Within the Blight, models with the Mutated Blight ability, may take advantage of the Enhancement listed for the Trait.

Portals corrupted by Blight become inoperable .

**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:** By touch (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.

**Chaos Squad:** Squads with this rule have no limitation in size. However, the rules to gain coordinated attack bonuses applies to how your squads are set up at the beginning of the game. You may only gain coordinated squad bonuses with models that start the game in the same squad, and are using the same weapons.

**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.

**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

**Chaotic Domain X:** You may re-roll X dice during the game.

**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.

**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 Result roll to hit using the models Martial skill + d6.

**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.

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



opponent model, the target must save using his Willpower to avoid being taken over. Corruptive Touch attacks are unarmed in melee combat (striking last).

Corruptive Touch takes time to take effect, and during the Game Rounds Effect Phase, you may take over the model as one of your own. The model gains Mutated Blight, and becomes its own squad.

**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.

**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 follow the Path of Light are immunity to this effect.

**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

**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.

**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.

**Demon Spawn:** Lesser souls form these tormented beings. Demon Spawn are a Disciple Unit Class that cannot take weapons with Imbued powers. They have a penalty of Decrease Strength 1, Decrease Ranged 2, and a Decrease Defense 1 to their characteristics, and do not take up one of your Disciple Class slots, nor are they allowed to take additional traits or powers. These models cost half the point cost of your base species.

**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 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 gate unusable by opponents as long as the single model engaged remains in base in base with the portal.

**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.

**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.

**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 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.

**Exalted X:** The Exalted are unlocked for the Unit Class listed

**False Terrain X:** An army with this ability may select a 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.

**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:** You may sacrifice a single attack 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.

**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 X:** Forbidden Knowledge grants the ability to learn a 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 in addition to X, where X is the point cost of the trait. Forbidden Knowledge ignores any pre-requisites, but may come with restrictions.

Having Forbidden Knowledge in a Sphere of Influence unlocks 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 and Disciple/Devout Classes: Can take Lesser Traits and powers
- Leader/Unique 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.

**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.

**Greater Undead:** These undead maintain their intelligence and Will through death. They are no longer living and take damage as the non-living do. They can also control maintain animated dead; 1 squad per their Command Characteristic. They are also no longer affected by anything that effects their morale.

**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, 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.

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

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

**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.

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

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

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

When abilities have an opposite, they are as follows

*Characteristic- Opposite*

Strength- Willpower

Toughness- Discipline  
 Movement- Command  
 Marital- Defense  
 Ranged- Martial  
 Defense- Ranged  
 Discipline- Toughness  
 Willpower- Strength  
 Command- Movement

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

**Instant Death X:** 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. A model is only affected by instant death by X. For example, Instant Death (Criticals) only delivers instant death when a critical is rolled for.

**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.

**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

**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.

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

**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.

**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.

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

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

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

A Transformed Lycanthrope model is its own squad.

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

**Meteor Strike:** This ability gives the model the ability to transform into a fiery ball and launch himself/herself across the battlefield. The Meteor Strike has a range of 4x the models movement. Where the model hits immediately results in an flaming explosion of 1" radius with any model hit taking a strength hit equal to the models Willpower. To determine the Combat Result, use the models Ranged skill +d6 with grenade effects if there is a miss. This uses up both the model's movement and action in the current game round, and leaves the model vulnerable, able to only complete an action or movement in its next activation.

**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 in the direction he 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 with 2 attacks.

*Each animal is 45pts.*

*\*Mounted Charge, Trample 1*

**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-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.

**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.

**Order Domain X:** This ability allows for a single 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.

**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:** This allows a model to extend out his suffering, thereby holding temporary wounds that can be spent with other abilities. These wounds once held over, no longer provides extra wounds to the model, but stores their energy to spent on abilities within the Pain Sphere of influence

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

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

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

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

**Peerless Defender:** The model may make reactionary activations without penalties, and when doing so does not become exhausted.

**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)

**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

**Portal:** 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 to be able to use the portal as a board edge for incoming reserves.

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.

**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 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.

**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.

**Pyrokinesis:** This allows models from the Sphere of Fire use Fire Portals as a Weapon. As an action, you may throw flame up to your model's command radius in distance. You must use your ranged skill to hit, and the strength of the hit is equal to the Willpower of the model.

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

radius and you may raise X number of models in a single game round up to your Greater Undead Capacity number of squads. See greater undead.

All animated dead have a reduction characteristics 1 (all)

**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. A model cannot be reanimated more than once per battle and all models must be within your command when animated.

All animated dead decrease all their characteristics by 1, and are no longer effected by powers or abilities that effect their willpower or morale. Animated Dead do not ever need to make morale checks, and the death of their controller destroys them. Animated dead do not have wounds, and take damage as non-living models.

**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.

**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. They add to the Mortal Threshold for Faith Casters.

**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.

**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.

**Reverent:** The Reverent are Disciples who dedicate their existence to the greater powers of the Paragon. Reverent may add themselves to any Alpha or Omega Power or Trait if they are within the Command radius of the Paragon.

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.

**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:** Grants 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 a serious wound to itself.

**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 Sentries, like animals can still react to the models deployment so close.

**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.

**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 (like dimension door, Enervating Bolt and Ethereal Blade). 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.

**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 Sundering Attack reduces any deflection bonus an opponent is attempting to use against the attacks of a model with this ability. A sundering attack may only be used once per activation and may be combined with other attacks.

**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:** An Elemental Portal placed by a model with this ability, transforms the entire terrain piece into a portal, allowing the portals 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 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.

**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.

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

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

The X value of the Trample ability designates how many models can be trampled. If the trampling model cannot trample any more models and moves into contact with another model, it stops its Movement and ends the charge.

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 replacing its toughness characteristic with Willpower. Armor no longer has any effect, and the model takes damage as the non-living would, but is cannot be instantly killed by a critical hit.

**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.

**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.

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

**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 prevent any infiltrating squads from being placed within 18".*

**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 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.