



As it is written in the Archives of the Historians;

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

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

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

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

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

Welcome

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

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

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

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

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

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

The next the Age in Table Top Wargaming awaits.

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1. Deciding a Point Level to Play

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

1.1 Unit Classes Allowed

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

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

Up to 250pts, Standard Classes

251-500pts, Elite Classes

501-1000pts, Leader Classes

1001pts and Above, Unique Classes

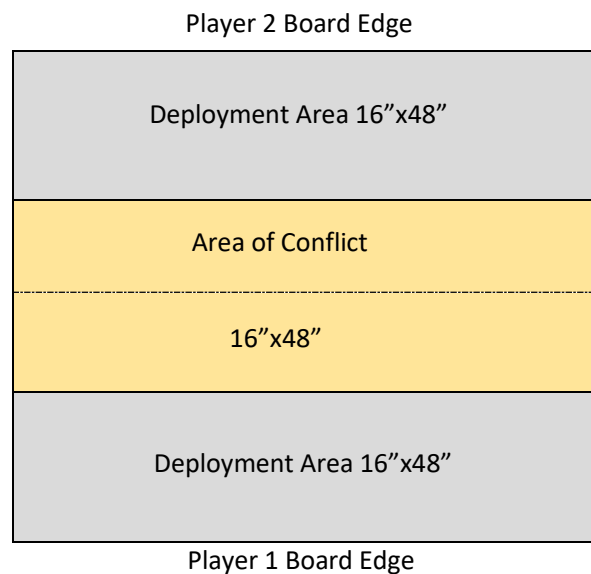
More on this and on how to create an army list for your game is detailed in section **5. Creating an Army List**

2. Board Setup

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

Example: the result of the time of day roll is a 4. Game Rounds 1-6 are played as normal during the daylight, and the End Game rounds 7+ would be

fought using the Night Battle rules.

For more information about the End Game, see page 9

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

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

Weather Effects

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

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

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

3. Playing the Mission

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

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

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

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

A player's focus in a game, is their primary mission, and reflecting upon the changing opportunities on the battlefield, **the secondary mission is rolled at the very end of the Second Game Round of play.**

Winning the game can be declared by succeeding in your primary mission when your opponent fails their own. When both fail or both succeed, you may declare a winner by the outcome of the shared Secondary Mission.

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

1. Each Player Rolls 1d6. The result is your Primary Mission. Each player has their own primary mission.
2. At the end of the second round of play, a secondary mission will be rolled.

Primary Missions Table:

D6 Results:

1. Assassinate
2. Massacre
3. Occupy
4. Objectives
5. Priority Target
6. Roll on the Secondary chart re-rolling a 5 or 6 result

Secondary Missions Table:

D6 Results

1. Survival
2. Hold Ground
3. Take the Field
4. Secret Objective
5. Defend Position
6. Roll on the Primary Chart ignoring 6's
 - *Secondary Missions may not duplicate any player's primary mission.*

3.3 Optional Primary Missions

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

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

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

3.4 Primary Missions

1. Assassinate: Player(s) with this mission must kill a model in their opponent's army. This is a Hero or Character if they are used, the highest class model in the list, and in the case of any duplicates, use the highest point model followed by the players choice if the point costs are the same.

Order of Priority Assassination Target

Highest Class Hero or Character → Highest Unit Class → Highest Single Point Cost Model → Owning players choice

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

If the highest point model has Flight, or Subterranean Movement, you must select the next highest point model as the target of the mission.

Assassinate as a Secondary Mission:

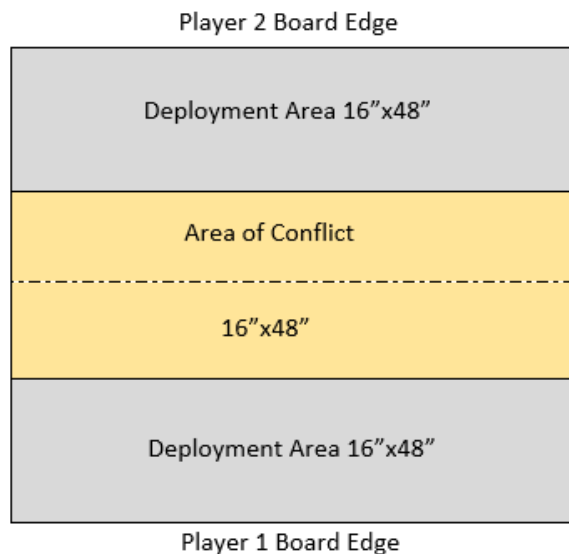
If used as a secondary mission, the player who succeeds in killing their target first wins the mission.

2. Massacre At the end of the game you must kill over 50% of the opposing army's models.

Massacre as a Secondary Mission:

When used as a secondary mission, the player who has killed the highest percentage of the opponent's army wins the mission.

3. Occupy: A terrain piece in the enemies Deployment Area becomes the focus of your mission. The Terrain piece is selected randomly, and must be over 50% in the enemy's deployment area.



You must control the terrain piece by having the most models in the area terrain, or if the terrain is not an area terrain piece, have the most models within 6'' of it.

When determining who controls the terrain, some models count as more than one, these are the leaders or commanders of your army. Use the following modifiers to determine who controls the terrain piece.

1. Universal model size modifiers
Large Models +1
XLarge +2
Huge +4
2. Class Modifiers
Leader (Humanoid), Archlord (Fey), and Rare (Reptilia), gain a +3
Unique (Humanoid), Paragon (Fey), and Ancient (Reptilia), gain a +5
3. Hero and Character receive a +1

Occupy as a Secondary Mission:

When used as a Secondary Mission, randomly select a terrain piece in both deployment zones. You must Occupy more terrain pieces than your opponent at the end of the game.

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

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

For example: The d6 results when rolling 3d6 are two 1's and a 4. The number 1 objective is now worth two control points, and the number 4 objective is worth one control point.

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

Objectives can be claimed and moved by either player. If an objective rolled is also used in another mission for either player, it cannot be moved. To claim an objective, a player must have more models in contact with it than his or her opponent.

Any model that is not a vehicle can pick up an objective and move it. However, an objective can only move once per game round, within only a single activation, no further than 6'' from where it

was before the activation. Once during an activation, the objective may be passed to another friendly model in base contact with model carrying the objective.

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

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

A model must have the artifact in possession or be in base to base contact with it to claim it's control point. If multiple models are claiming an artifact, then neither side gains its control points.

If both players roll objectives, then roll a single d6 for the objective

Objectives as a Secondary Mission:

If used as a secondary mission, roll only one 3d6 for the objectives. The player with the most control points at the end of the game wins.

5. Priority Target: With this mission, a valuable stationary marker is rolled for from the possible objective markers that must be destroyed to complete your mission. You must have a single model in base to base contact of the object. Starting in round 3 a model in base to base contact must use an action to activate the item. After the first action flip the marker over indicating that the marker has been activated. In any of the following rounds any single model may attempt to finish destroying the item by using its action in base to base contact with the marker. After destroying it, remove the marker from the board and give it to the player that destroyed it. This completes the mission.

If the marker destroyed is used by another mission, the marker is removed, possibly making fulfilling other missions' harder or even impossible. If both players roll the same mission, each player makes their d6 roll for their own priority target.

Priority Target as a Secondary Mission:

As a secondary mission, roll a single d6 to determine the shared priority target.

6. Roll on the Secondary chart for to determine your primary mission.

3.5 Secondary Missions

Secondary Missions are rolled for at very end of the 2nd Game Round, before the Third Round begins.

1. Survival: At the end of the game, you must have a higher percentage of models left alive than your opponent, and with a minimum of greater than 50% of your models still on the board.

Survival as a Primary Mission

When used a Primary Mission you must have over 50% of models on the board alive or not destroyed.

2. Hold Ground: A Hold Ground mission is a battle for a specific location on the tabletop. The player that holds this position by having more models within 6" of center for the most Game Rounds of the marker than his opponent wins the mission. The position is by the possible objective marker that is closest to the center of the board. At the end of the game, add who had the position for the most rounds, counting any End Game Rounds as double.

Hold Ground uses a model count for determining who is holding the location. Modifiers based on model size, unit class, etc are listed below;

1. Universal model size modifiers
Large Models +1
XLarge +2
Huge +4
2. Class Modifiers
Leader (Humanoid), Archlord (Fey), and Rare (Reptilia), gain a +2
Unique (Humanoid), Paragon (Fey), and Ancient (Reptilia), gain a +4
3. Hero and Character receive a +1

Hold Ground as a Primary Mission

When used as a primary mission, the location is the determined randomly among the possible objective markers instead of the being the closest to the center of the board. As a Primary Mission, all models within 8" of the location are counted.

3. Take the Field: Take the field requires players to

quickly take positions on the field. Use all 6 markers, and in the Events Phase of Game Rounds 3+ you can claim markers by having a model within 3" of the center of the marker. To claim it, there must be no enemy models within the 3". Once claimed, remove the counter and give it to the player that claimed it. The player with the most markers at the end of the game wins the mission.

Markers used for other missions, primary or secondary, cannot be removed from play and are claimed at the end of the game if no enemy models are within 3".

Take the Field as a Primary Mission

Take the field as a primary mission plays the same as above, with objective markers not being to be taken until the Events Phase in Game Rounds 3+.

4. Secret Objective: As the battle takes place, a new objective marker becomes important. Roll 1d6 to discover its location.

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

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

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

A model must have the secret objective in possession or be in base to base contact with it to claim it. If multiple models are claiming an artifact, then neither side has it.

Secret Objective as a Primary Mission

If Secret Object is rolled as a primary mission, then the secret objective location is not revealed until the players first activation in the game. To reveal it,

simply roll a d6 and the correlating possible objective marker becomes the Secret Objective.

5. Defend Position: You must defend a random terrain piece in your own deployment area. The Terrain piece is selected randomly, and must be over 50% in your own deployment area.

You must control the terrain piece by having the most models in the area terrain, or if the terrain is not an area terrain piece, have the most models within 6" of it. You must hold your position and kill over 50% of the opposing army models. If both players hold their position then the army that kills the highest percentage over 50% wins the mission.

Use the same map displayed for Mission Occupy.

When determining who controls the terrain, some models count as more than one, these are the leaders or commanders of your army. Use the following modifiers to determine who controls the terrain piece.

1. Universal model size modifiers
Large Models +1
XLarge +2
Huge +4
2. Class Modifiers
Leader (Humanoid), Archlord (Fey), and Rare (Reptilia), gain a +3
Unique (Humanoid), Paragon (Fey), and Ancient (Reptilia), gain a +5
3. Heroes and Characters receive a +1

Defend Position as a Primary Mission

As a primary mission, Defend Position works the same as a Secondary Mission.

6. Roll on the Primary chart for to determine the shared secondary mission.

4. After the Game Results

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

4.1 Progress Points are easy to keep track of, with a total available each game equal to the point cost you are playing. For example, if you are playing a 1,000pt game, it's possible for you gain 1,000 progression points.

1. **Primary Mission Success:** If you succeeded with your Primary Mission you gain 50% of the points available
2. **Opposition Points** are gained from denying your opponent their primary mission during the game. Opposition Points equal 25% of the total points available.
3. **Secondary Mission Success** over your opponent grants 25% of the total points available in a game.

For example, if you were playing a 1,000pt game, there are 1,000 points available. A successful Primary Mission would grant 500pts, Opposition Success would bring 250, and finally the secondary mission would another 250.

Progression through the Ages of Genesys can take some time, or come rather quickly, and can be adjusted by your gaming group. The suggested point values for reaching the next Age are as follows,

0-10,000pts is the 1st Age

10,001- 30,000pts is the 2nd Age

30,001- 50,000 is the 3rd Age

Above 50,000 allows for End of Campaign Events

Primitive Species: *You can learn a lot fighting against a more advanced Species.* If you are playing against a faction that is in an advanced age compared to your own, you gain progress points equal to the difference between the two regardless if you survive the battle or not.

1 Age Difference: Doubles any points gained

2 Age Difference: triples any points gained

4.2 Mission Rewards: Whether your win or lose the game, the reason your forces are coming to the table is to accomplish your mission. If you accomplish your Primary Mission, Mission bonuses apply allowing you to advance your species or squads with innovative technologies and advancements.

After any game, you may spend progression points towards either Faction/Species Traits, or Class Traits.

To buy traits with progression points, you purchase them at the following cost.

- Faction/ Species Traits: 100 to 1, or 1%
- Class Traits: 10 to 1, or 10%

*Armory traits cost is equal to the point cost of the highest point cost equipment or bonus.

While buying traits after your mission costs progression and can potentially delay your advancement through the ages, each mission comes with its own game bonuses that often grant access to new traits and abilities without costing progression points.

Primary Missions After Game Bonuses:

Only by succeeding with your primary mission may you take the bonus associated with your mission.

1. **Assassinate-** May take a Unit Class Trait for a class or Hero that participated in the battle with no cost of progression points for trait. The trait still will cost you full value for determining the cost of models for gameplay
2. **Massacre-** You gain a Bonus 25% Progression Points, drop any fractions of points.
3. **Occupy-** May take a Bonus Species Trait paying no Progression points for trait. The trait still will cost you full value for determining the cost of models for gameplay.
4. **Objectives-** You May take a Bonus Armory Class Trait paying no progression points.
5. **Priority Target-** May create a new Class from one that participated in the battle.
6. **Survival-** You may reduce the point cost of models in a single squad that participated

in the battle by 10%. This squad is reknown for it's survival. No more than a single squad with this bonus may be fielded during any single battle.

7. **Hold Ground-** You may take an increase discipline 1 to a squad that participated in the battle. This will increase the point cost of the squad by 5pts.
8. **Take the Field-** Allows for the player to choose between Duplicating the opposing armies primary mission reward, or for a bonus of 20% progression points.
9. **Secret Objective-** Allows for a Power Increase 2 (increase the pt cost of the power by 10pts, can be applied to items of Power, or even create a new one).
10. **Defend Position:** Bonus Progression Point 30%

* All Campaign Bonuses for Primary Missions may be held for later advancements.

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

Species/Faction Trait: These are granted for completing your Primary Mission during a game. You may select a new trait for your Species/Faction. This evolves your faction forward effecting all classes. You may use new species traits to replace existing ones, but must maintain pre-requisites for other existing traits.

Class Traits: When granted by a successful mission, you can gain a new trait specific to one Unit Class, or hero type. These traits do not pass onto other classes, even if they were created from the class with the new trait advancement. Any future classes created from this class will pass on the new trait.

No class or Hero may have more class traits than what the Maximum Age Bonus allows. This means 3 allowed Class Traits for the 1st age and 4 for the 2nd.

You may replace existing traits with traits from advanced ages.

What constitutes a Class Trait? Only traits that were added to the class only when creating it or added during campaign play.

For example: For Humanoids, a standard class has all the Species Traits that came with it, plus gets to add a single class trait. This added trait would be 1 class trait.

Now if you were to build an elite class from this standard class, all the traits gained from the standard class are its base classes, while any added when becoming an elite class, you can add up to two, are considered class traits.

Creating a new Class is a choice by taking an existing class and adding a new trait to it. The class is still restricted to the maximum class traits; however, you may also replace a trait to create your new class.

Create your new Unit Class in the same manor you would when during Unit Class creation.

Squad Trait: Specific Squads may also advance without advancing the class they belong to. A single squad is limited to one additional trait on top of any that the class they belong to gains. These may not be technology or armory trait, and must be a trait that they qualify for.

Armory Class Trait: An (Armory) trait is gained specific to a single unit class. This can be combined or added onto an existing technology or advanced weapon trait. Remember again that only 3 class traits may be applied to a single class, however, you may also replace existing technology traits with new ones.

If this is applied to a weapon held by a character or hero, the item is not restricted to maximum age bonus, and is considered an artifact and not subject to a minimum number of applied traits.

Mission Bonus Limitations

- **Species Traits:** no limits
- **Class Traits:** Limited by the Maximum Age Bonus
- **Squad Traits:** A squad may have up to 1 Squad Trait setting them apart from their brethren.

Creating Heroes from your Mission:

Any mission that you succeed with your primary mission, you may instead of using your primary mission reward (like buying new traits), you may instead create a new Hero.

Heroes set themselves apart being able to additional traits that are specific to them. Heroes are created in your specific Life Domain book in the sections regarding Class Creation.

4.3 Heroes and Characters

After a game where you succeed in your primary mission, you have the option to create characters and heroes for your unit classes. These are persons or individuals that have pushed beyond the normal everyday warrior and tactician, able to bring new abilities and strengths to your forces.

You may make a character at any time after a game that you succeeded in accomplishing your primary mission. This replaces the normal mission award, but is fulfilling in that heroic models from your battles can become full blown heroes for your faction.

Heroes for Standard Play

Hero Points: allow for single or multiple models to participate in games, and yet limits who and how many may be in a single game by their Class Origins.

Hero Points 1: Standard, Disciple, Lesser, and Lesser Incarnates- Added Model Cost is 25pts

Hero Points 2: Elite, Common, Greater, and Devout; -Added Model Cost is 50pts

Hero Points 3: Leader, Rare, Archlord, Greater, and Greater Incarnate; - Added Model Cost is 100pts

Hero Points 4: Unique, Paragons, and Ancient; -Added Model Cost is 150pts

- 250pt games allows 1pt
- 500pt games allows 2pt
- 1,000pt games allows 3pts
- 1,500pt games allow 4pts
- 2,000pt games allow 5pts
- 2,500 games allow 6pts

*Heroes count as a squad of their class type.

4.4 Heroplay are games where Heroes of any type can play if they fit within the point cost of the game. During Heroplay, any additional support units may join from any classes. These games are meant to be huge storyline games, or part of an adventure campaign that focuses specifically on Heroes. There are no restrictions on the types of Unit Classes that can play these games. Suggested Point levels are 500pt games to start with, and 1,000 for truly epic confrontations between heroes.

Adventure or Narrative Campaign Play is meant to be a way to build narrative events. There will be a set way to build these adventure narrative games so that they are easier to build for organizers, but here is an example below. Final release of the Genesys Project will have a formula set up for the event and rewards based on missions and rewards.

Adventures can be a set mix of games over a weekend, event, or other set time. Ideas for these types of narrative events would be as follows

- Prologue Event: Skirmish 250 or 500pt normal game with a shared secondary mission at the start of the game, then a rolled for shared Primary Event round 2 where the Primary Mission is rolled for or brought into the game.
- Hero Response: A Heroplay 500 game, where bands of heroes move in to discover what is going on. Rewards (like artifacts and Items of power can be worked into this)
- Large Heroplay 1,000pt battle: with surviving heroes form the first hero game can play.
- Climatic Massive Standard Game 1500 or 2,000pts with surviving heroes, and normal hero restrictions to bring new heroes into the battle.

5. Preparing your Forces

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

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

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

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

- **No more than 33% of your points may be in models that can use Flight.**
- **No more than 25% of your points may be in models that can use Subterranean Movement**

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

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

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

Humanoid Army Creation

Below is a look at the Humanoid army creation using the classes defined in the Humanoid Domain book. Other Domains, including the Fey, Reptilia, Insekt, and Biests have their own unique classes.

Standard Classes: Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

2001+ Discipline x4

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

Elite Classes Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Cannot participate

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

501- 1000pts- Discipline x1

1001-2000pts- Discipline x2

2000+ Discipline x3

Leader Classes: Maximum Squad Size:

Minimum Squad size equals the multiplier

125-500pts- Cannot participate

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

1001-2000pts- Discipline x1

2001+ Discipline x2

Unique Classes

125-1000pts- Cannot Participate

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

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

5.3 Battle Plans

Once you have your list you may select a Battle Plan that can aid you in your fight or grant specific bonuses for succeeding with your plans. The 5 listed are generic Battle Plans and can be used by any Life Domain. You may select only one.

- **Survival:** Outnumbered, or out powered, you must survive against the superior and overwhelming force by completing your Primary Mission. Succeeding with your primary mission in with a Survival Battle Plan grants bonus progression points after the game.
In this game you must play with less than the total points allowed. Figure the percentage you are short of the maximum points allowed in the game, rounded down. For example, playing a 500pt game, and you bring only 450pts is 10%. Take that percentage and multiply it by two to get just how many extra bonus progression points you get for the game if your primary objective is successful.
- **Long War:** Caught up in a long continuous war, you may select a single squad per 1,000pts. This squad gains the War Veterans Ability for 8pts per model in the squad. This bonus is for this game only.
- **Defensive Battle:** Defending key points in war is vital, and here you have chosen the perfect location to make a stand. In a Defensive Battle you may move any terrain pieces you wish to a new location that are in your deployment zones 1-6. However, taking up a defensive position, you may not take any forward deployment zones, 5-6, when you deploy your forces.
- **Surprise Assault:** You get the jump on the opponent, quite possibly striking a blow before the enemy can respond. In a Surprise Assault you must use deployment zone 6 as one of your deployments. However, zone 6 does not count towards you're your initiative for the first Game

Round. This allows you to only have to count two deployment zones to gain initiative.

- **Showdown:** Heroes face off against each other in this Battleplan. For this battle only, a single Hero Miniature gains a +1 Increase to a characteristic of your choice for an additional 15pts. You must field a hero model to use this Battle Plan.

6. Deployment

Deployment Areas are divided on each side of the board into six deployment zones which are numbered 1-6. On a 4x4 board, each zone is 8"x16". On a 4x6 board, each zone is 8"x24".

Standard Deployment Zones

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

Players Board Edge

You do not need to decide your deployment zones until you are placing models, but you should have a good idea of your plans on how to approach the battle.

6.1 Deployment Zones: You will be deploying your models into a maximum of three of the numbered zones 1-6 on your side of the table.

Both players roll a d6 and add your highest command value that will be participating in the game to the result. The Highest result may choose to deploy first or second.

6.2 Placing Your Models: You start by deploying two squads at a time up to your command value, alternating turns until all models are either deployed, declared to be held in reserve, or placed on a table edge of a deployment zone they will be arriving during the first Game Round.

You may only deploy in three deployment zones, unless rules allow for a redeployment. The three deployment zones you select are not declared, but assumed to be claimed as you deploy into them.

- All your deployment zones must border each other and connect on a flat edge, not corners.
- You may not take zones 4, 5, and 6 together.
- Models must be deployed 20" Away from each other, unless they have specific rules

Player 2 Board Edge

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

Player 1 Board Edge

6.3 Determining Initiative for the First Game Round:

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

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

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

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

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

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

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

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

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

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

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

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

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

7. Playing the Game

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

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

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

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

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

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

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

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

Modifying Die Results can never lower or raise a die result higher than its number range. So, if a die will receive a -1 to the result, but a 1 is rolled, the result is remains a 1, and is not reduced to 0.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Challenger: 1d6 + Command

Initiative Holder: 1d6+ Command + Round Bonus

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

The round bonus is as follows:

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

Failing a Challenging the Initiative, lowers your Command Value during the round you challenge.

At the beginning of the Event's Phase in the following Game Round, Command Value is restored.

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

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

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

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

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

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

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

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

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

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

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

1d6 + Command vs Game Round

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

8. Activations

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

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

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

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

Squad Activation

Movement + Action

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

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

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

has a Command of 2 and the two others a Command of 3, only two of the squads may group together.

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

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

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

Bonuses for Movement are as follows:

Movement of 0"-6" = +0 Bonus

Movement of 7"-12" = +1 Bonus

Movement of 13" + = +2 Bonus

Bonuses to Movement: There are many ways to get movement bonuses during a game beyond faction or class creation. Any bonuses applied to movement count towards both your evasion and charging bonus as described below.

Ranged Weapon movement when firing however is not effected by enhancements or bonuses to movement, and is instead based from your base movement characteristic. So any movement past the movement allowed in inches, may restrict what weapons can be used.

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

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

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

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

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

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

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

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

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

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

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

Movement through and around terrain: Often you will find that our models are moving around the board and through terrain that blocks or hampers the movement of your models.

Movement is always measured on a flat terrain level across the board. Other types of movement, like going up a vertical, over a terrain piece or obstacle, or through rough ground or through things like bushes, reduce your horizontal movement by the following.

- Climbing up reduces horizontal movement by the number of inches going up.
- Going through rough ground or over small obstacles, reduces total movement by 3" to a minimum of 1"
- Jumping over a distance is possible if nothing in the way is 1" or more. Any model may jump over things like streams, gaps in bridges, etc, up to their base movement in inches.

8.4 Actions

A Battlefield is a fast paced quickly evolving fight.

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

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

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

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

Movement Action: A squad may move an additional base movement if it spends its Action to do so. This may be to set for a charge, reposition models, to move in an attempt to avoid melee combat, and so

on. Movement Actions can be used for either during a player's turn activation or as a reaction.

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

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

8.5 Reactions: Reactionary Activations

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

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

9. Melee Combat Actions

9.1 Engaged models are any model that is in base to base with an enemy model. Squads are engaged with any enemy squad or squads that any of their squad members are in base to base contact with. In order to gain movement charging bonuses during the first round of melee combat, the model must be engaged.

No Enhancements may be applied to a melee attack or the strength of the melee attack unless the attacker is engaged with the enemy.

Coordinated attacks will only grant bonuses to an attacking model that is engaged with the target of the coordinated attack. Contributing models to the coordinated attack do not need to be engaged, if the model making the attack roll is.

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

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

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

Any model that attempts to move while engaged with another model is subject to an immediate provoked attack from the models it was engaged with.

While in melee combat, models may move their base movement during movement to engage or reposition to their advantage, however a model that is already engaged that moves away can provoke an immediate provoked attack.

If a player has no Command Value left to activate any of the squads engaged in melee combat, the models are considered exhausted but can still fight

back, using up their action for the game round. They suffer a -1 characteristics reduction for their combat resolution. (See exhausted below for penalties)

Exhausted Models Any model attacked in melee combat that has no action left, is considered exhausted. This can be because the model spent its action earlier in the round, or due to effects.

Exhausted models suffer a -1 characteristics reduction for the combat action, and cannot attack back during melee combat. **Any model attacking an exhausted model in melee combat receives an Enhancement Martial 1.**

For example, a squad of archers shoots their bows earlier in the round, but is then flanked by a squad of soldiers for melee combat. The squads Mtn is then reduced by 1, making them easier to hit. The flanking squad also receives an enhancement +1 to their martial characteristic. Then when determining wounds, their toughness is reduced when determining how badly the hits wound, and for their save.

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

9.2 Moving into and during Melee Combat: A squad or group can only be moved into a melee combat action during its movement. To move into melee combat, models must be moved one at a time to engage any non-engaged model. If non-engaged models are not in reach, you may move to a desired position within your threat range if possible, and if not, as close as you can to the combat while maintaining squad coherency.

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

Before any dice are rolled in a round of combat, models that are in melee combat and have not moved this round, and are not engaged (in base to base contact), may move up to their base movement in inches. They must maintain coherency of their squad and engage any enemy non-engaged models. The player that initiated the melee combat

moves first, followed by opposing players.

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

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

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

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

9.3 Unarmed Attacks are models fighting without weapons in melee combat. Normal-sized or smaller models have a 1" threat range in melee combat. Large-sized or bigger sized models have a 2" threat range.

Fighting unarmed without the ability results in resolving melee combat attacks last after all others have been resolved. In all cases, models fighting unarmed receive a number of attacks equal to their base attacks, and do not receive the

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

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

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

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

9.4 Allocating Melee Attacks

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

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

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

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

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

See Combat Resolution section 11 for more details

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

See Combat Resolution section 11 for more details

9.5 Model Sizes

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

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

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

- **Small**- 25-32mm have a 1"-1.5" height 1" Threat Range
- **Medium**- 25-32mm have a 1.5"-2" height 1" Threat Range
- **Large**- 40mm have a 2"-4" height 2" Threat Range
- **Extra-large**- 50/60mm have a 2"-5" height 2" Threat Range
- **Huge**- Larger bases or models that are bigger 3-6" 3" Threat Range

Vehicles and larger models take up actual size.

10. Ranged Combat Actions

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

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

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

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

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

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

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

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

- All Weapons with a strength under the toughness of the model can be fired moving at x2 movement, unless the weapon has a special rule, or mode of firing that limits this, like Automatic Firearms.
- Heavy Weapons allow models using them to move up to their base movement. Heavy Weapons have a strength 1 or 2 greater than a models' toughness. Armor does not increase this.
- Stationary Weapons require the models firing the weapon to be stationary and not move. Any Weapon that has a strength 3 or

4 higher than a model's toughness (armor not included) is a stationary weapon. Note that some weapons have a stationary rule, meaning that they must remain stationary regardless of how tough a model is.

- Weapons with a strength higher 5 or more higher than the model's toughness cannot be used on a vehicle or other non-living models. For non-vehicles, weapons with a strength 5 higher than their toughness require a crew of two to use the weapon, and that weapon must remain stationary to fire.
- Some weapons have more or less Recoil, and count the weapon as higher or lower strength in regards to movement.

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

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

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

When shooting at a group or squad, models give each other soft cover (+2) when resolving shots that must go through another model to hit their target. Models without a cover bonus must be targeted before those with them and always be allocated an equal to or more shots than those with cover (from impeding models).

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

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

11. Combat Resolution

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

Martial Skill + d6 vs Martial Target Number (Mtn)

Martial + d6 = CR (Combat Resolution Number)

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

Ranged Skill +d6vs Ranged Target Number (Rtn)

Ranged +D6 = CR (Combat Resolution) number.

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

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

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

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

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

11.5 Strength Modifiers to Critical Resolution Numbers (CR)

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

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

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

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

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

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

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

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

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

11.7 Making Impossible Attacks

There are times when attacks are either not strong enough to damage, or when a target is nearly impossible to hit. At any time, you may declare an impossible attack. When doing this no bonuses, enhancements, or other modifiers are used for the attack roll to determine the CR number.

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

If both dice results are a 6, then a hit is automatic no matter what the die result is.

11.8 High and Low Strength Attacks

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

-Low Strength attacks are meant to kill softer targets, often not being able to damage heavily armored vehicles or large creatures with incredible toughness. Any melee or ranged combat attack that has a base strength (before enhancements) of 6 or less hitting a model with a 7+ toughness grants an enhancement Toughness 2 against the attack.

11.9 Touch Attacks

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

11.10 Damaging Characteristics

Damaging a model's characteristics can have devastating effects on how they function.

Physical Characteristics Reduced to 0 or Below
Strength, Toughness, or Movement

- Any model that because of an attack has its Physical characteristics reduced to 0 are immobilized and incapacitating for the remainder of the game. No movement or actions may be taken. A model reduced below 0 is dead.

Skill Characteristics Reduced to 0 or Below

Martial, Ranged, or Defense

Any model with these reduced are affected as follows.

- Martial: Cannot Attack in Melee combat and is exhausted if attacked.
- Ranged: Cannot use any ranged attack
- Defense: The model is exhausted for all martial attacks, plus uses the reduced Defense number making them easier to hit and kill.

Knowledge Characteristics Reduced to 0 or Below

Discipline, Willpower, or Command

- Discipline: A model reduced to below 0 will flee the battlefield automatically
- Willpower: Becomes comatose, and prone for the remainder of the battle unless fixed.
- Command: A model with a lowered command must be activated last during any game round.

Combined Characteristics have no extra effects when reduced to 0 or below. Mtn, Rtn, or Morale.

12. Combat Modifiers and Morale

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

Maximum Bonus according to which Age your species is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

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

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

12.3 Morale: Anytime a squad takes 50% casualties in a single activation, there is a chance that the squad will break. The Morale target number is a combined characteristic.

Morale from Casualties Lost: If you have caused a Morale check on an enemy squad roll a d6 and add in the number of models lost. If this number beats the enemy squads Morale Target Number, then 1 or more models in your squad will abandon their squad and flee towards their nearest board edge during their next activation. The number of fleeing models from your squad are equal to the number above the morale target number that was achieved.

If the result is equal or lower than the morale characteristic of the squad, it passed its moral check and continues the fight as normal.

If a squad breaks and flees from morale.

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

action. You are not required to try and regroup a squad. A squad about to leave the gaming board may take an additional Discipline test to attempt to stay in the game.

To regroup you must successfully pass a Discipline test.

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

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

Attacking Morale with Fear: Morale is a Target number much like Melee Target numbers or Ranged Target Numbers. Fear Attacks a models Morale much like that of other types of attacks with the following exceptions.

1. D6 + Willpower vs Morale Target Number= CRN
2. Strength modifier uses Strength of the Fear attack vs Discipline of the model and modifies the Combat Resolution Number
3. Finally, a model must save using their Discipline to reach the Combat Resolution Number or be affected by the Fear Attack

A successful Fear attack that breaks the squad, causes models to move at x3 movement towards their closest board edge.

Fear Attacks are done based on the final destination of the model attacking with fear, and resolved before any melee attacks.

Non-Living models are not affected by Fear attacks.

12.4 Battlefield Cover

There are two types of cover, soft cover and hard cover. **For a model to receive a cover bonus, any part of the model, not including extremities or weapons, must be blocked or have something intervening, between the attacker and the target.** Note that this can be a melee or ranged attack.

It is assumed that models near with even a little cover are working hard to maintain as much as possible cover.

A model gets one type of Cover only, either soft or

hard cover, granting the best of the two enhancements. Note that cover may be combined with evasion bonuses, but that no enhancements may add to a models Rtn above the Maximum Age Bonus.

Hard Cover: Models with a terrain feature or part of terrain giving them cover receive an Enhancement 2 to their Rtn and Mtn. A model already receiving a cover bonus from terrain, and moving its base movement or less, receives an additional +1 Enhancement to both Rtn and Mtn

Soft cover: as in a bush, tall grass, or another model, only receive an Enhancement 1 to Rtn and Mtn, and do not gain bonuses for moving within base movement.

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

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

12.5 Coordinated Attack Bonuses

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

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

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

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

Only models Engaged with the targeted model, meaning in base to base contact, may make a coordinated attack, although models that are not

engaged but within their threat range may contribute to their bonus to the coordinated attack.

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

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

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

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

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

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

12.6 Mounts and Mounted Combat

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

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

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

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

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

Getting onto or off a mount works the same as embarking or disembarking to and from a vehicle. Getting onto a mount during the game uses up an action, while getting off uses up your movement. You may only get off a mount or onto one in a single round, not both.

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

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

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

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

through may participate in the melee combat of the charge.

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

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

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

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

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

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

In the event amount is killed while moving at x2 or greater movement, the riders takes a Strength hit equal to the multiplier of the mount's last. The rider only takes damage if the result is a critical roll, suffering 1 damage. Any non-critical result that would result in a wound leaves the model exhausted. To resolve the fall, Roll a d6 plus the movement characteristic of the Mount.

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

- Small Area/Blasts are 3" dia. 3 Models Max
 - Large Area/Blasts are 6" dia 6 Models Max
 - XLarge Area/Blasts are 9" dia 9 Models Max
1. Determine the size of the area centered on a targeted model, which can be the caster/attacker
 2. Next from the number of affected models by determining how many models are under the Area/Blast diameter. Each size of area effect has a maximum number of models that can be affected.
 3. Determine if the attack hits or misses. If the effect targets friendly models, there is no need to roll to hit.
 4. If the attack hits, resolve the Combat resolution number as normal against all affected targets
 5. If the attack misses, take the number the attack missed by and subtract that number from the number of models affected by the attack.
 6. The player taking the damage allocates which models are affected that are under the area effect.

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

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

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

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

12.9 Flying Models: Models that are capable of flight may fly at either at Ground level, hugging the terrain for cover, or above the combat in the air. Being above the battle places flying models at 9" above the main ground level beneath them.

There are some rules that govern flying movement and how other models interact with them.

- Ground Level- All models at this level are a few feet above the ground and able to be engaged in melee combat. At this level of altitude, the models are still considered at ground level, although they ignore terrain that effects only the models on the ground, like water, broken ground, etc. Melee combat and Ranged combat are handled normally.
- Above Combat: All models are assumed to be 9" above the ground and outside of melee combat on the ground, unless of course their threat range can reach 12" up. Huge models or larger may attack models moving above them by engaging their ground base (although the models are not considered to be engaged)

Rulers for Models above Combat

No Where to Hide: Models that are above combat flying have nowhere to hide are are much easier to see and target than ground models. Flying models Above Combat cannot receive Evasion bonuses for their movement unless they have the ability Agile Flyer.

Cover Against Flying Ranged Models: Any model targeted by a flying model's ranged attack (including powers), is granted a +1 Cover bonus their Rtn, assuming they already are receiving a cover bonus.

Shields gain +1 Deflection against any flying model if that model is either Above Combat with a ranged attack, or during on the receiving end of a charge from above combat.

Flying Movement: A model may start the game Above Combat, or at ground level, or even on the ground. If the model is deployed anywhere, but on the ground, their starting position must be declared and marked with an elevated base or marker.

Flying up to above combat costs 3" of movement making, reducing your overall movement.

Flying down from Above Combat grants an additional 3" of movement that can be used to increase our movement bonus for evasion or charging.

12.10 Subterranean Combat: Some models can move underground rather quickly, allowing them to come up from underground directly into combat.

To move underground during a game model's need the ability Subterranean Movement. When a model is moving in this manner, temporarily replace it with a flat base to note where they are located on the map. Subterranean movement is not very deep underground, but models may not be attacked in any normal manner, unless the attack allows them to attack Subterranean Models.

Ranged Combat is not allowed underground, leaving melee combat only. This also limits melee weapons to a threat range of 1" due to the tight confines of underground combat. Pistols and models that fight normally (without a weapon) with a longer threat range can still use their attacks, but during the first round of Melee Combat, threat ranges are not taken into account for who strikes first.

13. Vehicles, and Non-Living Models

13.1 Non-Living Models:

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

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

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

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

Any critical hit against a non-living model does an extra point of damage their toughness.

To destroy a non-living model with a single critical hit, the CR (Combat Resolution Number) must be twice that of the non-living models' toughness. The hit must still be a critical result that allows for no save.

13.2 Vehicles

Vehicles are non-living models that have Core Systems, and as such can take damage to them.

Anytime a model is hit with a critical hit, it automatically damages (for all game purposes destroys) a Core System of the vehicle. Any vehicle that loses all its core systems or toughness has its toughness lowered to 0, is wrecked, and now becomes a piece of terrain on the board.

The owning player of the vehicle may choose which core system is damaged.

Chain Reactions can occur from a critical hit, thereby destroying multiple Core Systems from onboard fire and damage. After determining which Core System was destroyed, reduce the CR (combat resolution number) of the critical hit by 2, if this is still a critical hit for the vehicle (before the hit), another Core System is destroyed, chosen by the owner of the vehicle. This continues reducing the CR by 2 until the result no longer results in a critical hit. Note chain reactions do not reduce the toughness of the vehicle any further, although may end up destroying enough Core Systems to wreck the vehicle.

Exploding Vehicles: In the event that a vehicle is destroyed by a single critical hit, the vehicle explodes in a radius equal to half its (before being hit) toughness in inches. So a vehicle with a current toughness of 6, destroyed by a single critical hit will explode 3" from all sides of the vehicle, possibly damaging models nearby. The strength of the explosion is half the strength (rounded down) of the weapon that killed the vehicle.

Anyone inside an exploding vehicle takes a full strength hit, including drivers and passengers. Vehicles that explode still use their model as wreckage on the tabletop, becoming terrain.

EMI Weapon Damage to Core Systems: EMI stands for Electromagnetic interference. These weapons often described as EMP weapons can cause major disruptions to Electrical Core Systems in vehicles.

When hit by an EMI weapon, a vehicles' Power characteristic is used instead of its toughness to determine whether any damage is done. Any failed save against an EMI weapon, shuts down all electrical core systems in the vehicle for a single activation, while a critical hit can destroy electrical core systems in the same manners as a physical hit, possibly causing chain reactions but only effect electrical systems.

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

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

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

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

13.3 Vehicles crew, and drivers:

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

- Open Topped vehicles offer a +1 cover to the driver, crew, and passengers
- Enclosed Vehicles offer a +2 cover to the driver, and completely cover passengers.
- A vehicle with transport capacity can carry any squad in your army.
- Drivers, crew members, and passengers can be targeted and receive cover and any evasion bonuses available from the movement of the vehicle.
- In the event a driver is killed, any member of the crew can take over driving. A vehicle without a driver cannot move.
- Mounted Weapons must be manned by the crew, not passengers.
- The crew can abandon the vehicle if need be by simply exiting the vehicle. You can equip your crew with weapons.
- Enemy Vehicles cannot be used, and if abandoned, can still be destroyed.

- A surviving vehicle crew can enter an abandoned vehicle of the same type and become its new crew. This can occur with drivers getting killed.
- A crew Ranged and Melee characteristics are used for combat with the vehicle.
- Against blasts that directly hit Open Topped vehicles, every passenger model on board suffers a hit equal to the combat resolution number of the attack. If the hit scatters and partially hits the vehicle, models suffer d3 hits on board equal to the combat resolution of the hit. A direct hit. The owner of the models may choose which models suffer the attacks.
- To affect the crew with an attack, including drivers of vehicles, they must be the direct target of the attack. Blast effects cannot target the crew of a vehicle, and must target the vehicle instead.
- All ranged attacks and threat ranges are measured from the base of vehicles.

14. Powers

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

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

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

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

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

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

If you hit the model, any effects are resolved.

Steps for Resolving Powers

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

Quick Play Sheet

Combat Resolution

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

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

Combat Resolution

1. Combat skill +d6 vs Target Number
2. Strength Adjustment
3. Target Save

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

In-Game Combat Modifiers

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

Ranged Combat

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

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

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

1. Range Modifiers
2. Movement
3. Cover

Melee Combat

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

1. Group/ Squad Bonuses
2. Weapon Bonuses

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

1. Cover

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

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

-For Ranged Combat this is the Strength of the Weapon

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

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



16. 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.

*Abilities with an X modifier grant their bonus according the value of X. If no value is indicated, X=1.

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

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

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

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

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

5.1 Special Abilities

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

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

Anecdotal Sight X: Seeing beyond the surface, Anecdotal Sight reduces the maximum age bonus by X for a single die roll of your choice during the activation of a model with this ability.

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. When advancing to future ages, you may choose to apply a new additional mutation trait from the new age to this trait.

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. When advancing to future ages, you may choose to replace the trait chosen from Adaptive Science with a new age Knowledge and Science trait.

Adaptive Knowledge X: This Trait allows you gain an additional Insekt Knowledge trait for an increased cost of the trait chosen.

Adrenal Stims X: inject powerful temporary drug enhancements directly into the blood stream through the spine for instantaneous physical improvements. Adrenal Stims grant Enhancement X to Strength, toughness, and Movement. At the end of each Game Round during the effects phase, each characteristic; Strength, Toughness, and Movement is reduced by 1. Once the Adrenal Stims lose all of their Enhancement bonus, the model with Adrenal

Stims is exhausted for the rest of the game, and can no longer use actions.

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

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

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

Affinity to Reality: Fey with this trait do not suffer any increases to the difficulty of using powers due to reaching the 2nd or 3rd Age.

Agile Flyer: A flying model with this ability is able to fly and get an evasion bonus while doing so.

Agonizing Painful Wounds X: A model with this ability gains additional Enhancement Damage 1 for melee attacks each time the model suffers a wound.

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:

1st: Self Preservation: Closest Appropriate Target if engaged with melee Combat Weapon.

2nd Destroy Targets: Closest Appropriate Target with Ranged Combat Weapon.

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

Ambush Assault X: Specializing in ambushing already exhausted squads, Ambush Assault grants a +2 Enhancement to Martial when attacking a squad that is already exhausted.

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

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

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

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

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

Animal Sentries: (Prerequisite: War Dogs)

Animal Sentries are an upgrade to War Dogs.

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

Sentry

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

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

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

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

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

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

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

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

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

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

Anti-Coagulation X: Any time a wound is delivered by a model or weapon with this trait, the model takes a wound during the Effects Phase of the Game Round. A wounded model may prevent this if the model or another model spends an action to help prevent the profuse bleeding. Any healing effects also stop the continuous bleeding and prevent the extra wounds. X equals the number of Game Rounds the anti-Coagulation lasts.

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

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

Note that its more effective to wield a two-handed weapon with an arc attack, as skilled combatants may sacrifice an attack with a two-handed weapon to gain +1 strength as normal and apply it to the arc attack.

Arcane Construction: Arcane Construction allows all abilities from the Weapon Smith branch to affect the creation of Arcane Constructs. Traits and abilities from other branches to stack onto this.

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

Ascendency Combining Ritual: By means of this ability, before or even during the game as an action, you may combine two models with this trait together, ascending to a become a greater being. Choose one of the two models to become the

primary form, and all traits from the secondary model are gained.

The same traits do not stack, and the rules for how increases and enhancements still apply to the new Ascended Being. If the model uses wounds, these stack together, as well as attacks. The equipment of the primary form remains, while the secondary models' items are consumed in the process.

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

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

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

Aura X: affect models within a model's threat range, not including weapons. This is dependent upon the models size. Any number attached to an aura increases the size of the aura.

- **Small-** 1" Threat Range
- **Medium-** 1" Threat Range
- **Large-** 2" Threat Range
- **Extra-large** 2" Threat Range
- **Huge-** 3" Threat Range

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

Autonomous AI: A non-living model with autonomous AI will operate without a controller and will activate normally as any other model. The model has advanced programming to interpret a diverse and wide number of situations and changing conditions.

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

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

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

Banshees Wail X: This requires an action to release a fear inducing scream in all direction. All enemy models within Command Radius are immediately attacked with a Single Fear Attack with a strength of X.

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.

Bio-Artillery: Using a Bio-Artillery attack doubles the Accuracy Range but requires a full Game Round of rest before it can fire again. You may choose to fire as Bio-Artillery or as normal.

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

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

Non-Corruption Portals corrupted by Blight become inoperable.

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

Bonus Traits X: Grants additional traits often in areas not normally accessible. The cost of Bonus Traits X is in addition to any traits gained from this ability.

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

Burst of Speed X: In any round you wish to charge an enemy squad, you may add an extra X inches to make the distance to reach the enemy.

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

Celestial Resurrection X: Celestial Resurrection grants a model a chance to be reborn upon its death. X determines the die roll required to beat in order to be reborn, i.e. a Celestial Resurrection 3 would grant a model to be reborn on a 3+. Being reborn occurs during the Events Phase of the following game round. The model is reborn from where it died.

A model may only be reborn once.

Cerebral Nodes X: This ability lowers the difficulty of a Power for casting by X

Chameleon X: Chameleon is the ability to blend in to natural surroundings and grants an Enhancement Cover X. For every multiplier of movement, the

model is moving, reduce the Enhancement by 1. For example, if you are moving with your movement characteristic x1, reduce the Enhancement by 1; for moving at x2 movement reduce the Enhancement by 2. You do not need to be already receiving cover for Chameleon.

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

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

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

Chaos Squad: Chaos Squads may use coordinated attack bonuses as a squad. This changes any rules that deny coordinated attacks, or times where you are only able to get group bonuses. You may only gain coordinated squad bonuses with models that start the game in the same squad or group, and are using the same weapons.

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

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

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

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

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

Cognitive Resonance X: This ability raises the strength of a power by X but does not affect the difficulty of casting.

Confusion: Models effected by Confusion must make a characteristic check or lose their action.

Controlled Conduit: The Insekt may start siphoning energy as if it had failed in casting a power of its choice.

Combat Mobility X: This allows a model to move within another model's threat range without granting a provoked attack. At the beginning of any melee combat activation where you are the active player, you may move models with this ability up to X inches.

Combined Elements X: Grants the ability to combine X elemental traits or powers together into one. When selecting this trait, select the additional traits to be combined into an already existing trait. Combine the point cost of Combined Elements with the new Traits or Powers and add it to the existing trait.

Combined Insekt Classification: This allows you to combine two Classifications to have a stronger set of starting characteristics. To do this, simply take the highest of characteristics of each classification

Combined Insekt Order: For a combined cost of this trait plus the cost of the new order you select, you may combine two orders. You may now select traits for both Orders, although such things as Increases still do not stack between them.

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

Common Weapons and Armor: This ability grants access to Common Weapons and Armor to miniatures with this ability.

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

Open: Anyone can target

Protected: Grants Cover X

Enclosed: Completely conceals from being targeted.

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

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

Conflagration X: Fire and flames burn on the user's body without harm. Any engaged model during the effects phase, may take a Strength hit equal to X. To resolve the Combat Resolution number, make a melee attack for any model engaged and resolve the attack as a fire weapon Strength X.

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

Coordinated Defense: For Every 3 models in your squad, receive an Enhancement 1 to each models' Mtn.

Coordinated Movement: For Every 3 models in your squad, receive an Enhancement 1 to each models' Rtn.

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

Corrosive Attack X: Corrosive attacks need only hit their targets to cause the location of the hit to form a blackened crust on the body, or armor of the target. The blackened area will smoke and sizzle as the black crust peels off and falls away.

Any hit reduces the Armor value of the target by 1. If there is no armor, the attack must wound to do corrosive damage to the model's toughness, with the target receiving a save as normal to the attack. If the save is failed, the attack does damage as well as a loss of toughness due to the Corrosive Attack. The strength of the attack is X.

Resistance to Acid reduces the strength of the Corrosive Attack.

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

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

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

Corruptive Touch takes time to take effect, and **during the Effect Phase of this game round, you**

gain control over the targeted model as one of your own for the remainder of the game. The model gains Mutated Blight, and becomes its own squad retaining its abilities, traits, and equipment.

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

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

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

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

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

Cybernetic Uplink: allows a model to directly plug into machines for easier control of multiple systems. A model with cybernetic uplink can operate multiple core systems at the same time. This includes driver + Core Systems operation. A cybernetic model cannot control more systems, including the driver position than his Willpower Characteristic.

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

Cynosure: Cynosure is a focus on a Sphere of Influence and grants a Modification 1 for any Increases within the Cynosure's spheres of influence. While a model may take more than a

single Cynosure, the modifications may only be applied through a single sphere of influence.

Having a Cynosure trait when advancing to a future age, (ie 2nd to 3rd Age) changes the Cynosure to Modification +1

Cynosure may not be a part of any converging Sphere of Influence (created by Paragons).

Cynosure (Lesser): A focus within a Spheres of Influence that is specific to Lesser Traits only and grants a Modification 1. Cynosure (lesser) does not advance with future ages and may not be a part of converging spheres of influence.

Damage Absorption X: When taking damage, the first point of damage done per models attack is ignored. This would require a model to do extra damage and/or have multiple attacks to get through the Damage Absorption. Damage Absorption X may not be improved beyond X for any reason, including Enhancements, Modifications, or increases.

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

Death Experienced: For every wound delivered by a model with this ability, the model gains any benefits through Pain Abilities for wounds lost.

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

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

Deceptive Advantage: If you win Initiative for the first game round, you opponent suffers a reduction

Command X equal to the total number they lost Initiative by.

Decrease X: A Decrease is a permanent change to a species or class. Decreases do stack from other evolutionary branches. You may not take a trait that Decreases any characteristic below 1. The characteristic altered by a decrease is listed by the ability. For example: Decrease Toughness 1

Characteristic- Opposite

Strength- Willpower

Toughness- Discipline

Movement- Command

Marital- Defense

Ranged- Martial

Defense- Ranged

Discipline- Toughness

Willpower- Strength

Command- Movement

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

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

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

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

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

If another Degenerated Species Trait is taken, replace the template with the new one chosen. Then lose any traits from the previous Degenerative Species if the new template is from a different lineage.

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

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

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

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

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

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

Demonic Heavy Weapon X: These weapons have set strength often higher than the models base strength. Any additional traits that apply to the model's strength are also applied to the weapon. The Weapon's starting strength is X, with increases raising the strength of the weapon higher to determine the weapons base strength. Enhancements can still raise the weapon strength higher.

Demon Spawn: The least of all poor souls, the Demon Spawn are barely intelligent beyond their immediate needs to torment other beings. Any lesser class may take on the Demon Spawn trait, reducing its point value by ½ rounded up, to a minimum of 2pts.

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

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

Destructive Ranged Attack: This ability uses the strength of the model as a ranged attack, with an Accuracy Range of 18, and Rate of Fire 1

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

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

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

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

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

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

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

Earthly Bound X: Grants an Enhancement X to any single Lesser trait ability from the Path of Twilight (not including Primal, or Primordial Spheres). This enhancement only effects a single ability within a trait, not every ability granted from the trait.

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

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

Portals may be destroyed having an mtn/rtn of X and a toughness X, where X is equal to the number of traits within a single elemental sphere of influence a chosen model has. Portals take damage as non-living models, and must be of a single elemental type, Earth, Fire, Air, Water, or Ethereal.

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

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

Elemental Transformation: The battlefield around the model melds to the elements. Extreme heat from fires, Droplets of intense moisture that hang upon the air, heavy winds that rip through the fields, and choking dust that clouds the air. The field of battle is choked up with the element of choice granting the following abilities.

All Effects have a Radius equal to their Discipline

Fire: Metals and other materials become extremely hot. All Weapons suffer a Modify Result -1 to the die roll to attack.

Air: All ranged projectile weapons grant an Enhancement +2 rtn to their targets, as they succumb to the heavy winds. This includes all firearms under Str7, + all thrown weapons.

Earth: Choking Dust and the pull of the earth hamper movement throughout the battlefield, reducing all movement to X2 or less.

Water: Everything on the field is covered in wet clinging layer of water. Energy Weapons suffer an additional Blooming 1, and all attacks grant an enhancement 1 to the targets Mtn and Rtn.

*Any models with traits in any of the Elemental Sphere of Influences (Fire, Earth, Air, and Water), ignore these effects.

Embodiment of Darkness X: Grants an Enhancement X to any single trait ability from the Path of Darkness. This enhancement only effects a single ability within a trait, not every ability granted from the trait. Lesser Darkness is for Lesser Traits only, while Greater Darkness is for Greater Traits. Abilities from the Infernal Sphere of Influence may not be chosen.

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

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

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

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

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

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

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

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

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

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

Ethereal Jump X: When moving faster than base movement, add X+d6" movement to the moving model. This extra jump ignores terrain, interning models, threat ranges, and so on, as the model is moving through the ethereal. This jump can be timed to any place along the path of the model's movement. Ethereal Jump only includes the model, no mounts, War Dogs etc are included in the Jump. If there is no X listed with this ability, then the jump is 0+d6"

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

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

Example: A Jumper with a movement of 5 is on a horse moving at x3 it's movement. This would give the model a Movement test of 2, requiring a 1 or 2 on a d6 to successfully make the jump.

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

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

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

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

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

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

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

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

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

There are two types of Exalted.

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

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

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

Excruciating Pain: When sacrificing wounds for abilities found within the Pain Sphere of Influence, each wound sacrificed grants an Enhancement 2. Furthermore, only the number of wounds is used when calculating the Maximum Age Bonus restriction on the maximum Enhancement Bonus allowed. This effectively allows sacrificed wounds to grant incredible enhancement bonuses up to double the Maximum Age Bonus.

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

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

Fear X: X is the strength of the Fear. Any squad coming into base contact with a model with Fear (Aura's can extend this), must resolve a fear attack against the squad.

Fear Immunity: For every fear trait and Power a model has, it receives an Enhancement Discipline 1 vs Fear attacks.

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

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

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

Fear Phantasm:

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

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

Non-Living

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

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

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

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

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

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

Final Deadly Breath X: Upon being killed in melee combat, a model with Final Breath is granted a single attack against a model that killed it. Final

Breath is a Poison X attack, with X equal to the Final Deadly Breath Attack.

First Aid: This ability allows for a model to treat other models with immediate and responsive medical attention. Any model that is reduced to 0 wounds can be stabilized. This takes up an action, and allows the model with 0 wounds do an action (no movement) starting in the next round. The action can be any type of action, whether a move action or other allowable actions. A model that is stabilized remains in this condition the rest of the game.

First Aid (Improved): Improved above normal first aid techniques, this allows a model stabilized at 0 wounds to fully function in the next game round with both a Movement and Action.

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. Any further hits that require a save to take a wound are done so at a -2. Determine the save required against the wound and apply a -2 to the die result.

First Gods X: This grants a model to select several powers equal to X from the Fey Domains.

Flesh Boring X: Flesh Boring X does damage every Effects Phase as the Larvae continues to burrow through the body of the victim. Any healing done that heals a wound, will prevent the damage being done. Flesh Boring only lasts a single round, but does damage equal to X.

Flight: Models with flight can use the rules for Aerial Combat. You may only field up to 33% of your forces points for a game that have this Ability.

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

Foresight X: Foresight grants an Enhancement +X to a model's Rtn. When activating (including being deployed) you may move the enhancement +X to your Ranged Characteristic. This effect lasts until the beginning of the model's next activation.

Forbidden Knowledge: Forbidden Knowledge grants the ability to learn a single trait from a sphere of Influence, Evolutionary Branch, or Classification, or Lineage without the pre-requisites or the ability to do so. You may even take this trait outside of your Life Domain. Any point costs for a trait containing this ability must be paid. Forbidden Knowledge ignores any pre-requisites, but may come with restrictions.

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

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

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

Force Morale Check X: This ability forces a morale check immediately upon any model engaging a model with this ability with a Strength of X. X equates the same as casualties when determining the results of the Morale check. The Morale check is done prior to any melee combat attack rolls. Models that have failed the morale check, cannot fight back, are exhausted, and will flee at the next opportunity.

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

Giant Weapons X: Melee weapons with any of the following 2nd Age Bonuses, increases the bonus by

X. 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 Piercing 1

Grenades: Grenades offers new forms of Common thrown explosives that can be found in the 2nd 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 they recover from 0 wounds. Only 1 model can be healed in the Effects phase of each round.

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

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

Heavy Mounting X: This allows grants a bonus to the strength of a weapon that can be used for a vehicle or power armor. This bonus increases the weapon strength capacity of the vehicle by X. For example, a vehicle with a toughness 7 with Heavy Mounting 2, counts as having a hull 2 higher than 7, allowing it to be mounted with weapons of higher strength.

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

High Winds: Winds from above come to your aid swiftly moving you across the battlefield. If you start

your activation in high aerial or medium aerial levels you may add 5" to your movement.

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

Holding Grasp: A successful hit with an attack holds the enemy in place so that they cannot move while in melee combat only. This prevents models from escaping your grasp. Models of a larger size cannot be held.

If you are 2 sizes larger than a model being held, you may move at up to x2 movement with the grasped model.

A holding grasp does not do additional damage; however, a held model can continue to be attacked with an Enhancement Martial 2.

A model wishing to escape, can get out by two possible means:

- Using an action for a Strength d6 vs Strength d6, and if the grasped model wins, he escapes.
- Scoring a critical hit on the Grasping model

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

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

Horried Death X: This fear attack has a Strength equal to X and causes wounds instead of fleeing. Any model in base to base contact (or within Aura X) resolves a fear attack against them before any melee combat. The number of wounds each model takes is equal to the number above the morale target number that was achieved for the attack. Non-living models are not affected by Horried Death.

Illusionary Charge X: As models charge at the enemy their form becomes displaced, making them appear much closer than they are. The result is that the charging squad gains Quickness X equal to the strength of X for the Illusionary Charge. Quickness X only lasts for the round they charged into combat. Ethereal Sight negates this bonus.

Illusionary Terrain: This alters the terrain in the Area of Conflict between the two players. Roll a D4 and you may move this many terrain pieces around within the Area of Conflict

Improvised Design X: This allows you to customize your vehicles, robotics, mecha and powered armor to add additional Core Systems, where X is the number of new Core Systems you can add. For Every Core System added, reduce the toughness by 1. You may not reduce armor bonuses.

Indominable Morale X: A model with this trait grants all squads within their Command Radius multiplied by X.

Infectious Attack X: Infectious Attack delivers an acute rapid disease into its victim upon delivering a wound. The effects are immediate and devastating, the result of highly advanced diseases. After taking the wound, the model then makes a characteristic test (the characteristic effected by the disease) at a negative modifier lowering their characteristic by X to save against the disease.

For example: a model with a toughness 4 makes a save vs Infectious Attack 1 (necrotizing fasciitis). The infected model will need to make a characteristic test with a toughness 3, needing to roll a 1-3 on a d6 to save and negate the diseases effects.

If effected the model suffers a game long X reduction to the characteristic. The characteristic effected is listed below. You may combine diseases for extra potent deadly concoctions.

- Necrotizing Fasciitis: Toughness
- Dengue Fire: Strength
- Abyssal Fever: Willpower
- Ghastly Chills: Movement

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

Infernal Death X: Infernal Death improves a single ability Increase, or Modification, by X.

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

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

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

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

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

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

When abilities have an opposite, they are as follows

Characteristic- Opposite

Strength- Willpower

Toughness- Discipline

Movement- Command

Marital- Defense

Ranged- Martial

Defense- Ranged

Discipline- Toughness

Willpower- Strength

Command- Movement

Infiltrate: The squad may infiltrate (redeploy) anywhere on the board. How far away from enemy models depends on a few factors; Size of models infiltrating and cover.

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

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

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

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

Instant Death: A model that suffers a Critical hit from Instant death, immediately is killed no matter how many wounds it has. This only effect living models.

Instinctive Reflexes: Instinctive Reflexes a squad that has the ability (the entire squad must have it) to interrupt gameplay once per game and activate with a full movement (without any penalties) during the activation. Only one squad per Game Round may use Instinctive Traits (Reflexes, Assault)

Instinctive Assault: A squad entirely composed of models with this ability can interrupt gameplay to activate and move up to their x2 movement to engage a squad in Melee Combat without any

penalties. The assaulting squad with this ability gains a +1 Threat Range the first round of the melee combat.

If melee combat cannot be reached, Instinctive Assault may not be used. Only one squad per Game Round may use Instinctive Traits (Reflexes, Assault)

Ignore Terrain: Models with this ability ignore all terrain movement penalties, including any distance moved up or down. This allows the model to move quickly through vertical distances up and down terrain pieces, or even ignore walls and dense terrain.

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

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

Insekt Drones X: These drones while not mindless are controlled by others outside of the battle with a more direct Hive Mind. Insekt Drone squads may be activated in addition to the number allowed by Command during the Insekt Player Turn. X equals how many additional squads may be activated.

Insekt Larvae: Most Insekts go through several stages of growth starting from egg, to Larvae, pupae, and finally to adulthood. Larvae themselves appear as grubs, worms with tiny legs, or maggots. While many have no forms to fight with, Insekt with this trait have Larvae that can harm enemy models.

No model may have more a single type of larvae.

Insekt Larvae all come with the following characteristics.

Wounds: 3 Size: Tiny

Strength: 2 Toughness: 1 Movement 2

Martial: 2 Ranged: 1 Defense: 1

Discipline: 1 Willpower: 1 Command: 1

No additional Traits may be added to Larvae.

Additional Bases of Larvae have a point cost equal to the cost of the Insekt Larvae Trait.

Larvae: A base of Larvae is dozens if not more individual Larvae giving the base three wounds. Any single attack that affects an area (more than one model with a single attack) kills the entire base if it wounds.

Larvae may move around on the tabletop independently but may not use their actions for movement due to their primitive state.

Larvae may only be brought to a battle if another Insekt has the capability to Brood (Carry) the Larvae Swarm. There are traits that allow otherwise and variations of this. They may be deployed independently or as being carried by a brooding Insekt.

Although Larvae have attacks, they do not typically do wounds when they damage an opposing model. See Below for the effects of Larvae attacks.

- Larvae Acrid: Reduce Enemy Martial 1
- Larvae Bleeding: Anti Coagulation 1
- Larvae Blister: Corrosive Attack 1
- Larvae Boring: Flesh Boring 1
- Larvae Parasitic: Parasitic Larvae 1
- Larvae Venomous: Venom Neurotoxin (victims receive a +1 to their toughness test for Larvae Venom)

Larva Brooding is the method that Larvae are carried with their Insekt parents. A Brooding Insekt can carry many Larvae equal to the following. Brooding Larvae may leave the model carrying them as if getting onto or off of a mount. *See Core Rules 12.6*

- Small: 1 Base of Larvae
- Medium: 2 Bases of Larvae
- Large: 3 Bases of Larvae
- XLarge: 4 Bases of Larvae
- Huge: 5 Bases of Larvae

Back Brooding: Back Brooding carry their young on their back. These young larvae can attack independently any model that is engaged in with the Insekt carrying the young. Back Brooding Larvae

can make a single attack each round of the game, but also can be targeted and killed individually or by a single area attack to kill the entire brood. For individual attacks, resolve the attacks as normal with any kills preventing an attack in the following round, but for an area attack that affects the Back Brooding Insekt, any wound taken kills the entirety of the brood.

Abdomen Brooding: Abdomen Brooding carries the young Larvae beneath the creature, and sometimes within the carapace. Area Effect attacks do not affect the Larvae of Abdomen Brooders.

Insekt Mutation: Mutations for the Insekt allow for wide variety of Species Variations, that can include Humanoids, Reptilian, and Biest crossovers. The Insekt Impetum has more details on this done in section 6.2, Insekt Mutations.

Insekt Slave Class: Insekt often take over other hives, killing the controlling creature and replacing it with one of their own. Doing this takes control of the opposing hives workers. If you have this trait, you may create an additional 2 Common Classes from a uniquely created Insekt Species that you create.

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

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

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

Isopod Sphere X: Models with this ability can roll into a tight protective ball often gaining Enhancements to Movement, Toughness, and Trample that are listed with the trait.

You must decide whether to be in an Isopod Sphere immediately when you first activate a model with this ability.

You may not perform any attacks while in a sphere except for Trample attacks.

You may only remain in a Sphere for X Game Rounds equal to the level of the Trait.

Kill Shot X: Kill shot grants an increase to damage for a ranged weapon. However, only a single shot may be taken, granting an Enhancement Ranged X where X is equal to the modifier for Kill Shot.

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. Upon reaching a new age, you may replace this trait with a new knowledge and science trait with one from the newly achieved age.

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

Leap X: This allows your model to ignore X number of inches of movement restrictions from terrain, during their movement. This movement may be used to leap vertically to attack flying models during the movement phase. As in "trample" these attacks occur during movement, allowing for those being attacked to strike back during the movement of the leaping model.

For a leap to successfully reach flying models, they must be able to achieve 9" of height with their leap. To determine this, add their Leap X number to their maximum model height + threat range. These are listed below.

- **Small**- 25-32mm have a 1"-1.5" height 1" Threat Range
- **Medium**- 25-32mm have a 1.5"-2" height 1" Threat Range
- **Large**- 40mm have a 2"-4" height 2" Threat Range
- **Extra-large**- 50/60mm have a 2"-5" height 2" Threat Range
- **Huge**- Larger bases or models that are bigger 3-6" 3" Threat Range

Lies and Deceit X: Deception at its finest, the enemy loses the advantage deployment granting you a 2pt reduction in deployment zone count for determining who has initiative during the first game round. If this advantage wins you the initiative, you gain an Enhancement Command X for the remainder of the game.

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

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

For example:

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

This would allow only a single class in your faction to take Advanced Learning. Any traits and abilities gained from Advanced Learning do not pass on to other classes created from this one, nor can any

traits gained from Advanced learning count as a pre-requisite for another trait.

Lingering Pain: Allows the pain to remain real in the models' mind even though it has subsided. This grants a protection against attacks that effect Willpower in any way. Each wound suffered grants an Enhancement Willpower 1 for each wound loss, but only for attacks, or powers that would affect the models Willpower.

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

Living Element: A model with this ability is earth, fire, water, or air, and gains the abilities of the element from which sphere of influence the Living Element trait was taken.

All: Immunity to Critical Hits except from models with traits from an opposed sphere of influence.

Fire: +2 Enhancement to saves

Air: +2 Enhancement to Movement

Earth: +2 Enhancement to Strength

Water: +2 Enhancement to Martial Target Number

Ethereal: +1 Enhancement to Wounds

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

Loader: If a second model is there to help reload or feed the ammunition for a weapon with ammo depletion, then the second may model may spend its action to have the weapon ready to fire so that model firing the weapon does not need to reload. This allows a Heavy Weapon to fire every round without having to spend an action to reload.

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

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

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

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

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

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

Lure of Blood X: Lure of blood excites and invigorates when the scent of blood is in the air. If models friendly or enemy are slain within 6" of a model with Lure of Blood, models with Lure of Blood receive a Modify Result X for their next melee attack (1 attack only) equal to the Lure of Blood X during their next activation. The modification bonus is limited by the Maximum Age Bonus; 3 for 1st Age, 4 for the 2nd Age, and 5 for the 3rd Age.

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 equipment besides melee weapons, 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 and any of the models that transformed during the same activation are their own squad

Models that take Lycanthropy are granted access to traits within the Evolutionary Branch of the Biest Family selected.

Maiming X: If wounded by an item or power with this ability or attribute, the target loses X characteristic points along with taking the wound. The Characteristic type decreased is a permanent Injury for the battle. A model may not be reduced below 0 for any characteristic.

Models with Pain abilities from the Sphere of Influence Pain, count Maiming as an additional wound for any abilities that allow for Pain Enhancements.

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

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

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

Mindless: Models with this ability have no upper brain functions and operate from the more primitive functions of a brain or nervous system. Another model must control mindless models to

activate. Command Characteristics are negated and reduced to -, and have no game effect.

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

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

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

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

Model size bonuses;

Large: +1 Threat Range

X Large: +2 Threat Range

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

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

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

Characteristic- Opposite

Strength- Willpower

Toughness- Discipline

Movement- Command

Marital- Defense

Ranged- Martial

Defense- Ranged

Discipline- Toughness

Willpower- Strength

Command- Movement

Modify Result X: This allows a model once per Game Round to adjust a single die result after the die is rolled, in the direction he or she chooses. You may not modify the die result higher or lower than is possible on the die, the final number being 1-6 for a d6.

Monstrous Biest: *Monsters: Crossbreeds form a unique place, caught between the Kingdoms of Biests, these hybrids are often culled before reaching adulthood. Those that do survive are monstrous abominations feared by all.*

Monstrous Biests are not humanoid in appearance but instead have become more monster than man. Monstrous Biests are unique in that the ability can be taken by many Life Domains as a species or class trait. For Biests, it can be found in as a Mutation Trait.

Monstrous Biests must select Biest Kingdom from the Biest Grimoire to combine with another Evolutionary Branch, Insekt Order, Reptilian Lineage, or Sphere of Influence. What you are creating is in fact a monster.

To Create a Monstrous Biest: Monstrous Biests are created from combining multiple Trait categories into one and can carry other wonderous or terrible mutations and abilities.

1. Select your Biest Kingdom, paying the point cost if not already owned.
2. Now the Monstrous Biest keeps its traits from its existing Evolutionary Branch, Insekt Order, Reptilian Lineage or Sphere of

Influence and combines it with the Biest Kingdom you chose in step 1. This creates your new Monstrous Biests branch from which the Monstrous Biest can select additional traits.

3. Discipline and Command are reduced to 1.
4. The Biest Kingdom's base characteristics become your base characteristics, and can be increased as they normally would through other traits and abilities

Monsters are very much the most open-ended area of the design creation. Where this leads' is up to you. Monstrous Biests may gain the Following Abilities for an additional point cost if they are large, Huge, or XLarge.

- Large Monstrous Biest 5pts: Trample 1
- Huge Monstrous Biest 8pts: Trample 2
- XLarge Monstrous Biest 12pts: Trample 3
- Medium or Greater Monstrous Biests 5pts: Mount

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.

Mount: This grants a creature the ability to be fielded with a rider. Any squad chosen can be used mounted, and when doing so you must take several mounts equal the number of models (riders) in the squad.

A rider must be at least one size smaller than the mount to ride allowing for a single rider. If you are two sizes smaller, you may have two riders. Three sizes smaller allow for 3 riders and so on.

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

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

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

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

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

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

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

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

Natural Armor: any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.

Natural Armor is an Enhancement and cannot go above the Maximum Age Limit

Natural Armor is not affected by effects that reduce or ignore armor. Effects that lower Toughness still apply.

Natural Armor is used and added to the toughness of the model when making a toughness test.

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

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

Slashing Attack: Enhancement Martial

Bludgeoning Attack: Enhancement Strength

Piercing Attack: Reduce Armor (target)

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

Necromancer Lesser: These lesser Necromancers can control small numbers of Animated Dead squads equal in numbers equal to their Command Characteristic.

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

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

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

Noxious Breath X: The creature's breath is toxic, causing any model about to be hit in melee combat to make a toughness test before the attack. Failure

lowers the toughness of the target by X. Toxic breath takes place just before melee combat rolls to hit, so the effects are felt before die rolls. Creatures not in base to base are not affected.

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

Ophidian Build: When taking traits for an Ophidian Class (any class with the Ophidian Bloodline), you may replace existing traits with traits from the Ophidian Lineage.

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

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

Oversized Suit Control: While only certain model sizes can be fitted to the different power armors, Oversized Suit Controls allows for smaller models to pilot larger powered armor suits.

Painful Wounds: grants the wearer of the armor an additional wound at the beginning of the game. The barbs and hooks attached through the armor immediately remove that extra wound, but grant any bonuses the model would gain through pain abilities at the start of the game.

Paralyzing Fear X: Paralyzing Fear is a fear attack against any model in base contact (or Aura X) that instead of causing the model to flee, takes away their actions immediately (leaving them exhausted for melee combat) upon reaching base to base

contact or within the Aura. Paralyzing Fear has a Strength equal to X.

Parasitic Larvae X: Parasitic Larvae are injected into a model that if a wound is delivered and does not take any wound damage from the attack. In the following Game Round, any infected model will take a wound during the Effects Phase. If this takes the wounded model below 0 wounds, a new base of Parasitic Larvae is created under the control of the Insekt player that caused the wound.

Any model infected brought below 0 wounds by any means, will create a new base of Parasitic Larvae. X equals the number of bases created when an infected model dies.

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

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

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

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

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

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

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

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

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

Phantasm Assault X: A running attack is made, Movement +d6 vs the mtn any target the model can run through up to X targets. If the attack is successful, the target receives a strength hit equal to X vs toughness of the target with no armor bonus. (except for Ethereal Armor). A model can only make a Phantasm Assault up to its full movement (not including a move action). You may only attack a number of models (with Phantasm Assault and other attacks) equal to your attack value.

As the Phantasm Assault occurs during movement, models attack in this manner may only use reactionary activations to strike at the Phantasm Attacker. Provoked attacks are ignored during movement for the attacker. Engaging the Phantasm model can occur as normal, and because the Phantasm's actions are not yet used the model is not exhausted unless all attacks were used during movement. The Phantasm may attack normally during actions with any remaining attacks.

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

Phenotype: Any trait with this ability limits the taking of other traits. No model may have more than a single phenotype. (Biests have traits that allow additional mixed phenotypes)

Pheromonal Command X: Pheromones are used to communicate and direct Insekts to a Hive Mentality. Models with Pheromonal Command Raises the

Command Characteristic only regarding other models with Pheromonal Command.

If other models with the ability on the table are alive, you may use Pheromonal Command for challenging Initiative and for activating squads with the pheromonal command ability.

For example, a model with a Command of 3 and Pheromonal Command 2 has a Command of 5 when challenging Initiative as long as another model is alive on the table with the ability.

You may then activate up to 5 squads during your turn, and up to 3 of those may be squads without the pheromonal ability.

Physical Relativity: The laws of the Cosmos descend into madness, and physical reality no longer applies. A model with this ability at the beginning of any round sacrifice either their movement or action to swap two physical characteristics with each other. Only Strength, Toughness, or Movement may be swapped.

For example, During combat a model with a strength of 2 and a movement of 3 with Physical Relativity decides to swap out Movement and Strength. Until the model next activates and swaps out characteristics again, the model now has Strength 3, Movement 2.

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

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

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

Piercing X: Piercing reduces the toughness of an opponent hit by X. These weapons often can increase their odds to critically hit their targets.

Plague Born: Plague Born models are zombies of those that have died from combat. Any model killed in melee combat from a model with Plague Born rises as a reanimated dead model, but not under the control of anyone. Instead the Plague born move towards and attack any living model that does not have traits from the Corruption Sphere of Influence. If there are not living models on the tabletop, then the plague born will attack the closest moving model (any model that has moved or used an action to move).

Plague Born do not activate normally, but instead after all activations from the player that created them are completed.

Plague Born animate during the effects phase of the round they were killed.

Plague Born models decrease all die rolls by 1 and have a movement decrease of 1 and are no longer affected by morale or abilities that effect their willpower. They no longer have wounds and take damage as non-living models. Once Destroyed they are no longer able to be re-animated by any other means.

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

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

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

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

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

+1 vs any model using unarmed combat.

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

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

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

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

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

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

Every following Game Round the possessed model may attempt a Willpower Test to see if they can

throw the intruder out of their body. If this happens, place the Fey model back on the board at the location of the marker.

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

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

Power Increase X: This allows for the caster to be able to add additional attributes to powers in the form of an Increase during faction or unit class creation. You may also add additional increases during Campaign Play. The point cost of a trait carrying this ability is applied to each power you choose to increase by x.

Power Resistent X: Any power effecting a model with this ability lowers the strength of the power by X

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: Precognition grants an Enhancement +X to a models Mtn. When activating (including being deployed) you may move the enhancement +X to your Martial Characteristic. This effect lasts until the beginning of the model's next activation.

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

that the pre-requisite trait be known by specifically by the class before being able to take this trait.

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

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

Psychic Awareness X: This ability grants Powers available to Insekts, where X is the total number of Insekt Powers you may take.

Psychic Prowess: Psychic Prowess allows the caster to have Ethereal Sight through his Mind's Eye (does not have to see). Against all Powers, Psychic Prowess grants a Resistance Powers 1, which grants a reduction in strength against all powers.

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

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

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

Quick Strike X: a model with Quick Strike may sacrifice an attack to gain Quickness X. Striking before the rest of Melee combatants.

Ranged Precision X: Any ranged shot that rolls a natural 6 to hit, does X additional damage if it wounds.

Rapid Infection: Virulent strains infect any living model reduced to 0 wounds. The result is that during the effects phase of the game round, the model must determine if the infection takes hold. Roll a d6 and if the result is equal to or lower than Rapid Infection X, the model regenerates a single wound and gains all the abilities of the virus strain (variant) under control of the infecting player.

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

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

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

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

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

Recoil X: A weapon with Recoil X raises or lowers the recoil value of firing a ranged weapon. This means the weapon is counted as either more or less strength when firing the weapon in regard to movement. A recoil 2 for example would count as strength 2 higher when firing, possibly making the weapon a stationary weapon. In the reverse, a ranged weapon with a Recoil -2 would make the gun easier to fire on the move.

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

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

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

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

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

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

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

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

Regional Adaptation X: Models with this ability may select X Additional Regional Trait Branches to have access to.

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.

Relentless Assault X: This allows the model to gain an extra multiplier during the model's movement, allowing a longer range to charge into Melee Combat. X equals additional multipliers for movement. For example, normally you can move up to X3 Movement when moving. With Relentless Assault 1, that would become x4.

Relentless Assault does not let you move past x4 movement. When using relentless assault your movement action is simply taken by your movement, and does not take up your action.

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

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

Remote Operations: Models with Remote Operations that have the Chain of Command upgrade can relay information directly through comm links from far behind enemy lines to each other.

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

allowing any model using the “chain of command” rules to use his Command Characteristic.

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

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

Reptilian Phenotype: Any trait with this ability limits the taking of other traits. No model may have Reptilian Phenotypes from more than a single Lineage.

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

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

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

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

Reverent: The Reverent are Disciples who dedicate their existence to the greater powers of the Paragon. Reverent may enhance Alpha or Omega Powers or Traits to their Paragon, if they are within the Command radius of the Paragon, and contain traits within the sphere of influence.

By focusing their will, and using up their action this game round, they may also dedicate their power to

an ArchLord of their faction if they are within the Command Radius of the Archlord.

Only Disciples may utilize this trait.

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

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

Rigorous Runner X: This allows a model to add X additional modifiers to its move action, thereby increasing the maximum distance multiplier a model a model may move. Rigorous Runner increases are applied to Movement Actions. Thus, a runner having Rigorous Runner 1, would be able to move X3 during movement, and by using an action move an additional X2.

Rise of the Phoenix X: Reborn from Fire, a model with this ability will combust when slain. Leave a marker where the model last stood. On a die result equal to or greater than X, the model reforms from the flames. A model reborn from the flames, gains an Enhancement 2 to their physical characteristics; Strength, Toughness, and Movement. In addition, a reborn model gains an Enhancement Wounds 2. A model may only be reborn once per game.

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

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

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

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

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

Scientific Understanding: Taking this trait allows you to take another trait you qualify for, adding the cost of Scientific Understanding to the cost of the trait selected. Using Scientific Understanding allows you to ignore the apocalypse skull penalty for this trait.

Self-Inflicted Wound X: Models with this ability may sacrifice their own wounds voluntarily for other Pain Abilities.

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

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

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

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

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

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

Shared Pain: Each wound suffered that grants a bonus to models within this squad, share the bonus with the rest of the squad. Each wound suffered grants an Enhancement Strength 1 and an Enhancement Movement 1.

Shattered Mind and Soul: With a Broken Mind, any model with this power is not affected by powers that effect their willpower or require a willpower to save against any effect. Their minds are long gone.

Shattered Relativity: Falling deeply into the madness of the furthest reaches of the cosmos, this allows a model to instantly swap two characteristics with each other at the beginning of their activation. Characteristics remain this way until changed again. Any two characteristics may be swapped out, except for Target numbers (which may change from swapped out characteristics).

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 like a mounted charge where the melee combat takes place during movement instead of during an action.

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

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

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

Skilled Attack X: Grants up to an enhancement Attack X for X points of Martial sacrificed for this round of Melee combat. All attacks this round by the model choosing to use skilled attack must use the same Attack bonus.

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 can 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.

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. A smash attack grants an enhancement Strength 1

Smite: Any critical results in the of release tremendous power. Any enemy model within 1" of the critically hit model suffer the same combat result as the critically hit model, possibly killing several models. Any models that survive a smite are stunned.

Soulless: A Soulless model is immune to ethereal weapons and the effects of ethereal powers that effect willpower during any part of combat resolution. A model that is soulless cannot be used

to channel, nor can the model use Arcane or Faith powers.

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

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

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

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

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

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

Spores of the Gods: This Insekt Trait refers to section 6.1 of the Insekt Impeteum book. It allows for your species to be dominated and controlled by ancient fungi, the Cordyceps and Armillaria.

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

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

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

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

Strength through Pain X: Every wound the model suffers grants an Enhancement Toughness 1 and Enhancement Martial 1 for the rest of the game.

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.

Subterranean Movement X: As an action a model with this ability may disappear on the battlefield replacing the model with a token. The miniature is now under ground and can move up to x2 its movement tunneling beneath the battle. Subterranean Movement does not stack with other abilities with the same name.

When they wish to surface, they can appear after using their movement and may be within their Threat Range to attack.

You may only field up to 25% of your force with Subterranean Movement.

Subterranean Reserves: Subterranean Reserves allows model to position themselves under the battlefield to arrive through reserves. When they arrive, they can appear where they choose, but must remain outside of their threat range and may not attack another model. They may use their

action as a reactionary activation if they are attacked in melee combat.

Sudden Attack X: A model with this ability may sacrifice a single attack to strike before their opponent. To do this, the attacking model sacrifices up to X attacks, and gains Quickness X, equal to the number of attacks sacrificed.

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

Surprise Assault X: Any attacks from cover grant an Enhancement Martial X. If X is not given a number, X=1.

Superorganism: A faction with this ability moves and acts as a single organism, allowing it unprecedented control and over its parts. While control is optimal, the Superorganism is often slower to react. Superorganisms may activate any number of squads they choose during their Player turn they choose. However, Superorganisms may not ever use a reactionary activation during their opponents turn that is not involved in melee combat.

Superior Construction: This ability grants 2nd Age melee weapons a bonus enhancement for all 2nd 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.

2nd 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 Piercing 1

Superior Weapons and Armor: Grants access to Armory Trait bonuses listed with the trait.

Survivalist X: When fighting alone, with no other friendly models in the melee, survivalist grants an Enhancement X to both Mtn, and Rtn

Tactical Sight X: When activating a squad with this ability, you may add X to one of the following number of Units you can activate this player turn. Tactical Sight last through the end of the current player turn

Taking the Initiative X: Grants an Enhancement 1 to Command when challenging for Initiative.

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

Timeless Ability X: Timeless Ability allows for a single trait to be taken from a future age. The cost of Timeless Ability is added to the point cost of the ability you are taking, where X defines how far in the future you may take the trait from. Timeless Ability 1 would allow a 1st Age faction to take a 2nd Age Trait, while Timeless Ability 2, would allow the 1st Age Faction to take a 3rd age trait.

Tolerance: Tolerance grants access to traits from Spheres of Influence that are outside your Chosen Path.

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

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

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

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

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

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

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

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

trampling effect using the highest strength characteristic between the horse and vehicle.

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

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

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

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

Unbreakable Courage: Anytime a morale check is passed, take the difference between what was needed to pass and the die roll and now add this to your attack rolls and saves against wounds as an enhancement. Unbreakable Courage lasts through your next activation.

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

Undying Plague: Models with this ability are infested disease and corruption that will reanimate their bodies upon their death, creating Plague Born.

Plague Born models are zombies of those that have died from combat. Any model that is killed rises as a reanimated dead model, but not under the control of anyone. Instead the Plague born move towards and attack any living model that does not have traits

from the Corruption Sphere of Influence. If there are not living models on the tabletop, then the plague born will attack the closest moving model (any model that has moved or used an action to move).

Plague Born do not activate normally, but instead after all activations from the player that created them are completed.

Plague Born animate during the effects phase of the round they were killed.

Plague Born models decrease all die rolls by 1 and have a movement decrease of 1, and are no longer affected by morale or abilities that effect their willpower. They no longer have wounds, and take damage as non-living models. Once Destroyed they are no longer able to be re-animated by any other means.

Unhinged X: Modify the strength of all elemental powers (earth, fire, water, air, and ethereal) by X.

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

Unnatural Fear X: Grants an Enhancement X to any single Lesser trait ability from the Fear Sphere of Influence. This enhancement only effects a single ability within a trait, not every ability granted from the trait.

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.

Unyielding Charge: If a model with Unyielding Charge is slain any during movement, through a reactionary activation or other means, the model is

allowed to complete any melee combat actions this round.

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

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

Venom X: Venom only effects living targets and is delivered through a puncturing wound, although the wound itself does not need to do damage. Venom is delivered into the target of any attack that grants a 2+ save or more against the wound regardless if the target takes a wound or not.

Once venom has been injected into the target, the target must make a toughness test or suffer the effects of the venom. A Toughness test is the victim trying to resist the effect. If the model does not, or cannot do a toughness test, the effects automatically take effect.

Effects on the Toughness Test vs Venom

- Armor and Natural Armor are not applied to the toughness test of a victim of Venom.
- Resistance to Poison Grants a +X enhancement to the toughness test, where X equals the victims Resistance X.
- Venom X grants a -X reduction to the victim's toughness save. If there is no X, then there is no reduction to the save.

Venom does not take effect until the effects phase of the current Game Round. The effects differ depending upon the type of Venom. Unless given an antivenom, the effects of the venom last the remainder of the game.

Neurotoxin X: This venom paralyzes the victims Nervous and Respiratory system. This disables the victim and leaves the model unable to move further than base movement in following activations with no actions allowed. The following effects phase the victim must make a toughness test or be completely

incapacitated, unable to move or take actions the rest of the game.

Hemotoxic X: This introduces deadly blood toxins into the bloodstream causing internal hemorrhaging, vomiting and eventually death. A model suffering from Hemotoxic Venom may only use a move or action during any following activations. The following effects phase, the victim must survive another toughness test at +1 or death occurs.

Verticle Movement X: Vertical movement distance is ignored for all movement up to X inches. Any vertical movement up or down is ignored

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

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

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

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

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

War Dogs have Sentry 3

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

Warhorse: Warhorse allows for the use of a Warhorse or similar creature to be used as a mount or for pulling various War Vehicles into battle. All warhorses are large creatures, and thus can be ridden by medium or small models, unless listed

otherwise. A Warhorse has the following Characteristics and point cost:

S:3 T:4 Mvmt:5 // M:2 R:1 Def:2 // Dsc 2 W:2 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:3 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:2 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 Ranged, and -1 defense. Slaves follow all the rules of Standard Unit Classes, but do not take up one of your Standard Class slots.

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

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

Weakness X

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

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

Webs (Lesser or Greater)

Lesser and Greater Webs

Large models take twice the number of any lesser web hit to achieve the same effect. Models Xlarge or bigger are immune to lesser web effects.

Aggregate Webs: Globules of a sticky web are balled up and hurled at an opponent as a ranged attack. These are extremely sticky and can temporarily immobilize and slow down prey. Any model hit by the globules suffers a Reduction Movement 1. The slowing only effects a single activation of the target. Aggregate Webs have an accuracy range of 8

Flagelliform Webs: These webs are extremely sticky and when a successful Melee attack is made (regardless of a wound), covers the opponent in a sticky web. Any hit slows down the opponent Reducing Movement 1 and making them strike last in any additional Melee Combat.

Tubuliform Webs: These webs are spun into intricate patterns often covering weak spots on the spider's carapace. The webs from a protective covering over the body and are often dyed into bold eye-catching colors. Each level of Tubuliform Webs provides Armor X equal to the level of the trait. Being extremely lightweight, these protections allow great mobility for great protection.

Greater Webs

Bolas Webs: can be projected a great distance and to slow or immobilize their targets. Launching a Bolas Web is a ranged attack with an accuracy range of 18. Any hit immobilizes the target until they take an action to remove the bolas webbing.

Charged Webs: Charged Webs are used as a melee attack but carry with the webbing an electrical charge able to instantly stun their opponents. Stunned Opponents lose their next available action. A charged web need only hit and does not need to wound do deliver its charge.

Scytode Webs: Webs are covered in a Neurotoxin venom and sprayed at a single victim in melee combat. The web must hit and then carries with it the Neurotoxin venom of the spider using the web.

Prone Models: If for any reason a model is prone

while in melee combat, they attack last after all other attacks are resolved.

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

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.

Whip Tail: For Scorpionoids, a Whip Tail replaces the scorpion's tail stinger with a long whip like appendage. The Whip Tail may be used in place of a normal attack with the ability listed with whip tail. Often this is a corrosive attack, that need only hit the target to take effect.

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.