Welcome

In this book, you will create your faction from which you can later create armies to play the game. Unlike most table top miniature games that have set factions decided upon by the game's designers, Genesys puts that control in your hands.

Species creation is creating your army or faction book yourself. You start by creating your species, followed by unit classes. This defines the forces of your faction and faction.

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

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

THE GENESYS PROJECT

FIRST AGE   SECOND AGE   THIRD AGE

The Great leviathan

As it is written in the Archives of the Historians;

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

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

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

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

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

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1. The Humanoids

The Empires of Man

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

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

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

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

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

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

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

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

The First Age

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

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

The Second Age

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

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

The Third Age

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

1.1 Giant

Giantism among the Humanoids stem from a lack of control of growth hormones, and as such the individuals continue to grow throughout their lives. It is hereditary and most die at an early age due to a breakdown of their bone structure as well as other health issues that are unable to keep up with their constant growth. These health issues generally mean that a Giant's life is painful and full of stress. Among the Giants there is a tendency for violence which only adds to their fearsome reputations.

In appearance a Giant stands eight to ten feet in height with an overly-amplified muscular body.

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

1.2 Dwarf

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

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

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

1.3 Fayrie

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

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

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

1.4 Feral

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

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

1.5 Goblyn

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

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

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

1.6 Aberration

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

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

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

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

The Genesys Project- Humanoids

2 The Tree of Life

2.1 Definitions

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

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

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

Traits: Traits are selected from evolutionary branches and contain abilities that apply to your models. There is a mandatory range of traits that you must select from.

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

Characteristics:

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

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

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

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

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

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

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

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

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

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

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

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

Unit Classes

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

Armory

The armory is where weapons and equipment are listed for your faction. No unit classes come ready to field with weapons or equipment as standard. What they take is your choice. When making your

army list for the game, you can decide what equipment they will take from what is available to each unit class. Primitive and Common Weapons and Equipment are available to everyone, while other Advanced Weapons or new Weapon types are restricted to units that know how to use them.

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

2.2 The Steps for Creation of your Species

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

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

1. Genetic Mutation

2. Environmental Adaptation

3. Knowledge and Science

2.3 Evolutionary Branches: In each Evolutionary Branch, there are Primary and Secondary Traits. In order to unlock the Secondary Traits of a branch, a Primary Trait within the same branch must first be selected.

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

Example Evolutionary Branch:

Evolutionary Branch

Mobility

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

Primary Traits

Mobility 2pts: Mobility

Secondary Traits

Sprinters 4pts: Natural Sprinter

Enhanced Movement 6pts: Increase Movement 1

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

of the traits you select will be the base point cost per model of your faction.

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

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

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

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

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

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

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

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

Maximum Bonus according to which Age your species is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

The Maximum Bonus applies to a single model's maximum bonus during each age. For each die roll,

no bonus may exceed the Maximum bonus for a single model.

All other types of abilities stack without restriction.

For Example two traits from different branches

Strength Increase 2

Strength Increase 1

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

Another Example of two traits from different branches

Strength Increase 2

Strength Decrease 1

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

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

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

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

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

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

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

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

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

Example of armory traits

Evolutionary Branch_____

Advanced Melee Weaponry

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

Primary Traits

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

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

Secondary Traits

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

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

Armory traits come with two factors; a trait cost/equipment cost

-/10 would have no trait pt cost, and 10 points to equip the weapon.

2/5 would have a 2pt trait cost, and 5 points to equip the weapon.

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

2.8 Class Only Traits

Some Traits are listed as Class Only

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

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

2.9 Humanoids Start Here

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

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

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

Humanoid Mandatory Trait:

Genetic Mutation: 0-2

Environmental Adaptation: 3-4

Knowledge and Science: 1-2

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

Why the range of few to several traits?

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

Starting Characteristics

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

Humanoid Starting Characteristics

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

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

3. Species Creation Walkthrough- Mountain Orcs Clan Wolf

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

3.1 Species Trait Selection

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

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

GENETIC MUTATION: 0-2

Environmental Adaptation: 3-4

Knowledge and Science: 1-2

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

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

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

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

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

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

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

Slave Population 2pts: Slave Population

God Kings 3pts: Bonus Traits 2 (Unique)

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

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

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

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

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

Mountain Orcs 15pts

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

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

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

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

Slave Population 2pts: Slave Population

God Kings 3pts: Bonus Traits 2 (Unique)

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

3.2 Unit Class Creation

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

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

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

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

Standard Classes

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

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

Orc Warriors

Pt Cost 15pts per model

Base Attack 1   Wounds 1

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

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

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

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

Beast Pack

Pt Cost 17pts per model

Base Attack 1   Wounds 1

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

War Dogs

2pts: *War Dogs*

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

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

Mountain Troll

Pt cost 31pts

Base Attacks 1 Wounds 1

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

Regeneration

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

Regeneration 12pts: Regeneration 1

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

Orc Slaves

Pt Cost 8pts per model

Base Attack 1   Wounds 1

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

Elite Classes

Now for our Elite Forces

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

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

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

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

Monstrous Beast 8pts: Monstrous Beast

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

Wolf Rider

Pt Cost 49pts per model

Base Attack 2   Wounds 1

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

Monstrous Beast 8pts: Monstrous Beast

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

Dire Wolf

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

Each animal is 45pts.

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

Double our point cost of the warriors takes us to 30pts. We will add Giantism at 8 points and Massive

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

Mountain Ogre

Pt Cost 57pts per model

Base Attack 2 Wounds 1

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

Giantism 8pts*: Species Variant, Increase Toughness 1, Increase Strength 1, Decrease Discipline 1, Decrease Command 1, Model Size 1

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

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

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

Predatory Attributes 0+3=3pts: Unarmed Combat

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

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

Wolf Berserker

Pt Cost 47pts

Base Attack 2   Wounds 1

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

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

Predatory Attributes 0+3pts: Unarmed Combat

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

Leader Classes

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

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

Mountain Giant

Pt Cost 206pts per model

Base Attack 3   Wounds 4

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

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

Our bonus Characteristic increase for the class will go to toughness

Ferocity 6+5pts: Enhancement Strength 1

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

Orc Warlord

Pt Cost 60pts per model

Base Attack 3   Wounds 3

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

Close Quarter Fighting 6pts: Increase Martial 1

Skilled Commander 4+5pts: Increase Command 1

Our Bonus characteristic will be used for additional Martial Skill.

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

Unique Class

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

The God King

Pt Cost 856pts per model

Base Attack 4   Wounds 4

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

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

The two unique characteristic points will into Martial and strength

Bonus Traits + Class Traits

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

Predatory Attributes 0+10pts: Unarmed Combat

Skilled Commander 4pts: Increase Command 1

Command of the Field 8pts: Increase Command 1

3.3 Armory

We have done a lot for our species so far, and for the most part we have not added a lot of special equipment and weapons. Weapons are not paid for until you are creating your army list for your game. Of course you will have a good idea of how you want your models to be equipped before the game, and have models that show the weapons you are using.

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

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

Types of Weapons and Equipment

Primitve: Anyone Can Use

Common: Anyone Can Use

Medium Mail: Anyone Can Use.

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

Conclusion:

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

The Genesys Project- Humanoids

4.1 Genetic Mutation Species Traits

Evolutionary Branch

Adaptive Species

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

Primary Traits

Adaptive Species 4pts: Adaptive Mutation *4*

Secondary Traits

Adaptive Flexibility 4pts: Adaptive Mutation 4

Evolutionary Branch

Albinism

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

Primary Traits

Albinism 4pts: Ethereal Sight, Night Sight**,** Enhancement: Target Rtn 1 (During Daylight)

Secondary Traits

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

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

Evolutionary Branch

Dwarfism

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

Primary Traits

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

Secondary Traits

Dwarven Constitution 6pts: Increase Toughness 1

Dwarven Craftsmanship 4pts: Craftsmanship 2

Dwarven Riches 0pts: Abundant Resources 2

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

Dwarven Technology 2/X pts (Armory): Heavy Military Weapons. X is dependent upon the weapon type**.**

Subterranean 2pts: Night Sight

Evolutionary Branch

Giantism

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

Primary Traits

Giantism 8pts*:* Species Variant*,* Increase Toughness 1, Increase Strength 1, Decrease Discipline 1, Decrease Command 1, Model Size 1

Secondary Traits

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

Etins: 12pts: All Around Sight

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

Smash attack 8pts: Smash Attack 1

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

Evolutionary Branch

Goblyn

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

Primary Traits

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

Secondary Traits

Goblyn Attack 2pts: Squad Size 2

Night Vision 0pts: Night Sight

Goblyn Hordes 0pts: Horde 2

Cunning Attack 2pts: Surprise Assault 1

Poison Bile 3pts: Poison 1 (any attack)

Evolutionary Branch

Knowledgeable Species

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

Primary Traits

Greater Understanding 4pts- Knowledgeable Species 4

Secondary Traits

Innate Intelligence Trait 4pts: Knowledgeable Species 4

Evolutionary Branch

Physical Toughness

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

Primary Traits

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

Hardened Body: 4 pts: Reduction Critical Damage 1

Secondary Traits

Dense Bones 8 pts: Increase Toughness +1

Evolutionary Branch

Tetrachromacy

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

Primary Traits

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

Secondary Traits

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

4.2 Enviromental Adaptation Species Traits

Evolutionary Branch

Aberration

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

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

Primary Traits

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

Secondary Traits

Rage 10pts: Enhance Strength 2, Reduce Mtn 2, *Restriction Melee Combat*

Regeneration 12pts: Regeneration 1

Soulless 16pts: Soulless

Psychic Prowess 12pts: Psychic Prowess 1, Ethereal Sight

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

Anathema 12pts: Anathema 8

Evolutionary Branch

Adaptive Advantage

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

Primary Traits

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

Secondary Traits

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

Evolutionary Branch

Animal Kinship

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

Primary Traits

Warhorse 2pts: Warhorse*, Animal Companion

Light Warhorse 2pts: Warhorse: Lightweight*, Animal Companion

War Dogs 2pts: War Dogs, Animal Companion

Secondary Traits

Animal Sentries 4pts: Animal Sentries, Animal Companion

(Prerequisite- War Dogs)

Large-Weight Warhorse 4pts: Warhorse: *Animal Companion,* Heavyweight *(Prerequisite- War Horse)*

Monstrous Beast 8pts: Monstrous Beast*, Animal Companion

Evolutionary Branch

Survivalist

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

Primary Traits

Concealment 2pts: Concealment

Brawler 4pts: Dirty Fighting

Secondary Traits

One with the land 4pts: Advantageous Cover 2

Sole Survivor 8pts: Loner, Increase Defense 1

Evolutionary Branch

Cultural and Social Adaptations

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

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

Primary Traits

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

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

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

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

Mercantile Society 2pts: Abundant Resources 2

Mercenaries: 2pts: Mercenary Class Elite

Slave Population 2pts: Slave Population

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

Secondary Traits

Gladiatorial Pits 3pts: Warrior Slaves

God Kings 3pts: Bonus Traits 2 (Unique)

Massed Hordes 3pts: Hordes 2 (Standard)

Legendary Heroes 3pts: Bonus Traits 2 (Leaders)

Evolutionary Branch

Environmental Extremes

In general Humanoids do not live in the most extreme environments that can be found in Genesys, but they do exist. From worlds with little atmosphere that do not protect their inhabitants from radiation, to extreme heat or cold, to low oxygenated lands.

You may only take one Weakness optional ability from the Environmental Extremes evolutionary branch

Primary Traits

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

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

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

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

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

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

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

Secondary Traits

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

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

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

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

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

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

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

Evolutionary Branch

Fay-rie

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

Primary Traits

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

Secondary Traits

Ethereal Jump 4pts: Ethereal Jump

Foresight 6pts: Foresight 1

Precognition 6pts: Precognition 1

Tactical Sight 6pts: Tactical Sight 1

Massive Willpower 8pts: Increase Willpower 2

Evolutionary Branch

Feral

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

Primary Traits

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

Secondary Traits

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

Feral Beasts 4pts: Feral Beasts 1

Ferocity 6pts: Enhancement Strength 1

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

Predatory Attributes 0pts: Unarmed Combat

Evolutionary Branch

Mobility

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

Primary Traits

Pathfinder 2pts: Pathfinder

Agile 4pts: Evasion 1

Charger 4pts: Charger 1

Secondary Traits

Sprinters 4pts: Natural Sprinter 2

Greater Movement 6pts: Increase Movement 1

Evolutionary Branch

Religious Belief

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

Primary Traits

Religious Followers 2pts: Religious Followers

Secondary Traits

Religious Zealots 4pts: Religious Zealots, Increase Morale 1

Holy Warriors 4pts: Religious Followers, Holy Warrior

Evolutionary Branch

The Sacred Faiths

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

Primary Traits

Priestly Vessel 5pts: Priestly Vessel 1

Secondary Traits

Greater Faith -/5pts (Powers): Power Increase 1 Faith only

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

Will of the Gods -/10pts (Powers): Power Increase 2 Faith only (Class only trait)

Evolutionary Branch

Scientific Adaptability

Quick to adjust and change the direction of studies and knowledge

Primary Traits

Scientific Adaptability 2pts: Adaptive Science 2

Secondary Traits

Observational Science Trait 4 pts: Adaptive Science 4

Evolutionary Branch
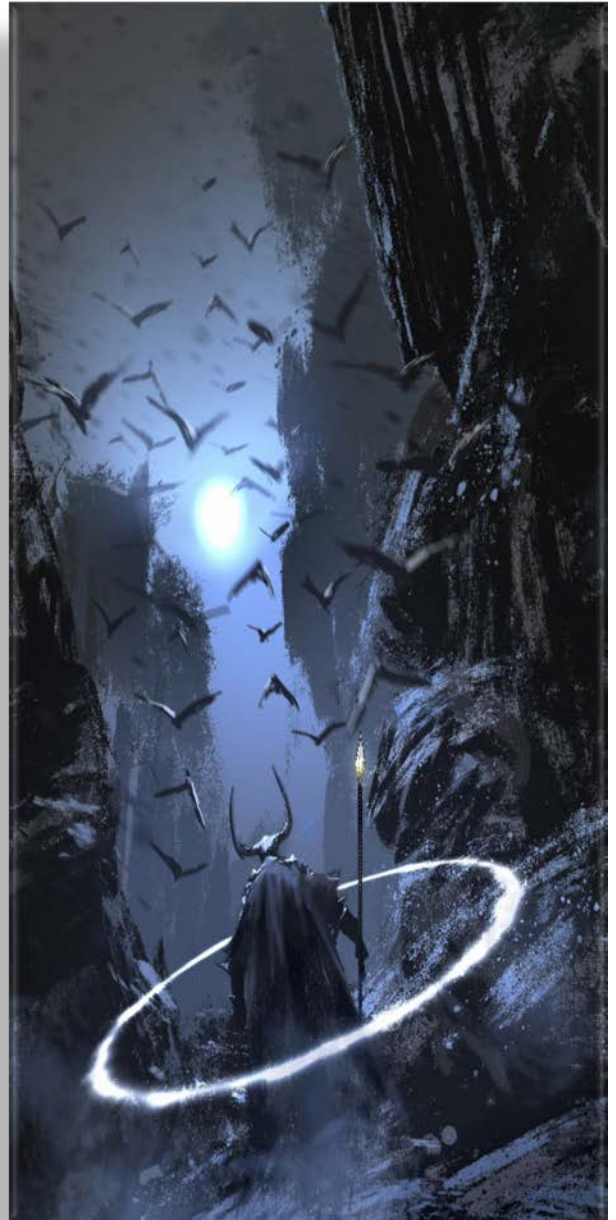
Wealth of Resources

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

Primary Traits

Abundance 2pts: *Abundant Resources 2*

Secondary Traits

Wealth 2pts: *Abundant Resources 2*

Knowledge and Science Traits

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

Evolutionary Branch

Advanced Archery

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

Primary Traits

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

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

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

Secondary Traits

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

Evolutionary Branch

Advanced Melee Weaponry

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

Primary Traits

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

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

Secondary Traits

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

Evolutionary Branch

Alchemy

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

Primary Traits

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

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

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

Secondary Traits

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

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

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

Evolutionary Branch

Armor

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

Primary Traits

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

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

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

Secondary Traits

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

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

Evolutionary Branch

Arcane Secrets

Its takes considerable knowledge and inner strength to channel the Ether through the mortal body

Primary Traits

Arcane Knowledge 6pts: Arcane Knowledge 1

Arcane Power -/5pts (Powers): Power Increase 1 Arcane

Secondary Traits

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

Arcane Battle Focus 8pts: Enhance Willpower 1

Greater Power -/10pts (Powers): Power Increase 2 Arcane (Class only trait)

Arcane Surge 10pts: Power Surge 2 (Arcane)

Evolutionary Branch

Combat Tactics

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

Primary Traits

Infiltration 4pts: Infiltration (Class Only Trait)

Mounted Combat 4pts: Mounted Combat 1

Recon 2pts*:* Recon

Set for the Charge 2pts: Set for the Charge

Shield Bash 2pts: Shield Bash 1

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

Spear and Shield 2pts: Spear and Shield

Secondary Traits

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

Parrying 8pts: Parrying 1

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

Evolutionary Branch

Command

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

Primary Traits

Lay of the Land 2pts: Lay of the Land

Taking the Initiative 2pts: Taking the Initiative

Skilled Commander 4pts: Increase Command 1

Strength of Will 4pts: Increase Morale 1

Secondary Traits

Critical Timing 4pts: Critical Timing

Battlefield Objectives 4pts: Battlefield Objectives

Command of the Field 8pts: Increase Command 1

Evolutionary Branch

Concentration

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

Primary Traits

Concentration 4pts: Increase Willpower 1

Meditation 4pts: Meditation 1

Secondary Traits

Focus 6pts: Focus 1

Powerful Will 8pts: Increase Willpower 1

Ethereal Fortitude 8pts: Ethereal Fortitude 1

Evolutionary Branch

Exotic Beasts

Through breeding or advanced knowledge of exotic beasts, taming and even domesticating wild and dangerous beasts is possible.

Primary Traits

Breeding Programs -/10 pts (Armory): Exotic Animals 10

Secondary Traits

Advanced Breeding Programs -/20pts (Armory): Exotic Animals 20

Fantastical Beast -/50 (Armory):

Exotic Animals 50

Evolutionary Branch

From the Humanoid Primarius

Forbidden Knowledge

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

Primary Traits

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

Secondary Traits

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

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

Evolutionary Branch

Gunpowder Weapons

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

Primary Traits

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

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

Secondary Traits

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

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

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

Evolutionary Branch

Heavy Military Weapons

Heavy siege equipment designed for large engagements.

Primary Traits

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

Secondary Traits

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

Superior Military Emplacements -/20(Armory):

Advanced Military Weapon 20

Evolutionary Branch

Military Training Techniques

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

Primary Traits

Military Discipline 4pts: Increase Discipline 1

Group Training 2pts: Squad Size 1

Targeting Ranges 6pts: Increase Ranged 1

Close Quarter Fighting 6pts: Increase Martial 1

Secondary Traits

Elite Training 6pts: War Veterans (Class Trait)

Martial Mastery 10pts: Enhancement Martial 1

Sharpshooter 10pts: Enhancement Ranged 1

Skilled Combatant 10pts: Increase Attacks 1

Evolutionary Branch

Strength Training

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

Primary Traits

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

Physical Strength 6pts: Increase Strength 1

Secondary Traits

Physical Prowess 8pts: Increase Martial 1

Incredible Strength 12pts: Increase Strength 1

Sweep Attack 6pts: Arc Attack

Evolutionary Branch

War Machines

Chariots and Wagons

Primary Traits

Chariots -/20 (Armory): Chariots

Wagons -/40 (Armory): War Wagons

Secondary Traits

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

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

Evolutionary Branch

The Weaponsmith

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

Primary Traits

Forgemaster -/10pts (Armory): Weaponsmith 10 (class trait)

Craftsmanship 10pts: Craftsmanship 2

Secondary Traits

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

Arcane Forges 15pts: Arcane Construction

5. Unit Class Creation

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

Unit Classes are divided into 4 categories, Standard, Elite/Specialized, Leaders, and Unique. You will be creating several of each category that will make up the fighting forces of your armies for your faction.

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

Most miniature games, give you a set of units that you are to build your army off of. These may include several veteran unit entries with different equipment and weapon load outs, but have the same stat lines.

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

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

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

Standard Classes= the highest Characteristic

Elite= the Second highest characteristic

Leader= the third and lowest characteristic

Unique= you may only create one unique class

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

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

Humanoid Unit Formation

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

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

5.1 Humanoid Standard Unit Classes

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

Pt Cost: Base Species+ Additional Traits

Wounds: *1*

Base Attacks: *1*

Stats: No Increase although selected traits may do this

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

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

5.2 Humanoid Elite Unit Classes

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

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

Pt Cost: Base Class x2+ Additional Traits

Wounds: *1*

Base Attacks: *+1*

Stats: No Increase although selected traits may do this

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

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

Chain of Command:

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

5.3 Humanoid Leader Unit Classes

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

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

Pt Cost: Base Class x3+ Additional Traits

Wounds: *+2*

Base Attacks: *+1*

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

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

Additional Trait: A second trait can be added to this class at the increased cost of the trait +5pts

Chain of Command:

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

5.4 Humanoid Unique Classes

Inspiring legendary leaders, or warriors from battle.

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

Pt Cost: Base Class x2+ Additional Traits

Wounds: *+1*

Base Attacks: *+1*

Stats: +2 characteristic Increase of your choice.

These can stack with Increased abilities, and the leader characteristic bonus

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

Additional Trait: A second trait can be added to this class at the increased cost of the trait +10pts

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

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

Unique models may join other squads.

5.5 Preparing your Forces

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.

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

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

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

Standard Classes: Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Squad Size 1

251-500pts- Discipline x1

501- 1000pts- Discipline x2

1001-2000pts- Discipline x3

2001+ Discipline x4

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

Elite Classes Maximum Squad Size:

Minimum Squad size equals the multiplier

125-250pts- Cannot participate

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

501- 1000pts- Discipline x1

1001-2000pts- Discipline x2

2000+ Discipline x3

Leader Classes: Maximum Squad Size:

Minimum Squad size equals the multiplier

125-500pts- Cannot participate

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

1001-2000pts- Discipline x1

2001+ Discipline x2

Unique Classes

125-1000pts- Cannot Participate

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

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

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.

5.5 Heroes and Characters

Once you create your classes, 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
- 2,5000 games allow 6pts

*Heroes count as a squad of their class type.

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.

Creating Your Heroes

To make an individual Hero, simply select a unit class or squad, and start below. Add the point cost of the traits chosen to the individual model.

1. Select Unit Class or Squad that participated in the battle to create your individual from. Unique, Paragon, and Ancient classes, or other Unit Class Types where there is only a single model, may truly become legendary Heroes in this manner.

2. Select a characteristic to increase. This stacks with other characteristics, and increases the point cost of the model by the following

   - Standard, Disciple, Lesser, and Lesser Incarnates- Added Model Cost is 25pts
   - Elite, Common, Greater, and Devout; -Added Model Cost is 50pts
   - Leader, Rare, Archlord, Greater, and Greater Incarnate; - Added Model Cost is 100pts
   - Unique, Paragons, and Ancient; - Added Model Cost is 150pts

3. Select a Hero Trait below and apply it's point cost to the model.

Select one of the following Hero Traits

Exceptionally Gifted Xpts: When selecting this trait, you may select any Trait with an X modifier to it that the model already has, and Enhance it by 1. This can even be applied to weapons and armor, but cannot exceed the Maximum Age Bonus for any trait. You must pay double the point cost of the trait for this Enhancement.

Heroes Luck 45pts: This allows for a single re-roll per Game Turn for the Hero.

Inspirational Effects Xpts: You may select one effect that will inspire others.

- **Inspirational Morale 20pts:** This grants an Enhancement 2 to Morale to all models within a radius of Command x2
- **Inspirational Melee 30pts:** This grants an Enhancement 1 to Martial Target Number (Mtn) to all models within a radius of Command x1

- **Inspirational Ranged 35pts:** This grants an enhancement 1 to Ranged Target Number (Rtn) to all models within a radius of Command x1

Visionary Hero Xpts: Visionaries with abilities that that allow for insight into the future, through either amazing intelligence, Divination, or other means.

- **Focused Visionary 30pts:** Any Mission Reward that is part of the game you may take if you accomplished it. This allows you to take your opponent's Mission Reward if you stopped them from accomplishing it, or even the reward from your Secondary Mission if you win it. You may only select one. Your Hero must be alive at the end of the game to do this.
- **Directional Visionary 30pts:** This allows you to automatically roll dice equal to your Command Value to a maximum equaling the Maximum Age Bonus when rolling for your primary mission.
- **Master Tactician 35pts:** After deployment, you may reduce the total of your deployment zones by 2 when determining who gains initiative for the first Game Round. In addition, the number of squads you may activate each Game Round is increased by 1.

Hero Ability X: You may select an additional trait that you qualify for. This is considered a Heroes Trait and is applied to this model only. The Cost is equal to the Trait +15pts

6. Armory

6.1 Weapons and Equipment

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

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

There are four categories of Weapons and Equipment

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

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

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

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

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

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

1. Primitive Weapons are free

2. Common Weapon costs are for equipping the entire squad

3. Models may equip only Advanced and Special Weapons/ Equipment that they have the traits for. Primitive and 1st Age Common Weapons are accessible to everyone.

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

5. More than a single weapon can be taken by a model. Additional Weapons beyond the first cost additional points. Primitive Weapons are free, additional Common weapons cost 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. Advanced/ Special Weapons have the cost of the weapon. The point cost of items may not be reduced to or below 1pt.

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

7. No model may carry more than 4 weapons and equipment at any given time. Animal Companions and the equipment for them does not count towards this total.

8. **note that any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.**

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

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

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

6.2 Attributes

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

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

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

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

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

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

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

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

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

*note that any model with natural armor, the armor bonuses do not stack with armor bonuses from wearing armor of any sort.

6.3 Primitive Weapons and Equipment

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

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

Primitive Weapon: No Point Costs

Threat Range: 1"

Accuracy Range: 6" (if thrown)

The following also count as primitive weapons in dire situations

Any Melee Weapons being used as thrown weapons

Thrown weapons used in Melee Combat

Any Ranged Weapons in Melee combat

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

Primitive Armor: No Point Costs

Does not apply to barding.

Armor: 1

Enhancement Defense: 0

Movement Penalty: 1

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

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

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

Threat Range 2"

Accuracy Range: 12"

Primitive Spears cannot be used with shields.

6.4 Common Weapons and Equipment

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

Point Cost per Squad for Common Weapons

Melee Weapons: 4pts each per squad

Military Spears: 10pts each per squad

Bows 6pts per squad

Crossbows 8pts per squad

Throwing Weapons 5pts each per squad

Javelins 7 pts per squad

Armor 8pts per squad

Buckler 4pts per squad

Medium Shield 6pts per squad

Guard Animals* 15pts each

Horse* 15pts each

The cost for single model squads equipped with common weapons and equipment is half the squad cost.

The minimum cost for any common weapon is 1pt, regardless of modifiers.

Taking an additional common weapon costs 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. A model may have a total of 4 items.

*These are animal companions, trained or bred for their tasks. Any model may have several animal companions up to the model's discipline characteristic. Equipment, like armor, for animal companions does not count towards the models 4 maximum items.

Common Melee Weapons

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

Standard Melee Weapon: 4pts per squad

Threat Range: 1"

Two Handed and Dual Weapon Use

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

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

+5pts per model upgraded

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

+5pts per model upgraded

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

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

+5pts per model upgraded

Common Ranged Weapons (Archery)

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

bow. Others, have mechanisms that fire the weapon.

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

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

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

Strength: 3/2

Accuracy Range: 24"

Rate of Fire: 1 per models attack value

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

Indirect Bonuses to the targets R(tn)

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

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

any part of a model visible is considered seen

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

Crossbows (normal weapon) costs 8pts per squad

Strength: 3

Accuracy Range: 18"

Rate of Fire: 1

Common Throwing/Melee Weapons

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

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

Throwing Weapon

Standard Melee Weapon: 5pts per squad

Additional Throwing Weapons 2pts per model

Threat Range: 1"

Accuracy Range: 12"

Military Spears

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

Military Spear

Standard Melee Weapon: 10pts per squad

Threat Range: 2"

Accuracy Range: 12" as primitive weapon

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

Javelins

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

7 pts per squad 2pts for additional Javelins per model

Accuracy Range 18"

Common Armor/Shields

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

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

Common Armor Costs 8pts per squad

Applies to Barding as well.

Armor: 1

Characteristic Enhancement Defense: 0

Movement Penalty: 0

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

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

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

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

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

Buckler 4pts per squad

Deflection Bonus 1*

Movement Penalty: 0

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

Medium Shield 6pts per squad

Deflection Bonus 1*

Movement Penalty: 0

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

Other Equipment

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

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

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

Guard Dogs have Sentry 1

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

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

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

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

6.5 Special Weapons and Equipment

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

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

Special Armor Types

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

Armor: 2

Enhancement Defense 0

Reduction Movement 1

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

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

Armor: 2

Enhancement Mtn and Rtn 1

Reduction Movement 1

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

Special Shield Types

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

Deflection Bonus 1*

Reduction Movement 1**

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

**When using the shield, Large Body Shields have a reduction in movement 1 until their next activation.*

Special Weapon Types

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

Polearms come in many different types, and have a 2" threat range with the exception of Pikes which have a 3" range. You may choose which you want to equip your warriors with.

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

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

Heavy Crossbows

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

Strength: 3

Accuracy Range: 30"

Rate of Fire: 1

Repeater Crossbows

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

Strength: 2

Accuracy Range 12"

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

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

Gunpowder Weapons

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

Flintlocks

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

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

Flintlock Rifle

Strength: 4

Accuracy Range 15"

Rate of Fire: 1 *

Flintlock Pistols

Strength: 4

Accuracy Range 6"

Rate of Fire: 1*

Pistols can be used in Melee Combat with a threat range of 2". Melee Weapons always resolve their attacks before pistols. During the first round of combat pistols still resolve according to their threat range, resolve melee weapons with the same threat range first, followed by pistols.

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

Blunderbuss

Strength: 4   1"r blast

Accuracy Range 6"

Rate of Fire: 1*

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

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

Multi-Barrel Firearms

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

Strength: same as gun

Accuracy Range: Same as Gun

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

Multi-Barrel Guns have 2 barrels.

Third Barrel +5pts Pistols only

Fourth Barrel +5pts Pistols only

Misfire: Any Pistol with more than two barrels can misfire- any roll of a 1 causes remaining barrels to

all ignite and fire a single volley (roll a single die at a +1Strength if more than a single barrel fires), but the model firing the weapon also suffers a S4 hit.

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

Reinforced Chambers: +10pts to prevent misfires

Alchemy

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

Alchemy: Liquid Fire -/6pts

Throwing Weapon

Accuracy Range: 6"

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

Alchemy: Explosive Grenade: 6pts

Heavy Grenade Throwing Weapon

Accuracy Range: 6"

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

Alchemy: Smoke Bomb 3pts

Heavy Grenade Throwing Weapon

Accuracy Range: 6"

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

Secondary:

Alchemy: Flame Siphons- 15pts

Strength 3 (Fire)

Accuracy Range: 8" *

*This weapon can only fire 8"

**Does not scatter

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

Alchemy: Fire Thrower- 30pts

Stationary Ranged Weapon

Accuracy Range: 12"

Strength 3 (Fire)

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

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

6.6 Advanced Weapons and Equipment

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

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

For Example:

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

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

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

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

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

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

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

1st Age: 3

2nd Age: 4

3rd Age: 5

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

Let's get creative.

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

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

Improved Melee Weapons; Advanced Weapon 5 (Melee)

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

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

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

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

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

Reminder: Enhancements are in-game bonuses that have a Maximum Age Bonus depending upon the Age your faction is in. See more on page 8. In game bonuses, including anything equipped by your models count towards this. Artifacts are the one exception to this rule, and can only be equipped by Leaders and Unique classes.

Maximum Bonus according to which Age your faction is in.

1st Age: +3

2nd Age: +4

3rd Age: +5

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.

Melee Weapons 5/10/20

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

Blunt Weapons: Enhancement Strength X

Bladed Weapons: Enhancement Martial X

Cleaving Weapons: Enhancement Damage X

Piercing Weapons: Piercing X

Increased Threat Range X*

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

Piercing X reduces all armor values by X

Ranged Weapon 5/10/20

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

Ranged- Enhancement Ranged X

Piercing- Piercing X

Strength- Enhancement Strength X*

Accuracy- Accuracy 5X

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

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

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

Extreme Weapons 15/15/20

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

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

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

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

Thermite: Enhance Strength (Fire) X

Cold Steel: Enhance Strength (Cold) X

Corrosive: Acid X

Electric: Electricity X

Toxic: Poison X

Radiated: Defense Reduction (Radiation) X

Resonance: Resonance X

Empowered Weapons and Equipment: 20/40/40

Enchanted Weapons and Equipment (Both Coming Soon)

Armor and Shields 10/20/40

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

Strong Armor: Armor X

Lightweight: Reduce Movement Penalty X

Reinforced Armor: Enhancement Rtn X

Angled Plates: Enhancement Mtn X

Resistance 5/10/20

Thermite: Resistance (Fire) X

Cold Steel: Resistance (Cold) X

Corrosive: Resistance (Acid) X

Electricity: Resistance (Electricity) X

Toxic: Resistance (Poison) X

Radiated: Resistance (Radiation) X

Resonance: Resistance (Resonance) X

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

traits. Only one compound may be applied to a single weapon.

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

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

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

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

Poison- There are many minerals that are extremely toxic, including Cinnabar, Stibnite, or Orpiment, poisoning anyone that is exposed to it. Mixed and weaponized into a metal alloy, a blow or cut from these weapons poisons the target.

Anyone hit by a poison weapon and has to make a save to wound, is poisoned whether they make their save or not, lowering their toughness by X. Poison does not affect a model's armor and only affects living models.

Poison does stack on a model, and any effect that brings the model down to 0 toughness dies. Poison effects are handled during the effects phase at the end of the Game Round.

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

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

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

Resonance Weapons are devastating to non-living targets, gain X to the strength of the attack and doing X additional damage. Any living model wounded by a weapon with Resonance is stunned during their next activation.

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

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

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

6.7 Heavy Military Weapons

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

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

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

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

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

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

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

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

Scorpio -/40

Operation: 1 models

Strength 6, Toughness 2

Mtn 2, Rtn 5

Accuracy 36, Minimum Range 8"

Movement 1

Rate of fire: 1

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

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

Balista -/50

Operation: 3 models

Strength 7, Toughness 3

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 12"

Movement 1"

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

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

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

Onager -/40

Operation: 5 models

Strength 6 Blast 1", Toughness 3

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 12"

Movement 1"

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

Pre-Requisite: Military Weapons

A smaller catapult capable of hitting targets far away. Other types of shot often flaming debris, tar, burning sand, and other ammunition is used. The Onager is a dangerous weapon not only the targets, but to anyone that was near causing friendly fire casualties. Any die result of less than 1, scatters the the location of the targeted area d10.

Cannon -/60

Operation: 5 models

Strength 7 Blast 1", Toughness 4

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 12"

Movement 1"

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

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

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

Bombard -/60

Operation: 5 models

Strength 6 Blast 2", Toughness 4

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 18"

Movement 1"

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

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

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

Hwacha -/75

Operation: 3 models

Strength 4 Blast 4" Toughness 3

Mtn 2, Rtn 5

Accuracy 48" Minimum Range 18"

Movement 1"

Rate of Fire: 1, and takes 4 actions (4 Game Rounds) to load another shot. -3 to the die roll to hit. If die result is reduced below 1, then scatter the hit location by d10. Any model within the radius effect is hit 1d10 burning rocket arrows.

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

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

Advanced Military Weapons

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

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

Advanced Military Weapon 10/20/40

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

Ranged- Enhancement Ranged X

Piercing- Piercing X

Strength- Enhancement Strength X*

Piercing X reduces all armor values by X

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

6.8 Vehicles

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

Overview of Vehicles during the First Age

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

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

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

Damaging Vehicles

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

More details on Vehicles can be found in the Core Rules

Chariots -/20pts

Movement: equal to mount's movement

Strength 3 Toughness 4

Martial Target Number (Mtn): 4

Ranged Target Number (Rtn): 6

Mounted Combat Bonus 1

Trample 1

Transport Capacity 2 including driver.

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

Wagons -/40pts

Movement: equal to mount's movement -1

Strength 4 Toughness 5

Martial Target Number (Mtn): 4

Ranged Target Number (Rtn): 5

Trample 1

Transport Capacity 5 including driver.

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

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

Advanced Chariot and Wagon Upgrades.

- Heavy Construction 5pts: -1 Movement, +1 Toughness
- Enclosed 5pts: Grants +1 cover to the Driver and passengers
- Increased Crew Area 10pts: Allows up to 2 additional crew for Chariots and 5 additional for Wagons. Requires one additional mount for chariots and two for wagons, or take a -1 movement
- Reinforced Prow 5pts. The vehicle is designed to plow through enemy forces and grants an additional Trample 2 to the vehicle.
- Reinforced Frame 5pts: Increases both the M(tn) and R(tn) of chariots and wagons.
- War Chariot/Wagon 5pts: Grants an additional Mounted Combat 1

6.9 Exotic Beasts

Exotic Beasts applies attributes to any animal companion whether it be Warhorses, Animal Sentries, Wardogs, or Monstrous Beasts. Any of these may take additional attributes spending points from the Exotic Beasts evolutionary branch. These creatures have benefited from human interaction and knowledge, leaving behind their wilder side to serve and often bond with their handlers.

Traits allow for additional points to be applied to your companions, allowing you to customize the creatures to create your own exotic varieties. These additional abilities combine with other traits found elsewhere to give you a total point cost of your animal companion when you select new exotic animal attributes. These attributes are an addition to an animal companion that is granted to a unit class by trait, and does not apply to all types of animal companions. For example, if a class is mounted on a monstrous beast and has war dogs, then you must choose which of the two that you want to apply an attribute to.

Just as in other armory traits, the point cost is per model.

Exotic Animal Attributes 10pts

- Increased Attacks: Increase Attack 1 (melee). Gain one additional attack in melee combat
- Ranged Attack: Increase Attack 1 (Ranged) at -1 creature strength. Gain one additional attack of ranged combat. Accuracy Range 18"
- Fleet: Increase movement +5" per activation for Movement x2 or x3
- Trained Combatant: Increase Martial 1
- Powerful: Increase Strength 1

Exotic Animal Attributes 20pts

- Increased Size: Increase model size 1, Increase Toughness 1
- Toughened Hide: Increase Defense 1
- Alertness: Increase Mtn and Rtn 1
- Elemental Beast: Resist Elements 2, your choice of which element
- Resilience: Increase Wounds 1

Exotic Animal Attributes 50pts

- Flight: The animal has the power of flight through wings or innate ability.
- Elemental Power: The animal has an innate power that does not require channeling like normal powers. The strength of the power may not be increased, and you may only take Bolt or Self for the power. You may choose which extremis you want. See Arcane Powers for more details on the extremis effects. See Powers in section 8

  Bolt 1 Target   24" Strength –

  Self: Touch Attack   Melee   Strength

7. Powers

Powers refer to supernatural magic or psychic energies that are channeled from the Ether. Humanoids must learn to harness to the powers either through the Arcane or the Sacred Faiths

7.1 Power Attributes

The use of a powers requires an action to use, and may only be used if not moving faster than base movement for the caster.

Each power has the following attributes

Strength: X (as per Power Description)

Range: Self, or Target Model within Willpowerx4

Duration: 1 Game Round. To the end of this game round. Increasing Duration would allow additional game rounds of effects.

Base Difficulty: *See below

*Fey Powers have a difficulty of 6. Fey also have no Mortal Threshold.

*Humanoids have a Difficulty 8 with a Mortal Threshold 12

*Biests have a Difficulty 8 with a Mortal Threshold of 11.

*Reptilia have a Difficulty of 7 with a Mortal Threshold of 14

*Insekt have a Difficulty of 9 with a Mortal Threshold of 12

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 is 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

Mortal Threshold: Powers are dangerous, and harnessing too much ravages the body, tearing it apart from its connection through the veil. Any die result from either Arcane or Faith Powers higher than the models Mortal Threshold results in immediate death. The model may not be resurrected as the energies have torn apart the caster in a violent and spectacular way.

Channeling is the action of drawing additional energy from the Ether beyond the veil, which is the source of all magic. This allows casters to harness powers that would not normally be achievable without it. There are two sources to channel through, Internal Mastery also called the Arcane, or External Belief, also called Faith.

Self: Casting model only, Friendly Powers are not required to hit, as they do so automatically if the power is successful. A single Self effecting power may be cast at the beginning of a player's activation of the caster without using up an action. Casting a self-targeted power at any other time, such as a reactionary activation, uses up an action.

Self-targeted powers that modify their Area of Effect can target any friendly models within the area of effect and still not use up an action.

If an entire squad is casting the same Self Targeted Power, you may roll all casting as a single die roll.

Targeted: 1 model. Targeted Enemy models require the Power to hit the model. Targeted Powers, for either friendly or enemy models requires an activation to use.

7.2 Channeling Arcane Powers

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

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

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

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

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

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

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

7.3 Channeling the Sacred Faiths

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

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

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

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

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

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

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

7.4 Abilities that effect your Powers

There are several abilities that have a direct effect on the creation of Arcane Powers that are gained from Traits.

Arcane Knowledge X: This determines how many Arcane powers 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

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

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

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

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.

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.

Religious Followers: models with this ability are 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.

7.5 Creating Your Own Powers

Humanoids create Powers (spells) that are created and may not be altered during gameplay. Instead Humanoids create their powers at the time of class creation.

Follow these steps when creating Powers

1. Select your Power
2. Increase attributes if you wish and have the traits and abilities allowing you to do so.
3. If all powers known come from the same Sphere of Influence (for Faith Powers) for Faith casters, or Foci (for Arcane Powers) for Arcane casters, you may reduce the difficulties of the powers by 1. If other powers are ever brought in to your faction or classes, this Specialization Bonus goes away.

Example of Power Creation

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

1. Select your Foci. We will choose Extremis, so we can specialize our powers and reduce our difficulty by 1.
2. Power and Effect: Let's choose Fire, and small Blast for the area of effect modification.
3. Attributes: This gives us a small blast area with our fire power, but increases the difficulty by 1

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

Fireball: Difficulty 8

Strength 3 (Fire). Range Willpower x4.

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

With Focus 1 we can alter the die result by 1, lowering a successful use of this power to a 3+, and if we channel our toughness of 2 into the power, we can make this a 1+.

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

7.6 Arcane Foci

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

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

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

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

Casting Modifications

Instantaneous: +2 Difficulty (do not take up an action to cast) Instantaneous Spells do not allow for Channeling

Strength Modifications

- For each +1 Strength, increase the difficulty by 1

Range Modifiers

- For Each x1 Willpower multiplier, Increase the difficulty by 1

Duration Modifiers

- For each +1 Activations, increase the difficulty by 1. Self-targeted powers only*

* Self targeted powers may have their duration increased. Extended durations last through X activations. A power with a duration of 2 for example, would last through this activation (when it was cast), and the models next activation.

Area Effect Modifications

Self-targeted and other powers may have their area of effect modified. Self-targeted powers with an area of effect only affect friendly models within the area.

Area Effects and how they interact with both friendly and enemy models are discussed fully in the Core Rules.

Small Area/Blasts 3"dia. 3 Models Max: Difficulty +1

Large Area/Blasts 6"dia 6 Models Max: Difficulty +2

Xlarge Area/Blasts 9"dia 9 Models Max: Difficulty +3

The following modifications cannot have their range modified

Arc: +1 Difficulty (180° 6 Models- base range changes to Willpower x1) Closest models to the caster are hit first.

Cone: +2 Difficulty (45° 6 models base range Willpower x2) Closest models to the caster are hit first.

Ray: +1 Difficulty (Single Line 3 models base range Willpower x3) Closest models to the caster are hit first.

Extremis Powers:

1. Fire: Strength 3 (Fire). Range Willpower x4.

Critical Damage does 2pts like normal, but does one additional damage during the effects phase from remaining flames.

2.Cold- Strength 3. Range Willpower x4.

Critical Damage does 2pts like normal, but also freezes the model in place for the remainder of the game round. Models frozen in place can no longer use evasion bonuses, and are exhausted if attacked in Melee Combat

3. Acid- Strength 3 (Acid). Range Willpower x4.

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

4. Electricity- Strength 3 (Electricity). Range Willpower x4.

Critical Damage causes the Electricity to arc each model within 1" (with the exception of the caster) suffers a single hit equal to the original attack result -2.

5. Resonance: Lesser Power. Strength 3. Range Willpower x3.

Any failed save against a Resonance attack stuns the target, making it lose its next available action. Resonance only does wounds to living targets if a critical hit is rolled, doing 1 wound to the target.

Resonance effects are devastating to non-living targets, if the attack wounds the target, the target takes X damage, where X is the strength of the attack.

Transformational Powers

Duplicity: Strength 1. Range Self.

Duplicity deceives those around the caster, making the caster and or those affected appear to be slower and slightly displaced granting an advantage. Those affected gains Enhancement Quickness X, where X equals the strength of the power.

Paralyze: Strength 2. Range Willpower x3.

This power paralyzes its target in uncontrollable pain. Paralyze attacks a models Willpower rather than toughness. A failed save results in the loss any movement greater than their base movement during their next activation.

Levitate: Strength 2. Range Self

Levitate grants the caster and friendly models in the area of effect Flight Medium for an extended duration equal to the strength of the power.

Counter Spell. Strength 2. Range Willpower x5. Casting this power negates the strength of an opposing power being cast by an enemy model. When casting Counter Spell as a reaction, the caster suffers no -1 to Willpower for doing a reactionary activation. If the power is successful, it reduces the strength of the power being targeted by the strength of the counter spell.

Charged Weapon: Strength 1. Range Self. This powers a model's melee combat weapon with Piercing X equal to the strength of the attack

Ethereal Powers

Forceful Deflection: Power: Strength 1. Range Self.

With this power, the caster is able to deflect ranged attacks with forceful gusts of air. Any model affected by this power gains deflection X equal to the strength of the power against ranged attacks.

Create Fog: Greater Power. Strength 1. Range Willpower x3.

Creates a large fog bank that obstructs sight through it, granting any model within or on the other side an Enhancement Cover X equal to the strength of the power. The Fog bank is 3x6 and 8" high, but can be extended in all directions by area effect modifications.

Unerring Bolt: Strength 2. Piercing 1 2. Range Willpower x2. Unerring bolts of energy shoot out from the caster to strike their targets without needing to roll to hit. No modifiers from cover, evasion, or deflection can modify the Combat Resolution Number, as the attack hits regardless of the targets mtn or rtn.

Dimension Walk: Strength 1. Range Willpower x5.

This power transports the caster and those affected across the battlefield instantly. The strength of the power is how many of the Affected models, caster or other friendly targets, animal companions, mounts, etc that can go along with power. So a caster on a mount would require a strength of 2 if the caster wishes the mount to go with them.

Invisibility: Strength 1. Range Self. This power fades out those affected, granting them a Cover Increase to their Mtn and Rtn. This is reduced by 1 if the models affected are moving farther than their base movement or attack another squad. Note that because this is an increase, other cover Enhancements will stack with this power

7.7 Faith Foci

There are two Foci for Faith Powers.

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

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

Life Powers:

Embolden: Strength 1. Range x1 Embolden enhances a single characteristic of your choice from the following options; Strength, Toughness, Movement, Martial, Ranged, Discipline, Willpower, or Command.

Healing: Strength 1. Range Self. Healing immediately restores wounds on any friendly model affected, not removed from the game yet. This includes models that have fallen and have 0 wounds. The strength of the power determines how many wounds are recovered by the power.

Holy Word: Strength 4. Range Willpower x1. With but a gesture and word, echoing powers of the ages are focused in on the target destroying the person outright. Models suffering a wound or wounds from Holy Word cannot be healed, recovered, or regenerated in any way.

Heroic Inspiration: Greater Power. Strength 1. Range Self. This self-targeted power grants X number of fleeing friendly squads within line of sight, to automatically and instantly pass their morale check without a die roll. The number of squads able to regroup is equal to X, the strength of the power.

This power has no range, instead only relying on any model in the squad to have line of sight to the caster.

Squads regrouping from Heroic Inspiration are chosen at the time power is cast, and do not use up their action to regroup. They may be activated as normal.

Darkness Powers

Conjure Undeath: Lesser Power. Strength 4. Range Willpower x2.

Conjuring Undeath brings life energy infusing it into recently dead bodies. This creates zombie like creatures with no other thought than to destroy life. Any location where a model has died, (you can use grave tokens to mark them if you wish), a caster can bring undeath to the body for the duration of the power.

The newly undead models have all the same characteristics as the dead model at a -1. (no stat can be brought below 1). Armor and equipment on the body stays the same, although the undead model may only attack in melee combat.

The newly created Undead activates at the same time as the caster and is under the casters control. Should the caster be killed, the power ends, and the Undead are destroyed.

You may create several Undead using Conjure Undeath based on the strength of the power based on the toughness of the newly created undead. Strength of the power = toughness of the models able to be created. For example: A strength 4 Conjure Undeath may raise a total of 4 toughness which could equal 2 models with 2 toughness each, or a single model with 4 toughness.

Blackbolt- Strength 2. Range Willpower x3.

Blackbolt is a bolt of black or dark necromantic energy that strikes out at the casters target. The Blackbolt makes Strength modifications when resolving the attack against the targets Willpower. To save, the target still uses his or her toughness against the attack.

Critical Damage causes the Blackbolt to arc each model within 1" (except for the caster) suffers a single hit equal to the original attack result -1.

Shades: Strength 1. Range Willpower x2

Shades conjures dark shadowy figures that rise forth tearing at the targeted enemy models. They cannot be destroyed, and have the following characteristics;

Martial: Equal to Casters Willpower

Attacks 1   Size: Medium

Movement 2 (4 during night or twilight battles)

Number of Shades Conjured is equal to the Strength of the power.

They attack the nearest living enemy models for the duration of the power, each hit allowing no save, reducing the Morale of the enemy model by 1 during the current game round.

Inflict Pain: Strength 3. Range Willpower x2.

Inflicting Pain upon living models causes a reduction Martial X and Ranged X equal to the strength of the power. If either martial or Ranged characteristic reduced to 0 or less, this negates any attacks using those characteristics. In addition if either characteristic is reduced to 0 or less, the model is exhausted.

Inflict Pain attacks a models Willpower when modifying the Combat Resolution number for strength, however the model may save against the power using their toughness ignoring any armor.

7.8 Items of Power

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

(More items of power will come later)

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

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

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

   +10pts can also increase arcane power strength 1.

   +10pts increase the mortal threshold by 1

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

Lesser Items of Power

Items of lesser Power are much more common, and can be created by Arcane and Faith Casters. These items often hold pre-cast powers crafted into the

forms of Potions, scrolls, and other items limited only by your imagination.

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

(These will be expanded upon later)

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

General Traits when selected, may replace an existing trait. Most commonly used for Species/ Faction Traits, they can also be taken as class traits allowing for a very distinct and sometimes very tiered society.

Any Mission rewards gained through campaign play, can be sacrificed and replaced with the gain of additional General Traits. When replacing traits, the abilities of the trait replaced are removed from all classes that had access to the traits.

2ⁿᵈ Age Traits are accessible once your faction reaches the second age and appear similar to the the traits and evolutionary branches of the 1ˢᵗ Age. There are often General Traits listed as pre-requisites for technological advances in Knowledge and Science, and the General Traits provide that basic understanding needed.

Apocalypse Traits. When an apocalypse trait is taken, each one carries with it a symbol marked with a black skull followed by a number 💀3 . The number represents the minutes to add to your doomsday clock for taking the trait. These traits are listed with the 2ⁿᵈ Age traits and follow the pre-requisites and requirements of the evolutionary branches they belong to.

8. The 2ⁿᵈ Age

As the Second Age dawns, humanoids are hitting their prime understanding of the world around them. Knowledge and Sciences are unlocked with the deeper mysteries of the world and what lies beyond. Technology is pushed at a rapid pace unseen and unchecked leading down the paths of nuclear destruction, devastating pandemics, the depletion of resources, or complete environmental collapse.

Knowledge and learning has become the crux of humanity, pushing towards its own destruction in the face of its own enlightenment.

The choice is yours, and the paths before you are treacherous.

2ⁿᵈ Age Campaign

When your faction has achieved 15 progression pts you have broken through to the 2ⁿᵈ Age. Doing so immediately grants you 3 General Traits of your choice. For more details on how to gain progression points, see section 4.1 Core Rules for Campaign Rules.

General Traits all come with a base point cost allowing access to the foundation of technological innovations for the future. These range from Firearms, Martial Weapons, Communications and more. When taking General Traits it's important to realize that many 2ⁿᵈ Age and Apocalypse Traits require General Traits as requirements.

Doomsday Clock: Unchecked by morale guidelines or pushing the extremes of technological advancement move the Doomsday Clock forward towards midnight and an apocalyptic collapse. Every species from the moment they reach the 2nd Age starts off 10 minutes to midnight, and the taking of apocalypse traits brings your faction closer to inflicting catastrophic and irrevocable harm. Each apocalypse trait comes with a black skull and the number of minutes it adds to your doomsday clock.

Suffering the Apocalypse causes extreme catastrophes such as nuclear war, pandemics, environmental collapse, or devastating wars. These change your species forever, and make the purchase of new technologies costlier.

Upon hitting midnight on the Doomsday Clock, your species loses all cultural and Social Traits, along with any Governing Ideology, which may be taken again later. When doing this, remove the traits and the point costs associated with them. Additionally, for every minute past midnight, additional characteristics occur as society collapses. If for any reason, you are able to turn back the doomsday clock, penalties incurred are not removed.

- **Midnight:** Lose any Governing Ideology, plus any cultural and social traits

- **1 Minute past:** Decrease Physical Characteristic 1

  (choice of Strength, toughness, or Movement)

- **2 Minutes past:** Decrease Skilled Characteristic 1

  (choice of Martial, Ranged, Defense)

- **3 Minutes Past:** Decrease Mental Characteristic 1, Apocalypse Adaptation 1

  (choice of Discipline, Willpower, Command)

Apocalypse Adaptation: The severity of the societies collapse has forced upon it extreme adaptations. You may move one characteristic point on your species to another characteristic; Strength, Toughness, Movement, Martial, Ranged, Defense, Discipline, Willpower, or Command.

Technology Traits during the apocalypse are harder to come by, and add an additional cost of 1pt/minute past midnight to them. These additional points are to your race or class taking the technology, not to the cost of the equipment adding a +2/- to the trait.

8.3 Species Modification

During the 1st Age your species' origins are developed and defined. There are no Species Variant traits in the 2nd Age, instead this is a time of danger and crisis, where modifications can alter and change your race.

Species Modifications are changes to your current species and include traits such as Cybernetics, Genetic Manipulation, etc. Each one comes with the trait <u>Modification, which can stack with increases from Species Variants. Modifications do not stack with other modifications from other evolutionary branches.</u>

Biological Mutation

Biological Mutations change the genetic sequence often drastically changing the form and functions. It is theoretical that outside pressures have caused these mutations to occur and accelerate, but no matter the cause these mutations signal a change in the evolutionary course of the species.

Cybernetics

Cybernetics takes and enhances the neural functions of a humanoids nervous system, processing information faster and more precise than a non-augmented body can. Artificial Intelligent applications interface with organic components greatly enhancing cognitive ability.

Electromechanical Bioengineering

The replacement of organic parts with mechanical ones is often referred to as bionics. The replaced body parts can be used to upgrade the body with faster, stronger components controlled by the neural synapse relays surgically implanted in the body.

Genetic Manipulation

Scientific Genetic Manipulation has allowed for increased lifespans, and immunity to diseases. With controls in place, genetically built genomes can result in superior soldiers, creating the next wave of evolved humanoids.

Pharmaceutical Enhancers

Long term use of performance enhancing drugs can have serious side effects, but for the soldier, the benefits are enormous. Even more damaging though are the use of powerful stimulants meant for instant use to alter the chemical compositions of adrenaline for immediate effects.

Viral Strains

The birth of the 2nd Age brought about huge population growths. While the sources of these mutating viruses are up to debate, their strength to mutate the Humanoid Genome is undeniable. Victims of these strains lose upper brain function and are overcome with homicidal aggression.

9. Second Age General Traits

Traits from the 1st Age may still be taken, but are faded to help distinguish them from 2nd Age Traits. More information on how to select traits can be found in section 2.

Campaign Play: General Traits can replace another trait of your choice. Doing so removes all benefits of the removed trait, including being a pre-requisite for an additional trait. **When you reach the second age, you may automatically select 2 additional traits from General Knowledge.**

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

Humanoid Mandatory Traits for the 2nd Age

Genetic Mutation: 0-2

Environmental Adaptation: 2-4

Knowledge and Science: 2-3

This gives you a choice of 4-9 traits to design and create your Humanoid species from the Evolutionary Traits.

9.1 Creating a Faction directly for the 2nd age: When creating a faction directly for the 2nd Age, you may select 4 General Knowledge Traits for your faction. These must be General Knowledge Traits, and are above are in addition to the Humanoid Mandatory Traits.

*Traits from the 1st Age are in Grey for easier reference.

9.2 General Knowledge and Science Traits

Evolutionary Branch

Battlefield Operations

Improvements to the changing conditions on the battlefield.

Primary Traits

Communications 2pts: Enhancement Command 1

Medical Response 2pts: First Aid

Night Vision Equipment -/5pts (Armory): Night Sight (individual models or vehicles

Secondary Traits

Battlefield Communications 2pts: Remote Operations

Evolutionary Branch

Explosives

Improvements to the changing conditions on the battlefield.

Primary Traits

Thrown Grenades -/Xpts (Armory): Grenades

Secondary Traits

Chemistry 2pts: Elemental Chemistry

Propelled Grenades -/Xpts(Armory): Rocket Propelled Grenades

Timed Explosives -/Xpts (Armory): Demolitions

Evolutionary Branch

Modern Vehicles

Military Battle Tanks, Armored Personal Carriers, and many other vehicles have a dominant place on the 2nd age battlefield.

Primary Traits

Light and Personal Vehicles -/Xpts (Armory): Common Personal and Light Vehicles

Medium vehicles -/Xpts (Armory): Medium Vehicles

Secondary Traits

Heavy Battle Vehicles-/Xpts (Armory): Common Heavy Vehicles

Standardization 4pts: Modernized Manufacturing 1st Age Advanced Weapons (1st Age Weapons without superior construction)

Evolutionary Branch

Personal Firearms

Firearms make huge leaps and advances, becoming a weapon of choice.

Primary Traits

Firearms -/Xpts (Armory): Firearms

Secondary Traits

Automatic Firing -/Xpts (Armory): Automatic Weapons

Contained Firing -/Xpts (Armory): Burst Fire

Sniper Rifles -/Xpts (Armory): High Precision Rifles

Evolutionary Branch

Personal Armor

Gains in lightweight materials offer more flexible and durable protection.

Primary Traits

Personal Body Amor -/Xpts (Armory): Body Type I and II Body Armor

Secondary Traits

Modern Shields -/Xpts (Armory): Ballistic and Riot Shields

Evolutionary Branch

Weapon Construction

Improved construction and design make modern hand to hand weapons particularly dangerous.

Primary Traits

Improved Weapons 2pts: Superior Construction

Specialization 2pts: Modernized Manufacturing 1st Age Special Weapons (1st Age Weapons without superior construction)

Secondary Traits

9.2 2nd Age Genetic Mutation Species Traits

Evolutionary Branch

Adaptive Species

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

Primary Traits

Adaptive Species 4pts: Adaptive Mutation *4*

Secondary Traits

Adaptive Flexibility 4pts: Adaptive Mutation 4

Evolutionary Branch

Albinism

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

Primary Traits

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

Secondary Traits

Ocular Albinism 8pts: Reduce Cover 1, Remove Trait: Characteristic Increase Target Rtn1 (daylight)

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

Cellular Melanocyte Control 4pts: Advantageous Cover 2

Albinism Metabolic Mutations 12pts: Increase Characteristic 2 (choice, see abilities), Decrease Characteristic 2 (opposite of Increase)

Evolutionary Branch

Dwarfism

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

Primary Traits

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

Secondary Traits

Dwarven Constitution 6pts: Increase Toughness 1

Dwarven Craftsmanship 4pts: Craftsmanship 2

Dwarven Firearms -/8pts: Dwarven Heavy Firearms 1

Dwarven Riches 0pts: Abundant Resources 2

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

Dwarven Technology 2/X pts (Armory): Heavy Military Weapons. X is dependent upon the weapon type.

Subterranean 2pts: Night Sight

Evolutionary Branch

Giantism

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

Primary Traits

Giantism 8pts*: Species Variant, Increase Toughness 1, Increase Strength 1, Decrease Discipline 1, Decrease Command 1, Model Size 1

Secondary Traits

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

Etins: 12pts: All Around Sight

Massive Melee Weapons -/5pts: Giant Weapons 5

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

Smash attack 8pts: Smash Attack 1

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

Evolutionary Branch

Goblyn

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

Primary Traits

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

Secondary Traits

Goblyn Attack 2pts: Squad Size 2

Night Vision 0pts: Night Sight

Goblyn Hordes 0pts: Horde 2

Cunning Attack 2pts: Surprise Assault 1

Poison Bile 3pts: Poison 1 (any attack)

Coordinated Assault 2pts: Enhancement: Coordinated Melee Attack 1

Evolutionary Branch

Knowledgeable Species

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

Primary Traits

Greater Understanding 4pts- Knowledgeable Species 4

Secondary Traits

Innate Intelligence Trait 4pts: Knowledgeable Species 4

Evolutionary Branch

Physical Toughness

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

Primary Traits

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

Hardened Body: 4 pts: Reduction Critical

Damage 1

Secondary Traits

Dense Bones 8 pts: Increase Toughness +1

Physical Superiority 18pts: Increase Model Size 1, Increase Wounds 1

Evolutionary Branch_____

Virus Strains

The birth of the 2nd Age brought about huge population growths. While the sources of these mutating viruses are up to debate, their strength to mutate the Humanoid Genome is undeniable. Victims of these strains lose upper brain function and are overcome with homicidal aggression.

Primary Traits

Stage One Infection2pts ☠5: Species Variant, Modification Strength 1, Modification Toughness 1, Mindless Rage, Decrease Movement 1

Secondary Traits

Outbreak 2pts ☠3: Modification Movement 2,

Unstoppable 4pts ☠3: Unstoppable 0

Virulent Strain 4pts ☠5: Rapid Infection 4

Cunning Variant 8pts ☠5: Cunning Intelligence 8

Evolutionary Branch_____

Tetrachromacy

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

Primary Traits

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

Secondary Traits

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

Focused Perception 8pts: Enhancement Ranged 1, Reduce Cover 1 (must be stationary)

9.3 Enviromental Adaptation Species Traits

Aberration

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

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

Primary Traits

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

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

Anathema 12pts: Anathema 8

Secondary Traits

Psychic Prowess 12pts: Psychic Prowess 1, Ethereal Sight

Psychic Vampire 10pts: Energy Drain

Rage 10pts: Enhance Strength 2, Reduce Mtn 2, *Restriction Melee Combat*

Regeneration 12pts: Regeneration 1

Soulless 16pts: Soulless

Adaptive Advantage

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

All Adaptive Advantage Traits must be either Martial Traits, or Ranged Traits. You may not take both, or mix and match.

Primary Traits

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

Secondary Traits

Adaptive Focus 8pts: Increase Martial 1, or Ranged 1.

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

Animal Kinship

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

Primary Traits

Warhorse 2pts: Warhorse, Animal Companion

Light Warhorse 2pts: Warhorse: Lightweight, *Animal Companion*

War Dogs 2pts: *War Dogs,* Animal Companion

Secondary Traits

Animal Sentries 4pts: Animal Sentries, Animal Companion

(Prerequisite- War Dogs)

Large-Weight Warhorse 4pts: Warhorse: *Animal Companion,* Heavyweight *(Prerequisite- War Horse)*

Monstrous Beast 8pts: Monstrous Beast, Animal Companion

Cultural and Social Adaptations

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

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

Primary Traits

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

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

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

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

Mercantile Society 2pts: Abundant Resources 2

Mercenaries: 2pts: Mercenary Class Elite

Slave Population 2pts: Slave Population

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

Secondary Traits

Gladiatorial Pits 3pts: Warrior Slaves

God Kings 3pts: Bonus Traits 2 (Unique)

Massed Hordes 3pts: Hordes 2 (Standard)

Legendary Heroes 3pts: Bonus Trait (Leaders)

Evolutionary Branch

Environmental Consciousness

Realizing that our lives are at peril simply by the advancements we pursue, a pious awareness of the dangers will help stave off the inevitable collapse that awaits us.

Environmental Consciousness can only be taken as species traits

Primary Traits

Environmental Awareness 2pts: Reduction Doomsday Clock 1

Conscious scientific advancement 2pts: Apocalyptic Trait 1

Secondary Traits

Environmental Unity 4pts: Reduction Doomsday Clock 2

Evolutionary Branch

Environmental Extremes

In general Humanoids do not live in the most extreme environments that can be found in Genesys, but they do exist. From worlds with little atmosphere that do not protect their inhabitants from radiation, to extreme heat or cold, to low oxygenated lands.

You may only take one Weakness optional ability from the Environmental Extremes evolutionary branch

Primary Traits

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

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

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

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

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

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

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

Secondary Traits

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

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

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

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

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

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

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

Evolutionary Branch

Fay-rie

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

Primary Traits

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

Secondary Traits

Ethereal Jump 4pts: Ethereal Jump

Foresight 6pts: Foresight 1

Precognition 6pts: Precognition 1

Tactical Sight 6pts: Tactical Sight 1

Massive Willpower 8pts: Increase Willpower 2

Fay-rie Precision 4pts: Fay-rie Ranged Weapons 12

Evolutionary Branch

Feral

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

Primary Traits

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

Secondary Traits

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

Feral Beasts 4pts: Feral Beasts 1

Feral Aggressiveness 4pts: Feral Hostility 1

Ferocity 6pts: Enhancement Strength 1

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

Predatory Attributes 0pts: Unarmed Combat

Evolutionary Branch

Governing Ideology

Ideologies of governing can cause geo political rifts between factions and species, but where they excel is in organizing their people.

You may only have one Governing Ideology at any given time and only as a species trait. You may also replace the Governing ideology trait with another at any given time, but lose any Specialized Classes granted. Having a Governing Ideology and then changing to a new Governing Ideology creates 🕸3.

Communism 2pts: Specialized Class Bonus 2 (Standard 2)

Democracy 2pts: Specialized Class Bonus 2 (Elite 2)

Dictatorship 2pts: Specialized Class Bonus 2 (Elite 1, Leader 1)

Fascists 2pts: Specialized Class Bonus 2 (Leader 2)

Magocracy 4pts: Specialized Class Bonus 3 (Arcane Standard 1, Elite 2)

Republic: Specialized Class Bonus 2 (Standard 1, Elite 1)

Technocracy 4pts: Specialized Class Bonus 2 (Technology Any 2)

Theocracy 4pts: Specialized Class Bonus 3 (Faith Standard 2, Elite1)

Evolutionary Branch

Mobility

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

Primary Traits

Pathfinder 2pts: Pathfinder

Agile 4pts: Evasion 1

Charger 4pts: Charger 1

Secondary Traits

Greater Evasion 4pts: Evasion 1

Greater Movement 6pts: Increase Movement 1

Running Charge 6pts: Shock Attack

Sprinters 4pts: Natural Sprinter

Evolutionary Branch

Religious Belief

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

Primary Traits

Religious Followers 2pts: Religious Followers

Secondary Traits

Religious Zealots 4pts: Religious Zealots, Increase Morale 1

Holy Warriors 4pts: Religious Followers, Holy Warrior

Evolutionary Branch

The Sacred Faiths

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

Primary Traits

Priestly Vessel 5pts: Priestly Vessel 1

Secondary Traits

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

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

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

Evolutionary Branch

Scientific Adaptability

Quick to adjust and change the direction of studies and knowledge

Primary Traits

Scientific Adaptability 2pts: Adaptive Science 2

Secondary Traits

Observational Science Trait 4 pts: Adaptive Science 4

Evolutionary Branch

Survivalist

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

Primary Traits

Concealment 2pts: Concealment

Brawler 4pts: Dirty Fighting

Secondary Traits

Hardened Survivor 8pts: Resistance Environmental Extremes 1 (only when alone), pre-requisite Loner

One with the land 4pts: Advantageous Cover 2

Sole Survivor 8pts: Loner, Increase Defense 1

Evolutionary Branch

Wealth of Resources

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

Primary Traits

***Abundance 2pts:** Abundant Resources 2*

Secondary Traits

***Wealth 2pts:** Abundant Resources 2*

9.4 Knowledge and Science Traits

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

2nd Age General Traits are all Knowledge and Science Traits, and can be taken alongside the ones here on section 9.4

Evolutionary Branch

Advanced Archery

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

Primary Traits

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

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

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

Secondary Traits

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

Ranged Modern Weapon Advances -/10pts (Armory): Advanced Weapon 10 (Ranged)

Evolutionary Branch

Advanced Melee Weaponry

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

Primary Traits

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

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

Secondary Traits

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

Advanced Weapon Specialization 5pts: Enhancement Martial 1 (Advanced Weapons only)

Modern Melee Weapon Advances -/10pts (Armory): Advanced Weapon 10 (Melee)

Evolutionary Branch

Alchemy

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

Primary Traits

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

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

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

Secondary Traits

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

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

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

Evolutionary Branch

Armor

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

Primary Traits

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

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

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

Type IIA Body Armor -/20 (Armory): Type IIA Body Armor

Secondary Traits

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

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

Modern Armor Advances -/10pts (Armory): Advanced Weapon 10 (Melee)

Type III Body Armor -/30 (Armory) ☠1: Type III Body Armor

Type IIIA Body Armor -/45 (Armory) ☠2: Type IIIA Body Armor

Evolutionary Branch

Arcane Secrets

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

Primary Traits

Arcane Knowledge 6pts: Arcane Knowledge 1

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

Secondary Traits

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

Arcane Battle Focus 8pts: Enhance Willpower 1

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

Arcane Surge 10pts: Power Surge 2 (Arcane)

Evolutionary Branch

Combat Tactics

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

Primary Traits

Melee Combatant 8pts: Enhancement Melee Attacks 1 (Against multiple opponents only)

Infiltration 4pts: Infiltration (Class Only Trait)

Mounted Combat 4pts: Mounted Combat 1

Recon 2pts: Recon

Set for the Charge 2pts: Set for the Charge

Shield Bash 2pts: Shield Bash 1

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

Spear and Shield 2pts: Spear and Shield

Secondary Traits

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

Parrying 8pts: Parrying 1

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

Evolutionary Branch

Command

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

Primary Traits

Lay of the Land 2pts: Lay of the Land

Taking the Initiative 2pts: Taking the Initiative

Skilled Commander 4pts: Increase Command 1

Strength of Will 4pts: Increase Morale 1

Secondary Traits

Critical Timing 4pts: Critical Timing

Battlefield Objectives 4pts: Battlefield Objectives

Command of the Field 8pts: Increase Command 1

Evolutionary Branch

Concentration

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

Primary Traits

Concentration 4pts: Increase Willpower 1

Meditation 4pts: Meditation X

Secondary Traits

Focus 6pts: Focus 1

Powerful Will 8pts: Increase Willpower 1

Ethereal Fortitude 8pts: Ethereal Fortitude 1

Evolutionary Branch

Cybernetics

Cybernetics takes and enhances the neural functions of a humanoids nervous system, processing information faster and more precise than an non-augmented body can. Artificial Intelligent applications interface with organic components greatly enhancing cognitive ability.

Sensitive neural connections make them vulnerable to EMPs (which can exhaust the model). Reduction in Willpower?

Cybernetic models use their willpower instead of power for their artificial parts. This is because they operate on the power of the bodies electrical impulses. A Cybernetic model has a maximum number of uplinked core systems it has under its control equal to its Willpower characteristic.

Soulless Models cannot take cybernetics.

Primary Traits

Neural Martial Modifications 5pts ⚜1: Modification Martial 1

Neural Ranged Modifications 5pts⚜1: Modification Ranged 1

Secondary Traits

Cybernetic Upgrades 5/X pts (Armory) ⚜2: Training Uplink Programs (common and special weapons and equipment)

Regulating Data AI 8pts⚜2: Increase Willpower 1

Machine interfacing 8pts ⚜2: Cybernetic Uplink

Neural Network Control 8pts ⚜2: Neural Drone/Robot Link

Cybernetic Specialization Upgrades 10pts ⚜2: Modification 1 (Martial, Ranged, or Command)

Evolutionary Branch

Electromechanical Bioengineering

The replacement of organic parts with mechanical ones is often referred to as bionics. The replaced body parts can be used to upgrade the body with faster, stronger components controlled by the neural synapse relays surgically implanted in the body.

Can create living machines with neural transfers. These living machines have a willpower. But cannot channel.

Primary Traits

Replacement Limbs 3pts 💀1: Modification Strength 1

Chest/Spine Reinforcements 5pts 💀2: Modification Toughness 1, *Can no longer Channel (powers).*

Replacement Legs 5pts 💀1: Modification Movement 1

Secondary Traits

Bionic Advanced Upgrades -/10pts (Armory) 💀3: Advanced Bionic Upgrades 10

Artificial Organs 8pts 💀2: Organ Replacement

Neural Transfer 15pts 💀6: Complete Neural Transfer, *Can no longer Channel (powers)*

Evolutionary Branch

Energy Weapons

Energy weapons use a high-energy beam of atomic or subatomic particles to damage the target. A beam weapon directs focused energy capable of tearing through its target with instantaneous superheated particles.

Primary Traits

Direct Energy Weapons -/X (Armory) 💀1: Special Weapon: Direct Energy Weapons -/X

Advanced Beam Weapons -/5 (Armory) 💀1: Advanced Energy Weapon 5

Plasma Weapons -/X (Armory) 💀2: Special Weapon: Plasma Weapons -/X

Ion Particle Weapons -/X (Armory) 💀2: Special Weapon: Ion Particle Weapons -/X

Secondary Traits

Advanced Beam Weapons -/10 (Armory) 💀1: Advanced Energy Weapon 10

Energy Melee Weapons -/X (Armory) 💀2: Special Weapon: Energy Melee Weapons

Etheric Energy Weapons -/X 💀2: Special Weapon: Etheric Energy Weapons

Heavy Beam Weapons -/X (Armory) 💀2: Heavy Beam Weapons

Evolutionary Branch

EMI Weapons

EMI stands for Electromagnetic Interference weapons, which can be used to disable electrical systems without collateral damage. Smaller versions can knock out aerial drones while larger systems are designed in larger Pulse Weaponry firing a pulse that can knock out electrical systems in a large area.

Primary Traits

EMI Rifle -/10pts 💀1: EMI Rifle

EMI Pulse Rifle -/15pts 💀2: EMI Pulse Rifle

Secondary Traits

EMI Grenade -/5pts 💀2: EMI Grenade

Increased Frequencies 5pts 💀2: EMI Weapons gain Increase Strength 1

EMI Pulse Cannon -/35pts 💀3: EMI Heavy Pulse Cannon

Evolutionary Branch

Exotic Beasts

Through breeding or advanced knowledge of exotic beasts, taming and even domesticating wild and dangerous beasts is possible.

Primary Traits

Breeding Programs -/10 pts (Armory): Exotic Animals 10

Secondary Traits

Advanced Breeding Programs -/20pts (Armory): Exotic Animals 20

Fantastical Beast -/50 (Armory):

Exotic Animals 50

Evolutionary Branch

Genetic Manipulation

Creating the ultimate soldier through scientific genetic modifications is the goal of many societies, as well as more practical applications to wiping out disease.

Primary Traits

Physical Genetic Enhancement 18pts⬤3: Modification Strength 1, Toughness 1, and Movement 1

Secondary Traits

Genetic Skill Appraisal 20pts⬤3: Modification Martial 1, Ranged 1, Defense 1

Intellectual Genetic Improvements 20pts ⬤3 : Modification Discipline 1, Willpower 1, Command 1

Evolutionary Branch

Gunpowder Weapons

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

Primary Traits

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

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

Secondary Traits

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

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

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

Evolutionary Branch

Advanced Gunnery

The Modernization of Weapons is not just advancement in the design of the weapon, but the design of the munitions and warheads the weapons use.

Primary Traits

Advanced Firearms -/X: Advanced Personal Firearms 5

Advanced Firearm Munitions -/X: Advanced Personal Firearm Munitions 5

Heavy Caliber Weapons -/X: Heavy Ballistics

Heavy Military Munitions -/X pts (Armory): Advanced Heavy Ballistic Munitions 5

120mm Anti-Tank Heavy Cannon: 120mm Heavy Cannon

Advanced Modern Weapons -/X (Armory): Advanced Heavy Ballistic Weapons 10

Secondary Traits

140mm Super Heavy Cannon -/X (Armory): 140mm Heavy Cannon

Military Firearm Munitions -/X: Advanced Personal Firearm Munitions 10

Military Fire Advancements -/X: Advanced Personal Firearms 10

Superior Ballistic Munitions -/X (Armory) ☠1: Advanced Heavy Ballistic Munitions 15

Superior Modern Weapons -/X (Armory) ☠1: Advanced Heavy Ballistic Weapons 20

Evolutionary Branch

Heavy Military Weapons 1st Age

Heavy siege equipment designed for large engagements.

Primary Traits

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

Secondary Traits

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

Superior Military Emplacements -/

Evolutionary Branch

Magnetic Particle Weapons

A magnetic particle weapon is one that uses magnetic fields to accelerate projectiles. These are extremely powerful weapons.

Magnetic Particle Weapons are coming soon

Primary Traits

Railguns -/X pts (Armory) ☠1: Special Weapon: Railguns

Coilguns -/10pts (Armory) ☠1: Special Weapon: Coilgun

Secondary Traits

Advanced Magnetic Weapons Upgrades -/10 (Armory) ☠1: Advanced Magnetic Particle Weapons 10

Heavy Particle Cannons -/X (Armory) ☠1: Heavy Particle Cannon

Evolutionary Branch

Mecha

Mecha/Walkers are an achievement based on robotics and vehicular design improvements.

Primary Traits

Battle Mecha ☠3: Allows for Light Mecha and Battle Mecha

Improvised Mecha -/X (Armory): Improvised Design 1

Redundant back-up Systems -/5 (Armory) ☠1: Increase Core Systems 1, Faction pre-requisite Robotic Walkers

Walker Upgrades-/X (Armory) ☠2: Advanced Mecha upgrades 10, Faction pre-requisite Robotic Walkers, Increase Core Systems 1

Secondary Traits

State of the Art Mecha Advancements -/X (Armory) ☠2: Advanced Mecha Upgrades 40, Increase Core Systems 2

Mecha Customization -/X (Armory): Improvised Design 2

Heavy Battle Mecha ☠4: Allows for Heavy Battle Mecha

Evolutionary Branch

Meta Materials

Meta-Materials offer unique advancements in synthetic clothing and cloaking materials.

Primary Traits

Synthetic Liquid Armors -/5pts (Armory) ☠1: Liquid Armor 1

Camo Polymers -/5pts (Armory) ☠1: Advantageous cover 1

Secondary Traits

Magnetor Fluid Armors -/10pts (Armory) ☠1: Liquid Armor 1

Light Bending Polymers -/10pts (Armory) ☠1: Advantageous cover 2

Air Bending Injections -/10pts (Armory) ☠1: Aerial Combat Medium -/10

Evolutionary Branch

Military Training Techniques

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

Primary Traits

Military Discipline 4pts: Increase Discipline 1

Group Training 2pts: Squad Size 1

Targeting Ranges 6pts: Increase Ranged 1

Close Quarter Fighting 6pts: Increase Martial 1

Secondary Traits

Elite Training 6pts: War Veterans (Class Trait)

Martial Mastery 10pts: Enhancement Martial 1

Sharpshooter 10pts: Enhancement Ranged 1

Skilled Combatant 10pts: Increase Attacks 1

Evolutionary Branch

Modern Vehicle Upgrades

Advanced vehicle upgrades apply both to vehicles and Walkers

Primary Traits

Vehicle Upgrades-/X (Armory): Advanced Vehicle upgrades 10, Increase Core Systems 1

Improvised Vehicles -/X (Armory): Improvised Design 1

Redundant back-up Systems -/5 (Armory) ☠1: Increase Core Systems 1, Faction pre-requisite Robotic Walkers

Secondary Traits

State of the Art Advancements -/X (Armory): Advanced Vehicle Upgrades 40, Increase Core Systems 2

Vehicle Customization -/X (Armory): Improvised Design 2

Evolutionary Branch

Pharmaceutical Enhancers

Long term use of performance enhancing drugs can have serious side effects, but for the soldier, the benefits are enormous. Even more damaging though are the use of powerful stimulants meant for instant use to alter the chemical compositions of adrenaline for immediate effects.

While physical enhancement drugs offer long term modifications, there are also stimulant injections ready at a moment's notice to offer immediate and drastic enhancers directly into the spinal cord.

Primary Traits

Performance Enhancer Drugs 5pts: Modification Strength 1

Body Building Enhancer Drug 5pts: Modification Toughness 1

Cognitive Enhancer Drugs 5pts ☠1: Modification Willpower 1

Rejuvenation Stims 3pts: First Aid Stim

Secondary Traits

Combat Stimulants 10pts☠4: Adrenal Stim 2

Adrenal Stimulants 20pts☠5: Adrenal Stim 3

Massive Stimulants 40pts☠6: Adrenal Stim 4

Evolutionary Branch

Power Armor

A powered exoskeleton is a wearable mobile machine armored with ceramic and titanium composites that requires a mobile power source within the armor.

Primary Traits

Light Powered Armor -/Xpts ☠2 (Armory): Light Power Armor

Jet Packs -/10pts ☠1 (Armory): Jet Packs

Powered Armor -/X ☠3(Armory): Power Armor

Secondary Traits

Heavy Powered Armor -/X ☠4 (Armory): Heavy Power Armor

Increased Power Load ☠1 (Armory): Power Armor Upgrade 5, Increase Core Systems 1

Upgraded Frame ☠1 (Armory): Power Armor Upgrades 10, Increase Core Systems 2

Piloting Upgrade 8pts (Armory): Oversized Suit Controls

Evolutionary Branch

Robotics

Robotics includes a wide variety of systems, including unmanned aerial vehicles (drones), sentry robotics, to full sized mobile Gun Bots.

Primary Traits

Robotic Systems☻1 2/X: Controlled Robotics

Automated Artificial Intelligence☻1 2/X: Required Trait Robotic Systems, AI Programing

Improvised Robotics -/X (Armory): Improvised Design 1

Secondary Traits

Advanced AI ☻3 4pts: Autonomous AI

Advanced Robotic Systems -/20 ☻3: Advanced Robotic Systems 20, Increase Core Systems 1

Robotic Miniaturization☻2: Nano Systems (robotics) 1, Advanced Robotic Systems 10, Increase Core Systems 1

Robotic Customization -/X (Armory): Improvised Design 2

Evolutionary Branch

Scientific Advancement

Great strides in developing the scientific explorations can produce a new era of learning

Primary Traits

Scientific Breakthrough 2pts: Scientific Discovery

Scientific Understanding 2pts: Scientific Understanding

Secondary Traits

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

Evolutionary Branch

Strength Training

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

Primary Traits

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

Physical Strength 6pts: Increase Strength 1

Secondary Traits

Physical Prowess 8pts: Increase Martial 1

Incredible Strength 12pts: Increase Strength 1

Sweep Attack 6pts: Arc Attack

Evolutionary Branch

War Machines 1ˢᵗ Age

Chariots and Wagons

Primary Traits

Chariots -/20 (Armory): Chariots

Wagons -/40 (Armory): War Wagons

Secondary Traits

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

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

Evolutionary Branch

The Weaponsmith

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

Primary Traits

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

Craftsmanship 10pts: Craftsmanship 2

Secondary Traits

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

Arcane Forges 15pts: Arcane Construction

Unique Master Crafted Weapons -/15pts: Master Crafted Weapon 3

10. Unit Class Creation

This is repeated from the 1st Age

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

Unit Classes are divided into 4 categories, Standard, Elite/Specialized, Leaders, and Unique. You will be creating several of each category that will make up the fighting forces of your armies for your faction.

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

Most miniature games, give you a set of units that you are to build your army off of. These may include several veteran unit entries with different equipment and weapon load outs, but have the same stat lines.

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

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

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

Standard Classes= the highest Characteristic

Elite= the Second highest characteristic

Leader= the third and lowest characteristic

Unique= you may only create one unique class

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

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

Adding Traits to an Existing Class through missions in the 2nd Age: Simply add a trait the existing class. No existing class may have more than 3 Class Traits from Missions. You may replace existing traits from the 1st Age, with traits from the 2nd Age when new traits become available.

Humanoid Unit Formation

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

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

10.1 Humanoid Standard Unit Classes

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

Pt Cost: Base Species+ Additional Traits

Wounds: *1*

Base Attacks: *1*

Stats: No Increase although selected traits may do this

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

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

10.2 Humanoid Elite Unit Classes

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

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

Pt Cost: Base Class x2+ Additional Traits

Wounds: *1*

Base Attacks: *+1*

Stats: No Increase although selected traits may do this

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

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

Chain of Command:

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

10.3 Humanoid Leader Unit Classes

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

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

Pt Cost: Base Class x3+ Additional Traits

Wounds: *+2*

Base Attacks: *+1*

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

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

Additional Trait: A second trait can be added to this class at the increased cost of the trait +5pts

Chain of Command:

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

10.4 Humanoid Unique Classes

Inspiring legendary leaders, or warriors from battle.

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

Pt Cost: Base Class x4+ Additional Traits

Wounds: *+1*

Base Attacks: *+1*

Stats: +2 characteristic Increase of your choice.

These can stack with Increased abilities, and the leader characteristic bonus

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

Additional Trait: A second trait can be added to this class at the increased cost of the trait +10pts

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

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

Unique models may join other squads.

10. 2nd Age Armory

The armory of the 2nd Age is full of modern and futuristic weapons and equipment to discover and field with your armories. The 2nd Age armory are additions to your species/faction armory, and in many places may make significant changes to it.

Again, like the 1st Age, there are several types of weapons and equipment in the 2nd Age.

1. **Primitive:** No Costs (free) are accessible to all Humanoid factions without requiring additional traits. Primitive weapons are the same as the first age.

2. **1st Age Common:** Costs per squad and are accessible to all humanoid factions without additional traits.

3. **2nd Age Common:** Costs per squad and require 2nd Age traits, most often unlocked through 2nd Age General Traits

4. **1st and 2nd Age Special:** cost per weapon/equipment. 1st Age special weapons and equipment can be taken as normal during the second age.

5. **2nd Age Advanced:** are upgraded with additional attributes. Once a faction hits the second age, only 2nd Age Attributes can be added to weapons and equipment, this is due to updated improvements and point costs that may incur.

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

1. A model can take more than a single weapon. Additional Weapons beyond the first cost additional points. Primitive Weapons are free, Common additional weapons cost 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. Advanced/ Special Weapons have the cost of the weapon. The point cost of items may not be reduced to or below 1pt.

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

3. No model may carry more than 4 weapons and equipment at any given time. Animal Companions and the equipment for them does not count towards this total.

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

11.1 Attributes

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

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

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

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

Pistols: Pistols have a 2" threat range for melee combat, however, Melee Weapons always resolve their attacks before pistols. During the first round of combat pistols still resolve according to their threat range, but resolve melee weapons with the same threat range first, followed by pistols.

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

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

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

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

Armor 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.

11.2 Primitive Weapons and Equipment

These are the same as 1st Age Primitive weapons and equipment, meaning that no trait or abilities effect their use in any way or form. Only Group bonuses apply to Primitive weapons and equipment, and they may not be given advanced weapon or equipment attributes.

See Primitive Weapons in section 6.3 for additional information and how to use them.

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

Primitive Weapon: No Point Costs

Threat Range: 1"

Accuracy Range: 6" (if thrown)

The following also count as primitive weapons in dire situations

Any Melee Weapons being used as thrown weapons

Thrown weapons used in Melee Combat

Any Ranged Weapons in Melee combat

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

Primitive Armor: No Point Costs

Does not apply to barding.

Armor: 1

Enhancement Defense: 0

Movement Penalty: 1

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

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

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

Threat Range 2"

Accuracy Range: 12"

Primitive Spears cannot be used with shields

10.2 Common Weapons and Equipment

All weapons and equipment in the 2nd Age are unlocked by traits. If these traits are taken by your species, then any class may take them, otherwise if taken by a specific class then they become class specific.

Weapon Construction during the second age improves common weapons that have been used for hundreds of years. A class with access to the Superior Construction ability automatically upgrades existing common weapons from the first age.

2nd Age Point Cost per squad for Common Weapons

Melee Weapons: 8pts

Military Spears: 12pts each per squad

Composite Bows 12pts per squad

Crossbows 10pts per squad

Throwing Weapons 8pts each per squad

Javelins 12 pts per squad

Grenades: pt cost varies

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

Unless listed otherwise, taking an additional common weapon costs 1pt if they are the same type as the first, otherwise have the cost listed per squad under common weapons. A model may have a total of 4 items.

*These are animal companions, trained or bred for their tasks. Any model may have several animal companions up to the model's discipline characteristic. Equipment, like armor, for animal companions does not count towards the models 4 maximum items.

2nd Age Melee Weapons

*2nd Age Weapons are created with superior technology and techniques. Any model with the **Superior Construction** ability gains a 2nd Age bonus Enhancement automatically in addition to any other bonuses they receive. This can result in very deadly melee weapons.*

When you take superior weapons, you must decide which type of effect the weapon will receive. This does not have to be the same bonus if your weapon has advanced weapon attributes.

2nd Age Common Melee Weapons

Pre-Requisites: Superior Construction

Point Cost: 8pts per squad

Threat Range: 1"

Damage: 1

They also gain one of 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: Piercing 1

Military Spears:

Pre-requisites: superior Construction

Point Cost: 12pts per squad

Threat Range 2"

Accuracy Range: 12" as a primitive weapon

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

Piercing 1

Melee Weapon Upgrades

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

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

+5pts per model upgraded

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

+5pts per model upgraded

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

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

+5pts per model upgraded

Common Thrown and Ranged Weapons

Throwing Weapon

Pre-Requisite: Superior Construction

Point Costs: 8pts per squad

Additional Throwing Weapons 2pts per model

Threat Range: 1"

Accuracy Range: 12"

Must choose between the following enhancements.

Enhancement Cleaving 1

Enhancement Martial 1

Javilins

Pre-Requisite: Superior Construction

Point Cost 10pts per squad

Threat Range: as a Primitive Spear 2"

Accuracy Range 21"

Piercing 1

Composite Bows

Pre-Requisite: Superior Construction

Point Cost: 12pts per squad

Strength of user 3/2 equal to user

Accuracy Range: 30"

Rate of Fire: 1

Enhancement Piercing 1

Special Rule: Volley

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

Indirect Bonuses to the targets R(tn)

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

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

any part of a model visible is considered seen

Crossbow

Pre-Requisite: Superior Construction

Point Cost: 12pts per squad

Strength: 3

Accuracy Range: 24

Enhancement Piercing 1

Special Rule: Set Up

A crossbow set up and stationary receive a Characteristic Enhancement Ranged 1

Common Firearms have the General Trait pre-requisite of Firearms, and often additional pre-requisites as well. Many firearms have optional modes of firing that greatly add to the versatility of modern firearms; automatic firing modes and burst firing modes. On personal firearms, these weapons often have different accuracy ranges for different modes of firing.

Firearms are two handed unless noted elsewhere.

Automatic Weapons grant access to Assault Rifles and other weapons that can be fired either single shot or fully automatic. Automatic can also be added to Common Rifles and other weapons that allow for it.

Firing a weapon in automatic mode increases the recoil of the weapon by 1

Burst Fire: These weapons can fire short multiple round bursts. The most common is the 3round burst, but is higher when it comes to larger mounted weapons.

You may only fire bursts moving within your base movement.

*Burst Fire and Automatic Weapons often have upgrades cost of additional point cost per squad for common firearms. You must have the appropriate ability, i.e. burst X or automatic X.

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.

Melee Weapons always resolve their attacks before pistols. During the first round of combat pistols still resolve according to their threat range, resolve melee weapons with the same threat range first, followed by pistols.

Common Firearms

Rifle

Pre-Requisite: Firearms

Point Cost: 12pts per squad

Strength 3

Accuracy Range 30"

Rate of Fire: 1, Burst, or Automatic

Burst Fire +6pts *: Burst 1, 20" Accuracy,

Automatic Fire +10pts *: Automatic Fire 3, 15" Accuracy, Ammo Depletion

Pistol

Pre-Requisite: Firearms

Point Cost: 12pts per squad

Strength 3

Accuracy Range 15" 1-handed Weapon

Rate of Fire 1

Threat Range: 2"

Recoil -1

Assault Rifle

Pre-Requisite: Firearms, Automatic Weapons

Point Cost: 30pts per squad

Strength 4

Accuracy Range 30"

Rate of Fire: 1, Burst, or Fully Automatic

Bursts Fire +6pts *: Burst Fire 1, 20" Accuracy,

Automatic Fire: Automatic 3, 15" Accuracy, Ammo Depletion

Machine Pistols (submachine guns)

Pre-Requisite: Firearms, Automatic Weapons

Point Cost: 20pts per squad

Strength 3

Accuracy Range 15" 1-Handed Weapon

Rate of Fire: 1, Burst, or Fully Automatic

Burst Fire +6pts *: Burst Fire 1, 10" Accuracy,

Automatic Fire: Automatic Fire 4, 8" Accuracy, Ammo Depletion

Threat Range: 2" (Cannot use automatic fire in melee combat.)

Recoil -1

Sniper Rifle

Pre-Requisite: Firearms, High Precision Rifles

Point Cost: 30pts

Strength 5

Accuracy Range 48"

Rate of Fire: 1

Common Explosives

Explosives take the form of grenades, their launchers, and timed explosives for the second age. The effects of Grenades depend upon the type, and there are other methods of launching grenades, like Rpgs (rocket propelled grenades), and even single launchers attached to assault rifles.

All Grenades, launchers, RPGs, and timed explosives have a point cost equipped for each model.

Grenade/Rocket Effects

- **Fragmentation 6pts**: grenades are designed to explode in a wider area. Any model in the blast radius not actively (using their action) to dive for cover suffers a Strength 3 blast that covers 3" radius from the point of impact. Any model that is using a reaction to dive for cover, suffers a strength 1 blast.
- **Concussion Grenades 6pts:** are designed for serious anti-personal damage. They have a much smaller blast radius and do extra damage to anyone that is at the point of impact. A Concussion Grenade is a Strength 3 blast with a 1" blast radius. Anyone at the point of impact suffers a Strength 4 hit.
- **Anti-Tank grenades 10pts:** shaped charges that cannot be thrown very far, limiting their usefulness. They must be thrown within 6" and have a blast radius of 1". A direct hit causes a Strength 8 hit, while any

other target in the blast radius suffers a hit at half strength rounded down. Piercing 1

- **Flash Grenades 3pts:** have a 2" blast radius negating any actions of those wounded in the blast. They do not damage the targets beyond not allowing them to make take an action during their next activation. A Stun Grenade must roll to hit and wound as normal. Stun grenades non-lethal blast is Strength 4
- **Smoke Grenades 3pts/grenade:** allow for models to move through enemy model's threat ranges without granting provoked attacks. The Blast radius for a smoke grenade is 2"

Thrown Grenades

Pre-Requisite: Grenades

Point Costs: Xpts per model

Strength: as per grenade effect

Accuracy Range: 12"

Rate of Fire: 1

Thrown Grenades are always counted as a heavy weapon.

Grenade Launcher

Pre-Requisite: Grenades and Firearms

Point Cost: 30pts for a single weapon.

Strength: as per grenade effect

Accuracy Range: 20"

Rate of Fire: 1, Recoil 1

Ammunition: fires Fragmentation or Concussion Grenades for no additional point cost.

Single shot Grenade Launcher Upgrade

These are attached to assault rifles.

Pre-Requisite: Grenades and Automatic Weapons

Point Costs: 6pts

Strength: as per grenade effect

Accuracy Range: 20"

Rate of Fire: One shot only per game, Recoil 1

Ammunition: Either Fragmentation or Concussion, no additional point cost

*See advanced firearms for this upgrade

Rocket Propelled Grenades area shoulder fired unguided rockets with explosive warheads.

Pre-Requisite: Rocket Propelled Grenades

Point Costs: 20pts

Strength: as per grenade effect

Accuracy Range: 48"

Rate of Fire: 1, Ammo Depletion, Loader, Recoil -2

Ammunition: Anti-Tank or Fragmentation, no additional point costs.

Common Heavy Weapons

One person generally fires heavy Weapons, and during game play only a single model is required to fire the weapon. However due to the size and strength of the weapon, many of these weapons have the Ammo Depletion rule which requires an action to reload/maintain the ammo feed, etc. Heavy Weapons with this rule may fire, but then require to be reloaded. Reloading takes an action.

All Heavy Weapons allow only base movement, and several also must be stationary.

Loader: If a second model is there to help reload or feed the ammunition, 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, Power Armor, or Mech does not need to be reloaded, as they are fed through autoloaders.

Light Machine Gun 30pts

Stationary, Heavy Weapon, Mounted Weapon

Pre-Requisite: Automatic Weapons, Heavy Ballistics

Point Cost: 20pts per Weapon

Strength 4

Accuracy Range 20"

Rate of Fire: Bursts, Automatic

Burst Fire +6pts*: Burst 2, Accuracy 20"

Automatic Fire: Automatic 5, Accuracy 20", Ammo Depletion, Loader

Heavy Machine Gun 50pts

Stationary, Heavy Weapon, Mounted Weapon

Pre-Requisite: Automatic Weapons, Heavy Ballistics

Point Cost: 40pts per Weapon

Strength 5

Accuracy Range 24"

Rate of Fire: Bursts, Automatic

Bursts Fire +6pts*: Burst 2, Accuracy 24"

Automatic Fire: Automatic 5, Accuracy 24", Ammo Depletion, Loader

Autocannon 50pts

Stationary, Heavy Weapon, Mounted Weapon

Pre-Requisite: Heavy Ballistics

Point Cost 45pts per weapon

Strength: 7

Accuracy Range 40"

Rate of Fire: Single shot, Bursts, Automatic

Burst Fire +5pts*: Burst 2, Accuracy Range 30"

Automatic Fire +5pts*: Automatic 3, Accuracy 20", Ammo Depletion, Loader

105mm Cannon 60pts

Stationary, Heavy Weapon, Mounted Weapon

Pre-Requisites: Heavy Ballistics

Point Cost: 50pts per Weapon

Strength: 10

Accuracy Range 48"

Rate of Fire: 1, Ammo Depletion, Loader3

Timed Explosives

Often briefcase sized explosives of various kinds, these timed detonations can cause havoc and destruction on the battlefield.

Timed Explosives are each set with a timer and go off on the round indicated at the time of setting the explosive. To set the timer, place a dice or marker on the tabletop at the location of the explosion. A d10 works perfectly for this. The marker must indicate the game round of the explosion which occurs in the events phase of the game round.

A model must use its activation to place and set up a timed explosive in base contact with its base. You may set the explosive to go off in any round beyond the current.

Disabling a timed explosive: Another model with the Timed Explosive trait may attempt to disarm the device as an action. On a 6+ the device is disarmed. Only a single model may attempt to disarm a device in a single game round. Other traits and abilities, such as demolitions, can affect the disarming of a timed explosive.

You may also blow up a timed explosive, simply by spending an action to hit it in melee (automatic), or blow it up with another explosive radius blast, like a grenade. This will cause the timed explosive to immediately detonate.

Timed Explosive Effects (Common)

- Fragmented Explosive 20pts
  Any model in the blast radius not actively (using their action) to dive for cover suffers a Strength 4 blast that covers 6" radius from the point of impact. Any model that is using a reaction to dive for cover, suffers a strength 2 blast.
- Concussion 25pts are designed for serious anti-personal damage. They have a much smaller blast radius and do extra damage to anyone that is at the point of impact. A Concussion Grenade is a Strength 5 blast with a 3" blast radius. Anyone at the center of the radius suffers a Strength 6 hit.
- Anti-Tank 25pts explosives are shaped charges with a 2" radius. They are highly dangerous to vehicles or anyone directly hit by the charge. A direct hit causes a Strength 8 hit, while any other target in the blast radius suffers a hit at half strength rounded down.
- Dirty Bomb: Combing Soon
- Tactical Nuclear Detonation: Coming Soon

Personal Armor

Gains in lightweight materials offer more flexible and durable protection. Composites materials such as Kevlar and other synthetics make up the Type 1 Body Armor, with added ceramic polymers and titanium plates to create Type II.

Both Type I and type II can be used as barding for animal companions for the same point cost.

Type I Body Armor: 5pts per squad

Armor: 1

Movement Penalty: 0

Type II Body Armor: 14pts per squad

Armor: 2

Movement Penalty: 0

Shields: Modern use of shields has declines as most firearms require the use of two hands, and lugging around a shield becomes a burden. Where shields are used.

Riot Shields are large shields that protect soldiers from low caliber weapons and mobs. They can be used in melee combat, where they are the most effective. Riot Shields can be used with pistols or melee combat weapons only.

Riot Shields: 4pts per squad

Deflection Bonus: +1

Movement Penalty: 0

*Riot shields have their bonus negated Ranged 2nd Age weapons that are greater than strength 3.

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

Military Ballistic Shields: These are military grade shields capable of deflecting larger caliber weapons. Military Ballistic Shields can be used with any single-handed weapons, or if stationary, with two handed weapons.

Military Ballistic Shield: 12pts per model

Deflection Bonus: +2

Movement Penalty: 1

*Military Ballistic Shields protect against all melee weapons, and Ranged Weapons Strength 6 and lower.

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

2ⁿᵈ Age Vehicles

Military Battle Tanks, Armored Personal Carriers, and many other vehicles have a dominant place on the 2ⁿᵈ age battlefield.

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

The enemy can target drivers, and vehicles individually.

Damaging Vehicles

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

If the toughness value of a vehicle is reduced to half the strength of a weapon mounted to the vehicle, the weapon is disabled and destroyed. A Vehicle reduced to half to a toughness equal to or lower than half the movement value of the vehicle, it is

immobilized and may no longer move or rotate on the tabletop.

More details on Vehicles can be found in the Core Rules, as well as damage that can cripple a vehicle.

Compartments

Some vehicles protect the driver, crew and passengers. In these cases, the Crew and or Passenger capacity will be listed as Open, Protected, or Enclosed.

Open allows outside enemy to target the crew and anyone transported. It also allows the crew and Passengers to fire out of the vehicle.

Protected allows for two crew or passengers to fire out. It also provides a Cover Bonus as is listed for any crew and passengers.

Enclosed allows for no targeting of crew or passengers, and for none to fire out.

Weapon Mounts on Vehicles:

Any ranged weapons or Firearms can be used with your vehicle that your faction has access to. They have a point cost equal to the cost of the weapon and must be mounted as noted below. Weapon Strength is limited to the Highest Toughness value of the Vehicle.

All weapons are considered to have plenty of ammunition for the battle, and do not deplete or need reloading, even when firing automatic weapons. A crew member must be dedicated to the firing of each weapon

Turret: Turrets have a 360 degree arc of fire and are built in weapon systems, able to be fired from within the vehicle without exposing the crew. A turret must be placed on the top or bottom of the vehicle, and as such limits firing to what is seen from the center of the turret

Fixed Mounting: Fixed Weapons require the vehicle to be facing the target. A such the Weapon has a stronger structural housing enabling weapons to be up to 4 strength higher than normal. A Fixed

Mounting can only fire in a 90 degree angle of its facing.

Coaxial weapons sit alongside the primary armament of the vehicle, allowing for greater versatility in battle. These weapons can be fired instead of a Turret or Fixed mounted weapon and have the same firing arcs as their primary weapon. Coaxial Weapons do not need a separate crew member to fire the weapon.

Pintle Mounts are secondary weapons strength 6 and under, that can traverse a 270-degree arc. These weapons must be Strength 6 or less. Pintle Mounts can be installed to face the direction of choice. The direction of the weapon on the model indicates the front arc of the weapon.

Swing Mounts function identical to Pintle Mounts but have a greater 360-degree arc of fire due to more sophisticated mounting.

Side Sponsons: Side sponsons are mounted on the sides of vehicles, and in some cases underneath. Having full arcs only on the side of the vehicle they are on, determining line of sight from the center of the mounting. Side sponsons are rare, but can field any type of heavy military cannon or firearm available.

Mobility

There are two primary modes of movement, wheels, and tracks. Advanced Vehicles can add hover and flight, and you may add these in the advanced vehicles section.

Wheels are often the standard mode of movement for vehicles. Terrain slows Wheels, doubling any terrain movement penalties that reduce movement. Vehicles that are upgraded to Wheels add an Increase Movement 1.

Tracks: Provide excellent movement through terrain reduce movement penalties of terrain by 1. Vehicles upgraded to Tracks reduce their movement by 1.

Hover: Hover vehicles can instantly travel up to mid levels for aerial combat 12" above the tabletop. They can travel along the ground as well, ignoring terrain as they remain a 2" above the ground.

Flight: Vehicles completely capable of slow moving controlled Flight are able to instantly move through all the levels of aerial combat. There are many types of gunships and combat drones able to operate in specific battlezones that can be fielded.

Common Vehicles

Common Vehicles have a point cost per vehicle.

Core Systems: Each vehicle comes equipped with Core Systems that add to the base point cost of the vehicle. You may select any upgrade to be the part of your core systems. Add the point cost of the Core System chosen from below to the base cost of the Power Armor.

Personal vehicles like motorcycles and other single crewed vehicles. 30pts

Strength: 3 Toughness: 5 Movement: 6- wheeled

Power: 3   Core Systems: 1

Mtn: 7   Rtn: 7

Crew Compartment: 1- Open

Mounted Combat Bonus 1

Passenger capacity: 1 -Open

Light Vehicles are light armored transports or fast moving vehicles. 60pts

Strength: 5 Toughness: 7 Movement: 5 -wheeled

Power: 6   Core Systems 2

Mtn: 5   Rtn: 7

Crew: 3 protected 1

Passenger Capacity: 5- protected 1

Medium Vehicles: *are usually armored apcs, or light battle tanks, with Heavier armor for frontline fighting. 75pts*

Strength: 5 Toughness: 7 Movement: 4 -Wheels

Power: 6   Core Systems 3   Armor 1

Mtn: 5   Rtn: 7

Crew: 4 Enclosed

Passenger Capacity: 5- Enclosed

Heavy Vehicles are Main Battle Tanks and Heavily Armored Vehicles with extra protection. 90pts

Strength: 5 Toughness: 8 Movement: 3 -Tracks

Power: 7   Core Systems: 4 Armor 2

Mtn: 5   Rtn: 7

Crew: 5- Enclosed

Passenger Capacity: 0 Enclosed

Super Heavy Vehicles *are behemoth Battle Tanks capable of dominating the battlefield. Super Heavy Vehicles are coming soon.*

Core System Options

- Built in Turret Weapon System Xpts: Integrated Weapon System (Turret)
- Reinforced Front/side Armor 10pts: Armor 1 (front and side armor only)
- Personnel Carrier 10pts: Increase Passenger Capacity 5 for Light, medium and Heavy vehicles
- Vehicle Enclosure 10pts: Compartment Upgrades- Enclosed (Passenger, and crew)
- Crew Mounted Weapon Xpts: Pintle Mounted Weapon
- Xtra Crew Mounted Weapon Xpts: Pintle Mounted Weapon
- Coaxial Smoke Launchers 5pts: Cover 2

More options are unlocked through Advanced Vehicle Designs.

11.4 Specialized Weapons and Equipment

Armor Types

Type IIA Body Armor: This is Type II Body Armor upgraded with external hardened protection scientifically angled to aid in avoiding critical and solid hits.

Type IIA Body Armor: 20pts per Model

Armor 2

Enhancement Mtn1 and Rtn1

Movement Penalty: 1

Type III Heavy Body Armor: The Heaviest Armor protection consists of overlapping synthetic polymers and Metal Composite alloys to provide maximum protection to its wearer. Advancements in protection also create the Advanced Type IIIA

Type III Body Armor: 30pts per Model

Armor: 3

Movement Penalty: 1

Type IIIA Body Armor: 45pts per model

Armor 3

Enhancement Mtn1 and Rtn1

Movement Penalty: 1

Jet Packs: 10pts per model

Armor: 0

Flight: Agile Flyer, Ignores Terrain Movement Penalties

Jet packs require a power source, and can be applied to many different armies. Jet Packs allow for a model to ignore upward movement reductions in movement, terrain obstacles or rough terrain movement penalties, and allow for flight if they so choose. Jet packs grants the Agile Flyer rule.

Energy Weapons

Energy weapons use a high-energy beam of atomic or subatomic particles to damage the target. A beam weapon directs focused energy capable of tearing through its target with instantaneous superheated particles.

Energy Weapons are highly accurate and able to penetrate heavy armor. Most can penetrate heavy armor with ease with either the Ignore Armor or Piercing X ability.

Blooming: Many ranged energy weapons defocus and disperse energy within dense atmospheric conditions. Heavy fog or smoke can cause blooming on the battlefield. Any weapon with blooming reduces the strength of the hit by 1 for smoke or fog.

EMI X: Electromagnetic Interference weapons do damage to nonliving models' power source. Resolve an EMI hit against the models Power characteristic. See EMI Weapons for more details.

Ethereal X: Etheric weapons are focused beams of ethereal energy. An Etheric beam rips at the bodies neural structure, tearing at the soul or essence of the creature. Resolve an Ethereal hit against a models Willpower Characteristic.

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.

Direct Energy Weapons:

Emit a focused high intensity beam to damage the target.

Energy Rifle

Pre-Requisites: Direct Energy Weapons

Point Cost: 5pts per Weapon

Strength: 3

Accuracy Range 36"

Rate of Fire: 1

Piercing 1, Blooming, Recoil -1

Energy Pistol

Pre-Requisites: Direct Energy Weapons

Point Cost: 5pts per Weapon

Strength: 3

Accuracy Range 18"

Rate of Fire: 1

Threat Range: 2"Pistol

Piercing 1, Blooming, Recoil -2

Etheric Energy Weapons

Etheric Energy Weapons use contained focused energy from the Ethereal to tear apart the soul or essence of the target. Etheric Weapons are extremely lethal to living targets. Ethereal Weapons are incapable of doing physical damage.

Etheric Rifle

Pre-Requisites: Etheric Energy Weapons

Point Cost: 20pts per Weapon

Strength: Ethereal 3, EMI 3

Accuracy Range 24"

Rate of Fire: 1

Ignore Armor, Ethereal, EMI Pulse, Recoil -1

Etheric Pistol

Pre-Requisites: Etheric Energy Weapons

Point Cost: 20pts per Weapon

Strength: Ethereal 3, EMI 3

Accuracy Range 12"

Rate of Fire: 1

Threat Range: 2"Pistol

Ignore Armor, Ethereal, EMI Pulse, Recoil -2

Ion Particle Weapons

Ion Particle Weapons are beam weapons that fire beams of ions that have been given an electrical neutral charge. Electromagnets give the beams their charge. Due to their electrical charges, the fired ions can disable electronic devices, vehicles, and anything else that has an electrical power source.

In addition to the strength of the weapon, Ion Particle Weapons have an EMI element vs Nonliving models that have a power characteristic.

Ion Rifle

Pre-Requisites: Ion Particle Weapons

Point Cost: 8pts per Weapon

Strength: 3, EMI Pulse 3

Accuracy Range 24"

Rate of Fire: 1

Piercing 1, EMI Pulse, Blooming, Recoil -1

Ion Pistol

Pre-Requisites: Ion Particle Weapons

Point Cost: 8pts per Weapon

Strength: 3, EMI Pulse 3

Accuracy Range 12"

Rate of Fire: 1

Threat Range: 2"Pistol

Piercing 1, EMI Pulse, Blooming, Recoil -2

Plasma Weapons

Plasma Weapons fire a powerful short ranged burst of plasma (highly volatile energy). Due to their short range, high intensity blast, plasma weapons are not subject to blooming.

Plasma Rifle

Pre-Requisites: Plasma Weapons

Point Cost: 15pts per Weapon

Strength: 5

Accuracy Range 12"

Rate of Fire: 1

Piercing 2, Recoil -1

Plasma Pistol

Pre-Requisites: Plasma Weapons

Point Cost: 15pts per Weapon

Strength: 5

Accuracy Range 6"

Rate of Fire: 1

Threat Range 2"Pistol

Piercing 2, Recoil -2

Energy Melee Weapons

Melee Energy Weapons can be quite lethal in melee combat with their ability to slice through armor with ease. These weapons take the forms of other weapons, including swords, staves, axes, etc, and add the energy source to the blade or lethal ends of the weapon. The energy of the weapons carry the force of the strike through existing armors, greatly enhancing the effects of melee combat.

The effects of the different energy forms combined into a melee weapon are listed below. These are added onto the weapon's existing attributes. In addition there are advanced energy weapon attributes that may be added through Advanced Weapon design.

Direct Energy Melee Weapons

Focused energy in a melee weapon

Pre-requisites: Energy Melee Weapons, Direct Energy Weapons

Point Cost: 15pts per Weapon

Threat Range: As per weapon type

Piercing 1

Etheric Energy Melee Weapons

Etheric Melee Weapons take the strength of the user with an ethereal attack. Both the Ethereal and EMI Pulse are equal to the strength of the user.

Pre-Requisites: Energy Melee Weapons, Etheric Energy Weapons

Point Cost: 30pts per Weapon

Threat Range: As per weapon type

Ignore Armor, Ethereal X (user), EMI Pulse X (user)

*Etheric Melee weapons once powered up, flicker between reality and the Ethereal plane.

Ion Particle Melee Weapons

Charged Ion Particle weapons in melee combat do normal damage, plus emit an EMI Pulse through the Energy of the Weapon

Pre-Requisites: Energy Melee Weapons, Ion Particle Weapons

Point Cost: 18pts per Weapon

Threat Range: As per weapon type

Piercing 1, EMI Pulse 3

Plasma Melee Weapons

Often hard to control, and extremely powerful for a melee weapon, Plasma Energy weapons can often wreck light vehicles and tear apart the strongest of Warriors.

Pre-Requisites: Energy Melee Weapons, Plasma Weapons

Point Cost: 30pts per Weapon

Threat Range: As per weapon type

Piercing 2, Enhancement Strength 2

Heavy Beam Weapons

Direct Energy Cannon

Pre-Requisites Direct Energy Weapons, Heavy Beam Weapons

Point Cost: 40pts per Weapon

Strength: 8

Accuracy Range 36"

Rate of Fire: 1

Piercing 1, Blooming, Loader. Recoil -1

Plasma Cannon

Pre-Requisites: Plasma Weapons, Heavy Beam Weapons

Point Cost: 60pts per Weapon

Strength: 10

Accuracy Range 18"

Rate of Fire: 1

Piercing 1, Loader, Recoil -1

Ion Cannon

Pre-Requisites: Ion Particle Weapons, Heavy Beam Weapons

Point Cost: 50pts per Weapon

Strength: 8, EMI 7

Accuracy Range 30"

Rate of Fire: 1

Piercing 1, Loader, EMI Pulse, Blooming, Recoil -1

Etheric Cannon

Pre-Requisites: Etheric Energy Weapons, Heavy Beam Weapons

Point Cost: 80pts per Weapon

Strength: Ethereal 7, EMI 7

Accuracy Range 24"

Rate of Fire: 1

Ignore Armor, Ethereal, EMI Pulse, Recoil -1

EMI Weapons

EMI stands for Electromagnetic Interference weapons, which can be used to disable electrical systems without collateral damage. Smaller versions can knock out aerial drones while larger systems are designed in larger Pulse Weaponry firing a pulse that can knock out electrical systems over a larger area.

EMI X Weapons do not fire against the toughness its target, and can damage any model with power source. Use Power instead of Toughness to determine if the weapon disables the power source. If wounded by a EMI weapon, the power source is disrupted and the model loses its next activation, and all systems no longer function, until their next activation.

Any critical EMI hit destroys the power source. For vehicles and robots this disables the robot for the entirety of the game.

Continuous: Once a weapon has shut down its target, the weapon can continue to emit its EM wave to keep the power source shut down. To do so the model firing the EM waves, must remain stationary and use its activation to keep the model disabled.

Pulse: EMI Pulse Weapons are stronger weapons, but cannot maintain a Continuous mode of fire.

Blast: EMI Blast Weapons fire off a EMI blast in a radius effect. These are often small grenades that can short out light vehicles.

EMI Rifle

Pre-Requisite: Firearms, EMI Rifle

Point Cost: 10pts per weapon

Strength: EMI 2

Accuracy Range 20"

Rate of Fire: 1, EMI Continuous, Recoil -1

EM Pulse Rifle

Pre-Requisite: Firearms, EMI Rifle

Point Cost: 20pts per weapon

Strength EMI 4

Accuracy Range 30"

Rate of Fire: 1, EMI Pulse, Recoil -1

Emi Grenade

Pre-Requisite: Grenades, EMI Rifle

Point Cost: 5pts per weapon

Strength EMI 3 with a 3" radius blast

Accuracy Range 12"

Rate of Fire: 1, thrown

EMI Heavy Pulse Cannon

Pre-Requisite: EMI Pulse Rifle

Point Cost: 35pts per weapon

Strength: EMI 8

Accuracy Range 30"

Rate of Fire: 1, EMI Pulse, Recoil -1

Magnetic Particle Weapons

A magnetic particle weapon is one that uses magnetic fields to accelerate projectiles. These are extremely powerful weapons that hit hard and do a lot of damage.

Railguns

A railgun uses a pair of parallel rails, using a powerful electromagnetic current to impart a very high kinetic energy to a projectile capable of doing tremendous damage to its target.

Rail Rifle

Pre-Requisites: Railguns

Point Cost: 10pts per Weapon

Strength: 5

Accuracy Range 36"

Rate of Fire: 1

Increase Damage 1, Recoil -1

Heavy Rail Cannon

Pre-Requisites: Railguns, Heavy Particle Cannon

Point Cost: 60pts per Weapon

Strength: 10

Accuracy Range 48"

Rate of Fire: 1

Increase Damage 2, Recoil -1

Coilgun Pistol

Pre-Requisites: Coilgun

Point Cost: 10pts per Weapon

Strength: 4

Accuracy Range 15"

Rate of Fire: 1

Threat Range: 2" Pistol

Increase Damage 1, Recoil -2

Gauss Rifle

Pre-Requisites: Coilgun

Point Cost: 15pts per Weapon

Strength: 4

Accuracy Range 30"

Rate of Fire: 3

Increase Damage 1, Recoil -1

Gauss Cannon

Pre-Requisites: Coilgun, Heavy Particle Cannon

Point Cost: 40pts per Weapon

Strength: 8

Accuracy Range 36"

Rate of Fire: 1

Increase Damage 1, Recoil -1

Meta Materials

Meta materials are added personal armor, creating unique circumstances.

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.

Camo Polymers: bend the light of the viewer, making the wearer nearly invisible to the naked eye. These advanced Polymers are applied as an exterior skin to other materials. Camo Polymers grant Advantageous Cover X.

Air Bending Injections added to advanced materials by injecting magnetic liquid bubbles into the material. These allow a model to become almost buoyant, granting aerial Combat Medium Jumps. During activation, a model may "jump" to aerial combat medium levels (hover) with normal movement. The following activation the model must land during its movement.

Special Heavy Ballistics Weapons

Heavy smooth bore cannons excel at anti-tank capabilities, as well as in their use of specialized muntions to create a very versatile weapon

120mm Cannon 60pts

Stationary, Heavy Weapon, Mounted Weapon

Pre-Requisites: 120mm Heavy Cannon

Point Cost: 60pts per Weapon

Strength: 12

Accuracy Range 48"

Rate of Fire: 1, Ammo Depletion, Loader, Recoil 1

140mm Cannon 80pts

This is a massive weapon that must be stationary to fire and if mounted onto a vehicle takes up 2 core systems. It is quite simply a heavy tank destroyer weapon.

Stationary, Heavy Weapon, Mounted Weapon

Pre-Requisites: 140mm Cannon

Point Cost: 80pts per Weapon

Strength: 14

Accuracy Range 48"

Rate of Fire: 1, Ammo Depletion, Loader, Recoil 1

This weapon requires the use and space of 2 core systems.

Missile Launcher

A missile Launcher is a recoilless gun, essentially an open tube to fire specialized missiles. The warheads used on missile launcher are considerably larger than rocket propelled grenades.

Due to a large part of the recoil blasting out the back end of the launcher, Single models can often fire a missile launcher shoulder mounted.

You must choose the type of warheads you will be equipped with. You may bring multiple kinds, but may only fire one warhead type per activation.

Missile Launcher 30pts

Shoulder or ground fired Missile Launcher

Stationary, Heavy Weapon

Pre-Requisites: Heavy Ballistics

Additional Point Cost: Dependent upon Warhead

Strength: as per Missile Warhead

Accuracy Range 48"

Rate of Fire 1, ammo depletion, Loader, Recoil -2

Explosive, Fragmentation, and Shaped Charge,

Missile Warheads

Explosive Warhead: 20pts

Strength: Strength: 9 2"r Blast Radius

An explosive charge is used to disintegrate the target, and damage surrounding areas with a blast wave.

Fragmentation: 10pts

Single Shot: Strength 3 4" Blast Radius

Fragmentation: Metal fragments are projected at high velocity to cause damage or injury.

Shaped Charge: 30pts

Strength: 8 Piercing 2

The effect of the explosive charge is focused to destroy heavy armor.

11.5 Advanced Weapons and Equipment

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

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

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

Selecting your attributes: Using the points granted to you by Advanced Weapon traits and abilities, you may select attributes for your weapons from any category Categories you have pre-requisites for.

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

Advanced Bionic Upgrades

Electromechanical Bioengineering can be used to create super soldiers with incredible strength and durability. Upgraded Modifications then become available.

Bionic Advanced Upgrades

Armor Plating 5pts: Armor 1

Backup Organ Systems 5pt: Unstoppable 0

Modification Strength 1 5pts

Modification Movement 1 5pts

Sensory Upgrades 5pts: Awareness 18, Night Sight

Models with Complete Neural Transfers into can take further upgrades, and no longer have wounds to take damage. They now take damage as a vehicle or another non-living model.

The new bodies must be similar enough to the original person's frame, or the new body will be rejected. Use Stat Lines equal to the original body, adding any Bionic or replacement part bonuses to the new machine. In addition, you may upgrade the body with new Core Systems taken from below.

It is also vital to remember that a model's Willpower is converted over to a Power Characteristic.

Small Sized Body: Core Systems: 1

Medium sized Body: Core Systems: 2

Large sized body: 2 Core Systems

X-Large or larger: 3 Core Systems

Additional Traits from Electromechanical Bioengineering can still be taken as upgrades without adding to the Core Systems. The model is now considered non-living, but maintains its intellect through circuitry.

- Built in Weapon System 5pts: Integrated Weapon Systems, Remove Trait ammo depletion. This can be taken multiple times
- Enhanced Strength 5pts: Enhancement strength 1
- Sprint Enhancers 5pts: Enhance Movement 1
- All Around Sight: 5pts: All Around Sight
- Heavy Mounting 2 5pts: Heavy Mounting

Advanced Heavy Ballistic Weapons

Advanced heavy ballistics adds new attributes to your Heavy Ballistic Weapons.

Pre-Requisites: Any Heavy Ballistics Trait,

- **Controlled Bursts 15pts**: Increase Bursts 1
- **Fully Automatic 15pts**: Increase Automatic 2
- **Extended Range 5pts**: Increased Accuracy Range 6"
- **Enhanced Targeting 10pts**: Increased Ranged 1 (single shot, stationary only)
- **Heavy Weapon 10pts**: Increase Strength 1, Reduce accuracy range 6, heavy weapon
- **Grenade Launcher 5pts:** Grenade (see Grenades)
- **Recoil Compensator 5pts:** Recoil -1

Advanced Heavy Ballistic Munitions

Advanced Munitions are upgrades to the projectiles fired by heavy ballistics weapons.

Taking advanced munitions changes the type of ammo loaded. To switch ammo types takes an action to reload.

You may also combine the point cost of munitions to create unique and often powerful ballistic munitions.

Weapons with Burst or Automatic Fire options may not use Advanced heavy ballistic munitions

- **Heavy Incendiary +10pts:** Increase strength (Fire) 2
- **Heavy Explosive +5pts:** Blast 1" radius, Increase Damage 1
- **Explosive Ordinance +20pts:** Blast 2"r, Reduce Strength 2, Reduce Accuracy Range 15"
- **Depleted Radiated Composites +10pts:** Piercing 2
- **Ghost Rounds* +20pts:** Encased Ethereal (pre-requisite Ethereal)
- **Guided Rounds +10pts:** Enhancement Ranged 1
- **Airburst Rounds +5pts:** Reduce Cover 2, Blast 1", Reduce Strength 2

Advanced Personal Firearms

Advancement in personal firearm. Each advanced weapon advanced attribute has a per weapon point cost that is added to the weapon costs.

- **Controlled Bursts 15pts**: Increase Bursts 1
- **Fully Automatic 15pts**: Increase Automatic 1
- **Extended Range 5pts**: Increased Accuracy Range 6"
- **Enhanced Targeting 10pts**: Increased Ranged 1 (single shot, stationary only)
- **Heavy Weapon 10pts**: Increase Strength 1, Reduce accuracy range 6,
- **Grenade Launcher (single shot) +5pts:** Single shot Grenade (see Grenades)
- **Recoil Compensator 5pts:** Recoil -1

Advanced Personal Firearm Munitions

Advanced Munitions are vast improvements on the fired projectiles of firearms and heavy ranged weapons of the 2nd Age. Advanced Munitions can be used with the appropriate types of firearms listed below.

Pre-Requisites Firearms, Advanced Munitions

- **Incendiary +5pts:** Increase strength (Fire) 1
- **Explosive +5pts:** Increase Damage 1
- **Depleted Radiated Composites +5pts:** Piercing 1
- **Ghost Rounds +10pts:** Encased Ethereal
- **Guided Rounds +10pts:** Enhancement Ranged 1
- **Grenade Launcher (single shot) +5pts:** Single shot Grenade (see Grenades)

Advanced Beam Weapon Upgrades

Advanced beam weapons upgrades apply only to ranged versions of the weapon.

- Heavy Beam Weapon 5pts: Increase Strength 1
- Intense Beam 10pts: Piercing 2
- Cyclotron Accelerator 10pts: Increase Rate of Fire 2, and increasing the recoil by 2
- Overcharged Capacitors 15pts: When firing you may Increase Strength 2. Overcharged Weapons can have a Rate of Fire 1 only. Overcharging increases the Recoil of the weapon by 2

Advanced Melee Energy Weapon Upgrades

Advanced Melee Upgrades may be added to Energy Melee Weapons. However, only the following advancements may be taken.

Melee Weapons 5/10/20

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

- Blunt Weapons: Enhancement Strength X
- Bladed Weapons: Enhancement Martial X
- Cleaving Weapons: Enhancement Damage X
- Piercing Weapons: Piercing X
- Increased Threat Range X*

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

Piercing Reduces Toughness by X

Extreme Melee Energy Weapons:

You may also update your Energy Melee Weapons to include Extreme Conditions using rare energy compounds. These have the same effects as the metal compounds under Extreme Weapons for Advanced Melee Weapons. See Advanced Melee Weapons for additional info.

Extreme Weapons 15/15/20

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

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

*Weapons: Extreme Weapons have different effects depending upon the alloys being used.

- Thermite: Enhance Strength (Fire) X
- Cold Steel: Enhance Strength (Cold) X
- Corrosive: Acid X
- Electric: Electricity X
- Toxic: Poison X
- Radiated: Defense Reduction (Radiation) X
- Resonance: Resonance X

Advanced Magnetic Particle Weapons

- Heavy Rounds 5pts: Increase Strength 1
- Guided Rounds 5pts: Enhancement Ranged 1
- Magnetic Rail efficiency 5pts: Recoil -1
- Extended Range 5pts: Enhancement Accuracy Range 12
- Massive Rail Cannon 10pts: Increase Strength 2, Increase Core Systems Requirement 1
- Gauss Cannon Efficiency 10pts: Increase Rate of Fire 2, increasing recoil by 2

Advanced Melee Weapons and Equipment

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

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

For Example:

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

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

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

Expect more added and exotic categories in the future.

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

The Attributes for Advanced Melee Weapons are the same as 1ˢᵗ Age attributes that may be added to 2ⁿᵈ Age weapons, and are replicated here for convenience.

Melee Weapons 5/10/20

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

Blunt Weapons: Enhancement Strength X

Bladed Weapons: Enhancement Martial X

Cleaving Weapons: Enhancement Damage X

Piercing Weapons: Piercing X

Increased Threat Range X*

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

Piercing Reduces Toughness by X

Advanced Archery and Gunpowder Weapons 5/10/20

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

Ranged- Enhancement Ranged X

Piercing- Piercing X

Strength- Enhancement Strength X*

Accuracy- Accuracy 5X

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

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

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

Piercing reduces Toughness by X

Extreme Weapons 15/15/20

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

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

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

Thermite: Enhance Strength (Fire) X

Cold Steel: Enhance Strength (Cold) X

Corrosive: Acid X

Electric: Electricity X

Toxic: Poison X

Radiated: Defense Reduction (Radiation) X

Resonance: Resonance X

Armor and Shields 10/20/40

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

Strong Armor: Enhancement Toughness X

Lightweight: Reduce Movement Penalty X

Reinforced Armor: Enhancement Rtn X

Angled Plates: Enhancement Mtn X

Resistance 5/10/20

Thermite: Resistance (Fire) X

Cold Steel: Resistance (Cold) X

Corrosive: Resistance (Acid) X

Electricity: Resistance (Electricity) X

Toxic: Resistance (Poison) X

Radiated: Resistance (Radiation) X

Resonance: Resistance (Resonance) X

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

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

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

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

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

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

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

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

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

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

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

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

Powered Armor

Powered Armor is an elite and heavy armor only mobile because of its power source. Offering amazing protection with ceramic and titanium plating, powered armor creates an elite warrior like none other. The suit is powered with its own protected power core, and therefore has base characteristics for the wearer regardless of their own characteristics.

Powered armor takes damage as a vehicle due the extreme resilience and protection of the armor. Critical hits not only damage core systems, but also cause a wound to the wearer for each core system damaged.

Due to size limitations, the size of the person going into armor greatly effects the strengths of the armor as well as the number of systems that can be added to it. Powered armor can take ranged heavy weapons with a strength equal to or less than its toughness value allowing them to be used as normal weapons.

Jet Packs 10pts: Jet Packs are not powered armor, but the technology requires a power source and thus shares the same branch. Jet Packs allow for flight, and can take Flight Control Systems upgrades for 5pts.

Models with Jet Packs can ignore obstacles that cause terrain movement penalties, including any upward or downward movement.

Light Power Armor 20pts (small and medium models) Model Size: small, 1 Core system, Armor 1

Strength 3, Toughness 3, Movement 3, Power 3

Power Armor 30pts (medium and Large models) Model Size: Large, 2 Core systems. Armor 1

Strength 3, Toughness 4, Movement 3, Power 4

Heavy Power Armor 50pts (medium, Large and x-large models), Model size X-Large, 2 Core Systems, Armor 2

Strength 4, Toughness 4, Movement 2, Power 4

Core Systems: Each Power Suit comes equipped with a Core Systems that add to the base point cost of the powered armor. You may select any upgrade to be the part of your core systems. Add the point cost of the Core System chosen from below to the base cost of the Power Armor.

Power Armor upgrades: You may upgrade your power armor to include new systems and functions. The Power Armor Upgrades ability selected by traits, adds a point value you can spend to enhance your armor. Add the point cost to your Power Armor.

Powered Armor System Upgrades

- **Built in Weapon System 5pts:** Integrated Weapon Systems
- **Enhanced Strength 5pts:** Enhancement strength 1
- **Sprint Enhancers 5pts:** Enhance Movement 1
- **All Around Sight 5pts:** All Around Sight
- **Integrated Command Comms 5pts**: Remote Operations
- **Targeting enhancement 5pts:** Enhancement Ranged 1
- **Combat Protocols 5pts:** Enhancement Martial 1
- **Encased Power Core 5pts:** Enhancement Power 1
- **Camo Polymers 10pts***: Advantageous Cover 2
- **Deflector shielding 10pts:** Deflector Shielding 2*
- **First Aid Stimulants 10pts:** First Aid Stim*, Faction Pre-Requisite Rejuvenation Stims
- **Flight Control systems10pts:** Aerial Combat (high), Pre-Requisite Jetpack
- **Heavy structural support 10pts**: Heavy Mounting 2
- **Increased Armor 10pts:** Armor 1
- **Integrated Multi-Targeting AI 10pts**: Multi-Targeting AI
- **Jetpack 10pts:** Aerial Combat
- **Liquid Armor 10pts:** Liquid Armor 1
- **Reactive Armor Plating 10pts:** Reactive Armor 1*

*Requires knowing additional traits as a faction pre-requisite

Robotics

Robots are artificial non-living machines that operate either remotely or with advanced AI systems.

A class having Controlled Robotics allows for you to construct a robot for your class. Robots count as a member of your squad.

To build your robot you may select upgrades equal to the number of Core Systems you have. You may not have more core Systems than are listed for the frame size of your robot. Each selected upgrade adds to the point cost of your robot.

Robots take damage the same as other non-living models/vehicles.

When designing your robots, follow these steps

1. Select the frame size and decide upon Controlled or AI Capability depending upon abilities of your class.

2. Decide upon the Mobility Type of your robot

3. Onboard Weapon Systems.

4. upgrades and additional Core Systems are added

Tiny Model: Core Systems 5pts

Strength: 1 Toughness: 1 Movement 4

Martial: 2 Ranged: 2

Power 1 Core Systems: 1

Mobility Options: Flight Controls, Wheels

Mtn 5 Rtn 8

Small Model: Core Systems 10pts

Strength: 2 Toughness: 2 Movement 3

Martial: 2 Ranged: 2

Power: 2 Core Systems: 2

Mobility Options: Flight Controls, Tracks, wheels

Mtn: 5 Rtn 8

Medium Model: Core Systems 20pts

Strength 4 Toughness 4 Movement 3

Martial 2 Ranged: 2

Power: 4 Core Systems: 4 Armor 1

Mobility Options: Quadruped, Tracks, wheels, Biped

Mtn: 6 Rtn 7

Large Model: Core Systems 40pts

Strength: 6 Toughness 5 Movement 2

Martial: 2 Ranged: 2

Power: 6 Core Systems: 6 Armor 2

Mobility Options: Quadruped, Tracks, Wheels, biped

Mtn: 6 Rtn: 7

Robotic Mobility: Options that are listed with the model size can be chosen with no additional point cost, nor do they take up a Core System.

You may select another type of mobility not listed for the point cost below.

- **Biped 5pts:** A robotic machine that moves on two legs upright. These mimic humanoid proportions. Humanoids Robots can carry a weapon (ranged or melee) like a living model would in addition to any onboard Weapon systems. A carried weapon costs -/X
- **Flight Controls 20pts:** Allows for models to engage in flight and aerial combat granting Agile Flight.
- **Hover 10pts:** Allows for models to hover up to the medium level 9" above the ground.
- **Quadruped 5pts:** A robotic machine that moves on 4 legs to easily move through and over terrain. Reduce Terrain Movement Penalty 2. Quadruped robots can be equipped with an additional fixed ranged weapon for the point cost of -/X
- **Tracks 5pts:** Reduce Terrain Movement Penalty 1:
- **Wheels 5pts:** Increase Movement 1

Robotic Weapon Systems: Weapon Systems use up a Core System and cost the point cost of the weapon.

- **Backup Weapon System -/X:** Allows for a secondary onboard weapon system, Ranged, or Melee Weapons
- **Built in Fixed Melee Weapon System -/X:** You may take a melee weapon system at the point cost of the weapon. Melee weapons do not take up point costs, but does take up a core system.
- **Built in Fixed Ranged Weapon System -/X:** Adding a Weapon System costs the point cost of the weapon being used. The weapon must be a known weapon type to be mounted on the robot. Robots have the same limitations as other non-living models as to the strength of the weapon. Weapon Systems do not use up the base point value you can spend on your robot design, but takes up a core system.

Core System Robotic Upgrades: You may spend the points allocated to the Core Systems to purchase Core System Upgrades. Additional points and total Core Systems allowed can be upgraded with Advanced Robotic Systems. The total cost of the robotic model is its Core Systems plus weapon systems equipped.

- **Command Operational Equipment:** Enhancement Command 1 (for models with remote operations)
- **Heavy Mounting 10pts:** Heavy Mount 4
- **Melee Combat Upgrade 10pts:** Increase Martial 2
- **Ranged Combat Upgrade 10pts:** Increase Ranged 2
- **Strength Upgrades 5pts:** Increase Strength 1
- **Camo Polymers 10pts*:** advantageous Cover 2
- **Increased Armor Plating 10pts:** Armor 1, Reduced Movement
- **Power Core Protection 10pts:** Increase Power 2
- **Reinforced Frame Upgrades 10pts:** Increase Toughness 1
- **Targeting Array 10pts:** Multi-Targeting AI

- **Deflector Shielding 10pts*:** Deflector Shielding 2
- **Reactive Armor Plating 10pts:** Reactive Armor 1

*Requires knowing additional traits as a faction pre-requisite

Advanced Vehicle Upgrades

Upgraded Vehicle designs

- **Extra Armor 10pts:** Armor 1 (All sides)
- **Large Crew Compartment 20pts**: Requires 2 Core Systems, Increase Passenger Capacity 10 for light or heavy vehicles only
- **Advanced Targeting 10pts:** Increase Ranged 2 vs Non-living targets
- **Command Vehicle 10pts:** Enhanced Command 2
- **Reactive Armor Plating 10pts:** Reactive Armor 1
- **Protected Power Core 10pts:** Increase Power 2
- **Hovercraft 20pts:** Hover, Aerial combat medium
- **Flight Control Systems 30pts:** Requires two Core Systems, Aerial Combat High
- **Heavy Mounting 10pts:** Heavy Mount 2
- **Deflector Shielding 20pts**: Deflector Shielding 2*
- **Military Grade Wheels 5pts**: Wheels
- **Tank Tread 10pts**: Tracks
- **Reinforce Hull 10pts:** Increase Toughness 1

*Requires knowing additional traits as a faction pre-requisite

Mecha, which means "mechanical", are Walkers that are advanced vehicles piloted by a crew, rather than being an individual mechanical suit. These suits are often bristling with weaponry and other core systems. Walkers ignore area terrain when moving through it.

Light Mecha: Large Model 70pts

Strength: 7 Toughness: 6 Movement: 4 -Walker

Power: 6   Core Systems 2 Armor:1

Mtn: 7   Rtn: 7

Crew: 1 Enclosed

Passenger Capacity: 0- Enclosed

Battle Mecha: X-Large Model: 95pts

Strength: 8 Toughness:7 Movement: 3 -Walker

Power: 7   Core Systems: 3 Armor: 1

Mtn: 7   Rtn: 7

Crew: 2- Enclosed

Passenger Capacity: 0 Enclosed

Heavy Battle Mecha: 110pts

Strength: 9 Toughness: 8 Movement: 3 -

Power: 8   Core Systems: 4 Armor:1

Mtn: 7   Rtn: 7

Crew: 3- Enclosed

Passenger Capacity: 0 Enclosed

Dual Armature Weapon Mounting: Walkers may take two of the same weapon type on each armature mounting combining them into a dual weapon mounting controlled by a single crew member. Both weapons attack as a single weapon increasing the number of shots or attacks from the weapon has.

Single Weapon Armature Mounting: Overcharged powerful weapons can be built into a single armature of a walker. These weapons are stronger and larger versions of the same weapon. A single armature weapon has an increased Strength 1. Only one armature weapon can be used in a single activation.

* A single crew member is used to fire each armature weapon. Dual Armatures are considered a single weapon. Any weapon known by your faction can be mounted, including melee combat weapons. As normal, Mecha are vehicles and are limited in the strength of the weapon mounted by their toughness.

Mecha Core Systems: These are available to any Mecha.

- **Dual Armature Weapon Mounting** -/X
- **Single Weapon Armature** -/X
- **Reinforced Front Armor 5pts:** Armor 1 front armor only
- **Crew Mounted Weapon** Xpts: Pintle Mounted Weapon
- **Xtra Crew Mounted Weapon Xpts**: Pintle Mounted Weapon
- **Coaxial Smoke Launchers 5pts:** Cover 2
- **Reinforce Hull 10pts:** Increase Toughness 1

Advanced Mecha Upgrades: Advanced upgrades are only unlocked through

- **Extra Armor 20pts:** Armor 1 (All sides)
- **Advanced Targeting 10pts:** Increase Ranged 2 vs Non-living targets
- **Command Vehicle 10pts:** Enhanced Command 2
- **Reactive Armor Plating 20pts:** Reactive Armor 2*
- **Protected Power Core 10pts:** Increase Power 2
- **Flight Control Systems 30pts:** Requires two Core Systems, Aerial Combat High. Light Walkers only
- **Heavy Mounting 10pts:** Heavy Mount 2
- **Dual Deflector Shielding 30pts**: Deflector Shielding 2* This provides a back-up deflector shield that is activated upon the collapse of the first.

*Requires knowing additional traits as a faction pre-requisite

2nd Age Powers

Coming soon.