

The Genesys Project- Core Rules Errata and FAQ

Official Update v1.2

The Genesys Project Core Rules

We strive to make certain that our rules are clear and concise, but mistakes do creep in or the intent of the rule is not as clear as it needs to be.

The following document contains amendments to our rules and strives to clarify the most frequently asked questions in the game. As we plan to update these regularly as needed, each update has a version number above.

In paragraphs that need attention focused on a section of errata, these altered areas are highlighted in **blue**

Sections that have just been updated for this version is in **red**.

ERRATA- Rules

Page 15 THE COMBAT SITUATION

Add the following to the end of the last paragraph on the page

Offensive Combat Enhancements: Taking Offensive Combat Enhancements apply to a model's attack roll.

Defensive Combat Enhancements: Taking Defensive Combat Enhancements apply to a model's save against a wound.

Page 18 MOVING INTO MELEE COMBAT

Change the third paragraph in Moving into Melee Combat to the following.

Enemy squads may declare they are fighting back, using a single Command Value for the combat. Doing so, your opponent may now move any unengaged models up to their base movement to engage models for combat.

Page 19 ALLOCATING AND RESOLVING MELEE ATTACKS

Change following paragraphs starting with the fourth paragraph. Corrections in blue.

To hit in Melee Combat, roll a d6 and add the Martial Characteristic of the attacking model + **Offensive Combat Situation (CS) bonuses** if any applies and this total is referred to as the Combat Resolution Number (CRN).

(Martial + Offensive CS) + d6 = CRN

The CRN is then compared to the target's Martial Target Number (MTN). If the CRN is equal to or greater than the MTN, the blow is successful.

CRN ≥ Target's MTN = A hit

Now the target model rolls to save against any hits, starting with the highest CRN. Roll a d6 and add your Toughness plus the **Defensive Combat Situation (CS) bonuses** if it applies. If the total equals or beat the CRN, you do not take a wound.

(Toughness + Defensive CS) + d6 ≥ CRN = A successful save

Page 24 ALLOCATING AND RESOLVING RANGED ATTACKS

Change following paragraphs starting with the fifth paragraph. Corrections in blue.

To hit in Ranged Combat, roll a d6 and add the Ranged characteristic of the attacking model + the **Offensive Combat Situation (CS) bonuses** if any applies, and this total is referred to as the Combat Resolution Number (CRN).

(Ranged + Offensive CS) + d6 = CRN

The CRN is then compared to the target's **Ranged Target Number (RTN)**. If the CRN is equal to or greater than the **RTN**, the blow is successful.

CRN ≥ Target's RTN = A hit

Now the target model rolls to save against any hits, starting with the highest CRN. Roll a d6 and add your Toughness plus the **Defensive Combat Situation (CS) bonuses** if it applies. If the total equals or beat the CRN, you do not take a wound.

(Toughness + Defensive CS) + d6 ≥ CRN = A successful save

Page 19 RESOLVING THE POWER

Change the following formula to determine if the power hits.

CRN ≥ Target's MTN or RTN = A Hit

Page 37 CREATING YOUR ARMY LIST

Change the following section regarding models that can use Flight or Subterranean Movement. This allows for entire factions to be able to use flight and subterranean movement, but only 25% of the total point value may be using these abilities at any point during a game.

- With models that use Flight or Subterranean Movement, no more than 25% of your total army point value may be "Above Combat" and/or using Subterranean Movement at any given time during the game.

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ERRATA- Factions

Page 49 Confederation Valley

Change the Wall Guard's Ranged Characteristic.

Ranged 4

Page 83 Cha Qi'

Changing the point cost to both the Howler Abomination and the Cha'-Qi Dread Knight and removing the following class option from both classes.

Remove from both classes- Additional Characteristic 15pts:
Increase Toughness 1.

- Howler Abomination 116pts
Toughness 4
- Cha'Qi Dread Knight 90pts
Toughness 3

