

The Combat Academy v1.0

The Combat Academy

Welcome to the Combat Academy for the Genesys Project. Here you will learn many of the methods of combat, styles, and opportunities that will take you above and beyond that of your foes, so that you can be victorious on the battlefield.

So, you can swing a sword?

Good for you, young soldier. That will at least get you to the battlefield and give the looters something to do when they must clean your bloody carcass from the fields.

There is more than just giving your soldiers a sword or making certain they have a solid martial skill to swing it. Of course, having that skill will not hurt, but to get the most out of combat there is so much more, and it starts with the basics.

Combat Basics

To Hit: In melee combat our attacker has a Martial of 4 with no other bonuses. Rolling a d6 for the attack the result is a 4, with a total Combat Resolution Number of 8! The target of the attack has a Mtn of 7, so the attack hits.

Saving against the hit: The model hit by the attack has a toughness of 4 with no other bonuses to save. Needing a total result 8 or higher to save against the attack, the defender of the attack rolls a d6 and rolls a 3. With a toughness of 4 and a die result of 3 our total equals 7. The save fails and the model takes a wound.

We all know these formulas from the Core Rules. for Melee Combat (page 19 of the Core Rules)

- **(Martial + Offensive CS) + d6 = CRN**
- **CRN ≥ Target's MTN = A hit**

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

for Ranged Combat (page 24 of the Core Rules)

- **(Ranged + Offensive CS) + d6 = CRN**
- **CRN ≥ Target's RTN = A hit**

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

(CS)= Combat Situation

CRN= Combat Resolution Number

Mtn= Melee Target Number

Rtn= Ranged Target Number

Characteristics

This shows just how important our characteristics are for your soldier.

Physical Characteristics

Strength: A high strength grants bonuses to our offensive combat situation.

Toughness: Is added to your die result to save against successful attacks. A high toughness will help you survive combat.

Movement: The total movement you make during your activation grants enhancements to your Defensive and Offensive Combat situation. These are Movement bonuses in the form of Evasion or Charging. Movement is also used to determine your Ranged Target Number.

Skill Characteristics

Martial: Your Martial Characteristic is added to your die roll to hit an opponent in Melee Combat. It is also used to determine your Martial Target Number

Ranged: Your Ranged characteristic is added to your die roll to hit an opponent in Ranged Combat.

Defense: Defense is used in both your Martial Target Number and Ranged Target Number. A high defense will make it harder for opponents to hit when making attacks.

Knowledge Characteristics

Discipline: this determines the size of your squads and the total number of items or equipment a model can have on it during a game. Discipline is one of the two characteristics that determines your Morale.

Willpower: Willpower is used for magic and powers. It is also one of the two characteristics used to determine your Morale.

Command: Helps activate a larger number of squads each player turn to take control of the battlefield. It is also used to take or maintain the initiative.

Target Numbers

Target numbers are combined characteristics that your opponent will have to achieve in combat.

Martial Target Number: Martial + Defense= Mtn

Ranged Target Number: Ranged + Defense= Rtn

Morale: Discipline + Willpower= Morale

Abilities

Numerous abilities add to your characteristics or grant enhancements to your combat situation. These are too numerous to list, but we will be talking about several of them below.

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The Combat Situation

We have learned the basics of combat and how the soldier's characteristics are important.

However, the battlefield is not a static place. On the battlefield you will want to get all the advantages you can to win over against the enemy. Such advantages can be having the high ground, outnumbering your opponent, having high strength, etc.

Remember that Enhancements gained from the Combat Situation range from 0 to The Maximum Age Bonus of your game.

- Enhancements of 0-4 in the 1st Age
- Enhancements of 0-5 in the 2nd Age
- Enhancements of 0-6 in the 3rd Age

From the Core rulebook: see the Core Rules for more Details

MELEE COMBAT ENHANCEMENTS

In Melee Combat, each player must decide whether their squads will be on the offensive or the defensive. You may change between Offensive and Defensive each activation.

MELEE COMBAT ENHANCEMENTS	
Offensive	Defensive
Strength	Deflection
High Ground	High Ground
Coordinated Attacks	Coordinated Defense
Outnumbering	Outnumbering
Charging	Cover

RANGED COMBAT ENHANCEMENTS

In Ranged Combat, the squad activating is the attacker and uses the Offensive Enhancements while the squads being targeted uses the Defensive Enhancements.

RANGED COMBAT ENHANCEMENTS	
Offensive	Defensive
Strength	Deflection
High Ground	High Ground
Coordinated Attacks	Cover
Stationary	Evasion

The combat situation is all about getting a bonus or reducing your opponents to a minimum. Only one side will have the bonus, so you are always fighting to gain the advantage in combat.

You are either getting offensive or defensive enhancements, not both.

- In Melee Combat you must choose between going **offensive** or going **defensive**.
- In ranged combat it is easy, you are either shooting at someone (**offensive**) or being shot at (**Defensive**).

Compare your total enhancements to your opponents. The player with the most gets the difference between the two.

Offensive Enhancements only apply "to hit" in combat.

Defensive Enhancements apply to "saves from hits".

For Example:

Round 1 of Combat

Player One's Berserkers charge Player Two's Infantry who are equipped with shields. The Berserkers move into base to base contact with the infantry.

Both Players now total up their Combat Situation

Player One chooses to gain offensive enhancements and has the following bonuses

- Charging +2 (from moving 8" during the charge and having an ability to give charging a +1 bonus)
- Strength +1 (from having a strength of 4)

Total Enhancements 3

Player Two chooses to go defensive and has not yet used their action so will be fighting back during this combat. Player Two has the following Enhancements

- Deflection +2 from being equipped with Shields

Total Enhancements 2

Note that player Twos squad was also moving forward faster than 7" and could have gained an offensive bonus of +1 but chose to go defensive to get a better bonus.

So, in this situation, Player One has a +1 advantage from the combat situation mostly due to their charge and will get a +1 to their die rolls to attack.

Round 2 of Combat

Let us play this out a bit and our Berserkers lost one of their own so that Player 2 now outnumbers the Berserkers.

Player One now only has the offensive enhancement 1 for having a high strength 4

Total Enhancement 1

Player Two now outnumbers the Berserkers and gains a +1 Advantage for this. If going defensive the infantry would have an additional +2 from their shields.

Total enhancement 3.

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So, in the 2nd round of combat Player 2 has a +2 advantage over the opponent gaining a +2 to any saves they make for wounds.

Ways to Approach Combat

While it may seem rather straight forward, the Genesys Project allows for a lot of depth in the way combat is handled. Equipped with a sword and shield will approach combat differently than a warrior with dual weapons, or a large two-handed weapon.

Specializing in Shield Walls and Parrying, having a High Strength, or even as a master swordsman with dual weapons provides different approaches to combat with different advantages for each.

In this next section we will discuss these with an overall approach to get you started and on your way to discover the excitement of combat in The Genesys Project.

Strategies to gain the Advantage with the Combat Situation

Offensive Combat Situations: There are several ways to get Offensive Combat Situation Enhancements. Strength, High Ground, Coordinated Attacks, Outnumbering, Charging

Offensive Enhancements give you a Bonus to hit

The Pros:

- The advantages of going in hard with a high Offensive Combat situation is an efficient rate at which enemy models can be removed. This can quickly overrun enemy held positions and quickly take ground on the battlefield.

The Cons:

- Focusing everything on a high offensive Combat Situation can leave you vulnerable to counter attacks when your squads are exhausted.

Melee Defensive Combat Situations: There are several ways to get a Defensive Situation Enhancement. Deflection, High Ground, Coordinated Defense, Outnumbering, and Cover.

Defensive Enhancements give you a bonus to your save against damage

The Pros:

- The primary advantage of Defensive Combat Situations is staying power for your squads. Staying alive longer can wear out the enemy, blunt charges, and maintain your battlefield position.

The Cons:

- Focusing on Defensive Enhancements makes it harder to press forward as any bonuses you get are being used to add to your saves, not your to-hit rolls.

Charging: (Melee Only Offensive)

Charging into melee combat is one of the quickest methods to gain additional combat situation enhancements. Its quite effective and when combined with other Offensive Enhancements, it can overwhelm the enemy.

Remember that charging an enemy squad that is moving fast, will also have a Charging enhancement when you engage them in combat.

On the receiving end of a charge do not simply try and avoid a charge by moving just out of range of their movement. If they go before your next activation, you will be caught, and they will maintain their Charging bonus. This happens in games more often than you think and you no longer have a movement bonus!

Charging is used by Offensive Melee Squads, Mounted Warriors, Monsters, etc.

The Pros

- Often its easy to get a small charging bonus, and abilities like Charger add to this.
- Mounted Squads are often moving fast and gain enhancements quickly on top of other enhancements (like high ground), to really stack up their Combat Situation. Mounted charges often see +3 or higher offensive combat situations.

The Cons

- This is a 1st round of combat enhancement only. So, if you get stuck with the combat going into further rounds, this enhancement will not help you.
- Enemy squads may also have a charging bonus when you clash for melee combat.

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Coordinated Attacks (Offensive and Defensive)

Sacrificing a model's attacks in larger squads' grants bonuses to your combat situation.

Coordinated attacks is used with War Veterans and Larger Squads able to sacrifice attacks.

The Pros:

- This is a very flexible enhancement where you can choose during the Combat Situation just how much of a bonus you need.
- You can sacrifice models attacks to give a hero or leader model that has joined the squad coordinated bonuses to attack
- Larger Squads (hence having a high discipline), can really help you mitigate additional enhancements to overcome your enemy.
- War Veterans reduces the number of models that lose their attacks to give coordinated attack bonuses. Standard is 2 models giving up their attacks for a +1 Enhancement. War Veterans reduces the models used to 1.
- *Ranged*- Coordinated ranged attacks can greatly aid your ranged attacks when needed.

The Cons:

- Giving up attacks may be something you cannot afford to give up.
- Small squads get little chance to use this enhancement. As the game progresses and losses occur, you will find the opportunity to use coordinated attacks and defenses slipping away.
- War Veterans although especially useful, is often an expensive ability to get.

Cover (Defensive)

Whether being behind a wall or in a dense forest, terrain can give you an advantage.

Using Terrain or having abilities to grant cover

The Pros:

- Standing behind walls or inside of terrain can really help mitigate skilled archers, or even help defend against melee attacks.

- Many abilities, equipment and powers can aid in getting a cover bonus.
- Using other friendly squads placed between your vulnerable squads and those shooting at you can grant a cover bonus.
- Area terrain gives you "Cover Against Flying Ranged Units". A nice bonus against flying squads.

The Cons

- Cover can be often be maneuvered around, or even negated through abilities.

Deflection (Defensive)

Deflection comes in the form of personal protection, like shields. In higher ages there are other items and equipment that grant this bonus. More advanced 2nd and 3rd Age Deflection Fields are not discussed here.

Deflection is often granted through the use of Shields

The Pros:

- Shields are great for quickly adding to the Defensive Combat Situation to help mitigate hard hitting attacks. Still having your attacks available allow you to really maintain a strong defense.
- Abilities to gain additional Deflection bonuses can make it extremely hard to push past your squads.

The Cons:

- Once no longer having your action available, your deflection bonus is reduced when using shields.

Evasion (Defensive Ranged)

Moving across the battlefield quickly can become a matter of living long enough to fight your enemy or dying crossing murderous kill zones.

Evasion is gained from Fast Moving Squads and Mounted Warriors.

The Pros

- *Getting at least some evasion is quite easy most of the time. Faster moving squads get larger bonuses depending on how fast they are moving.*
- *Having a strong Movement Characteristic helps in both not getting hit by Ranged Weapons with a high Rtn and grants an in-game Evasion Bonus.*

The Cons

- *Moving fast limits casting or using ranged weapons.*

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High Ground (Offensive and Defensive)

This requires positioning and starting your activation on higher ground than your enemy. Charging downhill, or when an enemy moves up to meet you, gives you this bonus.

High Ground is often used by Mounted Warriors, Flying Squads, and tabletop positioning.

The Pros

- Positioning is often the key for having high ground to gain this advantage.
- Being Mounted grants a High Ground Enhancement. Mounted Squads charging quickly into enemy lines can rack up some serious Combat Situation Enhancements
- *Melee- Flying:* Diving down to attack models on the ground will also grant you a High Ground Bonus and some extra movement to add to your charge bonus
- *Ranged-* Getting a high vantage point not only offers you great firing positions to see the enemy, but it also gives you a High Ground bonus. Combined with being stationary, these add up to really make your Ranged attacks have an impact in the game.

The Cons

- Watch out for positioning so that you do not end up on the wrong side of this bonus. This is often forgotten about until it is too late.
- *Ranged- Flying* ranged units have the following rules, “Nowhere to Hide”, and “Cover Against Flying Ranged Units”. These rules make a flying model easier to hit. They also make it easier for ground targets in cover to get additional bonuses against your ranged attacks.
- *Ranged-* Its hard to get a high vantage point in the game due to terrain placement rules, but if you do get the opportunity, do not pass it up and be aware of your enemy getting ranged units into elevated positions.

Outnumbering (Offensive and Defensive Melee)

Outnumbering an opponent may occur quite often, but getting the larger outnumbering bonuses is rather hard to do.

Outnumbering is often gained from Hordes and Large Squads with High Discipline

The Pros:

- Large Squads can easily maintain these bonuses in combat and prevent more skilled opponents from getting the upper hand.
- “Mobbing your opponent” something a play tester coined, is using several large squads to maintain these bonuses and get exceptionally high bonuses when counter attacking enemy squads that are exhausted.

The Cons:

- Losing a lot of models in a single round is a problem for large squads, as it often leads to a failed morale check. This can quickly turn the tide against you, just as fast as you had it going the other way.

Stationary (Offensive Ranged)

It should be noted that you are able to hit a target with a ranged weapon much easier if you are stationary. Add some elevation to that and you can quickly gain the advantage.

Used by models with heavy weapons, snipers, and other ranged Squads

The Pros

- Being stationary is often part of a ranged squads plan of operations to maximize their odds of taking down moving enemy squads or those in cover.

The Cons

- Being stationary can lead to fast moving melee squads coming in hard with little room for you to escape.

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Strength (Offensive)

You need a Strength of 4 or higher to get a strength bonus for the combat situation. Strength is often a primary part of many classes to get and maintain offensive enhancements primarily in melee combat, but also has its advantages in ranged combat as well.

Often this ability comes from the use of Two-Handed Weapons, from Monsters, and more.

The Pros

- Overall, the least expensive characteristic to increase is strength for direct combat enhancements
- *Melee*- Strength Enhancements will carry through to additional rounds of Combat.
- *Melee*- When combined with other Offensive Enhancements like charging, you can really hit fast to insure additional casualties from the enemy
- *Melee*- Two Handed Weapon upgrade is easy to get (and only +2pts) for weapons, requires both hands, and gives an extra enhancement to strength
- *Ranged*- High strength ranged attacks can be very deadly from a distance and will help punch through tough opponents while getting a solid bonus to your combat situation.
- *Ranged*- Projectile Weapons have a set strength, like crossbows and firearms. Other items like bows, require a strength bonuses from the user.

The Cons

- Most Domains begin with a strength of 2 or 3. This means you will be required to take traits and class options to gain a strength enhancement.
- *Ranged*- High Strength Ranged Weapons are harder to use and often are stationary or reduce a model's movement while firing it. So, getting a good shot can sometimes be difficult.

Other Tactics and Pieces of Advice for Combat in The Genesys Project

Here are some additional snippets taken from playtesting all these years.

Weapon and Shield -Using a Shield with a High Martial Skill is a very flexible and powerful soldier. This grants great defensive enhancements while providing a good solid attack having a high martial.

Threat Ranges from Equipment and Model Size: Do not forget that threat ranges allow you to attack first in that first round of combat. Weapons like Military Spears and Pikes have additional threat ranges, but so do models that have a large model size or bigger.

Quickness: This ability while not common can be extraordinarily strong as it gives you the ability to strike before others in combat at your threat range. This is quite strong for heroes and other melee combatants of importance.

Dual Weapon Upgrade: This grants an enhancement to your Martial Skill making it easier to hit your opponents without relying upon the Combat Situation. Remember though that an enhancement to martial does not affect your Mtn.

Hard to hit models (having a high Mtn or Rtn)- A valid tactic is just not to get hit! This can work quite well with abilities that increase your Defense. Remember though that there are powers that can automatically hit, and Impossible Attacks will always hit on a 6.

Trample: This type of attack uses a models Movement Characteristic instead of Martial! So, a fast-moving mount can really trample the enemy underfoot.

Martial Arts- Want to create various forms of Martial Arts? Martial Artists can attack using their Defense (instead of Martial) in grappling and striking attacks.

Holding Your Action in Combat: When attacked you can have part of your squad, or all of it, hold their action to fight later. Use your Defensive Combat Situation now, saving your action to attack until the next charging enemy squad is activated and attacks.

Lastly

Do not forget that there are often hard counters to big characteristics. Like Giants or a Monster with a high toughness being attacked by powers or items that attack their Willpower instead of Toughness. High Mtn/Rtn models being hit by automatically hitting powers. These are the reasons you get to see each other's Faction Sheets before a game, so that you know what its possible for your opponent to bring.