

The Genesys Project- Birth of Genesys Errata and FAQ

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The Genesys Project- Birth of Genesys

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.

A balancing of Domains and traits is also part of these updates as we find areas that are either not playing as well or easily abusable. You are encouraged to adjust your factions accordingly including changing out traits if they no longer fit into your faction.

In paragraphs that need attention focused on a section of errata, these areas are highlighted in [blue](#)

Sections that have just been updated for future versions are in [red](#).

This Errata and FAQ is divided up into sections for General Rules and for each of the Domains.

ERRATA- GENERAL RULES

This includes all areas of the book not specifically within the Domain Sections and includes the Armory

Page 12 TRAITS

Add to the first paragraph under Types of Traits

Traits with no point cost, Opts, cannot be purchased with Progression Points. They can however be taken as a mission award.

Page 14 MINIMUM POINT COSTS

Game Balance update that gives a minimum point cost a model can be fielded with before creating an army list and adding equipment. This section is added to The Initial Creation.

Each Model in your faction has a minimum point cost. The minimum point cost is equal to the total number of traits a model has.

Total number of Faction Traits + Class Traits= Minimum Point cost.

Example: A model from a Level 2 Humanoid faction has 5 Faction Traits and 2 class traits. This would give the model a minimum point cost of 7 regardless of other traits that would reduce or add up its point value below this number.

If the point cost per model is more than your minimum, simply ignore the rule.

Page 14 CREATING A STAND-ALONE FACTION

Add this section for Stand-Alone Factions.

When creating a faction that is not intended for advancing using progression points you may do so granting a set number of Progression Points equal to 20% progression needed to advance to a future age.

Creating a faction with no intention of progression grants 2,000 Progression Points that may be used for new classes, traits, or creating monsters.

Factions created this way may be for events, competitions, and just for fun.

ERRATA- HUMANOID PRIMARIUS

Page 21 CULTURAL AND SOCIAL ADAPTIONS- Evolutionary Branch 2nd Tier Trait

Change Knowledge Focus from a Class Trait Only to a Species Trait Only

Knowledge Focus 2pts: Maximum Class Traits 1, [Species Trait Only](#)

Page 27 MARTIAL ARTS- Evolutionary Branch 2nd Tier Trait

Locks and Holds- X is replaced with 2

Locks and Holds 2pts: Locks and Holds [2](#), Unarmed Combat Only, Class Trait Only

ERRATA- FEY APOCRYPHORUM

Page 39 HEALING- Sphere of Influence Discipline Trait

Add Point costs and update abilities.

Artificer 12pts: Machinist 1, **Increase** Toughness 1

Page 41 FIRE- Sphere of Influence 1ST Tier Trait

Remove "your choice-melee only". Entry should appear as the follows

Burning Claws 12pts (Natural Weapons): Claws 1, Bio-Fire Extremis 1 (Claws Morph)

Page 41 Air- Sphere of Influence 1ST Tier Trait

Remove "your choice-melee only". Entry should appear as the follows

Arching Talons 12pts (Natural Weapons): Talons 1, Bio-Lightning Extremis 1 (Talons Morph)

Page 42 ETHEREAL- Sphere of Influence 1ST Tier Trait

Add point cost to the trait.

Ethereal Claws 9pts: Talons 2

Page 44 Infernal- Sphere of Influence 1ST Tier Trait

The Infernal Weapon Trait is changed to Abyssal Darkness to avoid confusion and add the following point cost

Abyssal Darkness 5pts: Abyssal Weapon, Prerequisite Trait: Demonic Host

Page 44 CORRUPTION- Sphere of Influence Discipline Trait

Add a point cost for both Disciplines Possessed and Corrupted. Both Abilities are updated in the Ability section

Possessed 5pts: Possessed

Corrupted 8pts: Corrupted

Page 44 CORRUPTION- Sphere of Influence 2nd Tier Trait

Change wording for the trait Epidemic Infectious and ability.

Epidemic 35pts: **Infectious Epidemic**, Blight Pustules 1
Abyssal Fever

Page 45 MADNESS- Sphere of Influence Discipline Trait

For the Berserker Discipline reduce Decreased Ranged from 2 to 1 to make the trait less restrictive

Berserker 14pts: Increased Strength 2, Increase Toughness 1, Increase Movement 1, Decrease Martial 1, **Decrease Ranged 1**, Decrease Defense 1

ERRATA- REPTILIA ORIR-LINEA

Page 54 REPTILIA LINEAGES

Change the first sentence under Reptilia Lineages

Reptilia are divided into **Branches of Life called Lineages-** Draconic, Troglodyte, Saurien, Tuatara, Gargoyle, and Ophidian

Page 54 DEVOLUTIONARY TRAITS

Remove the following sentence as there are no 2nd Tier Devolutionary Traits.

"In any Devolutionary Branch it takes a single 1st Tier Trait to unlock a 2nd Tier Trait"

Page 54 STARTING CHARACTERISTICS

Reptilian Rigor is added to the Reptilia for Balance and may be applied to any Physical Characteristic or Size

Reptilian Rigor: Reptilia gain a + 1 to a single Physical Characteristic; Strength, Toughness, Movement, or Size. This is applied to their Starting Characteristics and costs no additional points.

Page 55 Draconic-Reptilia Lineage Regional Draconic Traits

Change the first sentence defining who can take Regional Draconic Traits

A model may add a single Region of traits to their Draconic Bloodline

Page 59 Greater Dinosaur

Change Wounds Characteristic to 1 and grant Greater Dinosaurs a +1 Wounds to their wounds. The +1 wounds applies to classes and avoids confusing the number of wounds

Wounds 1 Attacks 1 Size L
Greater Dinosaurs receive a +1 Wounds.

Page 60 SAURIEN- Reptilia Lineage

1st Tier Trait

Change the abilities for Saurien Hierarchy to the following

Saurien Hierarchy 2pts: [Bonus Classes 2 Level 3](#)

Page 60 SAURIEN- Reptilia Lineage

2nd Tier Trait

Fixing a typo on the ability Increase Wwillpower

Surpassing Intelligence 10pts: Increase Willpower 2- Class Trait Only (Level 3+)

Page 60 SAURIEN- Reptilia Lineage

Ancestral Trait

Change the abilities for Ancients to the following

Ancients 40pts: [Aberration Increase Characteristic 2](#)

Page 61 Saurien- Reptilia Lineage

Annura Devolutionary Branch

Add Defensive Weapon 1 to Poisonous Slime

Poisonous Slime 7pts (Natural Defenses): [Defensive Weapon 1](#), Poison 1- Defensive Weapon Morph, Class Trait Only

Page 61 Tuatara- Reptilia Lineage

1st Tier Trait

Change the abilities to the following

Skilled Attacks 8pts: Skilled Attack 2, [Prerequisite Trait Tuatara Bloodline](#)

Page 63 Gargoyle- Reptilia Lineage

Ancestral Trait

Change the abilities for Goliath adding Trample 2 and improving Invincible 4 to 3

Goliath 95pts: (Natural Defenses): Increase Size 2, Natural Armor 1, Increase toughness 1, Invincible 3, Increase Strength 2, [Trample 2](#)

Page 63 Basilisk

Change Wounds Characteristic to 1 and grant Basilisk a +1 Wounds to their wounds. The +1 wounds applies to classes and avoids confusing the number of wounds Basilisk Classes will have.

Wounds 1 Attacks 1 Size L
Basilisk receive a +1 Wounds.

Page 64 Ophidian- Reptilia Lineage

Naga Devolutionary Branch

Strength	2	Toughness	2	Movement	3
Martial	3	Ranged	3	Defense	3
Discipline	2	Willpower	3	Command	3
MTN	6	RTN	5	MORALE	5

Wounds 1 Attacks 1 Size M

Change the Characteristics of the Naga giving them a Movement and Ranged of 3 and gain Distorted Form

Distorted Form: A Naga's body appears as wavering and distorted visual image granting a permanent enhancement to cover2. You do not need to already have cover for Distorted Form.

Page 65 CREATING YOUR CLASSES

Third paragraph down replace the term Evolutionary Branches with Reptilian Lineages

Increases to Characteristics gained from the Class creation stack with any other Increases from [Reptilian Lineages](#).

ERRATA- BIEST GRIMOIRE

Page 74 BIEST KINGDOMS

Canus Lupis- Evolutionary Branch

Change Ranged Characteristic from 3 to 2

Canus Lupis 8pts

Strength	3	Toughness	2	Movement	3
Martial	3	Ranged	2	Defense	3
Discipline	3	Willpower	2	Command	3
MTN	6	RTN	6	MORALE	5

Wounds 1 Attacks 1 Size M

Page 74 BIEST KINGDOMS

Avian Aves- Evolutionary Branch

Avians gain the Eagle Eye ability

Evasion 1, [Eagle Eye 1](#), Talons (Natural Weapons)

Page 76 BIEST KINGDOMS

Feline- Evolutionary Branch

Felines gain an additional Defense 1 and Natural Sprinter 4

Feline 12pts

Strength	3	Toughness	2	Movement	3
Martial	3	Ranged	2	Defense	4
Discipline	2	Willpower	2	Command	2
MTN	6	RTN	7	MORALE	4
Wounds	1	Attacks	1	Size	M

Climbing 3, [Natural Sprinter 4](#), Claws and Bite

ERRATA- INSEKT IMPETEUM

Page 91 Arachnea- Insekt Classification

Under Arachnea edit the sentence below to say Whip Scorpions not Whip Spiders

The Eight-legged all fit into this classification of Spiders, Scorpions, and Whip [Scorpions](#).

Page 91 Arachnid- Arachnea Order

1st Tier Trait

For the trait Arcane Knowledge, change the ability from Arcane Research to Power Augmentation and add the prerequisite.

Arcane Knowledge 12pts: [Power Augmentation 2 \(Powers\)](#), [Prerequisite Ability Wizardry](#), Class Trait Only

Page 91 Arachnea Classification

Classification Trait

For the Scorpionoid trait remove the word "Tail" from the Stinger Natural Weapon. The Trait should be as follows

Scorpionoid 9pts: Insekt Order-Scorpionoid, Bonus Trait 1 - 1st Tier Trait Scorpionoid Trait, Increase Strength 1, Increase Toughness 1, Pincers 1, and [Stinger](#) (Natural Weapons)

Page 93 Decapod- Crustacea Order

1st Tier Trait

Hardened Bone 2 is changed to Bone 2 and should be as follows for the Massive Pincers Trait.

Massive Pincers 6pts (Natural Weapons): [Bone 2](#)- Pincer Morph

Page 96 Myriapoda Classification

Classification Trait

Change Larva Swarms Trait to the following

Larva Swarms 3pts: [Insekt Larva Swarm](#)

Page 97 Centipede- Myriapoda Order

1st Tier Trait

Insekt Larva Swarm is updated for Centipede Swarms

[Centipede Swarms 4pts: Infiltrate 12](#), [Pre-requisite Ability Insekt Larva Swarm](#)

Page 99 Eusociality- Evolutionary Branch

1st Tier Trait

Add the following trait to this branch

Larva Swarms 5pts: [Insekt Larva Swarm](#)

ERRATA- MONSTERS OF MYTH AND LEGEND

Page 105 Monster Starting Characteristics

Change Wounds Characteristic to 1 and grant Monsters a +1 Wounds to their wounds. The +1 wounds applies to classes and avoids confusing the number of wounds Monsters receive a +1 Wounds.

Wounds	1	Attacks	1	Size	L
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Monsters receive a +1 Wounds.

ERRATA- HEROES

Page 111 Creating Your Heroes Through

Campaign Play- After a Battle

Humanoids thrive on Heroes for Inspiration and Hope. Add the following under "After a Battle"

- [Heroes created from the Humanoid Domain may select an additional Trait or Talent. This does not increase the Heroes Level but does add an additional point cost equal to the trait or talent added.](#)

ERRATA- THE 1ST AGE ARMORY

Page 115 Thrown Weapons

Add the following to Thrown Weapons

All Throwing Weapons are a limited use/ammo weapon. Once thrown they are gone.

Page 115 Ranged Weapons

Bow

Add a Maximum number of attacks to bows.

Strength	User	Accuracy Range	24
Properties	0	Rate of Fire	User's Attacks
Maximum Strength	6		

Maximum Number of Attacks 2

Page 115 Ranged Weapons

Longbow and Recurve Bow

Longbow gains the Volley ability.
Recurve Bows lose the Volley ability

Page 120 1ST AGE MILITARY WEAPONS

Add two methods of shooting for Military Weapons

Indirect X: Indirect Fire Weapons can choose to fire over other squads even if they are in melee combat. Line of Sight is not required but the target must be visible from directly above. Firing Indirect grants, the target a +X to their Combat Situation.

The following 1st Age Military Weapons gain **Indirect 2 Ballista, Cannon, and Hwacha**

Artillery: Artillery Weapon may choose to fire over squads and but still require line of sight. Squads must be visible from directly above to be targeted by Artillery. Using Artillery grants the target a +X Combat Situation. Artillery guns must be stationary to fire.

The Following 1st Age Military Weapons gain **Artillery 2 Onager and Bombard**

Page 116 Mounts

Add the following to Mounts.

Mounts are Considered Common equipment and require a rider. If a rider is killed Common Mounts are removed from the game.

Page 126 Claws and Other Striking Weapons

Change Strength listed for Mandibles from X to User

Mandibles

Strength	User	Enhancement	Martial X
Properties	0		

Page 127 Natural Ranged Weapons

Add Shards as an available Morph for Launchers X

Launchers X

- Phenotypic Morphs: Accuracy Range, All Webs, Bio-Electricity (Extremis), Corrosive (Extremis), Maggots, Molten Plasma (Extremis), Parasite, Rapid Spines, **Shards**, Spore Tendrils

Page 129 Phenotypic Morphs

Adding the word Extremis to Molten Plasma X

Molten Plasma X (**Extremis**):

Page 130 Phenotypic Morphs

Venom X

Replace the Venom X entry with the following.

Venom X: Venom affects living targets when a model is hit by a melee attach that has Venom X and fails a toughness test against the Venom during the Effects Phase.

For any Single model only one save against venom is required no matter how many times the model was hit. A successful Toughness test during the Effects Phase of current Game Round avoids the effects of Venom X. A first aid kit applied or another sort of healing before the Effects phase avoids the need for a test and negates the venom.

Effects on the Toughness Test vs Venom

- Armor and Natural Armor are not applied to the toughness test.
- Resistance Extremis Venom gives you a +1 Enhancement to your Toughness for the Toughness Test.
- The strength of the Venom = X and reduces the targets Toughness for taking the Toughness Test.

Neurotoxin X: This venom paralyzes the victims Nervous and Respiratory system. A failed Toughness test disables the victim and leaves the model unable to move further than base movement and unable to make an attack taking only Defensive Combat Enhancements

Hemotoxic: This introduces deadly toxins into the bloodstream. A failed toughness test results in immediate death.

ERRATA- POWERS

Page 133 Power Attributes

Under Effect the following line is added for clarity

Effects in Powers use the Strength of the Power to determine X

Page 134 SUMMONING AND PORTALS

This section is added after the Alpha and Omega Powers paragraph on page 134

Any power that brings opens a portal, gate, summons, or brings a new squad into the game (even temporarily) cannot be cast as a Reactionary Activation as it requires the full concentration of the caster. In addition, any squad or models being brought into the game must be activated as a separate squad using the players Command Value.

Page 135 Embolden- Celestial Power

1st Tier Power

Edit the Accuracy range of this power to add the world Willpower

EMBOLDEN 10PTS

Strength 1 Accuracy Range Willpower x2
Properties 0 Duration Game Round 1
Effect: Enhancement Characteristic X

Page 139 Impregnable Defense- Protection Power

2nd Tier Power

Edit the description of the Power as shown

Strength 2 Accuracy Range Self Only
Properties 3 Duration Game Rounds 1
Effect: Impregnable Resistance X

Impregnable Defense creates a sphere of protection that grants Resistance X against all **incoming ranged attacks from outside the sphere. Impregnable Defense creates a sphere centered on the caster extending outwards at the casters command radius x2.** This only protects against attacks from Weapons from the Armory and Natural Weapons. Any attack reduced to 0 strength is completely negated.

This power does not affect other powers of any kind.

Page 146 Infernal Weapon- Infernal Power

1st Tier Power

In the first sentence of the description change the Enhancement 1 to Enhancement X.

Infernal Weapon grants an Enhancement to the Combat Situation X. In addition, any model that has any abilities or

powers from the Path of Light grants a +1 additional Enhancement.

Page 146 Blight- Corruption Power

1st Tier Power

Edit the Accuracy range of this power from Self Only To Willpower x3

BLIGHT 10pts

Strength 1 Accuracy Range Willpower x3
Properties 1 Duration Game Rounds 1
Effect: Blight X

Page 146 Soul Rupture- Corruption Power

2nd Tier Power

Change the last paragraph of Soul Rupture to the following.

Any living model killed with this power opens it up to being possessed by a lesser entity. Select a model from any level 1 class to take the place of the killed enemy model to use for the rest of the game. You may use this power to kill a model that has been reduced to 0 wounds (The Fallen page 24 Core Rules) using a Coup de Grace.

Page 147 Shroud- Deceit Power

1st Tier Power

Add the following to minimum effect on ranged weapons

The minimum Accuracy Range enemy ranged attacks can be reduced to is 6".

Abilities

Page 153 Abilities with an X modifier grant their bonus according to the value of X. If no value is indicated X=1

This is on page 153 but is listed here for clarification

Page 153 Abyssal Weapons

Change the description to the following for clarity and refinement.

Abyssal Weapons: This Ability allows you to select two Imbued Powers from Spheres of Influence you have access to and combine them into a single Imbued Power. The Imbued Powers do not need to be from the same Spheres of Influence, but at least one must be from the Path of Darkness.

The Abyssal Weapon has Properties 2 regardless of the imbued powers, and each augmentation will enhance the properties of the weapon by 1 but Enhance both the Imbued powers.

Page 153 Advanced Military Weapons X

Add this ability to page 153

Advanced Military Weapons X: This ability allows you to take additional attributes for Military Weapons. The attributes may be applied to any form of Military weapons the model has access to for the point cost listed. See the Armory for additional information.

Page 159 Devolutionary Species X:

Delete the "no model may ever choose more than one Devolutionary Species Branch of Life".

Page 164 High Winds

Add this ability to page 164

High Winds: This ability grants a +5" Movement when flying "Above Combat" and moving at x3 or faster.

Page 167 Insekt Larva

Add this ability to page 167

Insekt Larva: Insekt Larva allows you to create a class of crawling creeping creatures on a single base. The point cost is per base and represents many creatures.

Taking this ability allows you to grant the Insekt Larva Template to other classes. This ability may only be taken by a Level 3 Class or higher allowing you apply the Insekt Swarm Template to a Level 1 or 2 class with the following rules.

With Insekt Swarm you are creating a Swarm of crawling creatures that fit onto a single base.

Pt Cost: The Point Cost remains the same for the Class per model base, but multiple creatures are represented on the single base.

Size: Change to Small, but use a medium size base

Wounds: Same as the base class +2.

Base Attacks: as per base class +2. When wounds or damage are taken reduce the number of attacks for each wound taken.

Area Attack Vulnerability: Any single attack that uses a template or effects an area does 2 additional damage to any Insekt Larva base wounded/damaged.

Stats: All Insekt Larva decrease the following characteristics by 1 to a minimum of 1; Strength, Toughness, Martial, Ranged, Willpower, Command, and Defense.

Traits: No additional traits may be selected when creating Insekt Larva but may take traits from future game awards and other events.

Insekt Larva cannot pick up or claim objectives during a game, nor can they ever use any weapons, armor, or equipment. They may however use Natural Weapons and Armor and Phenotypic Morphs.

In melee combat a single Insekt Larva Model counts as one model for each wound remaining, when determining Outnumbering for the Combat Situation.

Page 168 Machinist X

Change the description to the following

A model with Machinist X has the ability for any sort of healing, including first aid that would restore wounds to a living model, to choose instead heal/repair Toughness to a non-living model. X equals the maximum points of Toughness that can be restored during [any single activation to a model](#).

Page 169 Monstrous Beast X:

Change the description to the following

Monstrous Beast allows you to create X Monster Classes without a progression point requirement to create the class. [This does not replace any existing traits for the class.](#)

Page 171 Opposing Forces X

Change in Wording to be more concise and expanding the ability for more use.

A Fey Trait showing their disdain and opposition to each other. Opposing Spheres grants a bonus to Combat Situation equal to X against a model that has a trait or power from any Sphere that is opposing to any of your own Spheres you have Traits or Powers in.

Page 171 Peerless Defender

Change the description to the following

Peerless Defender grants an Enhancement Defensive Combat Situation 2 that may go above and beyond the Maximum Age Bonus.

Page 172 Possessed

Change Possession to the following

Possessed: A model with this ability may use Soul Rupture to create extraordinary individual models called Possessed that have their bodies taken over by demons. The Power Soul Rupture must be used to kill a model in the manner listed with the power.

Any model that was killed with the Soul Rupture during a game needs time to gain complete control. After the game is over the model becomes a powerful individual maintaining its previous traits and abilities it had before possession with the following adjustments and rules.

- Possessed may only be created from Class Levels 1-3
- Increase the level of the class by 1
- Increase Attacks 1, Wounds 1, Characteristic 2 (your choice)
- Maintain class traits and options of the previous class.
- Gain 1 New Class Trait selected from your Faction Traits as if it was a part of your faction.
- Any new Faction Traits added to your faction are gained by Possessed models.
- Increase the models point cost by 20% rounded up.
- Heroes may not become possessed. However, a Possessed may later become a hero within your faction using the Hero creation rules.
- A Possessed is an individual model that may join with other squads or other Possessed.
- Possessed are immortal beings and can reform their host allowing them to be used in future games if they are killed or destroyed.
- You may not "Possess" a model that is already possessed.

Page 176 Skilled Attack X:

Add this ability to page 176

Skilled Attack X: In melee combat Skilled Attack X grants an Enhancement X to either your Combat Situation (offensive or Defensive) or to your Martial Characteristic.

Page 180 Timestep X

Change the ability and description to the following

Timestep X: A model with this ability may step through time seemingly jumping forward in time.

A model with Timestep gains X additional Activations per game and may use a Timestep activation even if the model has been previously been activated. You may take additional activations at any given point during your player turn.

A Timestep activation does not use up a player's Command Value to activate. The additional activation is handled as a separate activation and does not stack up or carry over bonuses.

Example: A Time stepping model does not combine movement from multiple activations to gain a combined movement bonus.

Page 182 Warmount

Add the following to the end of the first paragraph for Warmounts

Warmounts are considered equipment and require a rider. If a rider is killed Warmounts are removed from the game.

Page 183 Wizardry

Add the following sentences for clarification to the end of the 4th paragraph

Wizards are always pushing the limits of what is possible. When selecting your traits, you do not need to take a 1st Tier Power to unlock a 2nd Tier Power.