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I'm Peter (Universal Head). For 10 years I've been hosting my famous rules summaries and entertaining, informative videos about games on the EOG.

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# v2

Mar 2022

Game: **SINE TEMPORE**  
Publisher: **Ludus Magnus Studio (2018)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers





## SETUP

**Narrative missions** are setup as described in the campaign book.

**Exploration missions** are played between narrative missions to conquer areas and get resources. Build the **mission deck** using the generic mission cards plus the mission cards specific to the planet. All mission cards must be the correct **defcon level** (color) of the targeted area. Shuffle the deck, draw a card, then consult the **campaign book** for instructions on how to set up the battlefield and special rules.

Place the **enemy models** (predetermined and/or randomly generated) and **scenic elements** specified by the mission. If the map includes random scenic elements, mix the scenic element cards (except for the scenic element cards already specified by the mission), draw the required number for each board, and position the elements as instructed. If you draw a scenic element card showing a scenic element that for some reason cannot be deployed, ignore that card and draw a new one.

Prepare the **momentum**, positioning the **cycle** (hours) and the **phase hand** (minutes) as indicated in the mission by the number [Cycle#.Phase #]. Place **activation tokens** as instructed.

Draw 1 **event card** from the event deck and apply any effects. If the card has a continuing effect, place it near the board.

Select 4 **heroes** from among those available. Gather each hero's **datapad** and **perilium dial** (usually set to 1) and prepare their **equipment cards**, **skill datapad** and all selectable **skill tokens**.

A hero has 7 **equipment slots** in 4 categories. Before each mission, a hero can equip as follows: **helmet** (1 slot); **armor** (1 slot); **accessories** (3 slots); **hands** (2 slots); the number of symbols or corresponds to the number of hand slots the equipment occupies).

Each hero selects their **skills**, choosing a maximum of 5 from among those learned. Place the corresponding token in one of the skill slots on the hero datapad.

If beginning a new campaign, heroes start with their 3 level 1 starting equipment cards, 0 experience points, and the starting skill printed on their datapad. Fill out a **colony sheet** with their names.

Place the **orientation card** beside the battlefield. When an event tells you to use it, roll an action die and consult the symbols to find the direction to follow.

Place the tokens, dice and resource cards near the board.

Read the introductory text and mission rules on how to manage the enemies (or special enemies if included) and events. Carefully note the time at which events occur.

## DICE

**Action dice** (white) are used for all stat tests. An action symbol can trigger only 1 effect. To make a stat test, roll a number of action dice equal to the indicated statistic.

Symbols rolled on **penalty dice** (red) cancel matching symbols rolled on action dice. **Any hero with 3 or more wounds must roll a penalty die every time they make a stat test of any kind.**

## SEQUENCE OF PLAY

All actions have a cost in terms of time or **action points (AP)**. When activated, a character receives **AP** equal to their **RAPIDITY (RA)**.

The **momentum** is composed of the **dial**, the **phase hand**, **glyphs**, and the **cycle hand**. The placement of the activation tokens of all characters in the various phase sectors on the dial indicates the order of activation.

When the phase hand reaches a sector occupied by at least 1 activation token, it stops and that sector becomes the **active sector**. All characters with an activation token in an active sector must act. When all characters have been activated and the sector is empty, move the phase hand to the next sector occupied by 1 or more activation tokens, and so on until a mission is completed.

**Each time the phase hand reaches the phase 12 sector, move the cycle hand forward by 1.**

Note the time of events stated on the mission card.

The 3 **glyphs** in different colors are used to activate special powers. When an enemy or hero starts their activation in a sector with an glyph corresponding to one of their skills, their special power can be activated (it may have an additional cost in **AP**).

**A character with an activation token in an active sector of the momentum must be activated.** If there are multiple tokens in the same sector, the order of activation is determined by the characters' from highest to lowest.

If enemies and heroes have the same, enemies have priority; if 2 or more heroes have the same, players may decide the order of activation. If there are multiple enemies with the same in the same active sector, players may decide the order of activation.

## HERO ACTIVATION

- 1. Token phase:** The hero takes all the bonus tokens granted by their skills and equipment, if any. In any order, apply the effects of any status tokens affecting the hero, discarding them as they are resolved (unless otherwise specified).
- Each time a hero declares an action, spend the required **AP** and move their activation token clockwise on the momentum a number of sectors equal to the **AP** cost of the action.
- 3. Carry out the declared action.**
- If the hero still has **AP** available, you may declare other actions as long as the cost does not exceed their total remaining **AP**. Otherwise, end the activation. Heroes do not have to spend all of their **AP**.

The activation ends immediately after performing the action that consumed the last available **AP**, or when you decide to end the hero's activation.

**TIME SHIFT RULE: An activated hero must always spend AP (up to) that allows them to reach (or pass) the first sector on the momentum occupied by an enemy activation token.** If at the end of the hero's activation their token has not done so, you must spend any remaining **AP** needed to reach one. If the hero does not have enough **AP**, they must spend all their remaining **AP** and move their activation token as far as possible.

## ENEMY ACTIVATION

Enemies with the same model (including different versions represented by the same model) are activated as a group, and each group is represented by a single activation token that is always moved a number of sectors equal to the number of **AP** available to that group. Each enemy in the group can spend up to their full amount of **AP**, and all of them act before you activate a new token.

- 1. Token phase:** The enemy takes all the bonus tokens granted by their skills and equipment, if any.
- 2. Establish an activation order** that works to the advantage of a group of enemies as much as possible.
- 3. Check objectives:** If there are heroes in the **CONTROL AREA (CA)** range of the activated enemy, check whether the **THREAT VALUE (TV)** on the perilium dial of each hero in the is equal to or greater than the **TV** assigned to the enemy model's objective.
- 4. Play the activated enemy.**
- Repeat from point 3 for each model in the active enemy group.
- When the models of the group have all been activated, move their activation token a number of sectors equal to their.

Until enemies enter into combat, they are not aware of heroes on the battlefield and remain in **waiting** status (or use the **patrol** rule if stated by the mission).

A group of enemies in waiting still has an activation token on the momentum which moves as normal during their activation; however they do not execute any action (unless following the patrol rule).

An enemy enters into combat if:

- A hero enters a tile (or connector) where an enemy is located.
- A hero enters the range of an enemy.
- A hero interacts with an enemy in any way.

As soon as one of these conditions occurs, all enemies of that group enter into combat. They begin to activate normally and will never return to their waiting state.

## REACTION

When a hero's activation token *overtakes* a sector containing an enemy activation token, check if the hero's miniature is within the of one or models of that enemy group. If so, those enemies (not the entire group) take a **reaction** (their activation tokens do not move). **This occurs before the hero performs their action.**

If enemies with different activation tokens react at the same time, the players decide which group is activated first.



When an enemy takes a reaction, place an **acted token** next to it. On their next group activation enemies with an acted token discard the token and cannot act.

## ACTIONS

During their activation, a character can perform different actions or the same action multiple times. Enemies can use the same actions as heroes at the same cost, except for the actions marked for heroes only. Other actions are exclusive to certain characters and normally come from the use of a skill or equipment.

## MOVEMENT (1AP/SQUARE)

Each **AP** spent allows a character to move 1 square in any direction.

Only horizontal or vertical movements are allowed. Diagonal movement is only allowed if you are using a skill or equipment that specifically allows this type of movement.

A hero must declare the number of squares they intend to move with this action. After moving their activation token on the momentum, they perform the action on the battlefield. A model can cross a square occupied by an allied model without penalty, but cannot cross a square occupied by an opposing model. A square cannot be occupied by more than 1 model.

An enemy moving towards a target always uses the path that has the lowest **AP** cost.

Every hero has the **climb** skill. A model with the climb skill can climb 1 level of height depending on their grade. Vertical movements made with the climb skill have a cost in **AP** equal to any vertical movement.

## ATTACK (X AP)

A character attacks with one of their weapons. The cost of an attack and its limitations are described on the weapon card.

## USING A SKILL (X AP)

A model uses one of their skills. A hero's skill datapad contains the rules for all of their skills, their **AP** cost, and any hero class rules chosen for the mission. Enemies can also spend **AP** to activate their skills, as described on their cards.

## USING EQUIPMENT (X AP)

A hero uses one of their equipment items. The **AP** cost and any special rules are described on the card.

## ENGAGE A HERO (1 AP)

An enemy spends 1 **AP** to engage a hero in close combat. This action can be performed only by enemies.

## DISENGAGE (1 AP)

An engaged hero (with an **engaged token** on their datapad) moves 1 square away from any adjacent enemy. Each enemy that the hero moves away from receives 1 free attack on the hero. After resolving these attacks, discard the hero's engaged token.

## WAITING (X AP)

A character decides to wait for the best moment to act, and may, if they wish, spend **APs** up to the maximum available. Move the activation token on the momentum as many sectors as the **APs** spent, but without taking any action on the battlefield.

Remember the time shift rule: you must always spend a number of **APs** in order to reach the first sector occupied by an enemy activation token.

## FOCUS (1 AP)

A hero spends 1 **AP** to **focus** before making an attack. If a hero is focused, they can choose not to use one of the rolled action dice and save it for a subsequent attack. The symbols of the selected die are not counted in any way when determining the result of the original attack, not even to trigger special effects of equipment or enemies. The selected action die is placed on the card of the weapon used for the attack (keep the rolled result). You cannot modify or re-roll this die using skills or equipment, unless specifically stated. On any equipment card there cannot be more than 1 die obtained from focus. On their next attack the character still rolls their standard number of dice for the attack and may choose if they want to add the focus die to the results.

Each hero can use the **focus action** only once per activation.

## COLLECT (1 AP)

A character spends 1 **AP** to collect an object found in their square or an adversary-free adjacent square.

## INTERACT WITH AN OBJECT (X AP)

A character interacts with a special object found in an adversary-free square adjacent to their own.

## EXCHANGE RESOURCE (0 AP)

A hero passes a resource card to an adjacent hero. This action does not cost **AP** but requires the approval of the player who controls the hero receiving the card.

## MEDITATION (3 AP)

A psionic meditates to remove all its own oblivion tokens.

## ENEMIES & THREAT

When players need to make decisions for the enemies, always do so to the benefit of the enemies and to the disadvantage of the heroes. Enemy objectives set by the mission take top priority.

An enemy can only ever be represented on the momentum by 1 activation token, whether they are part of a group or a single model, and applies to all versions of an enemy type represented by the same model. Enemies with the same **trait** in the name are represented by the same miniature and all activated with the same activation token. Use the colored bases to distinguish between enemy types.

Mission objectives, heroes and some game elements have a fixed or variable **threat value (TV)**: the priority assigned to an objective by the enemies. The higher the **TV** value, the greater the priority. A hero's **perilium dial** is used to keep track of their **TV**. These actions influence the perilium:

Wound an enemy (not tiny): +1 **TV**.

Kill an enemy (not tiny): +1 **TV**.

Heal a hero: +1 **TV**.

Hero out of action: -2 **TV**.

Other mission actions or skills as described.

Each enemy pursues their objective until a hero has a **TV** on their perilium dial equal to or higher than the enemies' objective **TV**, when that hero becomes a priority target.

During the verification of enemy objectives, check to see whether any heroes are inside an enemy's **☒**. If there is one, the enemy ignores the hero if the hero's **TV** is lower than the mission **TV**. If the value is equal or higher, the enemy temporarily abandons their mission to eliminate the hero. If there is more than 1 hero with a **TV** higher than the enemy's objective in the enemy's **☒**, follow this order of priorities to see who becomes the enemy's objective:

1. Hero with the highest **TV** / 2. Closest hero / 3. Player's choice.

If an enemy does not have a mission objective and there are no heroes inside their **☒**, they attack the closest hero or, if there are two heroes at an equal distance from the acting enemy, the hero with the highest **TV**.

When the enemies have no specific objective, or when they have a hero in their **☒** with the same **TV** or higher than their main objective, the enemies move the minimum distance necessary to attack or engage the hero. If this is not possible, the enemy moves as close as possible to the hero.

### TRIGGERED EFFECTS

Enemies may have the ability to force the heroes to roll again or cancel a die result. All of these abilities must be applied *before* heroes can activate their own. All re-roll effects are applied before using the action symbols obtained to trigger effects.

## COMBAT

The cost in **AP** of each attack is stated on its card. **An attack normally costs 3AP.**

If an attack requires at least 1 **♠** and its **RANGE (RNG)** is 1, it is **close combat** and is carried out with a **PHYSICAL (PH)** **♣** test.

If an attack requires at least 1 **♣**, it is **ranged** and is carried out with a **PRECISION (PR)** **♣** test.

### ATTACKING ENEMIES

To attack, add the weapon's **attack bonus (ATB)** to the statistic specified by the type of attack, then roll an action dice stat test.

If you have **3 or more wounds**, also roll a red penalty die: any results that match those rolled on the action dice cancel them.

The weapon's **damage (DMG)** symbols indicate which dice results are considered a success. Certain action symbols may trigger secondary effects.

**Subtract the target's PHYSICAL DEFENSE** **♣** (close combat/ranged attack) or **MENTAL DEFENSE** **♣** (psionic attack) from the **wounds**.

After all of the triggered effects are applied, all successful wounds obtained are **wounds** on the target.

A hero's **base attack** is an attack made with a weapon without bonuses from skills or other equipment. Heroes can also attack bare-handed using their **♣** and the stats **3 AP, RNG: 1, DMG: ♠**, *Weak Attack*.

Hero skills with the **Attack** keyword have their own statistics and are considered weapons. When such a skill is used to attack an enemy, do not add bonuses or skills provided by other weapons.

### DEFENDING AGAINST ENEMIES

Each enemy has its own attack details indicating the type of the attack (psionic, physical close combat, or physical ranged). **Enemies do not roll dice to attack, they attack with a fixed value.**

If an enemy's attack skill is close combat **♣** or ranged **♣**, heroes defend themselves using their **PHYSICAL (PH)** **♣**. If the attack is psionic **♣**, heroes defend themselves using their **MIND (MI)** **♣**.


Heroes roll a number of dice equal to the appropriate statistic, plus any bonuses from skills and equipment that could apply to attacks of that type.

After the dice roll, apply all enemy triggered effects first, then resolve any hero-triggered effects. Each action symbol obtained that matches those of the enemy attack's **DMG** cancels a wound.

For each icon not cancelled, the hero receives a wound. In addition, each action symbol that inflicts a wound may activate a secondary effect as described on the enemy card.

If a hero has to defend against damage coming from a source other than enemy attacks, perform a normal test of the required stat **♣** or **♣** with normal bonuses. Each result of **♣** on the defense roll cancels 1 wound. If an enemy is hit by another enemy, wounds cannot be canceled; subtract the defense as usual.

### ENGAGED HEROES

 When an enemy attacks an adjacent hero or vice versa, they **engage** the hero automatically. Place an **engaged token** on the hero's datapad. The hero discards the token only when they have no adjacent enemies.

**An engaged hero can only move using the disengage action. Enemies are never considered engaged.**

### CHAIN ATTACKS

Equipment that allows a hero to make a **chain attack** has 2 different attacks separated by **♣** with an **AP** cost in the middle.

A hero can choose either to perform 1 of these 2 attacks, or, if they have enough **AP**, perform both by paying the cost in **AP** next to the chain attack icon.

An enemy that can make a chain attack will always do so if they have enough **AP** available; otherwise they will attack using the first attack statistic on their card.

Unless otherwise specified, the attacks must be directed towards the same target and that target has to be valid for both attacks.

### VALID TARGETS

A target is valid if it is within **range** and **line of sight (LOS)**.

The number of squares separating the active model and the target must be equal to or lower than weapon or skill's **range (RNG)**. The distance can be only calculated in a horizontal and vertical direction. If there is a minimum and maximum range stated, the target must be within them.

Determine **LOS** using the center of one side of the square occupied by the active model and the center of the square occupied by the target. If a line between the squares (use the **LOS** tool if necessary) is not blocked by an obstruction that blocks **LOS**, a square occupied by an enemy model, or a non zone, the target is valid.

If the line passes through a scenic element that gives cover, the target is in **cover** if it is adjacent to the element. **A hero in cover can re-roll a ♣ defense die. A hero attacking an enemy in cover must re-roll a successful die** (consider this an enemy-triggered effect). Psionic powers are not affected by cover.

A character can hit a target on the ground while they are on a container, but **LOS** is blocked on all sides of the container to which the character is not adjacent. A character cannot strike a target on a different level in close combat. A character on a higher level may target a model at a lower level even if it is covered by other models. A model making a ranged attack from any raised position increases the attack's **RNG** by 1.

Each model obstructs **LOS** toward other models of the same or smaller size, but does not obstruct **LOS** toward models of a greater size. A model never obstructs the **LOS** of an allied model.

**When attempting to strike a big guy enemy, you may add a bonus die to your attack test.**

**Non-zones** are all areas outside of the board. Models can never exit the board unless they are eliminated, or for special effects.





### AREA EFFECTS


Attacks or skills that can strike more than 1 model at a time are **area effects**. They each have a symbol that shows the squares of the map struck by their effect. The square with a dot represents the main target of the area effect, which can be a model or a square, and must be a valid target.


If the area effect is part of an attack, a normal attack roll is made with the weapon, regardless of whether an enemy or square is being targeted. Calculate the strikes based on the symbols in the attack roll, as usual, but apply the damage to all models in the squares covered by the area. Each model (hero or enemy) defends themselves individually following their own rules.


An enemy with an area attack centers the dot square on their objective. All adversary models in the area must make a defense roll. **Enemies are immune to the area effects of allied models.**

 **Explosion:** The target and models in all 8 squares around it.

 **Cross:** The target and models in the 4 adjacent squares.


 **Lance:** The target and models in the next 3 squares in a straight line. The main target square must always be the closest target hit; all additional targets must be farther from the attacker.

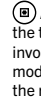
 **Blow:** The target and models in the 3 squares directly behind, forming a T shape. The main target square must always be the closest target hit; all additional targets must be farther from the attacker.

 **Sweep:** The target and models in the 2 squares adjacent to the target on both sides in a straight line. The main target must be adjacent to the model using this area effect.

### AURAS AND WAVES

Auras and waves are special area effects centered on the figure using them. The number indicates the number of squares within which the area has effect.

 **Wave X:** All models within X spaces of the triggering model are hit. If it is an attack, make an attack roll for each model hit. If an enemy attacks with a wave attack, make a defense roll for each hero within X spaces.

 **Aura X:** An ongoing effect on every model within X spaces of the triggering model. An aura moves with the triggering model and involves every model that enters the affected area as it moves. A model ceases to be under its effect when they are no longer within the required distance. Auras can never be attacks.

## WOUNDS AND KO

When a hero has a number of wound tokens equal to their **HEALTH** **♥** (HE) value they are **knocked out (KO)**. Place their miniature on its side and their activation token on the outer edge of the momentum sector they are in. Subsequently, each time the phase hand reaches the sector in which the activation token is found and the hero is still **KO**, they draw a **serious wound card**. Effects on serious wound cards are cumulative.

**KO'd** heroes cannot be targeted by enemies. A **KO'd** hero decreases their **TV** by 2, and loses all negative statuses except oblivion tokens and serious wounds.

If a **KO'd** hero heals at least 1 wound, stand their miniature back up and place their activation token in the next phase sector to the currently active one.

A square with a **KO'd** hero in it can be moved through by other models, but models cannot end their move on it.

When enemies are **KO'd** they drop **loot** and are then removed from play (after applying any effects from skills and equipment).

**Any hero that accumulates 3 or more wounds must roll a penalty die every time they make a stat test of any kind.** Cancel any symbols from the test that are rolled on the penalty die.

If a hero is healed to 2 or less wounds, they no longer need to roll the penalty die when they make a roll.

The heroes can use a re-roll (given by token and/or skills) to roll a penalty die again. As usual, they have to accept the second result.

## EQUIPMENT

Each **equipment card** has 3 versions, one for each **upgrade** level.

The following **elements** can be spent to replace an equipment card with an upgraded version. You cannot upgrade a card directly from level 1 to level 3.



## PSIONICS

Psionic heroes have access to **psionic powers** that must be learned and selected for use like other skills.


To use a psionic power, the hero must succeed in a **psychic test**. **Pay the AP cost, gain the indicated number of oblivion tokens, and roll a number of dice equal to their** **♣**.

This test can be modified negatively or positively by equipment or other abilities. Apply the effects of the power only if the test succeeds.

Powers with the keyword **ATTACK** follow the normal rules of attack for choosing targets, and usually inflicts fixed damage equal to its **DMG**. An enemy hit by a psionic attack that deals damage may reduce the damage received by an amount equal to their **♣**.

Psionic powers with an **enhanced effect** trigger this effect by obtaining additional symbols in the **♣** test.

### OBIVION POINTS

 Each time a hero uses a psionic power, they earn 1 **oblivion token** for each **oblivion point** listed in the power. A psionic with at least 1 oblivion token on their hero datapad must perform a **mind test** at the beginning of their activation, and must roll **♣** equal or greater than the number of oblivion tokens on their datapad. If successful, nothing happens. If failed, the hero discards all the oblivion tokens in their possession and draws an **oblivion card** and applies its effect immediately.

Equipment items can help the psionic increase their available mind points, speed up their recovery, or store oblivion tokens. You may freely choose where to position oblivion tokens, on different equipment cards or on the hero datapad.

Oblivion tokens assigned to equipment cannot be eliminated through meditation unless otherwise specified.

## SCENIC ELEMENTS

**LIGHT COVER** provides cover. It can be attacked and destroyed as a normal enemy model if it suffers total wounds equal to its **HEALTH** **♥**.

**SOLID COVER** provides cover and cannot be destroyed.

**LIGHT OBSTRUCTION** elements cannot be moved through and completely block **LOS**. They can be attacked and destroyed as a normal enemy model if they suffer total wounds equal to their **HEALTH** **♥**.

**SOLID OBSTRUCTION** elements completely block **LOS** and cannot be destroyed. Enemies that attack a scenic element automatically inflict a number of wounds equal to the number of action symbols in the **DMG** stat of their attack. Inflicting damage to a structure does not increase **TV**.

**Containers and buildings** may be used as shelter, or can be climbed to reach a better position. Containers are normally formed by a single block and reach only 1 level of height. Buildings can be higher and have 1 or more levels.





## TERRAIN

**IMPASSABLE** A square occupied by an impassable element cannot be crossed and it is not possible to finish a movement on it.

**ROUGH TERRAIN** Entering a rough terrain square costs 2 AP.

**WATER** A model spends 2 AP instead of 1 to leave a square marked with a water symbol on the mission rules.

**WALLS** If 2 adjacent squares are separated by a wall, they are not adjacent and a model cannot cross between them. Walls block LOS.

## STATUS TOKENS

Place **status tokens** acquired from skills on a hero's datapad, and those acquired from equipment on the equipment card. A status can usually only be assigned once to a model. If a model loses or discards a status token, they can earn it again.

## POSITIVE STATUSES



### 1 AP

This model earns 1 free AP during their activation. Discard at the end of the character's activation.



### 2 AP

This model earns 2 free AP during their activation. Discard at the end of the character's activation.



### CONCENTRATION

A psionic can discard this token to re-roll a die when performing an oblivion test.



### ENDURANCE

A hero can discard this token to gain +1 ♣ for a defense roll against a physical attack. A hero cannot have more than 1 endurance token at the same time.



### IMPROVED ENDURANCE

A hero can discard this token to gain +2 ♣ for a defense roll against a physical attack. A hero cannot have more than 1 improved endurance token at the same time.



### PSIONIC SHELL

A hero can discard this token to gain +2 ♣ for a defense roll against a psionic attack. A hero cannot have more than 1 psionic shell token at the same time.



### RESILIENCE

During its token phase, the model recovers a wound. After recovering the wound, roll a die: if the result is ♣, discard this token.



### SELECT THE POINT

A hero may discard this token to change the face of a die that was just rolled into one of their choice. A hero may never have more than 1 select the point token.



### SPEED UP

This model spends 1 AP less when attacking during their next activation. Discard at the end of their activation.



### STRENGTH

A hero can discard this token to gain +2 ♣ for a close combat attack roll. A hero cannot have more than 1 strength token at the same time.

## NEGATIVE STATUSES

When an attack that has a negative status as a special rule inflicts at least 1 wound, it assigns its status token to the target.



### BRAIN DAMAGE

This model moves 1 square in a random direction during the model's token phase; then discard the token. Use the orientation card to find the movement's direction.

If by making this movement the hero moves away from an enemy they were engaged with, they are disengaging and suffer a free attack from that enemy. If the square to which they need to move is occupied, they remain still and suffer a wound.



### CONTAGION

This character assigns a poison token to all models that enter into an adjacent square. Discard the contagion token in the model's next token phase, and the model gains a poison token.



### FIRE

This model suffers 1 wound at the end of their activation.

To discard this token, a hero must spend 1 AP and roll an action die: on a 1 discard this token. A hero can attempt to put the fire out multiple times during their activation as long as they have available AP.

An enemy with a fire token suffers 1 wound at the end of their activation, then rolls an action die. On a result of ♣ the enemy discards the token; otherwise it remains.



### HINDERED

This model must spend 2 AP to move 1 square each time they move (using movement actions or skills). At the end of their activation discard this token.



### NAIL DOWN

This model cannot perform any movement actions during their next activation, but can attack or defend. Discard the token at the end of the model's activation.



### POISON

This hero always rolls 1 die less for any actions. A poison token can only be discarded by a skill or an equipment that removes it. A hero that attacks a poisoned enemy can re-roll one of their attack dice.



### SLOW DOWN

This model must spend 1 additional AP for each action they take during their activation. Discard the token at the end of the model's activation.



### SOUL BREAKER

This enemy discards this token in their token phase and will not be activated normally. Instead the hero that gave the enemy the soul breaker token can move that enemy a number of squares equal to their ♠.

During this special activation the hero can also force the enemy to make this attack once: **Attack:** AP 3, RNG 1, ♣4, DMG ♠



### STUNNED

A stunned hero moves their activation token forward by 2 sectors on the momentum.

An enemy with a stunned token discards it in the token phase and loses 2 AP for the rest of their activation.



### HEMORRHAGE

During its token phase, the model gains 1 bleed token. This token can only be discarded by a skill or an equipment that removes it.

## OTHER TOKENS



### GENERIC OBJECTIVE

This token is used in several missions as an objective for heroes or enemies, as explained in the mission rules.



### LOOT

This token is placed on the ground when a non-tiny enemy is killed (a *big guy* releases 2 tokens). A hero adjacent to or in the same square as this token can spend 1 AP to remove it from the battlefield and draw a random resource card.



### OBLIVION

A hero receives one of these tokens for every oblivion point they receive while using psionic powers.



### RE-ROLL

A hero may discard this token to re-roll a die in any test that was just performed. A hero can never have more than 3 re-roll tokens (re-roll tokens placed on equipment cards do not count).

## GENERIC SKILLS

### ARMOUR PIERCING X

This attack ignores X points of the enemy ♣.

### CLIMB

This model can move 1 level of height with a normal movement action (1 AP per vertical level of movement).

### FLY

This model can move above squares occupied by other models or scenic elements, provided they don't stop in them. They can also move over squares at different levels without spending any extra AP.

A flying model cannot be engaged or targeted by close combat attacks, and cannot perform them. Flying heroes only apply the fly effect during their movement, so they cannot be attacked when disengaging from an enemy.

### IMMUNITY X

This model is immune to a status (eg, stunned or poison), to a type of attack (eg, psionic) or a specific wound (eg, bleeding). They can never suffer the effects of a that particular attack or earn that particular status token.

### PUSH

If an attack with this ability inflicts at least 1 wound, move the target by a number of squares equal to the symbols (♣) obtained from the attack/defense test.

### REACH X

This close combat attack can strike models within X squares. The attack can be through squares occupied by models of the same faction as the attacker.

### STATUS

If an attack with the name of a status token in its special rules inflicts at least 1 wound, it also inflicts the corresponding status token to the target.

### SUSTAINED ATTACK X

Each time a die gives the required action symbol as a result, roll a new die and add the action symbols obtained to the final result.

As long as you obtain the required symbol on the additional dice you can keep rolling further additional dice, to inflict a maximum number of wounds equal to the number of dice thrown at the beginning of the attack.

### WEAK ATTACK

This attack inflicts a maximum of 1 wound, regardless of the successes obtained in making or blocking it.

## ENEMY SKILLS

### DRAG

A model wounded by this attack is placed adjacent to the enemy who performed the attack, or, if not possible, in the nearest square.

### HORDE X

If this enemy card is drawn during an enemy draft, place X models on the battlefield instead of 1 (follow the normal rules of the spawning point).

If it is not possible to deploy all the models, deploy up to the maximum number possible.

### PREDATOR

This enemy is always considered in a state of combat unless the mission uses the *patrol* rule, in which case the enemy will begin the mission in patrol mode.

### PSIONIC ANOMALY

A hero who performs an ♣ test to use a psionic power within 5 squares of this enemy must re-roll all successes.

### RESISTANCE X

During an attack test, this enemy forces a hero to re-roll every successful die result that matches the indicated symbol.

### RUNNER

This enemy moves 2 squares for each AP spent in a movement action.

### SHOOTER

This skill is triggered by 2 different situations:

- If, at the start of their activation, this enemy is adjacent to a hero, they will as their first action move away the maximum distance possible and leave enough AP to perform an attack (ensuring they stay in the attack's RNG).
- After this enemy's Check the Objective step, and if the objective is to attack a hero, this enemy will as their first action move to cover the maximum distance possible and leave enough AP to perform an attack (ensuring they stay in the attack's RNG).

In both cases, if by making this movement this enemy no longer has enough AP to make an attack, they will spend all their AP to move further away.

### SUICIDAL TENDENCIES

An enemy that inflicts at least 1 wound using an attack skill with this rule is removed from the game after resolving the attack.

### VICIOUS STRIKE X

When a hero defends against an enemy attack with this skill, they must re-roll all the successful dice showing the indicated action symbol.

## WOUND TOKENS



### 1 WOUND

A model receives one of these tokens for every wound they suffer.



### 3 WOUNDS

This token is used to keep track of wounds received by a character.



### BLEED

This model receives 1 wound at the end of their activation, then discards this token.

## SPAWNING POINT

When an enemy model is placed from a **spawning point** (SP), place the model adjacent to the SP token (or in the nearest possible square if they are all occupied). Enemy spawning points may be destroyed as a scenic element, have 10 ♡ and do not roll defense. All models can cross or enter a spawning point.



## SEQUENCE OF PLAY

All actions have a cost in time or **action points (AP)**. When activated, a character receives **AP** equal to their **▲**.

When the phase hand on the momentum reaches a sector occupied by at least 1 activation token, it stops and that sector becomes the **active sector**. All characters with an activation token in an active sector *must* be activated.

When all characters have been activated and the sector is empty, move the phase hand to the next sector occupied by 1 or more activation tokens, and so on.

**Each time the phase hand reaches the phase 12 sector, move the cycle hand forward by 1.**

When an enemy or hero starts their activation in a sector with an **glyph** corresponding to one of their skills, their special power can be activated (there may be an additional **AP** cost).

If there are multiple tokens in the same sector, the order of activation is determined by their **▲**, from highest to lowest.

Tied enemies and heroes: enemies have priority.  
Tied heroes / tied enemies: players decide.

## HERO ACTIVATION

- 1. Token phase:** Take all bonus tokens granted by your skills and equipment and apply the effects of any status tokens, discarding them as they are resolved.
- 2. Receive AP equal to your ▲.** Each time you declare an action, spend **AP** and move your activation token clockwise on the momentum a number of sectors equal to the **AP**.
- 3. Carry out the declared action.**
- 4. If you still have AP available,** you may declare other actions if the cost does not exceed your remaining **AP**. Otherwise, end the activation. You do not have to spend all **AP**.

Your activation ends immediately after performing the action that consumed the last available **AP**, or when you decide to end your activation.

### TIME SHIFT RULE

An activated hero must always spend **AP** (up to **▲**) that allows them to reach (or pass) the first sector on the momentum occupied by an enemy activation token.

## ENEMY ACTIVATION

- 1. Token phase:** Take all bonus tokens granted by the enemy skills and equipment, if any.
- 2. Establish an enemy activation order.**
- 3. Check objectives:** If there are heroes in the **CONTROL AREA** **☞** range of the activated enemy, check whether the **TV** of each hero in the **☞** is equal to or greater than the **TV** assigned to the enemy model's objective.
- 4. Play the activated enemy.**
- 5. Repeat from 3 for each model in the active enemy group.**
- 6. When all models in the group have all been activated,** move their activation token a number of sectors equal to their **▲**.

Until enemies enter into combat, they are not aware of heroes and remain in **waiting** status. Their activation token moves as normal during their activation; however they do not execute any action (unless following the **patrol** rule).

All enemies of a group enter into combat if a hero enters a tile (or connector) where an enemy is located; a hero enters the **☞** of an enemy; or a hero interacts with an enemy in any way.

## REACTION

When a hero's activation token overtakes a sector containing an enemy activation token, check if the hero miniature is within the **☞** of any models of that enemy group. If so, those enemies (not the entire group) take a **reaction** (their activation tokens do not move) before the hero performs their action. Place an **acted token** next to the enemy. On their next group activation enemies with an acted token discard it and cannot act.

## THREAT VALUE MODIFIERS

Wound an enemy (not tiny): +1 **TV**.

Kill an enemy (not tiny): +1 **TV**.

Heal a hero: +1 **TV**.

Hero out of action: -2 **TV**.

Other mission actions or skills as described.

## ACTIONS

### MOVEMENT (1AP/SQUARE)

Each **AP** allows a character to move 1 square orthogonally. Every hero can **climb**. An enemy moving towards a target always uses the path using the lowest **AP** cost.

### ATTACK (X AP)

A character attacks with one of their weapons.

### USING A SKILL (X AP)

### USING EQUIPMENT (X AP)

A hero uses one of their equipment items.

### ENGAGE A HERO (1 AP)

An enemy engages a hero in close combat.

### DISENGAGE (1 AP)

An engaged hero moves 1 square away from any adjacent enemy. Each enemy that the hero moves away from receives 1 free attack on the hero; then discard the hero's engaged token.

### WAITING (X AP)

Spend **AP**s up to the maximum available without taking any action on the battlefield. Note the time shift rule.

### FOCUS (1 AP)

**Once per activation.** A hero can spend 1 **AP** to **focus** before making an attack. A focused hero can choose not to use one of the rolled action dice and save it for a subsequent attack.

### COLLECT (1 AP)

A character spends 1 **AP** to collect an object found in their square or an adversary-free adjacent square.

### INTERACT WITH AN OBJECT (X AP)

A character interacts with a special object in an adversary-free square adjacent to their own.

### EXCHANGE RESOURCE (0 AP)

A hero passes a resource card to an adjacent hero. This action does not cost **AP** but requires the receiving player's approval.

### MEDITATION (3 AP)

A psionic meditates to remove all its own oblivion tokens.

## ATTACK ENEMIES

- 1. Determine the number of attack action dice to roll:**

**☞** test: requires at least 1 **☞**; **RNG** 1.

Close combat attack.

**☞** test: requires at least 1 **☞**. Ranged attack.

Add the weapon's **ATB**.

Add a bonus die if attacking a *big guy*.

**If you have 3+ wounds**, also roll a red penalty die.

- 2. If triggered, activate target enemy's effects. A hero attacking an enemy in cover must re-roll a successful die.**
- 3. If triggered, activate hero's effects.**
- 4. Compare results with the action symbol required by the attack (DMG).** Each match is a potential wound.
- 5. Subtract the target's** **☞** (close combat attack) or **☞** (ranged attack) from the wounds.
- 6. Inflict remaining wounds on the target** and apply any secondary effects.

## DEFEND AGAINST ENEMIES

- 1. Determine the number of defense action dice to roll:**

Close combat **☞** or ranged **☞** attack: **☞** test.

**A hero in cover can re-roll a ☞ defense die.**

Psionic attack: **▲** test.

Any applicable bonuses from skills or equipment.

**If you have 3+ wounds**, also roll a red penalty die.

- 2. If triggered, activate target enemy's effects.**
- 3. If triggered, activate hero's effects.**
- 4. Compare results with the action symbol required by the attack (DMG).** Delete each corresponding symbol.
- 5. The target hero suffers wounds for each uncancelled symbol, and applies any secondary effects.**

## WOUNDS AND KO

**Any hero with 3 or more wounds must roll a penalty die every time they make a stat test of any kind.**

A hero with wounds equal to their **♥** is **knocked out (KO)**. Place your miniature on its side and your activation token on the outer edge of the momentum sector you are in. Each time the phase hand reaches the sector in which the activation token is found and you are still **KO**, you draw a **serious wound card**. Decrease **TV** by 2 and lose all negative statuses except oblivion tokens and serious wounds. **KO'd** heroes cannot be targeted.

A **loot token** is placed on the ground when a non-tiny enemy is killed (a *big guy* releases 2 tokens). A hero adjacent to or in the same square as this token can spend 1 **AP** to remove it from the battlefield and draw a random resource card.

## PSIONICS

To use a psionic power, the hero must succeed in a **psychic test**. **Pay the AP, gain the indicated number of oblivion tokens, and roll dice equal to your ▲.** Apply the effects of the power only if the test succeeds.

Each time you use a psionic power, take 1 **oblivion token** for each of the power's **oblivion points**. If you have at least 1 oblivion token on your datapad you must perform a **mind test** at the beginning of your activation. If you fail to roll **▲** equal or greater than the number of your oblivion tokens, you must discard all your oblivion tokens and draw an **oblivion card**.

## PRIMAEVUS V CAMPAIGN

Primaevus V has 25 areas that the heroes may conquer to obtain access to narrative missions and elements needed to upgrade their equipment. Each area lists the type and quantity of the elements it provides once conquered.

The first mission, *A Warm Welcome*, occurs in the area at the center of the map called **Landing Zone HQ**. After completing the first mission and completing the Colony Phase, the crew must conquer the number of areas noted in the mission information to continue to the next narrative mission.

When choosing the next area to conquer, the area must be of an accessible color, and must be linked to an area you already control. The area's color shows the **defcon level** for missions in that area (where defcon 4 is the lowest difficulty):

**Blue:** Defcon 4      **Red:** Defcon 2-1  
**Green:** Defcon 4-3    **Pink:** Defcon 1  
**Yellow:** Defcon 3-2

Shuffle all the mission cards of the correct defcon levels to build a mission deck, then draw a random card. This will show you which mission you need to complete. Once only, if you draw a mission you have already played, you may discard it and draw another.

## NARRATIVE MISSIONS: SETUP

After reading the mission rules, prepare the battlefield as described by the mission. Prepare the decks, choose the heroes and their skills and equipment cards, and place the heroes in the deployment squares, then begin the game.

## EXPLORATION MISSIONS: SETUP

Each exploration mission has a mission card and complete mission information in the campaign book.

Select and place the map tiles as shown on the mission map and place any specific enemies required. If a segment of the map is represented by a grid instead of a specific tile, use map tiles and connectors of your choice, as long as they match the sizes specified by the map.

For each map tile, perform an **enemy draft** for each type of enemy rank on the tile, and place the drafted models. Build an enemy deck using cards with corresponding rank symbols, and following any mission-specific rules. For each of the map tiles or connectors with unspecified enemies, draw as many as needed from the enemy decks.



Enemies always belong to their planet faction.

Achab's ability *Holovisor* cannot be used during this deployment enemy draft.

Place any specified scenic elements then, for each map tile, draw the required random scenic elements and place them according to their rules. If the drawn card specifies an element you no longer have any more of, discard it and draw another.

Draw an **event card** and apply its effect.

Finally, choose the heroes and their skills and equipment cards, place the heroes in the deployment squares, and begin the game.

## SPECIAL MISSION RULES

### STEALTH

Settlers begin some missions hidden, operating in the shadows until they are exposed or decide to attack. While in this condition, heroes cannot be seen by enemies nor they can be attacked.

Heroes in stealth mode need to make one **(RA)** test at the end of every activation. For each **AP** heroes spend they can reroll 1 die. If this results in more **(RA)** than **(RA)**, the hero will remain invisible. If this results in **(RA)** equal or higher than **(RA)**, enemies are alerted. In this case, position an **alarm token** next to an enemy model.

Whenever another test is failed, turn the alarm token and heroes have been discovered and can be attacked.

A hero loses their stealth status if their movement ends next to an enemy model (or vice versa). Stealth is also lost if the hero interacts with an enemy model in any way.

### PATROL

This action can be used only by enemies and only if the word **patrol** is in the mission's special rules.

In these missions, enemies will only use this action (and no other) until the heroes set off an alarm (see above). At the beginning of the activation of an enemy, roll a die and compare the result of the roll with the orientation card. The enemy will move in the corresponding direction a number of squares equal to its **(RA)**.

If during this movement the enemy meets an obstacle, continue their movement in the opposite direction. If the enemy moves to a square adjacent to a hero, the alarm is triggered.

### ENEMY DRAFT

If you have to carry out an **enemy draft** during a mission, shuffle all the available enemy draft cards to form an enemy deck, then draw a card. This will show the enemy type you need to place on the battlefield.

Special rules for missions specify the time at which you need to carry out an enemy draft and can apply restrictions to the composition of the enemy deck. When an enemy draft is scheduled on a defined phase sector on the momentum, you must carry out the enemy draft before any other activation.

## VICTORY AND DEFEAT

A mission's victory conditions are described in the mission rules. When the mission objectives have been met, the mission ends immediately; then read the **victory** section and claim your rewards.

All missions also have 2 standard defeat conditions (some missions may have additional defeat conditions):

- None of the victory conditions have been met.
- 3 Heroes are **KO** at the same time.

If even one of the defeat conditions occurs, the mission ends immediately. Read the **defeat** paragraph and continue the campaign. If the heroes have fulfilled the victory conditions, but a defeat condition occurs, the mission outcome will always be a defeat.

Many victory and defeat conditions are based on the duration of the mission. When the 2 hands indicate the value of **end**, the mission ends after all activations (if any) of the last active sector have been performed. At this point check the victory and defeat conditions to determine the result of the mission.

## EXPERIENCE AND ADVANCEMENT

Heroes earn **experience points (XP)** in 2 ways:

1. Heroes that participate in a mission earn the amount of **XP** specified by the mission's rewards list.
2. *All* members of the *Genesis* crew gain 1 **XP** each time all the same-colored areas of a planet are conquered.

Whenever a hero gains **XP**, update the colony's sheet. When a hero acquires a new skill, subtract the amount of **XP** spent to unlock it from the sheet and add that skill token to their available ones. The skill datapad contains all the information needed to manage the advancement of a hero. Skills are divided into 3 categories:

**Basic skills** are always available and can be immediately acquired by spending 1 **XP**.

**Evolved skills** replace the skills they are evolved from. Evolved skills are linked to their counterpart skill with a continuous line. To learn an evolved skill a hero must have already learned the connected skill.

**Derived skills** are linked to their counterpart skill with a dotted line. To learn an evolved skill a hero must have already learned the connected skill. Unlike evolved skills, derived skills do not replace other skills; they add more options to the hero.

## COLONY PHASE

This phase occurs after the end of a mission. The heroes return to the *Genesis* to increase their abilities and improve the technological levels of the spaceship.

Each hero that participated in the last mission can perform the following actions in any order and as many times as they wish:

1. Spend the earned **XP** to learn a new skill from those available for their class.
2. Spend the required elements to improve one *Genesis* sector or to add another sector to the spaceship.

In addition to these actions, each crew member that participated in the last mission can visit one, and only one sector of the *Genesis*:

Armory	Meditation room
Control room	Training room
Infirmary	Warehouse
Laboratory	Workshop

Usually, when a hero visits one of the sectors, they can perform all available actions in any order.

Finally, proceed to choose the next mission: either tackle an exploration mission or, if they match the requirements, advance the campaign plot by undertaking a narrative mission.

### EQUIPMENT CREATION AND UPGRADE

By visiting the **workshop** during the Colony Phase, heroes can upgrade their equipment cards. Equipment cards with an upgrade level of 2 or higher have a list of the elements required for their creation listed on the back of the card. When a piece of equipment reaches a higher level, replace its card with the card corresponding to its new upgraded level.

During a Colony Phase a hero can create any upgrades they choose as long as they spend the required elements, while always following the upgrade order.

Some equipment cards with an upgrade level of 1 have a list of elements displayed on their back. To use equipment like this you must first create it by spending the required elements. Once created you can add it to the equipment available to the heroes.