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v1

Game: **ULAYA CHRONICLES: RAPTOR CLAW ISLAND**

Publisher: **Olmec Games (2022)**

ULAYA CHRONICLES

SETUP

Regardless of how many players you have, the recommended option is to play with all 4 characters, controlling 1 or 2 each.

Prepare a **campaign log** sheet. Each player takes the full deck of cards for their character (including **upgrades** and **equipment**), **power track card** and **profile card**. Start the first scenario with just your profile card and **focus challenge card** (challenge side up until you complete it). You will earn or unlock everything else during the campaign.

For each enemy type listed, find the **profile card** and **action deck** for that type (including the **ambush marker card**) and the appropriate standees/miniatures.

Use the setup diagram to position the **scenery tiles** and **objective**, **spawn** and **ambush markers**.

The **campaign deck** contains scenario cards of 3 types: **setup**, **heat** and **objective** cards. Do not change the order of the cards, and only take the cards for the scenario you are playing.

Remove the setup card and then, without changing the order, remove the green objective cards and place them on the board as a deck in the same order you found them. Then do the same with the heat cards. If there are different kinds of cards included amongst these cards, do not remove them or change the order.

During a game, when instructed to flip a card, read its flipside and follow any instructions. Then discard that card and any heat tokens on it, returning them to the box. Before continuing the game, read the newly exposed card at the top of the deck.

STARTING THE SCENARIO
Read the setup card, flip it and note the **spawn table** on the back. If there are special rules on the setup card, leave it with that side faceup. Then read the **objective card**, followed by the **heat card**.

Finally, set up your character standees/miniatures in the deployment zone marked on the setup diagram.

In the unlikely event everyone is rendered unconscious before the scenario ends, replay that scenario from scratch.

FINISHING THE SCENARIO
When an objective or heat card instructs you to read a **conclusion** your scenario is over: return to the campaign guide. The conclusion will have a letter designation and will explain how the story of the scenario finished. Finally you will be instructed to make notes in your **campaign log** of any story events, XP and resources you have earned.

XP, UPGRADES AND EQUIPMENT
Between games you may **spend XP on upgrade cards**, but you may only purchase 1 upgrade card of each colour/symbol, unless that card has an asterisk after the name.

Equipment cards are awarded during the campaign and do not have an XP cost. If you have multiple weapons you may choose which you would like to use at the start of each scenario, provided you have 1 ranged and 1 close combat weapon. There is no limit to the amount of armour or accessories you may have.

INTER–GAME STATES
Inter-game states last for the next scenario only. Note a state on your campaign log, but remove it at the end of the next scenario.

Injured (X): Start the next scenario with X wounds. Then remove this condition from your campaign log.

Exhausted(X): Start the next scenario with your power track card flipped to the *exhausted* side. You may flip it to the *power* side when you have X heat on your power track card.

Rested (X): Start the next scenario with your power tokens on rank X of the power track.

**Focused:** Start the next scenario with your profile card flipped to the *focused* side.

BASICS

Friendly NPCs (not enemies, but not controlled by the players) do not react to player actions and roll 2 dice like characters, but otherwise follow the rules for enemies. If the scenario instructs you to take control of a friendly NPC model, it becomes a **controlled NPC**. It then gains APs and acts as a character, but cannot take the **recognise**, **interact**, or **revive** actions

If 2 models bases are touching, they are in **base to base contact**. When enemies and characters are in base contact:

- Characters may not declare any action other than close combat.
- Characters may not shoot an enemy who is in base contact with a friendly character.
- Characters may only choose to leave base contact by dodging (some other effects may force them to leave base contact).
- Enemies only react to combat actions directed against them: they will close combat if able; otherwise they will dodge.

Make an **attribute test** by rolling 2D10 and attempt to roll equal to or under the target attribute. One die is the **attribute die** and the second is the **feat die** (with a feat symbol instead of a 1).

Feat: The feat die result is a ☉ and the attribute die shows any result. You have **nailed it** *and* you get the AP you spent back.

Nailed it: Both the attribute die and the feat die results are equal to or under the attribute.

Pass: The attribute die result is equal to or under the attribute.

Fail: The attribute die result is higher than the attribute (unless the feat die rolls a ☉).

When making an **opposed roll**, also add the black **enemy die**. An enemy can only ever pass, fail or roll **frenzy** ♩.

Best	Frenzy
2	Feat
3	Nailed it
4	Pass
Worst	Fail

The best result wins, and only the winner may perform their action/reaction. If both models roll the same success level, the numerically highest successful dice result that is still equal to or under your attribute wins. **If both model's highest die result is equal the enemy wins.**

TURN STRUCTURE
1. START PHASE

1. Perform any *Beginning of the Start Phase* **instructions**
Quickly scan the play area for any such instructions.

2. Gain action points (2 per character or controlled NPC)
Each character model and controlled NPC gains 2 APs.

3. Increase power
Characters use **POWER** to perform abilities. If you have unlocked any power tokens they move up 1 space on your power track.

4. Shuffle all action card decks
Shuffle all enemy action discard piles back into their decks.

5. Resolve Start Phase effects

2. PLAYER PHASE

Character can perform actions by spending APs, in any order, and all APs of one character need not be spent before another character may do so. **Each action costs 1 AP.**

BASIC ACTIONS

MOVEMENT (PLAYER)

A character may **move** up to their **MOVEMENT** stat in inches. Enemies and ambush markers may react to this movement.

You may not move if you are in base contact with an enemy. You may move through friendly models, but not enemy models. You may move through ambush, objective, and spawn markers, but you may not stand on them. Terrain tiles may affect movement.

Leaping: A model that is not swimming may leap over a terrain tile which blocks movement but not LOS. The model may still not stand on the terrain.

Swimming: A model moving through water halves its **MOVEMENT** value. Only the movement through water is halved.

Enemy reactions vs movement

Refer to an enemy's **profile card** to see how it reacts. Unless otherwise specified, the target will always be the active model. Player movement triggers a reaction if, during any part of their movement, the character enters the movement range on the enemy profile card. Move the player model first, then make any rolls required by the player action. Then resolve movement reactions in an order of your choice.

You may not react to a reaction, and enemies in base contact with a character or NPC will not react to movement.

SHOOT (PLAYER)
You may declare a shoot action vs an enemy model within LOS and range of your ranged weapon. Make an opposed attribute test (add the enemy die) using your **MARKSMANSHIP**.

If the target enemy has a ranged weapon, it will shoot back using its **MARKSMANSHIP**. Whoever wins will inflict damage.

If the target enemy has no ranged capability, it will **dodge**, using its **AGILITY**. If you win, you inflict damage; if the enemy wins, you miss.

Target in hard cover	-1 **MARKSMANSHIP**
	+1 **ARMOUR** to target
Target in soft cover	-1 **MARKSMANSHIP**

CLOSE COMBAT (PLAYER)
You may declare a CC action vs an enemy model in base contact with you. Make an opposed attribute test (add the enemy die), both using your CC attributes. Whoever wins will inflict damage.

If you are in base contact with several enemy models, you suffer a -1 CC modifier for each enemy after the first. If an enemy model is in base contact with any friendly models, they suffer a -1 CC modifier for each friendly model apart from you.

When declaring a CC action you may instead choose to **dodge**, using your **AGILITY**. If you win you will not inflict damage, but you may use a 1" dodge move to dodge out of base contact.

Each standing enemy model in base contact after the first	-1 CC
Charged	-1 CC

CHARGE
You may declare a **charge** action against any model you can reach base contact with, and make a CC attack against. The target will react with CC. Any other enemies will react to the charge as though it was a movement action.

Charging	+1 CC

OTHER ACTIONS
These actions do not trigger reactions from enemies.

REST
You may perform a **rest** action if are not in base contact with an enemy. Choose one:

- Heal up to 2 wounds, or
- Remove all negative condition tokens of a single type.

INTERACT
You may perform an **interact** action if you are in base contact with an object the scenario says you can interact with. The action is automatically successful.

RECOGNISE
You may perform a **recognise** action against ambush markers within 12" and LOS.

Reveal the marker and make an attribute test using **INTELLIGENCE**:

Recognise vs passive token
- **Nailed it:** Spawn an enemy in place of the ambush marker, with 1 confusion token. Do not perform an ambush reaction.
- **Pass:** No effect.

Recognise vs active token
- **Nailed it:** Spawn an enemy in place of the ambush marker, with 2 confusion tokens. Do not perform an ambush reaction.
- **Pass:** Spawn an enemy in place of the ambush marker, with 1 confusion token. Do not perform an ambush reaction.

REVIVE
When a character or NPC is down after losing all its wounds, another character may perform a **revive** action if it is in base contact with the downed model. Stand the model back up, at full health. It will not gain APs until the following turn.

3. DANGER PHASE

Check the **heat deck** to see if there are any special instructions to resolve, or see if any flip conditions have been met.

4. ENEMY PHASE

Draw and resolve 1 **action card** for each enemy model which started this phase on the board, working from left to right (top to bottom breaking ties).

If enemies spawn during this phase, do not draw cards for them.

Each box on a card counts as a single action, regardless of how many sub-actions it consists of.

🩸 **Elite enemies:** If the action card has the elite symbol, also resolve that additional effect if the model you are drawing the card for has the elite symbol on its profile card.

Note that rules that apply to characters do not necessarily apply to enemies.

When performing an action, work out the nearest possible position where the enemy model can perform the second part of the action. Then move that many inches towards that position, stopping if you reach it.

Player reactions cost APs, which are spent before any dice are rolled. Each box on an action card must be completely resolved, regardless of the outcome of reactions to it.

MOVEMENT (ENEMY)
Enemies move via the shortest route possible towards their destination, gaining **cover** if able. As long as the first priority of movement is met, or is impossible, enemies always try to finish their move in cover vs the nearest character to them.

However, enemies *must* move if able. So if remaining in cover would mean an enemy wouldn't move, the model will move, ignoring the requirement for cover.

If an enemy has a minimum range for its ranged weapon, this may mean moving away from the target.

When shooting, enemies attempt to gain cover, but as a secondary priority they will try to find a point where the target character does not benefit from cover.

 The **movement symbol** on a terrain tile denotes what kinds of terrain may be moved through.

If you are unable to move through a terrain tile, you must move around it by the shortest possible route towards your destination.

The **target symbol** denotes what you are moving towards:

Shoot: A position from which enemies can make a shoot attack.

Close Combat (CC): A position from which enemies can make a CC attack.

Break LOS: A position from which the fewest possible characters or NPCs have LOS to this model.

Cover: A position from which this model gains cover from the nearest character or NPC, and then as many other characters and NPCs as possible.

Reactions vs enemy movement

If any characters can draw LOS to an enemy as it moves, they may react with an unopposed **shoot** reaction.

Move the enemy to its final position and make any opposed rolls. Then resolve the shoot reactions as though the enemy were at any point of its movement path you choose.

CLOSE COMBAT (ENEMY)

The enemy rolls the enemy die and compares the result to its **CC**, inflicting damage if it succeeds.

If they have AP available, the targeted character may declare a reaction, in which case the test is opposed, and you add the attribute and feat die as well, with both models comparing their result to their **CC**. The winner inflicts damage.

Alternatively, the character may choose to **dodge**, using their **AGILITY** instead of **CC**. If they win, they do not inflict damage, but instead may make a 1" dodge move to dodge out of base contact.

If any non-targeted characters could legally declare a close combat action, they may also react. Spend all APs before any dice are rolled, then resolve the opposed test first. The remaining reactions are unopposed, and may be resolved in any order.

Enemies suffer a negative modifier for each player-controlled character in base contact during combat.

Each standing enemy model in base contact after the first	-1 **CC**

SHOOT (ENEMY)

The enemy rolls the enemy die and compares the result to its **MARKSMANSHIP**, inflicting damage if it succeeds.

If they have AP available, the targeted character may declare a reaction, in which case the test is opposed, and you add the attribute and feat die as well, with both models comparing their result to their **MARKSMANSHIP**. The winner inflicts damage.

Alternatively, the character may choose to **dodge**, using their **AGILITY** instead of **MARKSMANSHIP**. If they win, they do not inflict damage, but instead may make a 1" dodge move to dodge out of base contact.

If any non-targeted characters could legally declare a shoot action, they may also react.

Spend all APs before any dice are rolled, then resolve the opposed test first. The remaining reactions are unopposed, and may be resolved in any order.

Target in hard cover	-1 **MARKSMANSHIP**
	+1 **ARMOUR** to target
Target in soft cover	-1 **MARKSMANSHIP**

5. CLEANUP PHASE

Tidy up the play area and reshuffle decks.

NOISE REACTIONS

If a noise reaction is required (usually by using a weapon with a noise effect), look at the enemy profile card and carry out the instruction. Noise reactions are the last type of reaction to resolve.

You may not react to a reaction.

During the enemy phase, flip any ambush markers within 12" of a noise, then spawn an enemy at the nearest spawn point.

LINE OF SIGHT (LOS) AND COVER

If you can draw a line between your base and another model's base, and the line is not interrupted by terrain which blocks LOS, you have LOS. Models do not block LOS.

If you can draw lines from any part of your base to every part of the target's base, that target does not have cover.

If you can draw lines from any part of your base to only some part of the target's base, due to intervening terrain which blocks LOS, that target has cover.

DAMAGE

When a weapon hits it causes the **damage** on its profile. If you **pass**, you inflict damage equal to the first number. If you **nailed it** or roll a **feat**, you inflict damage equal to the second number.

The victim may roll 1D10 for each point of damage inflicted. If they roll under their **TOUGHNESS** plus **ARMOUR** value, they save a wound.

Killed: An enemy that reaches 0 **WOUNDS** is killed and removed from the board.

Down: A character that reaches 0 wounds is down. Discard all their tokens (heat, wounds, APs, negative conditions, etc), move all their power tokens to 0 on their power track, and place the model prone. The model loses focus. While a model is down it does not interact with the game in any way, and does not block LOS or movement.

Prone: If a model becomes prone, lay it on its side. It may get up again during a move action at a cost of 1" of movement. A model fighting a prone model in close combat has a +1 modifier to **CC**.

TEMPLATE WEAPONS

Template weapons apply their damage and weapon properties to any models underneath or partially underneath the template. They do not effect ambush markers unless otherwise specified.

Characters may not intentionally place a template so that it would affect a friendly model, or an enemy model in **stealth**. However, the template may deviate to cover friendly or stealthed models and in that case affect them.

Enemy models firing template weapons place the template so that it covers as many characters and friendly/controlled NPCs as possible.

When placing a template, measure range to the centre of the template. The shooting model must have LOS to the target area. Then roll a **MARKSMANSHIP** test, ignoring all cover modifiers.

Reactions vs template weapons

Template weapons do not trigger reactions in the normal way: enemies may not shoot or dodge in reaction to them.

Players may attempt to **dodge** a template weapon: if they succeed place them outside the template weapon area of effect. Players may react with a **shoot** vs an enemy firing a template weapon, but this roll will not be opposed.

If the template weapon creates **noise**, enemies will perform their noise reaction. The centre of the template is the source of this noise, *not* the model which shot the template weapon.

OTHER PLAYER ABILITIES

FOCUS

When declaring an action, a character may spend the amount of power listed on their profile card to become **focused**. Flip your profile card to its focused side. You may only become focused at the start of your action, not during or at the end of the action, or during the action of another model.

POWER

During the game you earn **power tokens** of 2 different colours. At the start of each scenario, place these on the 0 spot on your power track; they move up each start phase. To spend power, move the appropriate token down a number of spaces equal to the cost of the ability.

ABILITIES

Abilities may be purchased with XP during the campaign.

 Passive abilities are persistent effects which cost nothing to trigger or use.

 Active abilities have a cost which must be paid by moving the power token of the corresponding colour and shape on your power track.

NEGATIVE CONDITIONS

When a model acquires a negative condition, place the appropriate token by the model as a reminder of the condition. Most negative conditions are removed from characters by resting, or when a model is down. Otherwise specific rules will explain when they are added or removed.

AMBUSH MARKERS

Ambush markers do not block LOS or movement, but you may not stand on one. They have a **passive** side (representing an enemy unaware of any danger), and an **active** side (representing an enemy alert to danger, that hasn't located you yet).

Passive markers flip to active when triggered by the reactions listed on their profile card.

When active markers are triggered, roll on the spawn table on the back of the scenario card, and replace the marker with that model, who then performs an **ambush reaction**, as listed on their enemy profile card. You may not react to an ambush reaction.

SPAWNING

If you are instructed to spawn any enemies, spawn each model one at a time. Unless otherwise stated, roll on the **spawn table** on your **scenario set up card** to determine the enemy type.

If the scenario does not tell you where to spawn, roll a D10 and check the setup map to see which numbered **spawn point** the enemy will arrive at. Place the model in base contact with the spawn point, as close to the nearest character as possible.

If you run out of a type of enemy, use another of the same base size. If you have none, use a smaller base sized model, prioritising other models in the scenario. If you have none left, spawn nothing.

STEALTH

Models may only ever have 1 stealth token.

When declaring a combat action from **stealth**, the stealthed model gains first strike, and only the target model may react.

Models with stealth tokens do not trigger reactions during the player phase. Instead, roll D10 at the end of a stealthed model's action, with a -1 modifier for each enemy within movement reaction range. If the result is greater than the stealthed model's **AGILITY**, remove its stealth token. This still does not cause reactions.

During the enemy phase, stealthed models are ignored by enemy actions and may be passed through by enemy movement.

Models lose their stealth token if they declare a combat action or cause **noise**.

SYNERGY

Synergy represents the degree to which your party works together. Synergy does *not* refresh at the end of each game, but during the course of the campaign you will gain more.

A point of synergy can be spent to prevent all damage caused by a single source, even if that damage affects multiple characters. The decision to use synergy can be made after armour rolls have been made.

A point of synergy can be spent to change a single numbered die face to any other numbered die face (you cannot change a die away from or to a **feat** or **frenzy**). This can be used on any type of die, including an armour die.

TERRAIN

Each terrain tile has an icon with the tile number and 3 symbols.

The first symbol describes whether the terrain piece blocks movement: **never**, **mostly**, or **always**.

The second is whether the tile **blocks LOS**.

The third explains what kind of **cover** the terrain tile provides, and if you can draw LOS to a model behind, or partially behind it.

MOVEMENT

 Open terrain
Models may stand on or move through this tile.

 Obstructed terrain
Models may not stand on or move through this tile unless otherwise stated.

 Blocked terrain
Models may not stand on or move through this tile unless otherwise stated.

COVER

 Hard cover
-1 to the shooting model's **MARKSMANSHIP** and +1 to the target's **TOUGHNESS**.

 Soft cover
-1 to the shooting model's **MARKSMANSHIP**.

 No cover
This tile does not provide cover.

LINE OF SIGHT

 Blocks LOS
This terrain tile blocks line of sight.

 Free LOS
Line of sight can be drawn through this tile.

ULAYA CHRONICLES

TURN STRUCTURE

1. START PHASE

1. Perform any *Beginning of the Start Phase* instructions
2. Gain action points (2 per character or controlled NPC)
3. Power tokens move 1 space up on your power track
4. Shuffle all enemy action card discards back into their decks
5. Resolve Start Phase effects

2. PLAYER PHASE

Each action costs 1 AP.

BASIC ACTIONS

MOVEMENT (PLAYER)

Move up to **MOVEMENT** stat. Enemies and ambush markers may react to this movement.

Leaping: A model that is not swimming may leap over a terrain tile which blocks movement but not LOS. The model may still not stand on the terrain.

Swimming: A model moving through water halves its **MOVEMENT** value. Only the movement through water is halved.

Enemy reactions vs movement

Player movement triggers a reaction if, during any part of their movement, the character enters the movement range on the enemy profile card. **You may not react to a reaction, and enemies in base contact with a character or NPC will not react.**

SHOOT (PLAYER)

Declare a shoot action vs an enemy model within LOS and range. Opposed attribute test using **MARKSMANSHIP**.

If the target enemy has a ranged weapon, it will shoot back using its **MARKSMANSHIP**. Whoever wins will inflict damage. If it has no ranged capability, it will **dodge**, using its **AGILITY**.

Target in hard cover	-1 **MARKSMANSHIP**
	+1 **ARMOUR** to target
Target in soft cover	-1 **MARKSMANSHIP**

CLOSE COMBAT (PLAYER)

Declare a **CC** action vs an enemy model in base contact. Opposed attribute test, both using **CC**. Whoever wins will inflict damage.

If you are in base contact with several enemy models, you suffer a -1 **CC** modifier for each enemy after the first. If an enemy model is in base contact with any friendly models, they suffer a -1 **CC** modifier for each friendly model apart from you.

When declaring a CC action you may instead choose to **dodge**, using your **AGILITY**. If you win you will not inflict damage, but you may use a 1" dodge move to dodge out of base contact.

Each standing enemy model in base contact after the first	-1 **CC**
Charged	-1 **CC**

CHARGE

You may declare a **charge** action against any model you can reach base contact with, and make a CC attack against. The target will react with CC. Any other enemies will react to the charge as though it was a movement action.

Charging	+1 **CC**

OTHER ACTIONS (Do not trigger reactions).

REST

You may perform a **rest** action if are not in base contact with an enemy. Heal up to 2 wounds, or remove all negative condition tokens of a single type.

INTERACT

You may **interact** if you are in base contact with an object the scenario says you can interact with.

RECOGNISE

You may perform a **recognise** action against ambush markers within 12" and LOS. Reveal the marker and make an attribute test using **INTELLIGENCE**:

Vs passive token

- **Nailed it:** Spawn an enemy in place of the ambush marker, with 1 confusion token. Do not perform an ambush reaction.
- **Pass:** No effect.

Vs active token

- **Nailed it:** Spawn an enemy in place of the ambush marker, with 2 confusion tokens. Do not perform an ambush reaction.
- **Pass:** Spawn an enemy in place of the ambush marker, with 1 confusion token. Do not perform an ambush reaction.

REVIVE

When a character or NPC is down, another character may perform a **revive** action if in base contact with them. Stand them back up at full health (they will not gain APs until next turn).

3. DANGER PHASE

Check the **heat deck** for special instructions.

4. ENEMY PHASE

Draw and resolve 1 **action card** for each enemy model on the board, working from left to right (top to bottom breaking ties). If enemies spawn during this phase, do not draw cards for them.

MOVEMENT (ENEMY)

Enemies move via the shortest route possible towards their destination, gaining **cover** if able. They *must* move if able.

- **Shoot:** A position from which enemies can make a shoot attack.
- **Close Combat (CC):** A position from which enemies can make a CC attack.
- **Break LOS:** A position from which the fewest possible characters or NPCs have LOS to this model.
- **Cover:** A position from which this model gains cover from the nearest character or NPC, and then as many other characters and NPCs as possible.

Reactions vs enemy movement

If any characters can draw LOS to an enemy as it moves, they may react with an unopposed **shoot** reaction. Move the enemy to its final position and make any opposed rolls. Then resolve the shoot reactions as though the enemy were at any point of its movement path you choose.

CLOSE COMBAT (ENEMY)

The enemy rolls the enemy die and compares the result to its **CC**, inflicting damage if it succeeds.

If they have AP available, the targeted character may declare a reaction, in which case the test is opposed, with both models comparing their result to their **CC**. The winner inflicts damage.

Alternatively, the character may **dodge**, using their **AGILITY** instead of **CC**. If they win, they do not inflict damage, but instead may make a 1" dodge move to dodge out of base contact.

If any non-targeted characters could legally declare a close combat action, they may also react. Spend all APs before any dice are rolled, then resolve the opposed test first. The remaining reactions are unopposed, and may be resolved in any order.

Enemies suffer a negative modifier for each player-controlled character in base contact during combat.

Each standing enemy model
in base contact after the first   -1 **CC**

SHOOT (ENEMY)

The enemy rolls the enemy die and compares the result to its **MARKSMANSHIP**, inflicting damage if it succeeds.

If they have AP available, the targeted character may declare a reaction, in which case the test is opposed, with both models using **MARKSMANSHIP**. The winner inflicts damage.

Alternatively, the character may **dodge**, using **AGILITY** instead of **MARKSMANSHIP**. If they win, they do not inflict damage, but may make a 1" dodge move to dodge out of base contact.

If any non-targeted characters could legally declare a shoot action, they may also react.

Spend all APs before any dice are rolled, then resolve the opposed test first. The remaining reactions are unopposed, and may be resolved in any order.

Target in hard cover   -1 **MARKSMANSHIP**
                                +1 **ARMOUR** to target
Target in soft cover   -1 **MARKSMANSHIP**

5. CLEANUP PHASE

Tidy up the play area and reshuffle decks.

NOISE REACTIONS

If a noise reaction is required, carry out the instruction on the enemy profile card. Noise reactions are the last type of reaction to resolve. **You may not react to a reaction.**

During the enemy phase, flip any ambush markers within 12" of a noise, then spawn an enemy at the nearest spawn point.

DAMAGE

When a weapon hits it causes the **damage** on its profile. If you **pass**, you inflict damage equal to the first number. If you **nailed it** or roll a **feat**, you inflict damage equal to the second number.

The victim rolls 1D10 for each point of damage. If they roll under their **TOUGHNESS** + **ARMOUR** value, they save a wound.

Killed: An enemy that reaches 0 **WOUNDS** is killed and removed from the board.

Down: A character that reaches 0 wounds is down. Discard all their tokens, move all their power tokens to 0 on their power track, and place the model prone. The model loses focus.

While a model is down it does not interact with the game in any way, and does not block LOS or movement.

Prone: If a model becomes prone, lay it on its side. It may get up again during a move action at a cost of 1" of movement. A model fighting a prone model in close combat has a +1 modifier to **CC**.

SYNERGY

1 synergy can be spent to prevent all damage caused by a single source (even if it affects multiple characters). The decision to use synergy can be made after armour rolls have been made.

1 synergy can be spent to change a single numbered die face to any other numbered die face.

TERRAIN

Open terrain
Models may stand on or move through this tile.

Obstructed terrain
Models may not stand on or move through this tile unless otherwise stated.

Blocked terrain
Models may not stand on or move through this tile unless otherwise stated.

Hard cover
-1 to the shooting model's **MARKSMANSHIP** and +1 to the target's **TOUGHNESS**.

Soft cover
-1 to the shooting model's **MARKSMANSHIP**.

No cover

Blocks LOS
This terrain tile blocks line of sight.

Free LOS
Line of sight can be drawn through this tile.

WEAPON PROPERTIES

Bleed: When a model is wounded by this weapon, add 1 bleed token to that model. During the start phase, for each bleed token on the model, inflict 1 wound.

Noise: See noise rules.

Confusion (X): When an enemy is hit by this weapon, add X confusion tokens to that model. When an enemy with any confusion tokens would draw an action card or perform a reaction instead discard 1 confusion token.

Venom (X): When a model is wounded by this weapon, add X venom tokens to that model. For each venom token on the model, apply a -1 modifier to **MOVE, CC, M** and **A**.

Reach (X): When declaring a CC action, this model may ignore the requirement for base contact and target an enemy up to X inches away. The target may react as normal, but if reacting with CC they will be unable to cause damage unless they too have *Reach* or a similar ability.

Pierce (X): When a model is hit by this weapon, reduce their **TOUGHNESS** by X for this armour roll. It is not possible to have a negative **TOUGHNESS** value.

Sunder (X): When a model is hit by this weapon, reduce their armour by X for this armour roll. It is not possible to have a negative **ARMOUR** value.

Stun (X): When you successfully hit a model with this weapon, after applying any damage, you may remove up to X AP from that model.

Template (round): Any model whose base is partially or completely under the template will be hit and subject to the weapon's damage and weapon properties.

Knockdown: A model hit by this weapon is knocked prone and assigned a prone marker.

First strike: When making an opposed CC roll, resolve the effects of this model's test result as though the test were unopposed. Then, if able, resolve the results of the opposing model's results as normal.

Quickshot: When making an opposed shoot roll resolve the effects of this model's test result as though the test were unopposed. Then, if able, resolve the results of the opposing model's results as normal.

THE DROWNED EARTH CONVERSION

These rules allow players to have AI controlled dinos roaming around in TDE games, which will attack both players.

When controlling AI models use the UC rules; for everything else use the TDE rules.

Enemies in UC refers to AI controlled models. When reading the TDE rules consider *enemy* to mean models controlled by the opposing player *and* AI controlled enemies in the UC sense.

TERRAIN AND DYNAMIC MOVEMENT

When an AI model would need to make a dynamic movement test according to TDE movement rules, look at the colour of the movement symbol you are using. If it is **green**, test your **AGILITY** using the enemy die:

Pass: Continue your full movement.

Fail: Apply the results of a **fail** according to the TDE rules.

Frenzy: Continue your full movement as though you had **nailed it**. Then resolve this action (the entire action box, not the whole card) a second time.

If the movement symbol is **amber** do not roll; just continue your full movement as though you had **nailed it**.

If the movement symbol was **red**, the enemy may move over and ignore terrain features unless otherwise specified by the scenario, or player agreement.

COVER AND LINE OF SIGHT

Use the TDE rules for cover and LOS when controlling AI models.

SKILL AND WEAPON PROPERTY EXCEPTIONS

When applying *Stun* to an AI enemy instead apply *Confusion(x)*, and when applying *Confusion(x)* to a player controlled model instead apply *Stun(x)*.

Some skills and effects refer to when a model *spends an AP*. AI models do not spend APs, but any time you carry out an action from an action card this counts as *spending an AP* in this context.

NOISE

All ranged weapons have the **noise** property unless they have the **primitive** or **natural** property. Close combat weapons do not cause noise unless specifically stated.

DICE MECHANICS

The dice mechanics of TDE and UC are the same, however AI enemy models use the enemy die as per the UC rules. Therefore AI models win ties, and a **frenzy** beats everything, even a **feat**.

TURN ORDER

AI enemies react during player turns exactly as they do in UC. However, they do not activate in the same way as player controlled models. The entire "enemy phase is resolved exactly as in UC, after the activation phase and before the cleanup phase.

THREE WAY REACTIONS

When both players *and* AI models are involved in a reaction, use the rules for multiple reactions in the TDE rules. They can be applied regardless of how many sides are involved in the reaction.

AMBUSH MARKERS AND SPAWN TABLES

Ambush markers can be used in TDE in exactly the same way as in UC. Feel free to construct your own spawn table before the game, to include whatever models you have in your collection; or randomly pick one from UC by shuffling the UC setup cards (after you've played through the campaign).

Player Choices

When an AI enemy needs to make a choice between options, it will make the choice most disadvantageous to the model it is acting against. Failing that, the opposing player should make the choice instead, Finally, if the players cannot decide what the AI enemy should do, or there is no opposing player, roll for it.

SCENARIOS

When setting up scenarios, first decide how many AI enemies (including ambush markers) you wish to include. Then take it in turns to place enemy models and ambush markers before deployment but after scenery has been placed.