

PHASES

FIRST PHASE: RECOVERY

- 1 Straighten all Character cards
- 2 Recover every Character's Action Points
- 3 Recover the corresponding Gnosis points

SECOND PHASE: UPKEEP

- 1 Remove the corresponding State counters
- 2 Remove Bind points and make Stability Checks
- 3 Pay all Special Ability's Upkeep costs
- 4 Determine the Initiative for the Action phase

THIRD PHASE: ACTION

- 1 Players Activate their units in a non-linear form

CHARGE

(3 Actions , Once per Turn)

The character moves at its listed Running Speed a minimum of 2 inches and the player then rolls 2 dice for the attack and chooses the higher result, adding +2 to the roll. Like running, when a character Charges it must move in a straight line, called the Line of Charge. Although it is an Attack action, Charging also counts as a Movement action, so a character can only Charge once per turn, and may conduct no other Movement action.

DODGE

(1 Action, Reactive)

Dodge is a Reactive Action used to attempt to avoid damage from hand-to-hand or ranged attacks. When an enemy declares the intention to attack a character, the targeted character can spend an Action point to roll a die and add the result to its Defense. This Action must be declared before the attacking player rolls the die.

COUNTERATTACK

(3 Actions, Reactive)

A Counterattack is a form of hand-to-hand defense by which the attacked character takes advantage of a successful Dodge to attack back at his enemy. Like a Dodge Action, the player rolls a die and adds the result to his Defense. If no damage is dealt by the attacker (without counting the Armor value), the Counterattack Action allows the defender to make an automatic Attack Action against the enemy, but applying -2 to his roll.

FREE MOVEMENT

(0 Action, Once per Turn)

Any character can move 2 inches without using any Action points. Free Movement can be used reactively, so the character can intercept a Charge against a friend unit (although not to avoid a charge against itself).

WALK

(1 Action, Once per Turn)

Allows the character to move as many inches as the first number of its Speed Attribute. The character can change direction at will during movement.

RUN

(2 Actions, Once per Turn)

Allows the character to move as many inches as the second number of its Speed Attribute. Unlike Walking, the character must Run in a straight line.

ESCAPE

(1 Action)

Escape allows a character to disengage from hand-to-hand combat. To do so, the player must roll a die, and if the result is 6 or more, the Escape attempt is successful. The character can then spend action points normally on a Movement Action to get further away.

SEEK

(1 Action, Once per Turn)

Seek is an action that allows a character to discover an enemy character hidden within its Zone of Control if there is Line of Sight to the hidden character. To do so, the player rolls a die, with a result of 8 or more meaning that all hidden units in the Zone of Control are made visible. A character can only attempt to Seek once per turn, whether or not it is successful.

CRASH DAMAGE

MINOR OBSTACLES

They don't reduce the miniature's movement. A Character suffers a point of automatic Damage for each one it hits while in the air.

FORESTS

The miniature's movement is reduced by 2 Inches. The Character suffers 2 points of automatic Damage when thrown through a forest, and is stunned, so it isn't able to be activated that turn (if it hasn't yet).

WALLS AND SOLID SURFACES

The miniature's movement is reduced by 4 Inches and suffers 3 points of damage at the moment the Character hits the solid surface. For example, if the miniature hits a stone wall when 1 Inch is left to move, it stops moving and loses 3 Life points automatically. If it still has 6 Inches left to move at the moment of impact, it would continue to move 2 Inches more and would still lose 3 Life points. As in the case of a forest zone, the Character is stunned and cannot act.

IMPASSABLE SURFACES

These stop the miniature's movement completely. The Character suffers 5 damage points and is left stunned.

EDGE OF THE PLAYING TABLE

This stops the miniature's movement completely. The Character doesn't lose Life points, but is stunned and can't act during the turn.

COMBAT

SITUATION

Long Range

-1

Cover

-2

Character engaged in combat

-1

Superior position

+1

MODIFIER

TERRAIN

ABRUPT TERRAIN

Cut movement by half and obtain cover

IMPASSABLE TERRAIN

Cannot cross.

Doesn't have line of sight across high Terrain

ELEVATIONS

Half Movement to climb.

Block line of sight across elevation

A character in an elevated position doesn't suffer cover for Abrupt Terrain

BASIC ABILITIES

ATTACK

(2 Actions)

Attack allows a character to strike an enemy character in combat. When a character attacks, the player rolls a die and adds the result to the character's Attack value to see if he hits the enemy or not. If he has the Distance Attack ability, he can choose to target an enemy that's within his range of fire.