SINE TEMPORE

LMs LUDUS MAGNUS
STUDIO

SUMMARY

I used to love waking up to the sun's warmth before it was forcibly replaced with the cold and artificial glare of those horrible neon lights. I am filled with regret as I remember the crisp air of the snow-covered mountain slopes. I can't stand this mix-up of oxygen and other gases radiating through the air vents of the shelters we call cities. No doubt, were it not for the scientific progress that led to these makeshift solutions, we'd all be doomed. Of course I am not referring to us humans alone, but also all the other star people living on this now sterile rock we are forced to call home. Unfortunately, the higher we climb, the harder the fall. It's too late for our planet now, but if we don't correct our mistakes, not even our children's future will be saved.

That's why tetra-titanium spaceships, known as Arks, were sent into infinite space, while us captains were assigned the most arduous and salient missions of all: To find a new planet able to welcome future generations; our hopes. Our ships mainly carry thousands of cryogenic cylinders containing the genome of animal and plant species that will allow us to fulfill our sacred task. Our crew was selected from the most brilliant scientists and engineers supported by elite pilots and special forces. We don't know what we will find out there, but we are prepared for every situation and we trust that we are ready for it. Hopefully our prayers will be answered.

After many long months of navigation, we have finally found a planet that appears to satisfy our needs. I can't wait to lay foot on steady ground and breathe pure air. Andromeda 2.0 has begun the landing procedure, I still have a few minutes left to roll my cigars and complete this tedious recording.

Recorded by T.J. Achab, captain of the Genesis Ark.

GAME COMPONENTS

Books and Accessories
- Rulebook
- Campaign Book
- Map of the Genesis and Primaevus V
- 4 Hero Datapads
- 4 Skill Datapads
- 4 Perilium
- Momentum

4 Heroes Miniatures
- Captain: Achab
- Security: Andromeda 2.0
- Psychic: Jukas
- Medic: Alexandra

Cards, Tokens, and Tiles
- Tokens
- 72 Equipment cards
- 20 Resource cards
- 21 Enemy cards
- 19 Enemy Draft cards
- 12 Mission cards
- 22 Scenic Element cards
- 10 Event cards
- 10 Oblivion cards
- 10 Serious Wound cards
- Orientation card
- 10 Six sided custom dice
- 4 Game Tiles
- 7 Map Connectors
- 22 Colored Miniature Bases

36 Enemy Miniatures
- 4 Witches
- 5 Hunters
- 5 Mowers
- 10 Spriggans
- 10 Kids
- 1 Fato
- 1 Bull-y

3D Scenic Elements
- 1 Antenna
- 2 Containers
- 2 Amanitas
- 2 Mushrooms
- 4 Bushes

INTRODUCTION

Your home planet is dying, your civilization's last hope depends upon a fleet of terraforming ships on a mission to find a new home.

In Sine Tempore, you will experience life as the crew of the spaceship Genesis. During your journey, you will encounter many alien species; some friendly, others less so. Some will view your crew as invaders. Others may aid your cause, joining your crew. The Genesis is now entering the orbit of a flourishing planet, Primaevus V...

Will you manage to survive its perils and find a new home?

AIM OF THE GAME

In Sine Tempore, you will be called upon to face hidden dangers on an alien planet. You will find yourself battling against the Primaevi, an alien species seeking to hamper your efforts to colonize a planet in their sector, Primaevus V. The Primaevi live in harmony with nature tolerating technology only when it helps preserve nature. This particular planet is one of their hunting reserves.

Sine Tempore can be played with 1 to 4 players. Each Mission develops the overall campaign for the crew of the Genesis to terraform Primaevus V. The campaign will evolve and change based on your actions and decisions. Your journey begins with the introductory scenario, which will guide you through the game's setup and instructions for play. The Primaevi are guided by artificial intelligence rules that will test your Skills, so choose your crew wisely.

Players must use the Momentum board during Missions to activate Heroes and spend AP to utilize Skills to eliminate the Primaevi threat. Beware both success and failure during Missions will affect the course of your campaign.

The main aim for Sine Tempore is to have fun exploring the planet, so feel free to adapt the rules to your group's needs.

CREDITS

Project Director: Luca Bernardini
Game Design: Andrea Colletti
Development Team: Luca Bernardini, Marco Presentino, Diego Fonseca
Editorial and Writing Managers: Louis Angelli, Frank Calcagno
Lead Graphic Design: Diego Fonseca
Graphic Design: Paolo Scippo, José Alejandro Lupico Barca, Valeria Bucci
Art Director: Andrea Colletti
Lead Concept Artist: Giovanni Pirrotta
Illustration and Concept Artist: Antonio De Luca, Simone de Paolis
Lead 3D Sculptor: Fernando Armentano
3D Sculptors: Tommaso Incecchi
Web Editors: Marco Presentino, Luca Bernardini, Vincenzo Piscitelli, Roberto Piscitelli
Kickstarter Manager: Andrea Colletti
Translations: Silvia Franci, Luisa Marzullo, Flavia Frazuel
Production, Advertising and Fulfillment: Vincenzo Piscitelli
Playtesters: Alessandro Lanzuisi, Giulio "Gad" D'Avella, Mattia Di Sangro, José Alejandro Lupico Barca, Davide e Alessio Schiavone, Simona Moauro, Michele "Lisk" Milizio, Gabriele "Mambo" Luccioni, Giulio Giannoccolo, Carlo Di Felice, Andreina Masi, Nancy De Simone, Giuliana Sampugnaro, Alessandro Caporelli, Eleonora Mostarda, Simone Massimi, Valentina, Lavinia Porzi, Vincenzo Curzola, Angelo Paolillo, Diego Fonseca, Danilo Guidi, Lucca Games, Macro Games Night
Ludus Magnus Store: shop.ludusmagnusstudio.com

CONTENTS

INSIDE THE BOX

1 - Rulebook
The book you are holding contains all the rules to play Sine Tempore.

2 - Campaign Book
In this book you'll find the rules to manage a Primaevus V campaign with details of its Exploration missions.

3 - Miniatures
These represent the Settlers and their adversaries, the Primaevi, the threatening custodians of Primaevus V.

4 - Colored Enemy Bases
In Sine Tempore there are certain Enemies that have different Enemy cards, but are represented by the same miniatures. To distinguish them use these special colored bases.

5 - Momentum
This tool is used to determine the activation of Models during a Mission. Knowing how to manage its use is one of the keys to victory.

6 - Map of Primaevus/Genesis
This double-sided sheet shows a map of the Primaevus V planet on one side, indicating the locations that must be conquered by the Settlers. On the other side, it shows a map of the Genesis spaceship, indicating the various sectors that can be visited during the Colony Phase.

7 - Action Dice (white) and Penalty Dice (red)
The dice are used by the Heroes to determine the success or failure of an action.

8 - Hero Datapad
Each Settler has their own sheet listing their statistics and special Skills. (see page 11)

9 - Skill Datapad
Each Hero has their own Skill sheet tied to their class. The Datapad is double-sided, showing the Skill tree for the class on one side, and a description of all the Hero's Skills on the other. (see page 17)

10 - Perilium
This element is used to track the Threat Value (TV) reached by the Hero and is essential in managing the artificial intelligence (AI) of the Enemies. (see page 26)

11 - Enemy Cards
Each type of Enemy has their own card listing their statistics and Skills.

11B - Enemy Draft Cards
When an Enemy needs to be randomly drawn, the cards are mixed together to form the Enemy Deck (see Campaign Book page 14).

12 - Event Cards
These cards are drawn before the start of a Mission to add variety to each Mission (see page 15).

13 - Scenic Element Cards
The surface of Primaevus V has a variety of environments and objects to explore. These cards contain the statistics of these things. When a terrain element needs to be randomly drawn, these cards are mixed together to form a Terrain Deck (see page 16).

14 - Resource Cards
These represent precious disposable resources that the Settlers can recover from Enemies eliminated during a Mission. But be careful, the loot may also include various Traps! (see page 16).

6

15 - Equipment Cards
Each Equipment item has 3 cards representing its 3 stages of power. Some Equipment can be used by anyone, while other items may only be used by a specific class or Hero (see page 13).

16 - Mission Cards
Each Exploration Mission has its own card, when these cards are mixed together they form the Mission Deck.   One key detail on the Mission card is the Defcon level.

17 - Oblivion Cards
These cards inflict penalties on Psionic Heroes that abuse their own powers (see page 38).
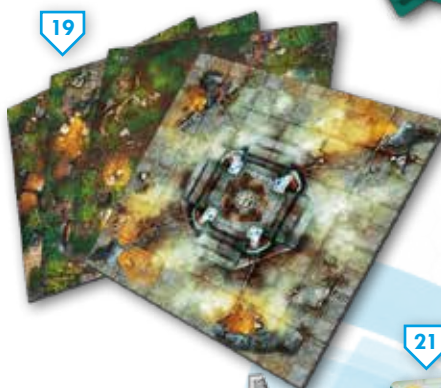
18 - Serious Wound Cards
When a Hero is KO'd during a Mission they risk collecting these cards, which inflict penalties on the unfortunate Settler (see page 35).

19 - Tile Maps
Large map sections that make up the battlefields of Sine Tempore.

20 - Map Connectors
Minor map sections that normally connect game tiles.

21 - Orientation Card
During play, this card is used for various functions, the most common of which is to determine a Model's random direction of movement.

22 - Scenic Elements
These include both 2D and 3D elements that represent chests, bushes, or the strange mushroom-trees of Primaevus V.

23 - Containers
These 3D scenic elements are used to enhance the battlefields of many Missions. Unlike other scenic elements, containers can be used to reach higher and more advantageous positions (see page 33).

24 - Activation Tokens
These tokens are placed on the Momentum to determine the order of activation of Models in play. Each group of Enemies is represented by one token only.

25 - Skill Tokens
Each Skill that can be learned by the Heroes has its own token. These tokens are inserted in the Hero's Datapad to indicate which Skills are available to the Hero for the current Mission.

26 - Enemy Token
These tokens are used as Enemy Models, and will be used in place of Models not included in this box.

27 - Status Tokens
These are used to indicate whether a Model is affected by a certain status. Tokens with a red border indicate a negative status, those with a blue border indicate a positive status.

28 - Other Tokens and Wound Tokens
Includes all tokens used to play Missions, Loot tokens and all Wound tokens.

29 - LOS Tool
This useful tool will help you to establish the Line of Sight (LoS) between two Models (see page 32).

LINE OF SIGHT TOOL

CONTENTS

ACHAB

Every time feels like the first, no matter how many planets he's visited... the suspense of a new discovery and the fear of the unknown are a constant source of excitement.

Achab instinctively runs his fingers across his face, caressing an old scar... he had let his guard down that day. He tells himself, it won't happen again. They aren't hunters, but they must not be the prey either.

ANDROMEDA

The servo-regulated suspension emits a light humming sound as Andromeda nimbly rises to its feet. Bearings and cables shift the features of its face, mimicking the expressions that any human would make after waking from a long sleep. Safely landing the crew on that remote planet wasn't the end of its Mission, but rather just the start.

JUKAS

Waiting, his mind begins to wander through the memories of a world of purple flames experienced through a celestial intangible body. The "others" rely on their own limited senses, which is why it is unlikely they will ever reach the same level of knowledge. Jukas has possessed this "gift" for years, but for those like him it is nothing but a curse. A curse that ostracizes him, rendering him a useful yet untrusted tool.

ALEXANDRA

Alexandra abandoned her life as a teacher when her life companion died in her arms, defeated by an unknown illness. At that point she developed a genuine obsession for the study of diseases, driving her to become a volunteer for Achab's crew. She signed up to be the on-board doctor of the Genesis hoping to find the answers to her questions. Since then one lesson she has learned is that the deceased can wait... the living, on the other hand, can't live without her.

BULL-Y

FATO

MOWERS X5

HUNTERS X5

SPRIGGANS X10

KIDS X10

WITCHES X4

RULES

This rulebook contains the instructions on how to play Sine Tempore.

In the Campaign Book you'll find all the rules to play a Sine Tempore campaign. Compared to just playing individual missions this mode offers a deeper level of immersion allowing your Settlers to evolve by acquiring new Skills and Equipment while exploring Primaevus V. Other game expansions will unlock new lethal planets for you to discover.

GOLDEN RULE

If the rules on the Hero Equipment cards or Skill Datapads contradict certain parts of this rulebook, the card rules will always have precedence.

SETTLERS, ENEMIES AND CHARACTERS

The descriptions in this rulebook will always refer to the Characters managed by the players as the **Settlers/Heroes**. The term **Enemies** will be generically used to indicate any adversary of the Settlers, and the term **Character/Model** to indicate any of the Models in the game.

Expansions or additional rules may refer to additional categories such as **Nemesis** or **Pets**. In this case you will find their definition in the supplementary rules.

ADVERSARIES AND ALLIES

The term Allies indicates Models forming part of the same alliance, for example the Settlers are one alliance while their Enemies form another alliance. In rare cases, there may be multiple groups of Enemies in the same Mission, in which case each Enemy group is an independent alliance. Models that belong to different alliances are defined as Adversaries.

Various optional rules will be inserted in boxes like this one, feel free to use them if you like.

Various tips will be inserted in boxes like this one; these will help you to better manage different parts of the game.

Rules that work in different ways on Enemy Models will be inserted in boxes like this one.

ROLL & RE-ROLL

In this rulebook, the term Roll indicates any type of die roll. Certain rules will give you the possibility to Re-roll one or more dice after a roll. In this case, the term Re-roll will be used. Unless specifically indicated by a rule, it is not possible to Re-roll a die more than once. If you have used a Re-roll, you must accept the new result.

Some situations may arise that will make multiple Re-rolls apply to the same die roll. The most common situation is when an Enemy has the possibility to make a Hero Re-roll their successes, who can in turn Re-roll all dice that obtained a failure. In these cases, Re-rolls imposed by the Enemies must be made first.
Once these "negative" Re-rolls have been made, the Hero can make their "Re-rolls" if they have any.

*E.g. Alexandra is trying to hit a Suicide Kid with her Double Gun. She rolls the dice getting result **A**; she has obtained 3 successes (all the ◇ symbols).*

*The "Dodge" ability of the Suicide Kid forces Alexandra to Re-roll one of her success dice. After this Re-roll, she gets result **B**.*

*Now Alexandra can activate the Double Gun ability that allows her to Re-roll the dice which obtained the symbol 🐾, including the one already Re-rolled by the Enemy's Skill. Once these Re-rolls have been carried out, she gets result **C**.*
Now she can inflict a number of Wounds equal to the symbols ◇, namely 2.
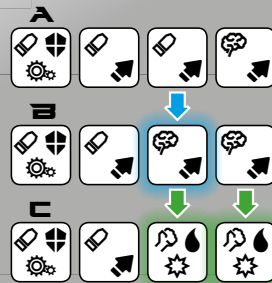
Dodge: when attacked, the attacker must reroll one success.

Multi shot
3AP   RNG: 1-5   ATB: 1   DMG: ◇   RE-ROLL: 🐾

HERO DATAPAD

All information about the Settlers is provided in their Hero Datapad, Skill Datapad and Equipment cards. Each Hero is assigned a value for each of their 5 statistics (Rapidity, Physical, Precision, Mind and Health), which combined with their Skills and Equipment define their role on the battlefield.

A - Class symbol: the Hero Class indicates the Hero's tactical role during missions. Each Class is characterized by a set of Skills which are divided into groups. You can personalize the progress of your Hero by selecting the Skills most compatible with your style of play.

B - Rapidity (RA - ⚔): indicates the Hero's speed, determines their order of activation, as well as the number of Action Points (AP) available to them during their activation.

C - Precision (PR - ⚙): indicates the ability to take aim with ranged weapons or thrown objects. The PR value determines the base number of dice that a Hero can roll each time they perform one of these actions.

D - Physical (PH - ▽): you will use this statistic when you need to perform an action that requires physical ability, such as attacking using a close combat weapon, moving an object, or defending against a physical attack. This value determines the base number of dice that a Hero can roll each time they perform one of these actions.

E - Mind (MI - ⚬): indicates the Settler's intelligence and knowledge which is used to pass all tests requiring a mental action. Also indicates the psychic ability of the Hero and is used both to launch psychic powers and resist them.

F - Health (HE - ♡): indicates the Hero's resilience on the battlefield. When a Hero receives a number of Wound tokens equal to this value, they are placed **Knocked Out (KO)** and are temporarily out of play.

G - Skill Slot: the Skill tokens the player selects for the Mission are inserted here.

H - Special Skill: each Hero has their own personal Skill. This Skill is always available and cannot be lost in any way.

I - Size: this diagram illustrates the size of the Hero. In Sine Tempore there are 3 different sizes: Tiny, Normal and Big Guy. Based on the size, certain bonuses and penalties will be awarded in various play situations (see page 33).

TEST

Heroes will often be called upon to test their Statistics (hereafter 'test'); the most common situation will be to attack or defend from Enemy attacks. To perform a Stats test, roll a number of dice equal to the value of the involved Statistic. A Stats test can be positively or negatively modified by the use of Skills and/or Equipment.

ENEMIES

This category includes all adversaries encountered by the Settlers during their Missions.

A - The name indicates the type of Enemy. Some cards refer to a single Enemy while others refer to a group; in the latter case the Enemies are all activated together by the same token on the Momentum. Directly underneath the name are the traits of each Enemy. The traits represent the background and the distinctive elements of each Enemy. The icon to the left of the name represents their **Rank** (Troop, Elite, Boss, Leader or Monster).

B - Rapidity (RA - ⚔): indicates the Enemy's speed, determines their order of activation, as well as the number of Action Points (AP) available to them during their activation.

C - Control Area (CA - 👁): this number represents a range on the battlefield. The Enemies are always aware of anything that happens within this area. Heroes acting within this range may trigger the Enemy's AI reactions, depending upon the Hero's current Threat Value (TV). (See page 23.)

D - Physical Defense (PD - ◈): indicates the Enemy's physical defense value; this value is subtracted from any damage caused by physical or ranged attacks.

E - Mental Defense (MD - ◉): indicates the Enemy's mental defense value; this value is subtracted from any Wound inflicted by Psionic attacks.

F - Health (HE - ♡): indicates each Model's ability to survive. When the number of Wound tokens inflicted reaches the value of this statistic, the Enemy is defeated and removed from the battlefield.

G - The color of the card border represents the group to which the Enemy belongs. In the core box you'll find the Primaevi group, identified by the color red.

H - Active Skills: these are Skills that require a cost in AP to be activated. This category also includes all of the details for **Attack Skills**, such as range, and the type of damage inflicted.

I - Passive Skills: this section lists all the unique passive Skills possessed by the Enemy. Passive Skills are always active and their effects are applied without spending any Action Points (AP). In certain cases, some Skills may provide resistance or immunity to one or more icons on the attack dice. Resistances force a Hero to Re-roll the dice with that icon once, Immunities cancel all damage caused by the indicated type of dice.

J - Generic Skills: this box lists the Enemy's generic Skills. These abilities (both active and passive) are common to multiple Enemy types and are explained in this manual starting on page 41.

Enemies with the **Boss** or **Monster** trait are immune to many negative effects (shown on their cards); in addition these types of Enemies are immune to the Stunned status as well as all Skills and Equipment that allow the Heroes to move Enemy Models.

TROOP   ELITE   MONSTER

LEADER   BOSS

EQUIPMENT

Equipment plays a fundamental role in developing your Heroes. Each Equipment card is divided into different sections, as outlined below.

Front

Back

A - The name identifies each Equipment.

B - Type of Equipment: each Equipment belongs to a category, for example Weapon, Armor, Tool, etc. This category will sometimes allow Equipment to interact with other Equipment Cards or Skills.

C - The image of the Equipment.

D - The effect of the Equipment, or the attack statistics if there is one.

E - Some Equipment items have slots indicating which Energy Cells can be used.

F - All Equipment items can be upgraded up to level 3. When upgrading, replace the current card with the Upgraded card. Each Equipment item starts with an Upgrade level equal to 1.

G - This band describes the statistics of the weapon, such as range, rate of fire or attack bonus, which are added to the Settler's corresponding statistic (e.g., in the case of firearms, the bonus is added to the ⚙ statistic). Some Attacks have a "CHAIN" symbol 🔗, which indicates the possibility to use **Chain Attacks** (see page 31)

H - Limitations: Some Equipment are restricted to a specific Hero or Class and are noted in this section. Otherwise an Equipment is not restricted.

I - Equipment Slot: Each object occupies a specific slot among those available to a Hero. For more information, refer to the paragraph on Equipment Slots on page 14.

J - Class symbol.

K - The power effects linked to the use of Energy Cells.

L - This frame shows the elements needed to craft the Equipment.

HERO CLASS SYMBOLS

CAPTAIN   SCOUT*   PSIONIC   SECURITY

ENGINEER*   MEDIC   BIOLOGIST*

*: these Hero classes are available in the expansions of the game

EQUIPMENT UPGRADE

Each Equipment item has 3 card versions, one for each Upgrade level. Once the resources needed to Upgrade have been obtained, the existing card can be discarded (along with the required resources) and replaced with the Upgraded card. It is not possible to Upgrade an Equipment item directly from level 1 to level 3, without first upgrading it to level 2.

ELEMENTS

Below you can see the complete list of Elements present in the game. You can use them to improve the Equipment and Genesis features.

ELEMENTS

ITANIMULLI ALH-84001 INOTTENIO

KEKULENIUM MOTIMOLINA
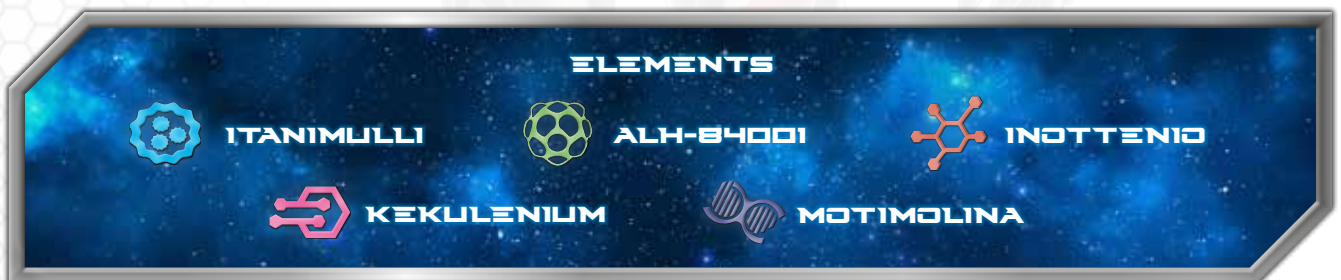
EQUIPMENT SLOTS

Each Hero has 7 Equipment slots divided into 4 categories. Before each Mission, they can equip themselves with objects that occupy the following slots:

- Helmet (1 slot)
- Armor (1 slot)
- Accessories (3 slots)
- Hands (2 slots): The number of symbols on the Equipment card corresponds to the number of Hand slots the Equipment item occupies.

A dash symbol "-" indicates that an Equipment item is not cumbersome and therefore doesn't occupy any encumbrance slots. Any excess Equipment remains in the Genesis armory. Between missions, each Hero can change their Equipment to their liking.

HELMET Max 1   **ONE HAND** 1 Hand Slot

ARMOR Max 1   **TWO HANDS** 2 Hands Slot

ACCESSORY Max 3   **NO SLOT**

MISSION CARD

Each Exploration Mission has its own map with some indication on the Mission and the reference to the page containing all the information needed to prepare and play it.

A - Mission Title

B - Defcon Level: indicates the level of difficulty of the Mission. There are 4 levels of defcon: 1, 2, 3 and 4.
The Defcon Level is used to create the Mission deck from which the Exploration Mission is drawn.

C - Mission Image

D - Planet Symbol: each Exploration Mission can either be generic, and therefore usable on any planet, or it can be specific to a planet (for example Primaevus or Silicio). When you build a Mission Deck, you add all of the cards with the Generic symbol and all of the cards with the symbol of the planet you're on.

E - Manual Reference: the manual and the page where you will find the Mission rules.

For complete rules about the preparation of Exploration Missions, see the Campaign Book, page 7.

EVENT CARD

These cards are drawn at the start of a Mission and unless otherwise specified their effects are applied for the duration of the Mission.

A - Event title.

B - This section describes the rules of the Event. Some Events are resolved at the start of the Mission, with the immediate application of the effects. Other Events have an ongoing effect for the entire duration of the Mission.

ENEMY GATE

EFFECT
Place an Enemy Spawning Point on a Map Tile of your choice. Every time the Phases hand reaches Sector 12 of the Momentum, carry on an Enemy Draft with Troop-rank Enemy cards.

SCENIC ELEMENT CARD

These cards describe the different Scenic Elements (both living and not) that can be found on the surface of a planet. Each of these Scenic Elements have a card to describe their details, and these cards collectively form a Scenic Elements deck and are drawn to randomly select Scenic Elements in missions, when required.

SHIELD TURRET

RULES

Placement: the Shield Turret occupies 1 square and can be placed anywhere on a Tile, except for the borders.

Effect: all Enemies within 2 squares of the Shield Turret gain +1 ⊕.

♡10   LIGHT COVER, IMPASSABLE   3D ⬭

A - Scenic Element name.

B - Image.

C - In this section you'll find the instructions on how to position the Scenic Element. When a Scenic Element is drawn from the Scenic Elements deck, it can be positioned anywhere on the game board to which it belongs, following these instructions.

D - The Scenic Element's effects are immediately triggered when a Model enters into the square the element occupies or in the squares indicated by the rules.

E - Health

F - Here you'll find the Scenic Element's special rules, in particular whether or not it blocks line of sight and/or movement.

G - Mobile Item: this symbol indicates if a Scenic Element can be moved (see page 33).
   - 3D: Some Scenic Elements are shown with a 3D symbol. This means that the Scenic Element needs to be assembled before being positioned on the game board. A symbol also indicates the number of squares occupied by the scenic element.

RESOURCE CARD

These cards are collected during Missions and may represent either Energy Cells, consumable objects, or Medipacks. During a Mission, a Hero can have any number of Resource Cards, but can keep only one of them from one Mission to another.

GREEN ENERGY CELL

EFFECTS

Power: discard this Energy Cell card to activate the Green Energy Power of one of your Equipment cards.

Instant: discard this Energy Cell card to gain +1 ⚔ for this activation.

A - Resource name.

B - Image.

C - Power effect: A Hero can discard an Energy Cell card to activate a power on his/her Equipment cards.

D - Instant effect: A Hero can discard an Energy Cell to obtain a temporary bonus for a given statistic.

Some Resource cards may represent Traps waiting for the Settlers. When drawn from the Resource deck, immediately resolve the effects of the Trap.

A - Trap name.

B - The effects of the Trap.

CORROSIVE ACID

TRAP

The Hero who draws this card must immediately perform a ⚔ test and obtain at least 1 ⚔. If the test fails, the Hero chooses one Equipment Card in his/her possession. The chosen Equipment cannot be used for the rest of the Mission.

A

B

SKILL DATAPAD

This sheet will help you manage your Hero's Skills . Each Settler is provided with one of these sheets based on their Class. The Datapad is double-sided; on one side you'll find a description of all the Class Skills and respective icons. On the other side you'll find the progression tree, which you'll use each time you need to select a new Skill.

SKILL TREE

A - The Hero which uses this Datapad/Skill Tree.

B - Symbol to identify the Skill and related token(s). When a Skill is selected for a Mission, the token is inserted in the Hero Datapad to signify the Skill has been selected.

C - Each Class has two specializations. These have no impact on Skill selection, but indicate the competence field they belong to.

D - Base Skills are immediately available for learning.

E - These are Advanced Skills. To unlock an Advanced Skill, a Hero must first learn the Base Skill it is linked to. There are two types of Advanced Skills (Evolved or Derived). An Evolved Skill replaces the Base Skill it is based upon. A Derived Skill does not replace its Base Skill; instead it represents a new Skill that can only be selected if the Hero has chosen its Base Skill first.

F - Links between Skills: The continuous line indicates that the Advanced Skill is an **Evolution** of the previous Skill, which it therefore replaces.

The dotted line indicates that the Advanced Skill is a **Derived** version of the previous Skill, which it therefore does not replace. It is simply added to your available Skills.

G - The Skill Icon which matches the Skill on the reverse side of the Skill Tree.

H - The description of the Skill, the Skill type (**Base**, **Evolved** or **Derived**), and the experience cost to gain the Skill.

DICE

In Sine Tempore, two types of dice are used: Action Dice (white) and Penalty Dice (red). The Action Dice are used for all statistic tests. Each side of an Action Die has a combination of Action Symbols that determine the level of success, based on the action undertaken. The Penalty Die eliminates from the roll a die that has obtained the same result. A wounded Hero must add this die to any roll they make based on their injury (generally just 1 die).

The symbols on the Action Die faces are interpreted based upon the action, Skill, or Equipment item that requires the roll. When Equipment or a Skill is about to be used, check whether there are any particular rules connected to the symbols, and after rolling the dice apply all the effects, whether negative or positive. An Action Symbol can trigger only one effect. In the rare case when an Action Symbol can trigger more effects, the player decides which effect to activate.

E.g. Jukas, is attempting to attack a Spriggan with a melee attack. The number of Action Dice he can roll is calculated by his PH (▽) statistic (3) and the ATB bonus from by his Weapon (2), therefore he can roll 5 Action Dice in total. Each die showing a combination containing the 𖠋 symbol will inflict a Wound on the Enemy.

E.g. Jukas has rolled the dice to strike his adversary using his weapon, obtaining 𖠋 and 𓂀 𓂀 . The special Weapon rule allows him to change the type of attack from a physical to a mental one when 𓂀 𓂀 are rolled.
In this case, Jukas manages to ignore the adversary's physical defense.

PUSH 3 faces	**BULLET** 2 faces	**MIND** 2 faces
FIST 2 faces	**GEAR** 2 faces	**BLOOD** 2 faces
EXPLOSION 1 face	**DEFENSE** 1 face	

PREPARING AN EXPLORATION MISSION

1 - Build the Mission Deck using the generic Mission Cards and the Mission Cards specific to the planet you're on. All of the Mission Cards must be of the right Defcon level based on the **Area color** (see Primaevus V map, and Campaign Book page 6). Shuffle the deck and draw a card. Read the text of the card and consult the related page(s) of the Campaign Book for instructions on how to set up the battlefield and for the Mission special rules.

2 - Place the Enemy Models (predetermined and/or randomly generated) and then place the 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) and draw the requested number for each game board. Position the Elements according to the rules. If you draw a Scenic Element Card showing a Scenic Element that cannot be deployed (for any reason), ignore that card and draw a new one.

3 - Prepare the Momentum, positioning the Phase hand (minutes), the Cycle (hours) and all of the Activation tokens as instructed in the Mission sheet.

4 - Draw 1 Event card from the Event deck and apply any effects. If the card has a continuing effect, place it near the game board as a reminder.

5 - Select the 4 Heroes that will participate in the Mission from among those available. Gather the Hero's Datapad, prepare the respective Equipment cards, the Skill Datapad and all selectable Skill tokens.

6 - Each Hero selects their Skills, choosing a maximum of 5 from among those learned. To select a Skill, place the corresponding token in one of the Skill slots on the Hero Datapad.

7 - Arrange the tokens, dice and Resource cards in such a way that all players can easily reach them.

8 - Read the introductory text and Mission rules on how to manage the Enemies (or Special Enemies if included) and Events. Pay particular attention to the time at which the Events occur.

NARRATIVE MISSIONS

The main Narrative Missions in Sine Tempore are prepared in the exact same way as the Exploration Missions, except for the scene set-up (see point 1). Narrative Missions are described in detail in the Campaign Book.

LIST OF CONTENTS

A - Hero Datapad
B - Skill Datapad
C - Equipment cards
D - Tokens (abilities, Wounds, effects)
E - Enemy cards
F - Event cards
G - Scenic Element cards
H - Resource cards

I - Mission cards
L - Momentum
M - Custom dice
N - Hero minatures
O - Enemy miniatures
P - 3D Scenic elements
Q - 2D Scenic elements

SEQUENCE OF PLAY

ACTION POINTS

One of the base concepts in Sine Tempore is time. Just like in real life, each action performed by the Characters requires a certain period of time to be carried out. For this reason, all actions have a cost in terms of time; this cost is called "Action Points" (AP). The ⚔ statistic determines the number of AP available to the Characters each time they are activated.

E.g. Captain Achab has 6 ⚔, therefore, he can use a maximum of 6 Action Points during his activation.

MOMENTUM

The Momentum is the foundation of the Sine Tempore game system. You will use it to determine the order of activation of each miniature on the battlefield, to determine the start and end of a Mission, and to establish when Events take place. Players must learn how to manage and use it to their advantage to win!

The Momentum is composed of four elements: the dial (A), the Phase hand (B), Glyphs (C) and the Cycle hand (D). The operating principle of the Momentum is similar to that of a traditional analogue clock with the hands moving around the dial.

The Activation tokens of all Characters that participate in a Mission are positioned on the Momentum. The positioning of these tokens in the various Phase sectors on the dial indicates the order of activation. When the Phase hand reaches a sector occupied by at least one 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 one or more Activation tokens, and so on until a Mission is completed.

Players must manage the Momentum by performing the following tasks when necessary:

• Move the Hero Activation token forward on the dial by the number of sectors equal to the number of AP spent to perform the action they want to perform. In the case of Enemies that belong to a group, move the Activation token after the corresponding actions have been performed by all Models in the group.

• Check if the active sector (pointed by the Phase hand) is empty or not. If not, then execute actions for these Characters. If it is empty, then move the Phase hand forward to the next occupied sector.

• Each time the Phase hand reaches the "Phase 12" sector, move the Cycle hand forward by one.

• Pay attention to the time of Events stated on the Mission card.

E.g. Alexandra spends 2AP and moves her activation token forward 2 sectors. After resolving her activation the Phase hand moves forward until reaching the next occupied sector. In this case one sector.

GLYPHS

Inside of some Sectors of the Momentum, there are 3 symbols in different colors. These are used to activate various special powers of the Enemies and Heroes. When an Enemy or Settler starts their activation in a sector with an icon corresponding to that shown on one of their Skills, their special power can be activated. In some cases, the power may have an additional cost in AP.

> If you wish, you can choose one of the players and commission him to handle the Momentum entirely.

> The Missions include a start and end time expressed by the formula "Cycle number. Phase number". When starting a Mission, the two hands of the Momentum must be placed on the numbers indicated. For example if the Mission indicates the start time as "2.6", place the Cycle hand on the "2" and the Phase hand on the "6". The same procedure applies when the two hands reach a fixed time for an Event or the end of a Mission.

ACTIVATION

In Sine Tempore, the Characters do not act according to a strict series of turns, but rather according to a dynamic sequence of activations that take into account the passing of time.

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 RA (⚔) statistic of Characters, from highest to lowest; if Enemies and Heroes have the same ⚔ value, Enemies will always have priority. If two or more Heroes have the same ⚔ value, players are free to decide the order of activation.

ENEMY'S ORDER OF ACTIVATION

In some cases, there may be multiple Enemies with the same ⚔ in the same active sector. In this case, players are free to decide the order of activation. When an Enemy token has been activated, all Enemies in that group must act before being able to activate a new token.

E.g. As you can see, any one sector may contain multiple activation tokens. In this example we have Alexandra (⚔5), Achab (⚔6) the Hunter (⚔5) and the Witch (⚔5). Achab is the first to be activated, and spends 2 AP.
As a general rule, Enemies have priority over the Heroes with the same ⚔ value, so the next to be activated is the Hunter or the Witch (in any order that give advantage to the Enemies). Immediately afterwards, Alexandra will act.

HERO ACTIVATION

When a Hero is activated, they have the same number of AP as their ⚔. Each time a Hero declares an action, they spend a certain number of AP and their Activation token moves in a clockwise direction on the Momentum, by a number of sectors equal to the cost of the declared action. After moving the Activation token, the Settler performs the action. If the Hero still has AP available, they can declare other actions, provided the cost does not exceed the total value of the remaining AP. A Settler's activation ends immediately after performing the action that consumed the last available AP, or when a player decides to end their activation.

To simplify this delicate part of the game, we suggest you follow the flowchart on the box and perform the steps in order.

WHEN A HERO IS ACTIVATED

1 - Token phase: the Hero gathers any tokens they can use from their Skills or Equipment. Furthermore, apply the effects of any status tokens that are affecting the Hero. Resolve these effects in any order you prefer and unless otherwise specified discard the token.

2 - Each time a Hero declares an action, they spend a certain number of AP and their Activation token moves in a clockwise direction on the Momentum, by a number of sectors equal to the cost of the declared action.

3 - Carry out the declared action.

4 - If you have any AP left and wish to use any of them, **go to 2**. Otherwise, **end the activation.**

AP are automatically regenerated at the start of every new activation. As previously stated, the Heroes are not required to spend all of the AP assigned to them by the ⚔ Characteristic, unless the *Time Shift* rule is applied (see next page). Any unspent AP are lost at the end of the activation.

TIME SHIFT

When a Hero is activated, they are always required to spend a number of AP (up to their ✥) allowing them to at least 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 reached or overtaken a sector containing an Enemy Activation token, the Hero must spend any remaining AP needed to reach one. If the Hero does not have enough AP to reach (or pass) the first sector occupied by an Enemy, they must spend all their remaining AP and move their Activation token as far as possible.

E.g. Jukas is in sector 12, the first Enemy Activation token is in sector 5. Jukas declares that he will move 3 squares to take shelter. He will therefore spend 3 AP. After moving his Activation token to sector 3, and after performing the movement, he is still two sectors from the next Enemy token. Because of this Jukas must spend his remaining 2 AP to move his token up to that of his adversary. Therefore, he declares that he will perform a Waiting action (see page 24) so as not to lose his position on the battlefield, spend his remaining 2 AP and move his activation token to sector 5.

N.b.: If in the previous example the Enemy Activation token had been in sector 6, Jukas would nonetheless have moved to sector 5, given that the Time Shift cannot exceed the maximum AP of a Hero.

ENEMY ACTIVATION

Enemies with the same model *(see page 27)* are activated as a group; each group is represented on the Momentum by a single Activation token, which will always be moved by a number of sectors equal to the number of AP available to that Enemy group. Enemy actions must always consider their total AP, which similarly to the Heroes, can never be exceeded. Enemy activation is divided into 5 phases:

1 - Token Phase: as soon as an Enemy is activated, the first step is the Token phase. In this phase they will receive all of the bonus tokens granted by their Skills and Equipment if any.

2 - In the case of a Group of Enemies, establish an activation order that works to the advantage of the Enemies as much as possible.

3 - Check objectives: check whether there are Heroes in the CA (👁) of the activated Enemy. If there are, check whether the TV indicated on the Perilium of each Hero in the 👁 is equal to or greater than the TV assigned to the objective of the Enemy Model (see Artifical Intelligence page 28).

4 - Play the activated enemy.

5 - Repeat from point 3 for each Model in the active Enemy group.

6 - When the Models of the active group have all been activated, move their Activation token by a number of sectors equal to their ✥ statistic.

REACTION

When a Hero's Activation token is moved on the Momentum, it may overtake a sector containing an Enemy Activation token. If this happens, check if that Hero's miniature is within the CA of one or more Models of the overtaken Enemy group. If this occurs, those Enemy Models are immediately activated (this is called a reaction). The reaction occurs before the Hero performs the action they are attempting to perform. Only the Enemy Models that can interact with the Hero will be activated (based on CA and TV see below).

It is possible for Enemies with different Activation tokens to react at the same time. In this case, the players decide which Group will be activated first.

When an Enemy takes a Reaction in this way, place an "Acted" token near their miniature. On their next group activation any Enemy Models with an Acted token will discard this token and not act during their activation.

IMPORTANT – Do not move the Activation token of an Enemy group activated by this rule.

ENEMIES IN COMBAT AND ENEMIES IN WAITING

Enemy Models on the battlefield are not automatically aware of the presence of Heroes and until those Enemies enter into combat, they remain in waiting status (or use the Patrol rule if stated by the Mission).

When a group of Enemies is in waiting, they will still have the Activation token on the Momentum, during their activation move it by the number of sectors equal to their ⚔ as usual, but without executing any action, unless they are following the rules of the Patrol (see page 14 of the Campaign Book).

An Enemy enters into combat if any of the following conditions are met:
- A Hero enters a tile (or connector) where an Enemy Model is located.
- A Hero enters the 👁 of an Enemy Model.
- A Hero interacts with an Enemy Model in any way (e.g. attacking or using a Skill that targets the Model).

As soon as one of these conditions occur the group of Enemies enters into combat. When an Enemy belonging to a group enters combat, all Enemies of that group enter combat.

Enemies in combat will begin to activate normally and will never return to their waiting state.

TOKEN PHASE

This phase occurs at the start of a Character's activation. The Character receives all the tokens assigned by Skills and Equipment. Additionally, certain negative statuses resolve their effects in this phase.

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, however, are exclusive to certain Characters and normally originate from the use of a Skill or Equipment.

Following is a description of all the base actions that can be performed during a Character's activation and their relative cost in AP.

MOVEMENT [1AP/SQUARE]

In this action, each AP spent allows a Character (Hero or Enemy) to move by one square in any direction. Only horizontal or vertical movements are allowed. It is not possible to move in a diagonal direction unless using a Skill or Equipment that specifically allows this type of movement.

A Hero must declare the number of squares by which 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, while it can not cross a square occupied by an opposing model. Remember that a square cannot be occupied by more than one Model.
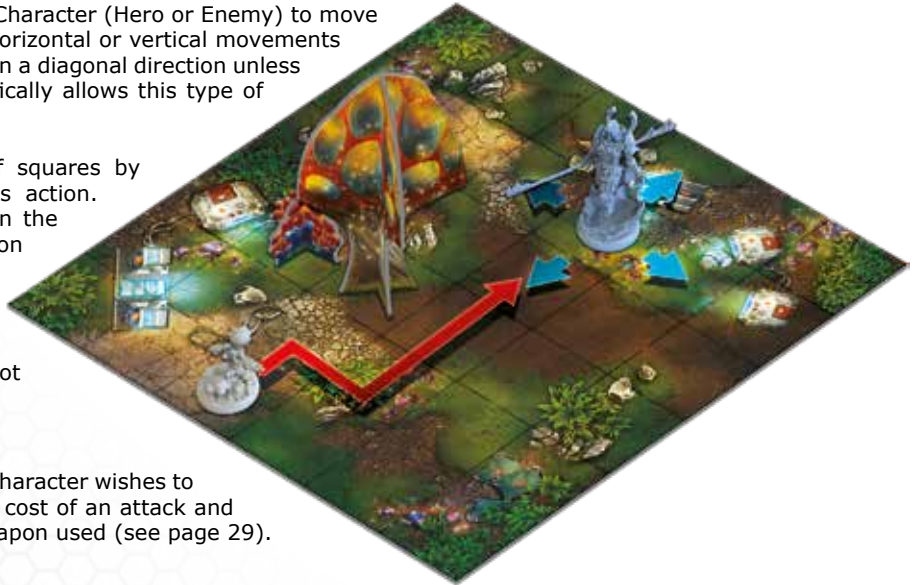
ATTACK [X AP]

The attack action is used whenever a Character wishes to attack with one of their weapons. The cost of an attack and its limitations are described on the weapon used (see page 29).

USING A SKILL [X AP]

As an action, a Model can use one of their Skills. The Hero's Skill Datapad contains the rules for all of their Skills, their cost in AP, and any Hero Class rules chosen for the Mission. Enemies too can spend AP to activate their Skills. The rules on how to use Enemy Skills are described on their respective cards.

An Enemy moving towards a target will always follow the path that has the lowest cost in AP.

USING EQUIPMENT [X AP]

A Hero can use one of their Equipment items. The cost in AP and any special rules are described on their respective cards.

ENGAGE A HERO [1 AP]

An Enemy may spend 1 AP to engage a Hero in close combat. This action can be performed only by the Enemies. The detailed rules on the engagement are explained on page 30.

DISENGAGE [1 AP]

An Engaged Hero (with the Engaged token on their Datapad) can move 1 square away from any adjacent Enemy by taking a Disengage action. Each Enemy that the Hero moves away from receives one free attack on the Hero. After resolving all of these Enemy attacks, discard the Hero's Engaged token.

WAITING [X AP]

A Character can decide to wait for the best moment to act. It's possible to spend APs up to the maximum available. Move the activation token on the Momentum as many sectors as the APs spent waiting, but without taking any action on the battlefield.

When you carry out this action, you should always consider the **Time Shift** rule (see page 23), so you must always spend a number of APs in order to reach the first sector occupied by an Enemy activation token.

FOCUS [1 AP]

Each Settler can spend 1 AP to Focus before making any attack. If a Hero is focused, they can choose not to use one of the rolled **Action dice** (see page 18) and save it for a subsequent attack. The symbols of the selected die will not be 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 will be positioned on the card of the weapon used for the attack and must keep the result obtained during the roll. It is not possible to modify or Re-roll this die using Skills or Equipment, unless specifically stated. On any individual Equipment Card there cannot be more than one 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 Settler can use the Focus action only once per activation.

E.g. Jukas rolls 5 dice to make a close combat attack with his Blade and decides to spend 1 AP to Focus for this attack. After rolling the dice, he decides to save one of the action dice and positions it on his weapon card. The selected die is therefore not counted when determining the result of the attack and its symbols do not trigger any special effects or abilities. During his next attack, Jukas rolls his 5 dice again. After rolling these dice, the controlling player can decide whether to add the saved Focus die or continue to save it for another attack.

COLLECT [1 AP]

Each Character can spend 1 AP to collect an object found in their square or an Adversary free adjacent square. The objects that can be collected are Loot tokens or special objects tied to the Mission being played.

INTERACT WITH AN OBJECT [X AP]

A Character can interact with a special object found in a Adversary free square adjacent to their own. These objects can be terminals, totems and other alien artifacts. These objects are typically connected to specific objectives of the Mission being played. Their special rules and cost in AP for their use will be specified in the Mission sheet.

EXCHANGE RESOURCE [0 AP]

A Hero can pass 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]

Each Psionic can meditate to remove all its own Oblivion tokens (see page 38).

ORIENTATION CARD

This card serves several functions, the most common of which is to determine the direction of a random movement. Place this card beside the battlefield at the beginning of the Mission, the orientation you choose is not important, but it is recommended that you leave it the same until the end of the Mission. When an event tells you to use the orientation card, roll an action die and compare the result with symbols of the card. The symbol on the card corresponding to the side of the die roll obtained, will indicate the direction to follow.
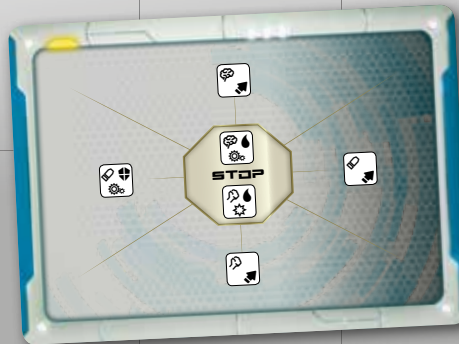
PLAYING THE ENEMIES

Sine Tempore is a completely cooperative game. Therefore, players must also complete the actions of their adversaries. The Sine Tempore playing system makes the Enemies highly autonomous. Therefore, in the majority of cases players only need to follow the instructions provided by their Artificial Intelligence (AI) and move the Enemy miniatures on the battlefield. However, during some games, situations may arise whereby the players need to make decisions on behalf of the Enemies. When this happens, follow these simple rules:

1 - Artificial intelligence: the Enemy Objectives set by the Mission take priority over everything else. Therefore, when you need to make a decision on an Enemy's behalf, always have them act in a way that helps them achieve their Mission objectives.

2 - Be mean!: no epic tale would be so without the Enemies able to stand up to the Heroes, able to complicate things for them and stay one step ahead. Sine Tempore is no exception to this rule, so if you need to make a decision on behalf of the Enemies, always do so to the benefit of the Enemies and to the disadvantage of the Heroes. ***This rule must be applied in all dubious situations.*** This is how epic tales are created!

THREAT VALUE (TV)

Mission Objectives, Heroes and some game elements have a Threat Value (hereafter TV). The TV indicates the priority assigned to an Objective by the Enemies; the higher the TV value, the greater the priority. Sine Tempore Artificial Intelligence uses this value to determine which actions the Enemies perform during their activation.

The TV can be fixed or variable: Objectives with a fixed value are indicated in the Mission sheet, those with a variable value (normally that of Heroes) are updated through the "Perilium". If there are special action rules that influence the TV of a Hero, they will be described in the Mission.

PERILIUM

At the start of the game, each Hero receives a Perilium. This dial will be used during the Mission to keep track of the Threat Value (TV) of a Hero. Each time a Hero performs an action that raises their TV, shift the dial hand forward a number of clicks equal to the TV of the action. If an action is performed that lowers the TV, shift the dial hand in the opposite direction.

Following is a list of actions that 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 actions (described in the Mission text) or Skills may influence the TV.
Normally the Heroes start a new Mission with a TV equal to 1.

ACTIVATION TOKEN AND ENEMY GROUPS

An Enemy can only ever be represented on the Momentum by one Activation token, whether they are part of a Group (e.g. the Spriggans), or they are a single Model (e.g. Bull-y). This is valid for all versions of an Enemy type. For example, if on the battlefield there are both Hunters and Bloody Hunters, since both of them are represented by the same Model, they will have only one Activation token on the Momentum to manage their activation, they may be different but they are still one group.

DIFFERENT ENEMIES BUT SAME MINIATURES

Many Enemies in the Sine Tempore Core Box have two (or more) different versions as shown on the related Enemy cards. However, these versions are represented by the same miniatures. For example, there are the Hunters and the Bloody Hunters. On the battlefield, the Enemies with the same Trait in the name (e.g. Hunter, Spriggan, etc) are represented by the same miniature and they are all activated with the same Activation token. In order to distinguish the various types of Enemies, you can use the colored Enemy bases. For example, if on the battlefield you have Spriggan and Frag Spriggan at the same time, you can fit the green bases under the Frag Spriggan's miniatures to distinguish them from the Spriggan.

SPRIGGAN
PRIMAEVI - KID, TINY

- ⚔ 4
- 👁 8
- 🛡 □
- ◐ □
- ♡ 1

ABILITY

Fire Fury: 3AP RNG:2-8 DMG:◈◈ Weak Attack.

Rough Weapon: if the defense test obtains ◈◈✿ this Model is removed.

SHOOTER
HORDE 3 - CLIMB

FRAG SPRIGGAN
PRIMAEVI - KID, PETIT

- ⚔ 4
- 👁 6
- 🛡 □
- ◐ 1
- ♡ 2

APTITUDE

Tempête de balles: 2AP RNG:2-5 DMG:✿

Dysfonctionnement: si le test de défense obtient ◈✿ toutes les unités adjacentes subissent de 1 Blessure.

Anti-explosion: au début de son activation, si son jeton d'activation est sur un secteur ⓟ, cette unité ignore Dysfonctionnement.

TIREUR
HORDE 2 - ESCALADE

ARTIFICIAL INTELLIGENCE (AI)

In Sine Tempore, Enemies are managed by an Artificial Intelligence system, which determines their actions during their activation. In certain Missions (normally campaign ones) an Objective is assigned to each group of Enemies. Each Enemy must pursue their Objective until a Hero has accumulated a TV value on their Perilium that is equal or higher than the Enemies' Objective TV, for that Hero to become a priority target.

Each Enemy also has a **Control Area** 👁 specified on their Enemy card. This statistic is used to check if an Enemy feels that a Hero can interfere with their Objectives. During the verification of Enemy Objectives, first check to see whether any Heroes are inside the Enemy 👁. If there is at least one Hero inside the 👁, compare the TV of their Mission with the TV indicated on the Hero's Perilium. If the Hero's TV is lower than the Mission TV, the Enemy ignores the Hero. If the value is equal or higher, the Enemy considers the Hero to be a threat and acts with the aim of attacking them. The Enemy therefore temporarily abandons their Mission to eliminate the threat represented by the Hero. If there is more than one Hero with a TV higher than the Enemies Objective in the Enemy's 👁, follow the order of priorities below to determine who will become 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 CA, they will attack the closest Hero or if there are two Heroes at an equal distance from the acting Enemy, the Hero with the highest TV.

ATTACK THE HEROES

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 follow the general rule of **Attack the Heroes**.

When an Enemy is going to attack a Hero, they will move the minimum distance necessary to attack or engage the Hero. If this is not possible, the Enemy will move as close as possible to the Hero.

E.g. In this image, the Enemy (👁 5) must make their move and attack if they have enough AP. The Artificial Intelligence will aim for the Hero with the highest TV. Andromeda has TV3 and Jukas has TV8, therefore even if Andromeda is closest, the Enemy will attack Jukas.

MOWER
PRIMAEVI - FAUN

👊 6
👁 6
◇ □
◎ 1
♡ 5

ABILITY

◇Head Shot: 3AP RNG:1-6 DMG:😷😷😷 Stunned.
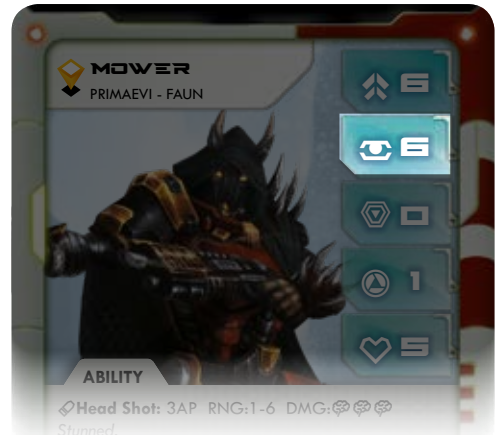
The Mower has 👁 6.

ENEMY TRIGGERED EFFECTS

Some Enemies have the specific ability to force the Heroes to roll the dice again or to cancel the result of a die. All the abilities of the Enemies that influence the players' rolls have to be applied before the Heroes can activate their own. All Re-roll effects are applied before using the Action Symbols obtained to trigger effects such as inflicting Wounds or using rerolls. Once the Heroes have activated their own effects (Re-roll etc...), the Enemies can no longer trigger their own effects.

E.g. Andromeda 2.0 is trying to hit a Bloody Hunter with her weapon Mors Pretiosa. Both Models have effects that trigger with the Action Symbols.
Andromeda rolls 5 dice and obtains the result **A**, thus getting 2 results with symbol ⚙. The Tower Shield ability "Resistance" of the Bloody Hunter forces Andromeda to Re-roll the two dice with symbol ⚙ that obtained a success. After the Re-roll Andromeda gets the result **B**.
Now she can activate the Mors Pretiosa ability, adding other dice to her attack for every result of ⚙ obtained and she can keep doing that if she is lucky enough, getting other ⚙ , to inflict a maximum number of damages equal to the number of dice thrown at the beginning of the attack (see Sustained Attack Skill).

◇Point-blank: 3AP RNG:1 DMG:◇◇◇
Weak Attack.

Tower Shield: *Resistance* ⚙.

A

B
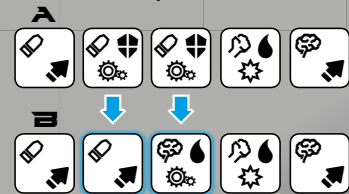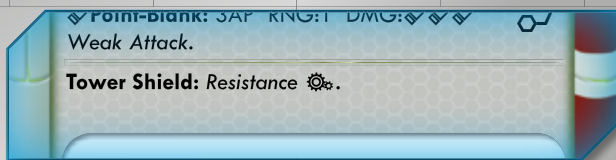
COMBAT

Models can attack in different ways in Sine Tempore; using close combat weapons, firearms or psychic powers. Each type of attack has its own specific details. An attack normally costs 3AP, but many Weapons and Skills allow for attacks that may have a different cost. The cost in AP of each attack is stated on its card. When a Hero comes up against an Enemy, two different situations are possible: either the Hero attacks or defends themselves from their adversaries. Players must follow the instructions in the "Attacking with Settlers" or "Defending against Enemies" below.

Enemies are always managed by the game's Artificial Intelligence (AI) during battles.

CLOSE COMBAT, RANGED AND PSIONIC ATTACKS

To establish whether an attack is considered close combat or ranged, refer to the symbols required to make the attack.

If the attack requires at least 1 🖐 and its range (RNG) is 1, it is considered close combat and is carried out with a PH (🔻) test.

If the attack requires at least 1 ⬦, it is considered ranged and is carried out with a PR (◎) test.

Enemy attacks are considered close combat if the string is preceded by a 🖐, ranged if it is preceded by a ⬦ or a Psionic attack if it is preceded by a 🧠 .

ATTACKING WITH SETTLERS

Hero attacks are made by rolling a stat test using the statistic specified by the type of attack. Add the Weapon's attack bonus (ATB) to the Hero's stat when rolling this test.

The results need to be compared with the Weapon Damage (DMG) stats to establish how many dice are successful.

Certain **ACTION SYMBOLS** may trigger secondary effects. These are reported in the description of the attacker's Weapons, or in some cases in the Skills on the Enemy cards (see page 12, and 13).

After all of the triggered effects are applied, all successful symbols obtained become Wounds for the target.

BASE ATTACKS

Some rules make reference to a Hero's "base attacks". Base attack implies an attack made with one of the Settler's weapons without the help of additional bonuses derived from Skills or other Equipment.

BARE-HANDED ATTACK

If a Hero loses their weapons or cannot use them for any reason, they can nonetheless attack with their bare hands using their 🔻 charateristic with the attack statistics described below:

Bare-handed attack: 3AP RNG:1 DMG: 🖐
Weak Attack

E.g. Jukas moves towards the Kid, then attacks with his energy Weapon. This weapon has an ATB of 2 and Wounds with 🖐, Jukas has a physical value of 3 and therefore attacks with a total of 5 dice.


E.g. He rolls for the attack and obtains 🖐🖐✛🧠🧠, the two 🧠🧠 symbols trigger the Weapon's secondary effect, which transforms the hit from a physical to a mental one. This allows Jukas to avoid the majority of the adversaries' defense tactics.

ATTACK DETAILS

Attacks made with Equipment or Skills always have the same attributes:

A - Cost in AP: the action point cost to execute the attack.

B - Range (RNG): the number of squares within which the attack can be made. Some attacks may have a minimum and maximum range. In this case, the target must be within the minimum and the maximum range.

C - Attack bonus (ATB): the number of dice to be added to the statistic used for the attack.

D - Damage (DMG): the Action Symbol that needs to be obtained to inflict a Wound on the target. Each symbol obtained in the attack roll causes one Wound. The symbol also indicates the type of attack: (⬦) ranged attack, (🖐) close combat attack.

≡ - Special rules: some attacks have special rules such as additional statuses or Re-rolls.
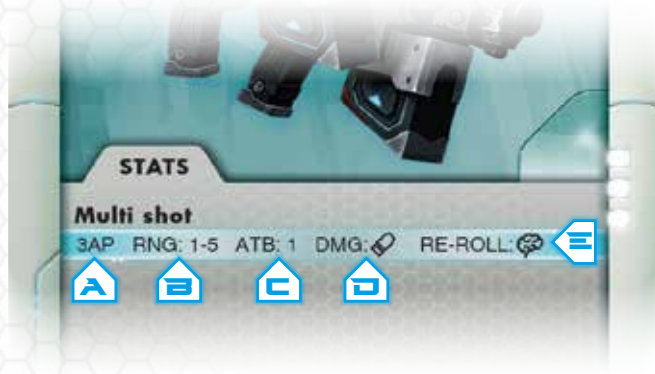
Enemies have attacks with slightly different attributes:

A - Type of attack: (⬦) ranged attack, (🖐) close combat attack and (💬) Psionic attack.

B - Cost in AP

C - Range (RNG): the number of squares within which the attack can be made. Some attacks may have a minimum and maximum distance. In this case, the target must be within the minimum and the maximum range.

D - Damage (DMG): the Action Symbol needed to defend against Wounds caused by the attack. Each symbol not defended inflicts one Wound. Each symbol obtained in the defense roll cancels one Wound.

≡ - Special rules: some attacks have special rules that can trigger other special effects like applying a status token, or requiring the Hero to make a Re-roll.
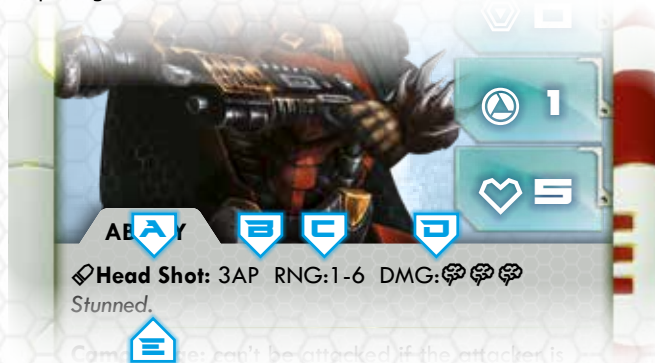
ATTACK SKILLS

Some Hero Skills have the "Attack" keyword. In this case, they have their own statistics and are considered weapons for all intents and purposes (e.g. the Head Butt of Andromeda 2.0 or some Psionic Powers of Jukas). When one of these Skills are used to attack an Enemy, do not add bonuses or Skills provided by your other weapons.

COLLATERAL DAMAGES

In some situations, the Heroes may have to defend themselves against damage coming from a source other than Enemy attacks. For example, a Hero might have to defend from another Hero's attack or perhaps is involved in an area of effect caused by an allied model. In these cases, a Hero performs a normal test of the required stat ◇ or ◆ (with the normal bonuses). Each result of ◀ obtained by the defense roll cancels one Wound.

In the case that an Enemy is hit by another Enemy, the Wounds cannot be canceled; subtract the defense as usual.

ENGAGED HEROES
When an Enemy attacks an adjacent Hero, they engage the Hero automatically (without spending any other AP). In the same way, a Hero becomes engaged when they attack an adjacent Enemy. Place an Engaged token on the Hero's Datapad.
Once engaged, the Hero keeps the token as long as they have an adjacent Enemy Model. If the Hero has no adjacent Enemies, the Hero discards the Engaged token immediately.
An engaged Hero can only move using the Disengage action.
An engaged Hero suffers an attack from each adjacent Enemy when they perform a Disengage action (see page 25).
Enemies are never considered engaged.

E.g. in this example the Mower A attacks Achab granting the Hero an Engaged token. Achab moves towards the Spriggan B using the Disengage action; Mower A, and Spriggan C and D attack him. After the attacks Achab discards the Engaged token and makes his move.
Achab reaches the Spriggan B and attacks him, once again gaining an Engaged token. Remember that only Heroes can have an Engaged token.

DEFENDING AGAINST ENEMIES

Each Enemy has its own attack details which indicate the type of the attack (psionic, physical close combat, or physical ranged) **(image 1)**.

If an Enemy's attack Skill is preceded by ⚔ or ⬦ the Heroes defend themselves using their ▽ statistic. If the Skill is preceded by ⊕, the attack is considered a Psionic attack and the Heroes must defend themselves using their ⬣ statistic. Equipment that provides bonus defense dice will specify for which types of defense it can be used **(image 2)**. The Settlers roll a number of dice equal to the appropriate statistic, plus any bonuses afforded by Skills and Equipment that could apply to attacks of that type.

As usual, after the dice roll you have to apply all Enemy triggered effects first. After those have been applied you can resolve any Hero-triggered effects. Finally, each Action Symbol obtained that match with those of the Enemy attack DMG, cancels a Wound.

The Hero suffers a Wound for each Action Symbol not obtained from the defense test.

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. Often these will inflict negative status tokens. Every attack must be individually defended, any extra results will be lost between attacks.

E.g. Achab's Myrmidon Armor provides +2 ▽ to block physical attacks, so this bonus can't be used to defend against Psionic (⊕) attacks.

E.g. The Hunter is attacking Achab, who must obtain at least ⚔⚔🜄 with a ▽ test (Achab has ▽3) in order to defend against the hit. The Captain rolls 5 dice (PH 3 + 2 given by his Myrmidone Armor) and among the useful symbols to defend himself he only gets 🜄, then he suffers 2 Wounds. The Hunter's secondary effect would also inflict a Bloody token, but Achab's Myrmidone Armor provides immunity to this negative status.

CHAIN ATTACKS

Some Equipment allows the Heroes to make a chain attack. This Equipment has two different attacks, separated by the Chain Attack symbol ⧈, with an AP cost in the middle.

A Hero with this Equipment can choose either to perform one of these two attacks, or, if they have enough AP, carry out both of them paying the cost in AP next to the chain attack icon.

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

IMAGE 1

♡ 5

ABILITY

⬦**Head Shot:** 3AP   RNG:1-6   DMG:⊕⊕⊕ *Stunned.*

Camouflage: can't be attacked if the attacker is farther than 3 squares.

IMAGE 2

STATS

Heavy armor
Myrmidon provides +2Ph when the Captain rolls to parry ▽ attacks. It also provides the Captain immunity against Bleeding Status.

Be sure that the Enemy is visible and within the range of both attacks to maximize the chain attack!

If an Enemy has the chain attack symbol on their card, they can chain attack if they have two different attacks. An Enemy attacking a Hero will always make a chain attack if they have enough AP available, otherwise they will attack using the first attack stat on their card.

ATTACK FLOW

1 - Determine the number of dice to roll (▽/◎ + ATB).

2 - If triggered, activate the target Enemy's skills.

3 - If triggered, activate the Hero's skills. The Hero's Re-roll (tokens, Skills etc...) can be used in this step but no dice can be Re-rolled more than once.

4 - Compare the results with the Actions Symbols required by the attack used. Each matching Symbol is a potential Wound inflicted on the target.

5 - Subtract the ◎/⬣ value of the target from the total of the Wounds inflicted.

6 - Inflict the remaining Wounds to the target and apply any possible effects of the attack on the target (e.g. Bleeding, Poisoned, etc.).

DEFENSE FLOW

1 - Determine the number of dice to roll (▽/⬣ + Skill/Equipment bonus).

2 - If triggered, activate the attacking Enemy's Skills.

3 - If triggered, activate the target Hero's Skills. The Hero's Re-roll (tokens, Skills, Cover etc...) can be used in this step, but no dice can be re-rolled more than once.

4 - Compare the results with the Action Symbol required by the attack used by the Attacking Enemy. Delete each corresponding symbol.

5 - The target Hero suffers Wounds for each symbol which is not canceled. Apply any possible effects of the attack on the target (ex: Bleeding, Poisoned, etc).

VALID TARGETS

A target is considered valid when two requirements are met: **distance** and **line of sight (LoS)**.

The distance is the number of squares separating the two Models.

All Weapons and some Skills have a Range (RNG) value, which must be compared with the distance separating the active Model and the target. The distance can be calculated only in a horizontal and vertical direction (as if it were a character's movement).

The line of sight must be determined using the **center of one side of the square** occupied by the active Model and the **center of the square occupied by the target Model**. To make it simple, each side of a square has an empty segment from which to trace the imaginary line, see image. If the imaginary line that passes between the two squares is not blocked by an **Obstruction** that blocks the line of sight (read the Scenic Element Card to check whether a Terrain has this statistic), by a square occupied by an Enemy Model (see **Model Sizes**) or by a **Non Zone** (see description of Non Zone), the attacker can attempt to strike the target.

If the imaginary line passes through a Scenic element that gives **Cover**, the target Model is considered in Cover if it is adjacent to the Scenic Element. A Hero in cover can Re-roll a ⬡ defense die. A Hero that attacks an Enemy in cover must Re-roll a successful die (consider this as an Enemy triggered effect). Psionic Powers are not influenced by Cover.

Designer note: *You can use the LoS tool to help you establish the line of sight between two Models.*

LINE OF SIGHT TOOL

The rules for establishing the line of sight have been designed thinking about recreating a real gunfight and making fighting more engaging. A Model adjacent to an obstacle will always be able to shoot at the opposing Models while remaining protected by the Scenic Element. Their opponents will have to maneuver around the battlefield to counter that advantage.

E.g. in this example Spriggan A can target Achab, but on the contrary, the Captain cannot target Spriggan A, since the Stone (an Obstruction) blocks his line of sight.
Achab can target the Mower (and the Spriggan C, which, being adjacent to the Bush, is in Cover).
Achab cannot target Spriggan B since the Mower blocks his line of sight.

E.g. in this example, both Spriggan A and B cannot target Achab because their lines of sight pass through a non-zone. Achab can only target Spriggan A.

NON-ZONES

Non-Zones are all those areas outside of the game board; if the line of sight leaves the game board, it is considered interrupted. Moreover, Models can never exit the game board unless they are eliminated or for special effects.

MODEL SIZES

In Sine Tempore, all Models have one of three sizes listed below in increasing order, from smallest to largest (see image).
Each Model obstructs their adversaries' line of sight toward other Models of the same or smaller size, but does not obstruct their line of sight toward Models of a greater size.

When attempting to strike a Big Guy Enemy, you may add a bonus die to your attack test.
Normal size Enemies do not give bonuses or penalties and the size is not listed in their traits.
A Model never obstructs the line of sight of an allied Model.

TINY **NORMAL** **BIG GUY**

TINY AND BIG GUY ENEMIES

Wounding or eliminating an Enemy with the **Tiny** trait will never raise the TV of a Hero.
Furthermore, an eliminated **Tiny** Enemy will never release a Loot token on the battlefield.
Eliminating a **Big Guy** Enemy will release two Loot tokens.

SCENIC ELEMENTS

In Sine Tempore, there are different types of Scenic Elements:
Light Cover - Light Cover protects those behind it by providing **Cover**. It can be attacked and destroyed as a normal Enemy Model if it suffers a total of Wounds equal to its Health (♡).
Solid Cover - Solid Cover protects those behind it by providing **Cover**. A Solid Cover cannot be destroyed.
Light Obstruction - This is a scenic element that cannot be moved through and completely blocks line of sight. It can be attacked and destroyed as a normal Enemy Model if it suffers a total of Wounds equal to its Health (♡).
Solid Obstruction - This is a Scenic Element that completely blocks the line of sight. The obstruction 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 the TV.

CONTAINERS AND BUILDINGS

The battlefields of Sine Tempore may contain these large scenic elements that Characters can use as a shelter, or which can be climbed to reach a better tactical position. Buildings and containers are considered the same for the purposes of the rules. Containers are normally formed by a single block and reach only one level of height. Buildings on the other hand can be higher and have one or more levels.

MOBILE ITEMS

Some Scenic Elements or Mission tokens can be moved by some abilities or Equipment. When a Scenic Element has the symbol ⟳ it can be moved on the battlefield. The rules to move these items are described directly in the Skill or in the Equipment. Loot tokens are considered Mobile items.

RULES

Placement: the Mushroom occupies one square and can be placed anywhere on a Tile, except for the borders.

♡10 **LIGHT OBSTRUCTION IMPASSABLE** 3D

HOW TO USE ENERGY CELLS

Energy Cells can be discarded to get one of these effects:

1 – Activate the power effect on an Equipment card: in this case you have to discard an Energy Cell of the corresponding color required by the Equipment card.

2 – Activate the Instant Effect: Discard the Energy Cell to receive the bonus indicated. This bonus lasts for the rest of the activation.

AREA EFFECTS

Certain attacks or Skills may strike more than one Model at a time. In this case they are defined as Area Effects. Area Effects have their own set of rules for their use.

Each area attack or Skill is characterized by a symbol that indicates its form. The symbol shows the squares of the map struck by the effect.

The square with a dot inside the symbol indicates the main target of the Area Effect, which can be a Model or a square.

The target Model or the target square must be valid targets.

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 obtained 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) will defend themselves individually following their own rules.

An Enemy with an area attack will center the dot square on their objective, but all adversary Models in the area must make a Defense roll. Enemies are immune to the Area Effects of allied Models.

If a Skill has an Area Effect, its function will be explained directly in its rules.

The types of Area Effects are:

Explosion: strikes the main target and Models in the 8 squares around it.

Cross: strikes the main target and Models in the 4 adiacent squares to it.

Lance: strikes the main target and Models in the next 3 squares in a straight line. The square of the main target must always be the closest target hit, all additional targets must be farther from the attacker.

Blow: strikes the main target and Models in the 3 squares directly after, forming a "T" shape. The square of the main target must always be the closest target hit, all additional targets must be farther from the attacker.

Sweep: strikes the main 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.
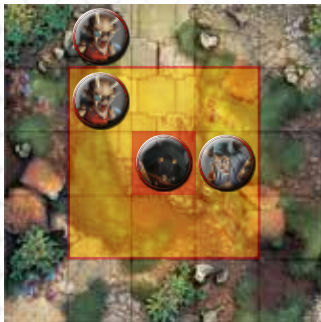
EXPLOSION
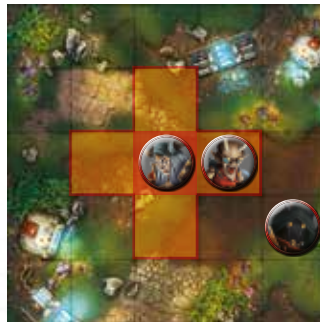
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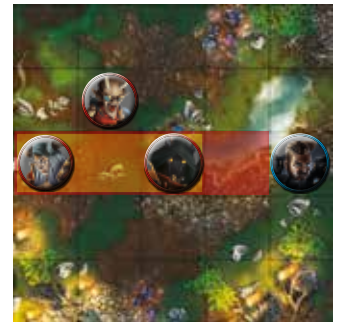
LANCE
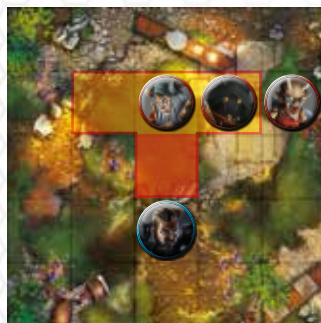
BLOW
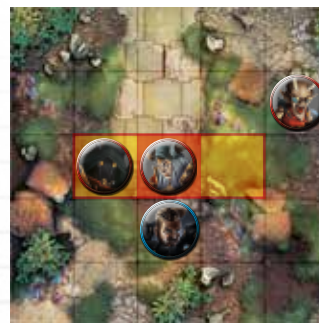
SWEEP

AURAS AND WAVES

Auras and Waves are special Area Effects that have slightly different rules with respect to those just described. Both the Auras and Waves are always centered on the figure using them and their symbols are always accompanied by a number indicating the number of squares within which the area has effect.

⊞ **Wave X:** when a Model uses this area effect, all Models within X spaces of him/her are struck. In the case of an attack, make an attack roll for each Model struck. If an Enemy attacks with a Wave attack, make a defense roll for each Hero within X spaces.

◉ **Aura X:** unlike a Wave, which is an instantaneous effect, an Aura is an ongoing effect on every Model within X spaces of the Model triggering the effect. Therefore if the Model using an Aura power moves, the auras move with him/her, involving 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. Many passive Skills are Auras. Auras can never be attacks.

WAVE 2 / AURA 2

HEROES KNOCKED OUT (KO)

When a Hero accumulates a number of Wound tokens equal to their ♡ value they are placed **Knocked Out (KO)**. A Knocked Out Hero has their miniature placed prone in their square. When a Hero is KO, position their Activation token on the outer edge of the Momentum sector in which they are found. If the phase hands reach the sector in which the Activation token is found again, and if the Hero is still KO, that Hero draws a **Serious Wound** card. This happens each time the phase hand reaches the sector where the Activation token of a KO Hero is located. Therefore it is possible for a Hero to earn multiple Serious Wound cards.

Knocked Out Heroes cannot be targeted by Enemies.

An out-of-combat hero decreases his threat value on the Perilium by 2 and loses all negative status, except the Oblivion token and any Serious Wounds.

A Knocked Out Hero can get back in the game if they have at least one Wound healed. Raise up the revived Hero Model and on the Momentum, place its Activation token in the next Phase sector to the currently active one.

A square with a KO Hero can be crossed by the other Models but it is not possible to stop on it.

HEALING A MODEL

When a model is healed with the use of a skill or Equipment, remove as many Wound token from it as the value of the heal.

PENALTY DIE

There is an additional penalty for any Hero that has accumulated 3 or more Wounds. A Hero so affected must roll a Penalty Die every time they make a Stat test (of any kind). This Penalty Die will affect this test, as described below.

The Penalty Die eliminates from the roll a die that has obtained the same result. The symbols obtained from the die eliminated by the Penalty Die are, in effect, canceled by that roll.

If a Hero is healed and discards a Wound token reducing their total to two or less, they no longer need to roll the Penalty die when they make a roll. The Penalty die can be earned and lost multiple times during the course of a Mission.

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.

E.g. Following the last attack, Alexandra has collected a total of 4 Wound tokens. Therefore from this moment on, each time she rolls she must add the Penalty Die to her dice rolls.

SERIOUS WOUND CARDS

Serious Wound cards inflict heavy penalties on Heroes and should be treated through the use of the Infirmary as soon as possible. When a Hero acquires a Serious Wound card, keep it close to the Hero's Datapad until it is discarded.

A Hero may have one more of these cards, and their effects are cumulative.

A - Name

B - Effect

CRACKED RIBS

Effect - The Hero's ♡ is reduced by 1 point. This effect is active until the card is discarded by using the Infirmary.

-1♡

ENEMIES KNOCKED OUT

When an Enemy collects a number of Wound tokens equal to their ♡ value, they are KO and removed from play.

KO Enemies are removed from the game only after applying any secondary effects afforded by the Skills and Equipment.

CLIMBING

A Model with the **Climbing** Skill can climb one level of height depending on their grade. For example, a Model with Climbing can climb up or down one level.
Some Equipment and Skills may allow a Model without the Skill to use it.

Vertical movements made with the Climbing Skill have a cost in AP equal to any horizontal movement. Therefore climbing one level will cost 1 AP, while climbing two levels will cost 2 AP.

> If the arrival square on the desired level is occupied by another Model, it is not possible to perform the climbing movement

> **Every Hero has the Climb skill.**

LINE OF SIGHT FROM AND TO A CONTAINER

A Character can hit a target on the ground while he/she is on a container, looking out from its edges.
The sightlines of a character who is placed on a container are blocked on all sides of the container to which the character is not adjacent.
Check the diagrams below to check striking zones. 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 that uses a ranged attack from a Container (or from any raised position) increases the attack's RNG by 1.

E.g. Achab has a free line of sight towards the Witch, therefore he can attack and be attacked, as both use ranged weapons. Mower is in an area without visibility of Achab and vice versa, therefore he can neither attack nor be attacked.
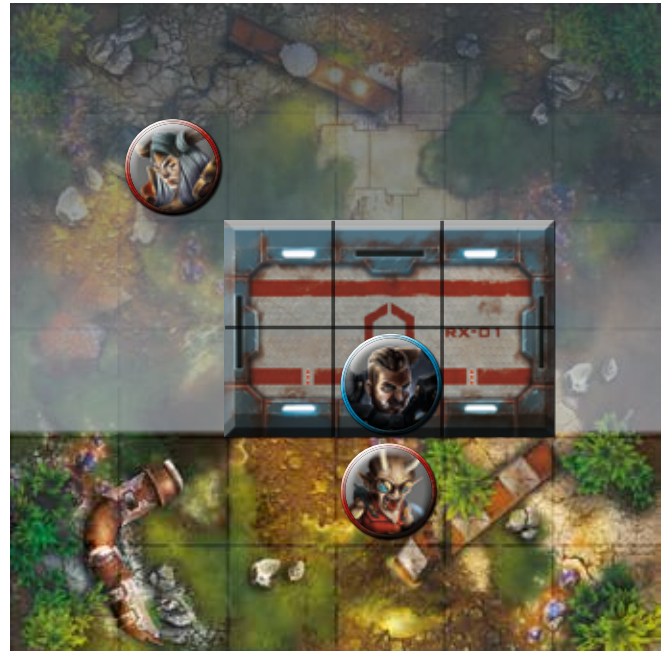
E.g. Achab has a free line of sight towards the Kid, therefore he can attack him but cannot be attacked, because he attacks with ranged weapons while the Kid only attacks with close combat weapons. The Witch, despite being able to use a ranged attack, is in an area without visibility of Achab and vice versa, therefore he can neither attack nor be attacked.

PSIONICS

In Sine Tempore, there are certain Characters able to see and handle currents of pure energy, visible to their eyes alone. They are called Psionics and their ability allows them to modify the state of matter and use it to their liking. Psionics are highly feared individuals amongst the spaceship crews as they often go insane from the enormous energies they are exposed to.

PSIONIC POWERS

Each Psionic Hero has access to **Psionic Powers**. Like other Skills, they must be learned and in order to be used during a Mission, they must be selected, inserting the respective token as usual (see Campaign Book page 10).

To use a Psionic Power, the Hero must succeed in a **psychic test** by rolling a number of dice equal to his ⬙ and obtaining the symbols required. This Stat test can be modified by Equipment or other abilities, either negative or positive.
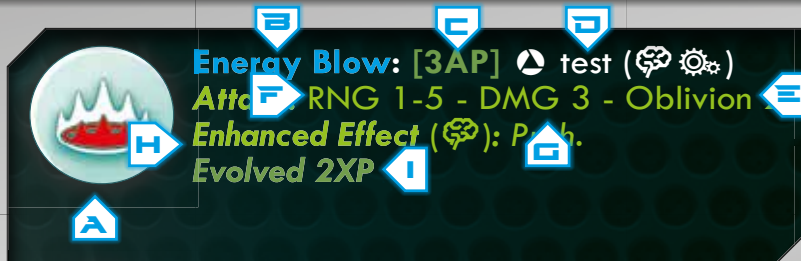
Pay the AP cost, gain the indicated number of Oblivion tokens, and roll the test. Apply the effects of the Power only if the test succeeds.

Some powers have the keyword **Attack**, in this case, they are considered to be full-fledged attacks and unless otherwise specified they follow the normal rules of attack for choosing targets (see "**Valid targets**" on page 32).

The Psionic Attack in addition to any unpleasant additional effects, usually (but not always) inflicts fixed damage (eg 2 or 4 etc.) indicated in the **DMG** item of the Power. An Enemy hit by a Psionic attack that deals damage may reduce the damage received by an amount equal to its ◎ statistic.

E.g. Jukas is attacking a Mower using his "Energy Lash" Psionic Attack. With his roll of ⬙ he gets the two symbols necessary to throw it (+), he can then inflict 3 Wounds on his target. The Mower, however, has a statistic of ◎ equal to 1 that allows him to reduce the damage caused by a Psionic attack and therefore receive only 2 Wounds.

Some Psionic Powers may have an **Enhanced Effect**, to trigger this effect additional symbols must be obtained in the ⬙ test rolled to use the power. If, in addition to the necessary symbols, the ⬙ test also obtains the additional symbols, the enhanced effect can be applied in addition to the normal one.

Energy Blow: **[3AP]** ⬙ test ( )
Attack RNG 1-5 - DMG 3 - Oblivion 3
Enhanced Effect ( ): Push.
Evolved 2XP

A – Psionic Power Skill token.
B – Name of the Psionic Power (to distinguish it from normal abilities it is colored blue).
C – Cost in AP to use the Psionic Power.
D – Test: the sequence of symbols to be obtained with a ⬙ test to successfully use the Psionic Power.
E – Oblivion points, the number of Oblivion tokens that the Hero must take when using this power.
F – RNG. the number of squares within which the target of the Power must be.
G – DMG. the number of Wounds inflicted.
H – Enhanced Effect.
I – Experience Point (XP) cost.

OBLIVION POINTS AND TOKENS

Oblivion Points indicate the loss of mental health suffered by a Psionic if their powers are abused.

Each time a Hero uses a Psionic Power, they earn one Oblivion token for each **Oblivion Point** indicated on the Psionic power. When a Psionic has at least 1 **Oblivion token** on their Hero Datapad, they must perform a Mind test at the beginning of their activation, and must get a number of 🗡 equal or greater than the number of Oblivion tokens owned by the Hero. If the test is successful, nothing happens. If the Test fails, the Psionic Hero discards all the Oblivion tokens in their possession and draws an Oblivion card.

Place the Oblivion tokens on the Hero Datapad, to remember the condition of the Psionic.

Oblivion Token

OBLIVION CARDS

When a Hero draws an Oblivion card, the effect must be applied immediately. Some effects are Instantaneous and are applied only when they are drawn. Other effects are Temporary and last for a specific number of Phases.

Description

A - Name of Oblivion card
B - Type of effect: 🗡 Instantaneous, ⟨⟩ Temporary
C - Description and rules of the Oblivion card

EQUIPMENT AND PSIONIC POWERS

Many Equipment items help the Psionic to increase their available Mind Points or speed up their recovery. Some can even store oblivion tokens, if this is allowed by the item, the Psionic can place any Oblivion tokens on the Equipment card as soon as they are earned. A player may freely choose where to position the Oblivion tokens, on different Equipment cards or on the Hero Datapad. Oblivion tokens assigned to Equipment cannot be eliminated through Meditation unless otherwise specified.

PSIONIC BACKLASH

All other models within 5 squares of the Psionic are Stunned.

A
B
C

STATUS TOKEN

The Characters of Sine Tempore can have different types of Status, both positive and negative. These effects are indicated using tokens. Many Equipment assign Status tokens to Heroes or Enemies, for example Poison, Stunned, Re-roll, etc. Unless otherwise specified, a Model earns the tokens in their Token phase at the start of their activation (see page 24). Status tokens acquired from Skills must be placed on the Hero Datapad, while ones acquired from Equipment should be placed on the Equipment card.

> To quickly determine whether a status is negative or positive, look at the color of the border: a Status token with a red border indicates a negative status, while a blue border indicates a positive status.
>
> NEGATIVE   POSITIVE

When a token is assigned to a Hero, position it on their Datapad. If it is assigned to an Equipment, position it on the respective card.

Unless otherwise specified, a Status can be assigned only once to each Model. If a Model loses or discards a Status token, they can earn it again during the course of the Mission.

When an attack that has a Negative Status as a Special rule (for example Fire) inflicts at least one Wound, it assigns its Status token to the target of the attack.

Negative Status tokens are normally automatically discarded after applying their effect, or in some cases in the token phase at the start of the Models' activation (the moment you need to discard this type of token is explained in the status description on page 40).

Certain Statuses, such as Fire, need a dice roll to determine whether the effect of the Status ceases. Others will remain applicable to the Model until it is cancelled by a Skill, for example Poison.

More details on each Status can be found at the end of this manual.
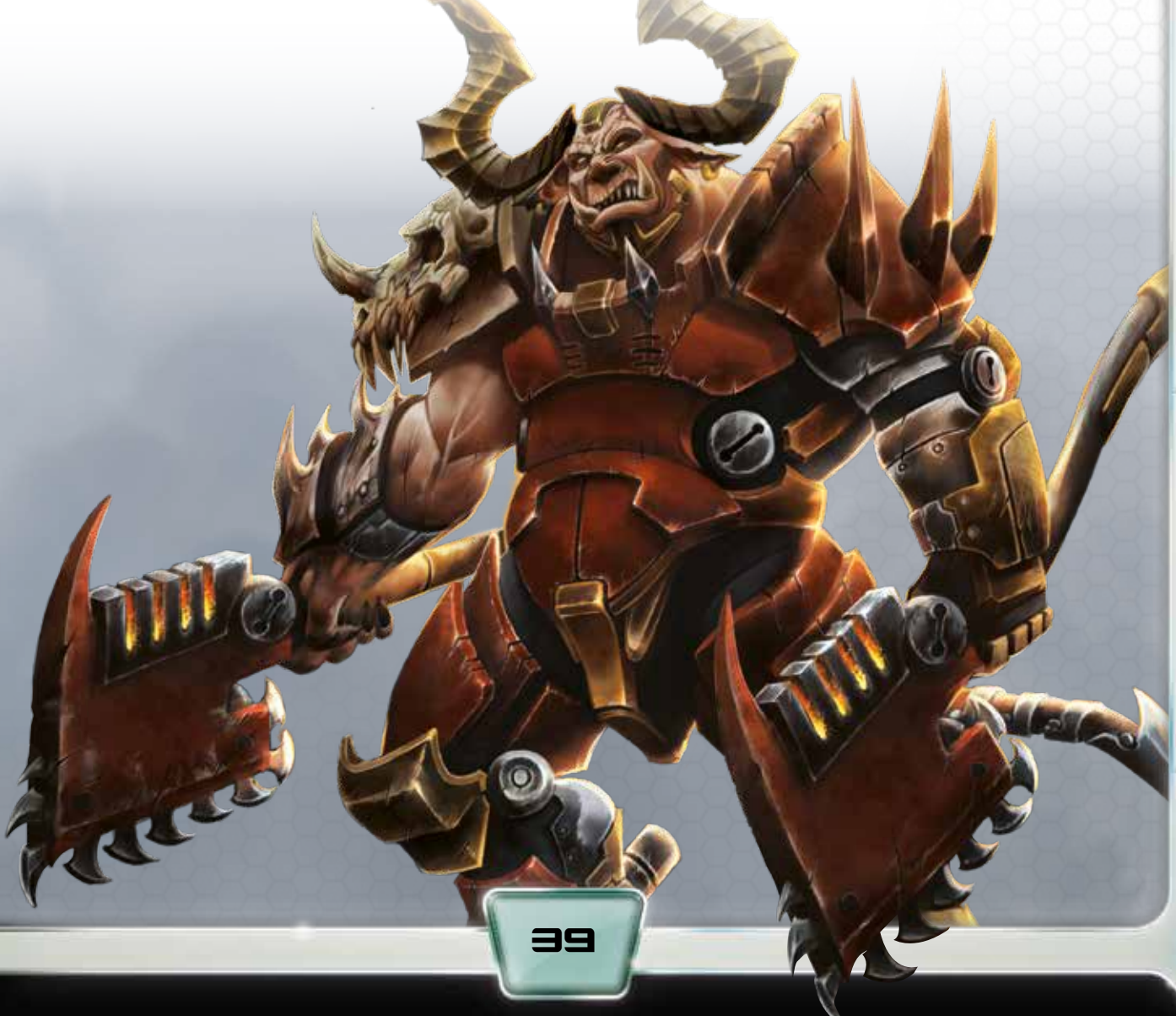
NEGATIVE STATUSES

Brain Damage: a Model with this token moves one square in a random direction. Resolve this movement during the Model's token phase and discard the Status token. The direction of this random movement is established through the use of the Orientation Card.
If by making this random movement the Hero moves away from an Enemy with whom they were engaged, they are considered to be disengaging and therefore suffer a free attack by the Enemy.
If a Model cannot make this movement because the square in which they need to move is occupied, they remain still and suffer a Wound.

Contagion: a Character with this token assigns a Poison token to all Models that enter into an adjacent square. Discard the Contagion token in the Model's next Token phase, then the Model gains a Poison token.

Fire: a Model with this token will suffer 1 Wound at the end of their activation. To discard this token, a Hero must spend 1 AP and roll an action die. With a result of ⚔ the Hero manages to put the fire out and can discard this token. A Hero can attempt to put the Fire out multiple times during their activation for 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. With a result of ⚔ the Enemy discards this token, otherwise it remains.

Hindered: a Model with this token 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: a Model with this token cannot perform any movement actions during their next activation, but can nonetheless attack or defend. Discard this token at the end of the Model's activation.

Poison: a Hero with a Poison token 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: a Model with this token must spend 1 additional AP for each action they take during their activation. Discard this token at the end of the Model's activation.

Soul breaker: an Enemy with this token discards it 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 RA (⚔). During this special activation the Hero can also force the Enemy to make the following 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.

WOUND TOKENS

Bleed: a Model with this token receives 1 Wound at the end of their activation, then discards this token.

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.

OTHER TOKENS

Engaged: a Hero receives one of these tokens when they become Engaged (see Rulebook page 30).

Loot: this token is positioned on the ground when an Enemy is killed. 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 Resource card.

Oblivion: a Hero receives one of these tokens for every Oblivion Point they receive while using Psionic Powers (see page 38).

Acted: during its activation, a Model with this token MUST spend all its AP to discard it.

Generic Objective: this token is used in several Missions as an Objective for Heroes or Enemies. How it specifically works is explained in the Special Rules of the Mission where it is present.

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 on their Hero Datapad. Re-roll tokens placed on Equipment cards do not count for this limit.

POSITIVE STATUSES

1 AP: a Model with this token earns 1 free AP during their activation. Discard this token at the end of the Character's activation.

2 AP: a Model with this token earns 2 free AP during their activation. Discard this token at the end of the Character's activation.

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 one Psionic Shell token at the same time.

Speed Up: a Model with this token spends 1 AP less when attacking during their next activation. Discard this token at the end of the Model's activation.

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 one Improved Endurance token at the same time.

Strenght: a Hero can discard this token to gain +2 ▽ for a close combat attack roll. A Hero cannot have more than one Strength token at the same time.

Endurance: a Hero can discard this token to gain +1 ▽ for a defense roll against a Physical attack. A Hero cannot have more than one Endurance token at the same time.

Concentration: a Psionic can discard this token to Re-roll a die when performing an Oblivion Test

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 one Select the Point token.

Resilience: during its Token phase, the Model recovers a Wound. After recovering the Wound, roll a die: if the result is ◀, discard this token.

GENERIC SKILLS

Armour Piercing X: an attack with this Skill ignores X points of the Enemy ▽.

Climb: a Model with this ability can move 1 height level with a normal Movement action (see page 36).

Fly: a Model with this Skill can move above squares occupied by other Models or Scenic Elements, provided they don't stop above. Moreover, they can 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 close combat attacks.

Immunity X: a Model with this Skill is immune to a status (e.g. Stunned or Poison), to a type of attack (e.g. Psionic) or a specific Wound (e.g. Bleeding). This means they can never suffer the effects of a certain attack or earn a certain Status token.

On some Enemies, this Skill may be followed by an Action Symbol, for example Immunity ♦ or Immunity ◀. In this case, if the symbol specified by this Skill is obtained by an attack roll dice, you must eliminate that dice from the roll; it must not be considered when counting the symbols for this attack.

Push: if an attack with this ability inflicts at least one Wound; move the target by a number of squares equal to the symbols (◀) obtained from the attack/defense test.

Reach X: a close combat attack with this Skill can strike Models within X squares, and not just those in adjacent squares.

Status: an attack with the name of a Status token in its special rules, if it inflicts at least one Wound, it also inflicts the corresponding Status token to the target.

Sustained Attack X: this Skill is always accompanied by an Action Symbol. Each time a die gives the required 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 blocking or launching it.

ENEMY SKILLS

Drag: a Model wounded by an attack with this Skill is placed adjacent to the Enemy who performed the attack, or, if not possible, in the nearest square.

Horde X: if an Enemy card with this ability is drawn during an Enemy draft, place X Models instead of one on the battlefield. Follow the normal rules of the spawning point to place the Enemy Models. If it is not possible to deploy all the Models, deploy up to the maximum number of Models possible.

Predator: an Enemy with this Skill is always considered in a state of combat (see page 24) unless the Mission uses the Patrol rule, in which case the Enemy Model will begin the Mission in Patrol mode.

Psionic Anomaly: a Hero who performs an ◑ (MI) test to use a Psionic Power within 5 squares of this Enemy must Re-roll all successes.

Resistance X: during an attack test, an Enemy with this ability will force a Hero to Re-roll every die that obtained a result that matches the indicated symbol. This Skill is applied only to dice that have obtained a success.

Runner: the Enemy moves 2 squares for each AP spent in a movement action.

Shooter: this Skill is triggered by two different situations:
1 - If at the start of their activation an Enemy with this Skill is adjacent to a Hero, as his/her first action, he/she will move covering the maximum distance possible, leaving enough AP to perform an attack and making sure to stay in the RNG of the attack.
2 - After the Check the Objective step for this Enemy (see page 23), if the objective is to attack a Hero the Enemy with this Skill, as his/her first action, he/she will move covering the maximum distance possible, leaving enough AP to perform an attack and making sure to stay in the RNG of the attack.

In both cases, if by making this movement the 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 Action Symbol indicated.

SCENIC ELEMENTS SKILLS

Impassable: a square occupied by a Scenic Element with this rule cannot be crossed and it is not possible to complete a movement on it.

Rough Terrain: Entering a Rough Terrain square requires 2 AP.

TILES SPECIAL RULES

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 will not be considered adjacent and it is not possible for a model to cross the separation line between the squares. Walls block Line of Sight.

WATER   WALL

ENEMIES' A.I.

ACTIVATION

Activate a token on the **Momentum**,
this activates all Enemy models within that group.

Choose one Enemy from that group and activate it.
*Repeat this process for each Enemy in the Group
starting with in- combat Enemies.*

YES. NO

Action
Condition
Hero Selection
Attack

Does the Enemy have a **specific objective**?

ATTACK THE HEROES
Check **CA** 👁
Are there Heroes within the CA?

ENEMY'S OBJECTIVE
Check **CA** 👁
Does at least 1 Hero have a TV greater
than or equal to that of the Mission?

OBJECTIVE
Are there Heroes obstructing the
shortest possible path to the objective?

Choose the
closest Hero*

*If equal values,
choose the Hero with
the highest TV; if
still equal, choose
randomly.*

Choose the Hero
with the **highest
TV***

*If equal values,
choose the closest
Hero; if still equal
choose randomly.*

Choose the hero
**obstructing the
shortest path**

*If there is more than
one, attack the Hero
with the highest TV,
if equal values choose
randomly.*

Continues to move towards
the **objective** and carries it
out if possible.

Do they have enough AP
to attack?

ACTIVATION

The Enemy **moves** the minimum required distance to
reach the attacking/engagement distance.
Shooters move back the maximum distance to be able to attack.

ATTACK

With any leftover AP, the Enemy:

Attack
each time they can

otherwise

Engages
if Close Combat

* = the Enemy must be able to interact with the Hero, otherwise they ignore the Hero and move on to the next target
(e.g. Andromeda on the roof of a container without a ladder cannot be attacked by Enemies on different height level with close combat attacks)

COLONY SHEET

CONTROL ROOM
- ☑ LV1
- ☐ LV2

INFIRMARY
- ☑ LV1
- ☐ LV2

LABORATORY
- ☑ LV1
- ☐ LV2

MEDITATION ROOM
- ☐ LV1
- ☐ LV2

WORKSHOP
- ☑ LV1
- ☐ LV2
- ☐ LV3

ARMORY
- ☐ LV1
- ☐ LV2
- ☐ LV3

WAREHOUSE
- ☑ LV1
- ☐ LV2
- ☐ LV3

TRAINING ROOM
- ☐ LV1
- ☐ LV2

ACHAB
TOTAL XP: _____
REMAINING XP: _____

- ☐ Plan the Scheme
- ☐ Advanced Tactics
- ☐ Strategist
- ☐ Tactical Support
- ☐ Tactical Maneuver
- ☐ Holoprojector Bait
- ☐ Recon
- ☐ Infiltration
- ☐ Charge
- ☐ Furious Charge
- ☐ Reckless Charge
- ☐ Sweep
- ☐ Shock Wave
- ☐ Concentration
- ☐ Focus On
- ☐ Select the Point

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

ALEXANDRA
TOTAL XP: _____
REMAINING XP: _____

- ☐ First Aid
- ☐ Resilience
- ☐ Reborn
- ☐ Clean Status
- ☐ Purify
- ☐ Censure
- ☐ Endurance
- ☐ Improved Endurance
- ☐ Strength
- ☐ Bleeding
- ☐ Hemorrhage
- ☐ Vampire Touch
- ☐ Neural Blast
- ☐ Brain Damage
- ☐ Mental Void
- ☐ Mental Storm

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

ANDROMEDA 2.0
TOTAL XP: _____
REMAINING XP: _____

- ☐ Nail Down
- ☐ Nail Rain
- ☐ Barrage
- ☐ Shelter
- ☐ Vigorous Block
- ☐ Counterattack
- ☐ Shove
- ☐ Headbutt
- ☐ Concentration
- ☐ Focus On
- ☐ Select the Point
- ☐ Body Guard
- ☐ Safe Guard
- ☐ Split Fire
- ☐ Shot Down
- ☐ Heavy Fire

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

JUKAS
TOTAL XP: _____
REMAINING XP: _____

- ☐ Energy Lash
- ☐ Energy Blow
- ☐ Mighty Energy Blow
- ☐ Energy Transformation
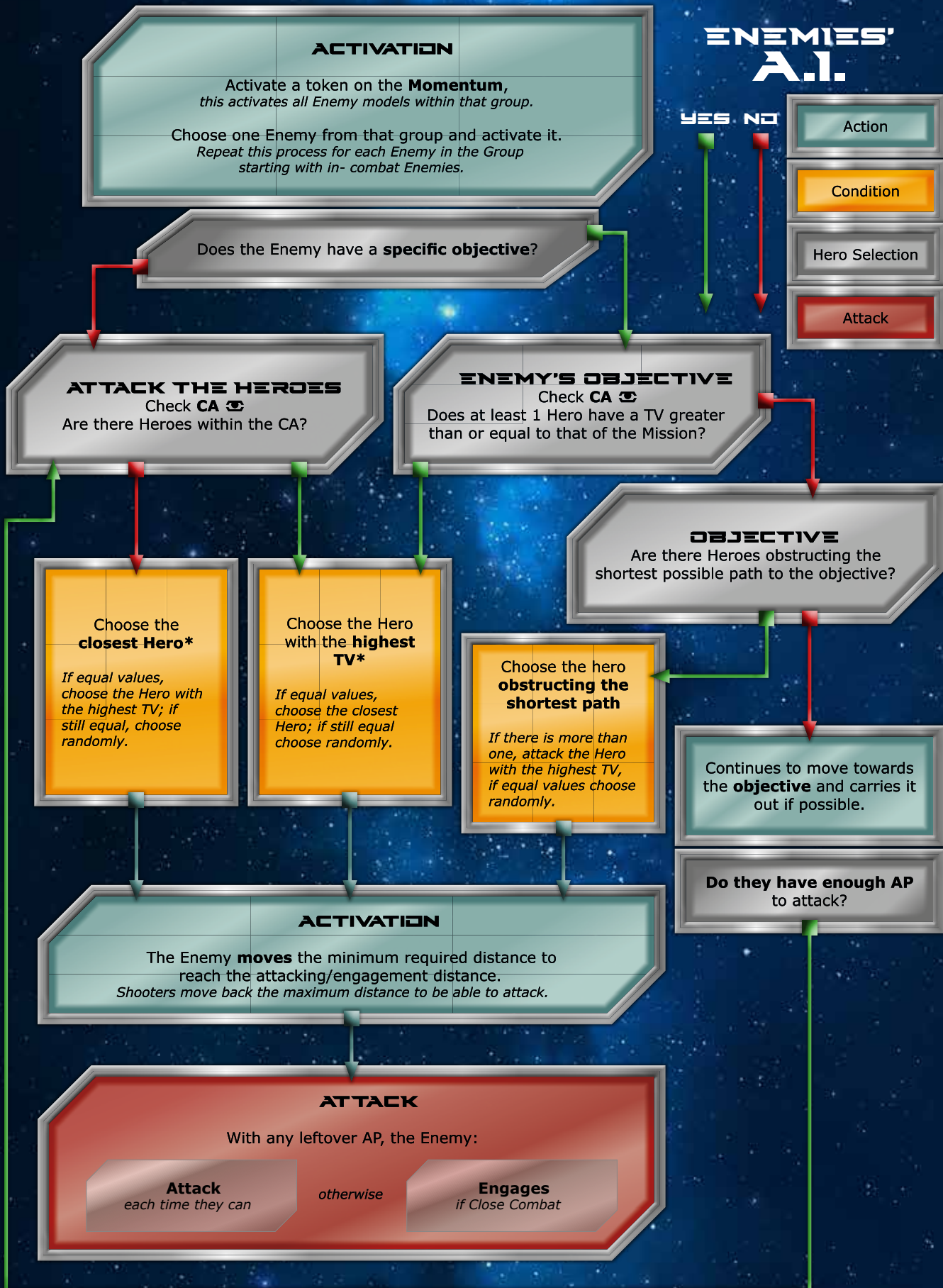- ☐ Energy Transmutation
- ☐ Pyrokinesis
- ☐ Pyroblast
- ☐ Pyre
- ☐ Psychic Venom
- ☐ Flesh Corruption
- ☐ Contagion
- ☐ Telekinesis
- ☐ Kinetic Blow
- ☐ I Believe I Can Fly
- ☐ Time Master
- ☐ Slow
- ☐ Fast

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

WAREHOUSE
- ITANIMULLI
- ALH-84001
- INOTTENIO
- KEKKULENIUM
- MOTILMOLINA

NARRATIVE MISSIONS
- ☐ A Warm Welcome
- ☐ Welcome to the Jungle
- ☐ Temple Raid
- ☐ On Hunt of Stupid Rocks
- ☐ Machinations of Doom
- ☐ The Honorable Cult
- ☐ Tribal Initiation
- ☐ Evil Inside
- ☐ Take Back Your Destiny
- ☐ The Last Hope

PRIMAEVUS V AREAS

DEFCON 4
- ☐ The Heaven
- ☐ The Rift
- ☐ Neptune Lake

DEFCON 4-3
- ☐ Thunder Grave
- ☐ Butterfly Bites
- ☐ Acid Swamp
- ☐ Emerald River
- ☐ The Falling Leaves
- ☐ The Fortress

DEFCON 3-2
- ☐ Agricola
- ☐ Sharp Rocks
- ☐ The Three Sisters
- ☐ Magma Pool
- ☐ Dead Wood
- ☐ Lonely Peak

DEFCON 2-1
- ☐ Rapids of Blood
- ☐ Valley of the Temples
- ☐ Trident
- ☐ Howling Wild
- ☐ The Stone Garden

DEFCON 1
- ☐ The Scythe
- ☐ Hot Spot
- ☐ Scilla

COLONY SHEET

CONTROL ROOM
- ☑ **LV1**
- ☐ **LV2**

INFIRMARY
- ☑ **LV1**
- ☐ **LV2**

LABORATORY
- ☑ **LV1**
- ☐ **LV2**

MEDITATION ROOM
- ☐ **LV1**
- ☐ **LV2**

WORKSHOP
- ☑ **LV1**
- ☐ **LV2**
- ☐ **LV3**

ARMORY
- ☐ **LV1**
- ☐ **LV2**
- ☐ **LV3**

WAREHOUSE
- ☑ **LV1**
- ☐ **LV2**
- ☐ **LV3**

TRAINING ROOM
- ☐ **LV1**
- ☐ **LV2**

TOTAL XP: _____
REMAINING XP: _____

- ☐ _____
- ☐ _____
- ☐ _____
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- ☐ _____
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- ☐ _____

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

TOTAL XP: _____
REMAINING XP: _____

- ☐ _____
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RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

TOTAL XP: _____
REMAINING XP: _____

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- ☐ _____

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

TOTAL XP: _____
REMAINING XP: _____

- ☐ _____
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- ☐ _____
- ☐ _____
- ☐ _____

RESOURCE
- ☐ Blue Energy Cell
- ☐ Green Energy Cell
- ☐ Red Energy Cell
- ☐ Medikit

WAREHOUSE

- ITANIMULLI ▢
- ALH-84001 ▢
- INOTTENIO ▢
- KEKKULENIUM ▢
- MOTILMOLINA ▢

NARRATIVE MISSIONS

- ☐ A Warm Welcome
- ☐ Welcome to the Jungle
- ▷☐ Temple Raid
- ▷☐ On Hunt of Stupid Rocks
- ☐ Machinations of Doom
- ▷☐ The Honorable Cult
- ▷☐ Tribal Initiation
- ☐ Evil Inside
- ▷☐ Take Back Your Destiny
- ▷☐ The Last Hope

PRIMAEVUS V AREAS

DEFCON 4
- ☐ The Heaven
- ☐ The Rift
- ☐ Neptune Lake

DEFCON 4-3
- ☐ Thunder Grave
- ☐ Butterfly Bites
- ☐ Acid Swamp
- ☐ Emerald River
- ☐ The Falling Leaves
- ☐ The Fortress

DEFCON 3-2
- ☐ Agricola
- ☐ Sharp Rocks
- ☐ The Three Sisters
- ☐ Magma Pool
- ☐ Dead Wood
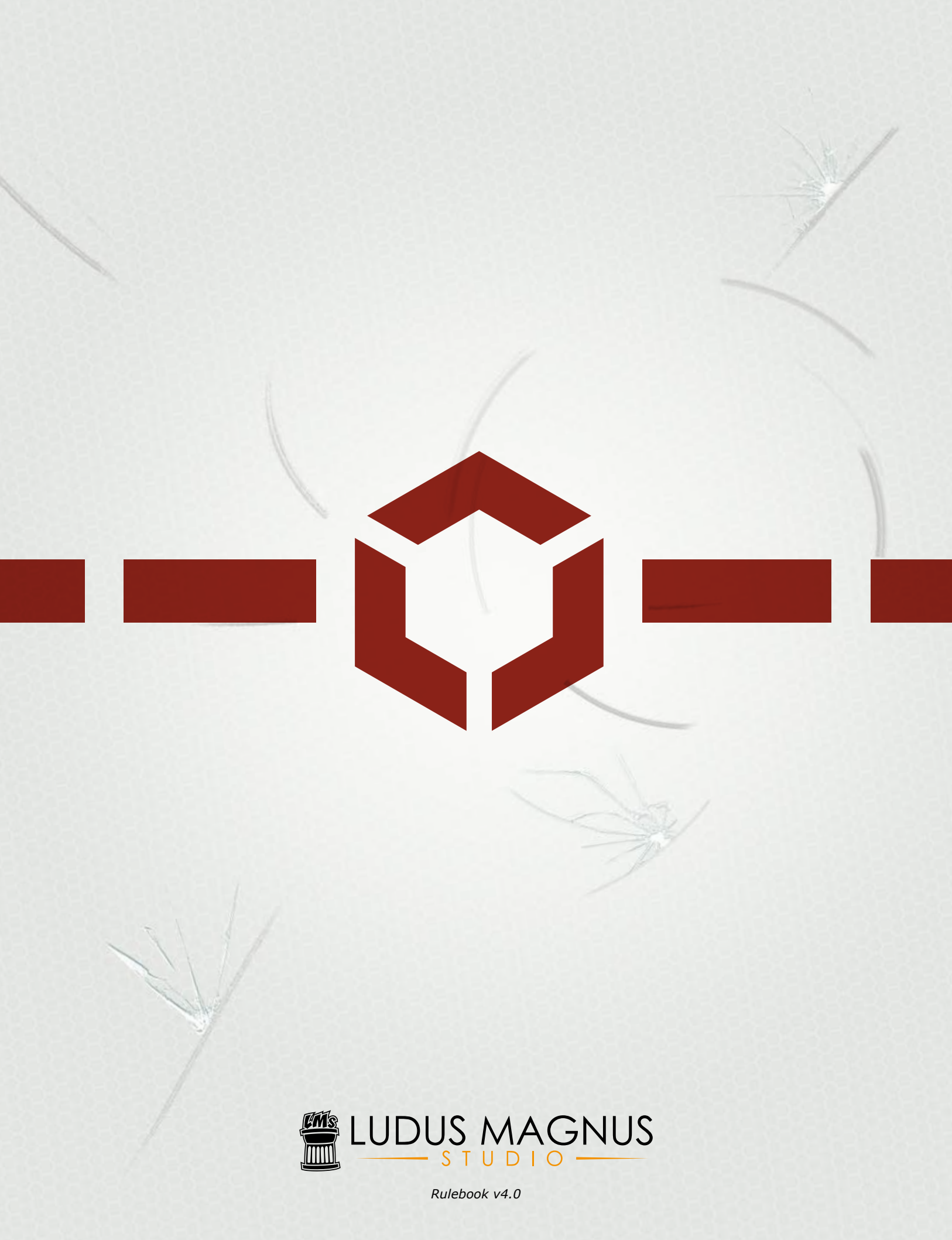- ☐ Lonely Peak

DEFCON 2-1
- ☐ Rapids of Blood
- ☐ Valley of the Temples
- ☐ Trident
- ☐ Howling Wild
- ☐ The Stone Garden

DEFCON 1
- ☐ The Scythe
- ☐ Hot Spot
- ☐ Scilla

COLONY SHEET

CONTROL ROOM	INFIRMARY	LABORATORY	MEDITATION ROOM
▣ LV1	▣ LV1	▣ LV1	▢ LV1
▢ LV2	▢ LV2	▢ LV2	▢ LV2

WORKSHOP	ARMORY	WAREHOUSE	TRAINING ROOM
▣ LV1	▢ LV1	▣ LV1	▢ LV1
▢ LV2	▢ LV2	▢ LV2	▢ LV2
▢ LV3	▢ LV3	▢ LV3	

Column 1

TOTAL XP: _____
REMAINING XP: _____

- ▢ _____
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- ▢ _____

RESOURCE
- ▢ Blue Energy Cell
- ▢ Green Energy Cell
- ▢ Red Energy Cell
- ▢ Medikit

Column 2

TOTAL XP: _____
REMAINING XP: _____

- ▢ _____
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- ▢ _____

RESOURCE
- ▢ Blue Energy Cell
- ▢ Green Energy Cell
- ▢ Red Energy Cell
- ▢ Medikit

Column 3

TOTAL XP: _____
REMAINING XP: _____

- ▢ _____
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- ▢ _____
- ▢ _____
- ▢ _____
- ▢ _____
- ▢ _____

RESOURCE
- ▢ Blue Energy Cell
- ▢ Green Energy Cell
- ▢ Red Energy Cell
- ▢ Medikit

Column 4

TOTAL XP: _____
REMAINING XP: _____

- ▢ _____
- ▢ _____
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RESOURCE
- ▢ Blue Energy Cell
- ▢ Green Energy Cell
- ▢ Red Energy Cell
- ▢ Medikit

WAREHOUSE

- ITANIMULLI _____
- ALH-84001 _____
- INOTTENIO _____
- KEKKULENIUM _____
- MOTILMOLINA _____

LUDUS MAGNUS
STUDIO

Rulebook v4.0