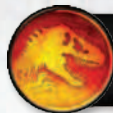




MINIATURE GAME

RULEBOOK





## SUMMARY

<b>FIRST PLAYER RULE</b>	<b>4</b>
<b>GENERAL PRINCIPLES</b>	<b>4</b>
<b>START PHASE</b>	<b>4</b>
<b>GAME TURN</b>	<b>5</b>
<b>MOVEMENT &amp; BOARD</b>	<b>7</b>
<b>MOVEMENT &amp; CONSEQUENCES</b>	<b>7</b>
<b>ATTACK ACTION</b>	<b>8</b>
<b>STABILITY &amp; GRAB</b>	<b>10</b>
<b>ACTION PHASE SPECIAL CASES</b>	<b>11</b>
<b>SPECIAL AMMUNITIONS</b>	<b>11</b>
<b>FEAR &amp; FURIOUS</b>	<b>12</b>
<b>ADRENALINE/COMMAND/REQUISITION</b>	<b>12</b>
<b>HERO CARDS</b>	<b>13</b>
<b>GLOSSARY</b>	<b>14</b>



## THANKS

WIP



## CREDITS

WIP

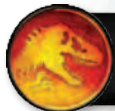







## FIRST PLAYER RULE

- ➡ First player at the beginning of the game is the player with the lowest army value.
- ➡ Then at the first player change window during Action phase, the player with the highest number of command points becomes the new first player. In case of tie, toss the first player token.



## GENERAL PRINCIPLES

### 1. TIES

- ➡ Initiative test: *First Player* decides which player plays first, each player takes turn clockwise .
- ➡ Skill test (not Initiative): the Initiator of an Action or Movement wins the tie unless specified otherwise. If 2 or more "win a tie" cards are played by opposing players they cancel out 1 for 1 and the regular rule above is applied. In multi-player skill test affecting players other than Initiator are handled by coin toss (use First Player token).

### 2. CHOICES AND FORCED

- ➡ All Actions and Movements are free (may be done or not) except if specified otherwise by a card. When the Action or Movement is written in **Red** they are Forced and must be performed at *Initiative Order* (e.g Fear condition card forcing to flee)
- ➡ When a Choice is granted, it always benefits the Initiator of the *Action* or *Movement* otherwise the *First Player*.

### 3. PRIORITY ORDER OF THE EFFECTS

- ➡ Scenario rules/conditions have the priority over cards rules' booklet. Ties are handled by coin toss.



## START PHASE

### SETUP



## DEPLOYMENT PHASE

- Draw 6 action cards for each unit
- Draw 5 hero cards that you may mulligan (discard any of 5 cards to replace by new ones. Hand size is max 5 cards unless specified).
- **First player** chooses a player to place the first unit on his/her deployment zone then alternatively each player do so until all units are placed.



## 1<sup>ST</sup> INITIATIVE PHASE

- **First player** chooses 1 player to place 1<sup>st</sup> action card on the active slot of any unit. Then clockwise each player alternatively do the same for 1 unit until all units have an active card.
- They repeat by placing 2<sup>nd</sup> card on **idle card** (2<sup>nd</sup> slot at the right of Active) card slot but this time the placing order depends on **Initiative** rating (🦖 **2**) of the **Active card**, unit with highest Initiative score must place it first. First player breaks ties and when all tied units have a card, they proceed with the next player with lower Initiative score.
- Place Idle card (3<sup>rd</sup> slot) freely (you can leave it empty)



## GAME ROUND

### ACTION PHASE

- 1 Activation:** Players compare Initiative values of all Active Cards, the one with the highest value Activate first. Reveal the Active card and resolve it. Keep on Activating units following descending initiative order (no alternate turn. If there is a tie refer below).
  - Cards with identical **Initiative** scores are revealed simultaneously. **Interaction.** If tie remains, First Player decides.
  - Concerned units are considered as a Group and are alternatively Activated 1 unit at a time for each involved player. When all unit of the Group have been **Activated**, resume **Initiative** order
  - Resolves an Action Card: follow the instructions written on the card performing movement first then the Action(s) (unless specified otherwise on the card). **Interaction.** (do not forget **Combo** bonus)
  - One Movement and one Action may be performed disregarding Active Card (unless Forced), use the Base Skill instead.
- 2 Victory conditions check:** Once all active action cards are resolved check **Victory conditions**
- 3 First Player window:** unless specified otherwise, first player gives his/her "first player" token to the player with the highest quantity of Command points. **Interaction.** Ties are handled by a coin toss.

➡ Move to Initiative Phase

**INTERACTION:** Hero cards can be played to modify result(s)

**Hint:** cards with lower initiative value will be revealed last so player could miss their effect... but it can also be a bet to be the last unit to place its card at next action (provided that it survives long enough...).



## ACTION CARD FEATURES & COMBO

**Active card slot with combo**

ACTIVE ACTION CARD			
<b>Actions</b> (Stabilité 2) (Shoot 3)			
<b>Result with combo</b> : base 2 + combo 1 = 3 : base 3 + combo 2 = 5			

**Previously played action cards not discarded**

Full combo\*: +2 Ballistic (symbol on active card does not count)

Single combo: +1 Stability for active card (no Adrenaline )

No combo Symbols are matching

No combo Missing symbol on active card

No combo discontinued

NEXT ACTION CARD

\*Hollowed & red symbol on Active card is a Combo ender; the combo bonus counts while on Active card but not when placed in the Stack

**Combination slots (here max 3/3 stack), bottom card will be discarded when another is stacked**

## INITIATIVE PHASE

### 1 New Active card:

- The played *Active card* remains in place to stack up combo or be discarded to make room.
- Slide *Next action card* facedown on Active card slot on top of the played one with slight interval to show the combo icons. The unit board indicates the limit of stack for combo, discard any exceeding or unwanted card(s) from bottom to top (except top card). *Interaction*.

### 2 New Next Action card

- Choose to discard or not the *Idle Card*, if not it counts as 1 card drawn in the subsequent Next Action card draw
- Pick as many Action cards for each unit as indicated on corresponding *Unit board* and place 1 card on *Next action card* slot following Initiative order like first Initiative phase. Then 1 card may be spared as *Idle card*.  
When running out of Action cards, reshuffle the deck and complete the hand.
- Discard unwanted cards. *Interaction*
- Pick 2 hero cards

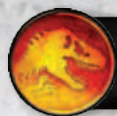


## INTERACTION: Hero cards can be played to modify result(s)

**Hint:** placing intentionally low initiative action card allows to wait and see next Initiative Phase cards' initiative value placed by other players. Adversely placing high initiative will force the other players to change their scheme to adjust your pace.

Repeat Action phase/Initiative until victory condition is fulfilled or each player has his Hero card deck empty.





## MOVEMENT & BOARD

### INITIATIVE PHASE

Movement represents the displacement a unit can perform each turn in Hexagones and rotations. It is optional except when written in **red**.

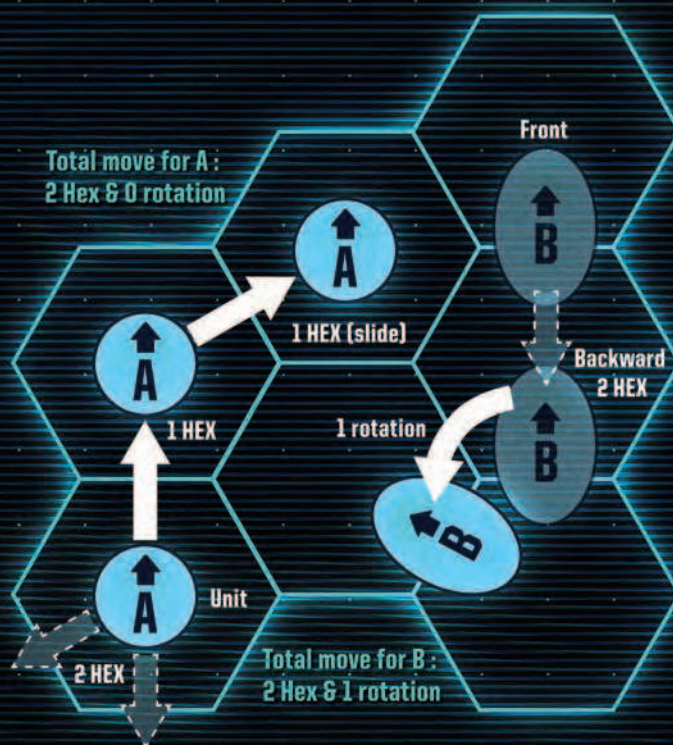
Each unit has a base movement then active action cards may give a bonus to spend more. Unless specified otherwise the movement is performed before any action.

- Move forward: 1 Hex\* (any of 3 hexagons where mini is facing)
- Move backward: 2 Hex\* (any of 3 hexagons opposite)
- Rotation: 1 edge of hexagon (+/- 60°)\*\*
- **Jump** allows to skip occupied or impassable hexagons, if the target is occupied refer below page.

Unit	Base mvt	Action card bonus
Velociraptor	2 Hex	+1 to +2 Hex (hi qty)
Triceratops	1 Hex	+1 Hex (limited qty)
T-Rex	1 Hex	+1 Hex (hi qty)
Humans	1 Hex	+1 Hex (limited qty)

\*: Hexagon

\*\* : Unit without orientation => no cost for rotation unless specified on a card



## MOVEMENTS & CONSEQUENCES

**Difficult terrain:** Hexagons surrounded with thick dotted white lines are considered difficult terrain unless specified. Units entering difficult terrain must interrupt ongoing movement (means that at each action phase only 1 Hex can be crossed unless specified).

**Impassable terrain:** Hexagons surrounded by thick **red** lines cannot be crossed unless having **Jump** or **Fly** keywords. Units with such keywords may cross by not staying on Impassable terrain.

**Blocked hexagon:** hexagon occupied by an ally or enemy unit, a vehicle or movable object

**Forced movement & blocked hexagons:** When a unit wishes to move to a hexagon already occupied a **Stability** test is required depending on the type of action:

- **Result of an Attack:** regardless of attack result, if the Attack action includes **Stability** the attacker may perform the test against attacked unit to push it 1 hexagon backward if possible in an Unoccupied Hexagone. For multi-hexagon units the hexagon with the most edges in contact must be freed by Knocked unit. Then attacking unit may follow through maintaining current orientation. If this movement would force another unit to move, extending the Stable test to this unit failure means no movement at all.

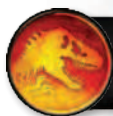




- **Result of a Movement:** while moving units may choose to enter a hexagon already occupied.

An **Allied** unit with multi-mini may let the **Active unit** through and this latter must finish its movement in an empty hexagon or Succeed at a Stability test on arrival. Otherwise the movement is cancelled.

- If it is an **Enemy unit** or an **Allied** one with a single miniature, a **Stability** test is required against any affected unit. If Successful, move the targeted units opposite way and they are **Knocked** (refer Stability & Grab). If a moving unit force another one in an **Impassable Terrain**, this unit is not moved and it suffers as much **Damage** as the gap between their Stability. Additionally the **Grab** is cancelled with concerned unit.



## ATTACK ACTION

### 1. ATTACK





Unless specified otherwise the Active unit attack on Front:

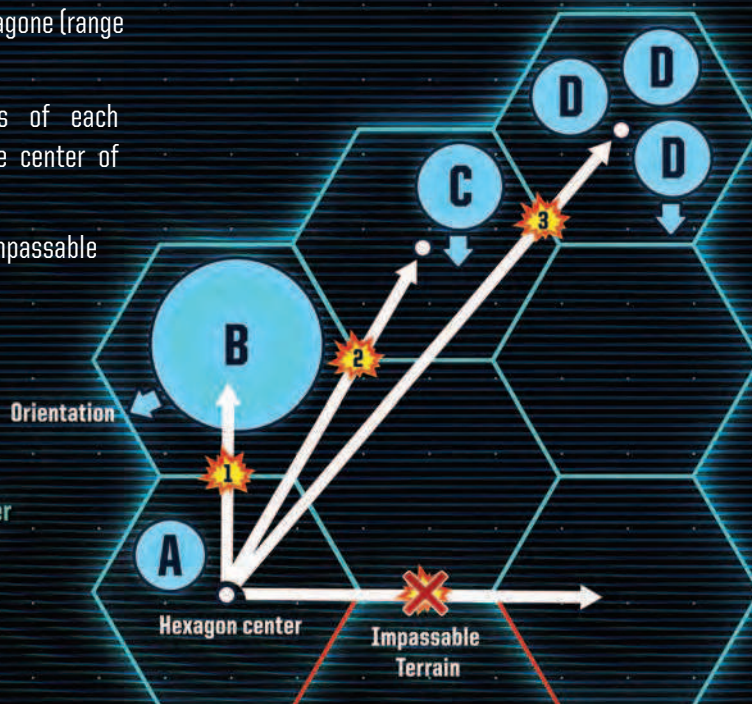
Choose the weapon or weapon card and check the range, in case the unit is not the Attack it is a Failure unless the weapon has an area of effect in which a target is located:

- **Melee Attack:** is performed on adjacent hexagone (range 1) unless specified.

- **Ranged Attack:** the range consists of each Hexagone crossed by the Shoot until the center of target's Hexagon.

In case the Attack crosses or touches an Impassable Terrain the **Shot** cannot be performed

-  **Range 1 hex**  
Affected Zone Side
-  **Range 2 hex**  
Affected Zone : to be chooses by Attacker
-  **Range 3 hex**  
Affected Zone : Side
-  **Impassable Terrain**





## 2. HIT

- **Hit score:** Attacking unit add-up: its **Melee Attack or Ballistic** (base + Active card bonus + Combo + hero card (played))
- **Dodge score:** Attacked unit add-up: Base **Dodge** + Active card + combo (only if Active card is **Revealed**) + hero card/upgrade.
- In case the **Hit score** is superior or equal to **Dodge score**, the **Attack** is **Successful** refer **Damage**. On the contrary the Attack is a **Failure** and no damage or effect is applied to Attacked unit.

## 3. DAMAGES (SUCCESSFUL ATTACK)

- 1 **Affected Zone:** targets of a Successful Attack check the Edge of the Hexagone on which the targeted unit stands crossed by the Attack (for multi-hexagone units multiples or choice between 2 Affected Zones => Attackers' choice).
- 2 **Armor Score:** the target add-up: the base Armor value of Affected Zone + **Active card** bonuses (only if revealed) + hero card and subtract the Piercing value of the Attack (0 is the minimum).  
In case of split sub-units attacking the same target with different Armor value, the Attacking player decides which Zone is Affected. Group bonus only applies for damage if **Affected Zone** has identical base **Armor value**.



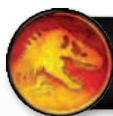
**3 Melee Damage:** subtract *Armor Score* of the target from *Hit Score* of the Attacking unit. The difference corresponds to the quantity of *Health Point(s)* to be removed to the target. Damages are inflicted so that as many model(s) as possible are *Eliminated*.

**4 Ranged damage:** the Attacking unit add-up: the *Damage* of his/her base weapon (refer *Unit Board*) or of the *Equipped Weapon* + *Ammunition* bonus + Hero card bonus

- Subtract the *Armor Score* from *Ranged Attack Damage* and remove as many *Health Points* as the difference (positive). For multi-model units, Damages are inflicted so that as many model(s) as possible are *Eliminated*.
- Scoring Zero Damage does not mean the Attack is *Failed* in game term. Yet some effects require to score at least 1 Damage.

Sub-unit/Models belonging to a targeted unit but out of range or of line of sight from Attacking unit cannot be affected by Damage.

**Elimination:** when a model loses its last Health Point, it is *Eliminated* and its miniature is removed from the game board unless specified otherwise (scenario, Unit Board, Hero card).



## STABILITY & GRAB

➡ Attacks or Action may involve Stability test but Grab is necessarily an Action. Each requires to be performed at Range 1 (contact) unless specified otherwise:

➡ The unit who performs the Action is always considered the Initiator of the test:

- **Stability:** compare each unit's Stability adding Base + Action + Combo (if revealed) + Hero card. Initiator of test wins ties. Apply the effect (Knocked or Pushback).
  - Knocked unit cannot use Action card & combo bonuses until standing up. Refer to unit card for standing up cost (in general 1 Hex). Multi model units on same Hexagon are all Knocked together.

● **Grab:** Initiator must target 1 model only each of his own unless specified and add Grab bonus of Action card to Stability bonuses VS targets Stability. If other Allied units are Grabbing same target, the Initiator may add to his /her final score +1 for each Allied unit. If Initiator obtains a Success, the unit is Grabbing (but not Knocked). The models must remain in contact respecting current relative position.

- If the Initiator wins the test without the need of any Grab bonus (only with Stability) then in addition to Grabbing the Target is also Blocked.
- If it is the contrary the target remains Grabbed but not Blocked, thus can perform Movement with -1 Hexagon per Grabbing unit (1 minimum) or Actions. The Grabbing unit must maintain its relative position with target when this latter moves.
- Grabbing unit may disengage at any time (i.e. to avoid damage when target is moving)
- Blocked unit cannot move and can only perform Stability test against the highest Stability +1 per Grabbing unit. Success at such test removes the condition for all Grabbing units.

➡ Sub-unit separated from its unit which sustains such Action and out of range is not affected by described effects and may act freely.





## ACTION PHASE SPECIAL CASES

### SKIP TURN

- Player who wishes not to play a unit at his/her turn may skip the action phase and keep action card unrevealed. At the end of action phase either discard the card to resume normal initiative phase or keep it and skip initiative phase for that unit. Skip turn cannot be used twice in a row.

### REACTION

- Defense oriented cards usually display this keyword which alter the Action phase. After revealing that card based on initiative order the unit may interrupt its activation. The card remains revealed and another unit is activated.
- At any time of Action phase the owner of a unit with revealed **Reaction** action card may interrupt the ongoing Activation. S/He must clearly state it then indicate whether it is during Movement or Action step of the activation.
- Movement: the Active unit declares a movement and performs it. The **Reacting** unit may then move. If and only if the Reacting unit has moved or rotated then **Active unit** may spend any remaining movement, otherwise it is lost.
- Action: activated unit may perform chosen action first, then immediately after finishing the resolution the **Reacting** unit may perform its own. **Interaction**
- In case several units have a Reaction and wish to activate at the same time, the first player chooses then play goes clockwise.



## SPECIAL AMMUNITIONS

### SEDATIVE (indicated on equipment card)

- Whenever a successful attack that would inflict damage is scored with this ammunition, do not apply wounds as normal.
- The Attacker gives the ammunition card to player of targeted unit who place the card below its **Next** Action card.
- At initiative phase when sliding Next card to Active slot flips the card to reveal the effect (maluses on stats/movement, loss of half of the Adrenaline, cancel Furious status etc.). Then place the card at the bottom of active card deck replacing the lowest card in combo configuration actually locking that slot until further instruction.
- Whenever all active card combo slots are locked with Sedative card the unit is **Sedated**. Tilt the unit on the side, it may not receive any action card until further instruction. Apply victory condition if applicable.

### RESTRAINING NET (indicated on equipment card)

- Whenever a successful attack that would inflict damage is scored with this ammunition, do not apply wounds as normal.
- The attacker flips the ammunition card and places the card next to unit board of targeted unit which is Blocked (refer **Stability**). For Stability test to remove condition apply the highest Stability value amongst applied Ammunition cards and add +1 for each extra card received with maximum 2. No Hero card can be played to oppose the unit's **Stability** test.







## FEAR & FURIOUS

### FEAR

- Whenever a Fear test is required compare Fear VS Courage adding as usual Base values bonuses and combo. A Hero card can be played if necessary. Fearsome units must perform Fear/Courage checks between themselves alternatively.
- If Fear score is strictly superior unless specified the defender takes 1 Fear card condition on the deck and places it on top of the Action card deck of the unit having failed.
- At initiative phase the Fear card counts in the card to be drawn. If not selected put it back on top of the deck instead of discarding. The player may voluntarily play a Fear card or because s/he has no other option and place the Fear card on the Action track as a normal Action card.
- It will be revealed at Action phase with initiative of previous active card. If no card is left, use the initiative indicated on action board instead. Unlike Action card all instructions listed on Fear condition card are mandatory, only an impossibility or failure to test must prevent action.

### FURIOUS

- Dinosaurs may become Furious under circumstances generally involving to stack up Adrenaline to the maximum indicated on their *Unit Board*.
- If achieved at the end of an Action phase at the condition that no Sedative card is on the Action deck and before Initiative phase, discard all Action cards from the board (including Fear and Wound cards), place Furious card next to the board. Shuffle the Action deck without any Condition card apart from Critical Wounds.
- At initiative phase act as if it was the First initiative phase for Action cards only.



## ADRENALINE/COMMAND/REQUISITION

### ADRENALINE

- Adrenaline is the resource used by units to trigger reinforced effect on Action cards.
- Adrenaline is earned when *consuming* a Hero card with Adrenaline.
- Score as much adrenaline as wound or fear card received.

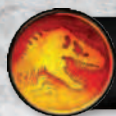
### COMMAND

- Command is the resource used by humans to trigger powerful effect of Hero card.
- Command is earned by Hero units each round: 1 per turn + 1 per alive human hero unit (Heroes with Commander Archetype may have additional bonus) and after accomplishing objectives.

### REQUISITION

- Requisition is the resource used by humans to acquire gear, weapons or ammunitions
- Requisition points are earned by accomplishing objectives and reaching equipment caches or crates.





## HERO CARDS

Hero cards are meant to perform meaningful and turn the tide of battle. They are selected before playing a scenario depending on your Army roster (Factions and units selected).

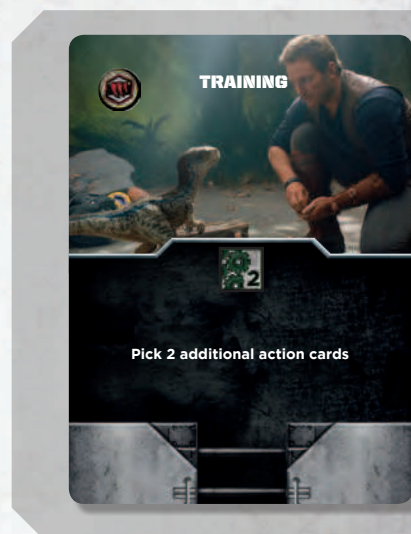
**When to play:**

**➔ Active use:**

- Hero card can be played for its Main use whenever the Activation condition indicated is satisfied. The game turn is then interrupted. If no game condition is required the owner must wait for the Activation of concerned unit to play the card (unless specified otherwise).
- Pay the required resources even in case of Failure unless specified otherwise and effect is applied immediately.
- Unless specified otherwise discard the card into Hero card Discard pile.
- In case 2 or more cards have the same Activation condition, all Card owners must clearly announce their intention to play their *Hero Card*:
  - For a test the *Initiator* of the *Action* has priority on the resolution otherwise the Active Unit followed by First Player and clockwise.
  - For Initiative or Condition related cards the First player breaks ties.

**➔ Passive use:**

- At an *Interaction* step (generally a test) discard the card to choose and add 1 set of Icons to ongoing test.
- The Initiator of the *Skill* Test has priority then players clockwise may play 1 card at a time until 1 *Player* skips his/her turn twice. When the Interaction step finishes, check final score and apply the effects.







## GLOSSARY

**Action:** Effect on the game allowed by an Action Card or choosing a Base Skill, it generally implies a Test.

**Activation:** during *Action Phase*, at its turn following

- **Initiative order** a unit starts its *Activation* or *Activates* and becomes the *Active Unit*. It may then perform its *Movement* then its *Action* unless the *Active* card specifies otherwise (*Reaction case*).

- **Adjacent (Hexagon):** Each Hexagons with at least 1 edge in common with the Hexagon considered.

- **Affected zone:** zone of the targeted unit affected by an Attack. Refer Armor.

- **Allied (Unit):** Unit belonging to same player or one of his/her Allied players. Opposite to Enemy (unit).

- **Ammunition (Ammo):** projectiles to be equipped on a compatible weapon, their effect is revealed when a Ranged Attack is Successful or would inflict at least 1 Damage depending of Ammo.



- **Armor:** Physical protection of a unit which is generally subtracted from Attack score to determine Damage inflicted. Some units have different Armor value on Front, Sides and Rear which will alter result of sustained Attacks (refer *Attack* and *Affected Zone*)



- **Attack (Melee, Ranged):** Action of 1 Unit toward others Enemy or Ally aiming at inflicting *Damages* or *Conditions*.

- **Back:** 3 Hexagones opposite of the Front of the Model

- **Blocked:** the target of *Grab Action* having inferior Stability in the test VS Grabbing unit. Blocked unit or sub-unit cannot perform any Movement and only *Stability* Action is peremitted against Grabbing unit or Special Ammunition card.

- **Card - Action Card:** Double sided card specific to a *Unit*. It features Initiative value of both sides and on facedown side: Movement, Action(s) and combo. This Card in *Active card* slot on *Unit Board* is revealed face up and played at *Action Phase* when the unit is *Activates* following *Initiative* order.

- **Card - Active card:** *Action* or *Condition* card placed on Active card slot on *Unit Board* for each Unit not *Eliminated* or *Sedated*. The card is placed at Initiative phase and Revealed at Action phase of the turn.

- **Card - Hero Card:** bonus card to be played either at Interaction window to modify the outcome of a Test or when the Activation condition is fulfilled.

- **Card - Idle Card:** Action Card (never Condition one) set aside for later use. During an Initiative phase it can be discarded before drawing new card. If it is not the case it counts in the quantity to draw at this phase.

- **Card - Next Action Card:** placed during Initiative phase in sequence and to be played unless altering effect, in 2 Action Phase.

- **Charge:** Fast Movement allowing only 1 rotation per Hexagon travelled

- **Condition:** effect applied to Units by Condition or Ammunition cards (Critical Wounds, Fear, Sedative, Blocked, Grabbed, etc.). Refer to the Condition card to check the effects and discard condition.



- **Damage:** generally inflicted to a target by a Successful Attack, it implies to subtract target's Armor minus Attack's Piercing modifier. The total corresponds to the number of Health Points to be removed from the targeted unit.

- **Failed/Failure:** unit having achieved a strictly inferior score against an opponent at a Skill Test. Applicable Effects.

- **Eliminated:** A model is Eliminated once its last Health Point is removed. A unit is Eliminated once its last Model is Eliminated. In each case remove the corresponding miniature from the board, unless specified otherwise. Reminder units with multiple models must have Damage inflicted to Eliminate as many units as possible. Units out of reach does not sustain damage.

- **Equipped (weapon or gear):** Weapon or gear card for which the condition to be played has been achieved (crate, requisition or command points). An Interact Action is generally required to use.



- **Fear:** Skill to value the Fear inspired by a unit. *Fear* is an eligible *Action* to be opposed to *Courage* of surrounding units (Enemy or Allied).

- **Fix:** no movement allowed (except *Forced* ones) only rotation(s)

- **First player:** Player having the First Player token, able to break ties especially for Initiative order. At start of the game the Player with lowest Army value is the First player then at the end of Action phase the player with highest command point quantity become sthe new one.

- **Forced:** Action or Movement mandatory to be attempted (can be failed, apply the consequences as normal)

- **Front:** Arc of 3 hexagons adjacent to the Orientation marker on miniature's base.



- **Grab/Grabbing unit/Grabbed unit:** Grab = Intended Action on a target. Grabbing unit = Status, *Unit* having successfully performed its Grab action. Grabbed unit = target of a Grabbing Unit. Entitle to trigger subsequent effects or even *Block* the Target.



- **Health Points:** quantity of Damage that a Model can sustain before being Eliminated. Unless indicated by scenario a Unit begins with maximum Health Point.
- **Hexagon & board:** 6 sided tile which defines the elementary area of the game board. It divides each unit to Orientation, Movement and rotations, line of sight and Attack's range, area of effect and *Affected Zone*. Partial hexagons on edges of game board are not considered in playable area and are considered Impassable Terrain.
-  **Initiative (order)** : indicated value for each Action card (face and back) in order to determine play order of the units as well as when placing Next Action card. Highest value plays or places first.
- **Initiator:** player or unit currently performing an Action
- **Interaction:** window to play Hero cards 1 at a time. Initiator first, otherwise Active Unit then each player clockwise until 1 player skips his/her turn twice.
- **Knock (down):** result of a Successful Stability test of an opposing unit during a Movement or an Attack. Tilt the miniatures on the board. Requires to spend Movement to stand as indicated on *Unit Board*.
- **Model:** miniature placed on the board, constitute either a unit as itself for large dinosaurs or a part of the unit constituted of several models like pack Dinosaurs or Humans. Each Model has Health Points but acts and moves according to Unit's Active card.
-  **Movement:** displacement in Hexagon and rotation (edge of hexagon) that a unit can perform. Each unit has a base movement and generally a modifier on its Active card (Action or Condition) or in Rare case Hero card.
- **Orientation:** edge of the Hexagon toward which points Orientation marker. Generally it represents the Front of the Model. It modifies the effect of Armor, Attacks,
- **Piercing (Armor):** modifier applied by an Attack which affects only target's Armor and is ignored when determining Attack's success (Hit score)
- **Phase -Action Phase:** one of the 2 phases of the game turn. It starts when Initiative phase ends. Units reveal their Action card following Initiative Order and are Activated to perform a Movement and Action. The phase ends when all units have played or skipped their Activation and victory conditions are checked.
- **Phase - Initiative Phase:** one of the 2 phases of the game turns. It starts when the Action phase ends. It consists of sliding Next Action card onto Active card slot then drawing new *Action Card*. Pick 1 to be placed on Next Action card slot following Initiative order. Finally 2 new Hero cards are drawn.
- **Reaction:** keyword on Action card which allows to Interrupt the Activation of another unit. The Reaction is available as soon as the Active card is revealed and Active unit keeps the Initiative.
- **Revealed:** Active card turn face up to reveal its effects
- **Sedated:** the unit is asleep, in game tilt the miniature(s) of the side or the back. The Sedated unit cannot take any Action and does not receive any Action Card, it is considered as Occupying its Hexagone. In case of Test it Fails automatically except for Stability where only base skill value is considered with -1 applied.
- **Sedative:** special ammunition allowing to Sedate a Unit. Refer Ammunition and Ammunition card.
- **Skip Activation:** a player can choose not to Activate a unit with an Action card in Active card slot at the moment it should do (unit with Condition card cannot skip turn). Action card is then not revealed, the unit may not move voluntarily and no Action is taken. The following unit in Initiative order Activates. A same unit cannot skip 2 turns in a row.
-  **Stability:** represents the strength, weight and stability of the Unit. It allows to assess the capacity to pushback, knock down such Actions as *Grab* or *Grabbing* preventing a Grabbing Action.
- **Success/Successful:** When the Action is a Success, then Initiator may apply all or part of the expected consequences.
- **Test (Skill):** result of an Action or a Movement. It consists in comparing the skill value implied against opposing one.

Skill test Initiator	Skill of targeted unit
Attack (hit)	Dodge
Damage	Armor
Stability/Grab/Knock	Stability
Fear	Courage

- **Unit:** model or group of models
- **Unit - Active Unit:** Activated Unit at Action phase with ongoing Action card resolution. Active unit has priority over Reacting unit on both *Movement* and *Action*.
- **Unit Board:** board summarizing base skill values of the unit as well as the slots for Active and Next Action card plus Special abilities.





MINIATURE GAME