TEMPORAL by Trent Seltzer

INTRODUCTION

Agents from an international terrorist organization have stolen prototype **temporal manipulation suits (TMS)** from a government lab. The government has dispatched a TMS team to take the terrorists down before they can cause a temporal crisis.

NEEDED TO PLAY

- A deck of playing cards
- Tokens in assorted colors to mark unit travel paths, resource use, and wounds
- A handful of six-sided dice (d6)
- A ruler
- 28mm miniatures
- Terrain

SET UP

- Each player controls a team of three agents
- Each team deploys along opposite ends of a 2' x 2' play area
- Assign a random playing card to each agent
- Shuffle the assigned cards and place face down to create the **activation deck**

ROUNDS

Activation Order

Activation order is determined by drawing cards off the activation deck. When the deck is exhausted, reshuffle the discard pile to make a new activation deck.

Actions

When a unit activates, it may take two of the following actions. A unit may take the same action more than once.

Attack. Select one target in line of sight to attack with either a **ballistic weapon** or a **temporal snare** (see **COMBAT** below).

Move. Move up to 6" while changing facing as many times as you wish.

Climb up and down using half movement.

Place tokens to mark your start and ending points.

Aim. Add +1d6 to next attack roll.

Dodge. Add +1d6 to next defense roll.

Temporal Action. Spend energy from the unit's TMS to use a temporal action (see **TEMPORAL ACTIONS** below).

Once a unit has taken two actions, draw the next activation card to activate the next unit. Once all units have activated, the round is over; reshuffle the discard pile to create a new activation deck.

TEMPORAL ACTIONS

Each of the following actions require expending one or more charges from a unit's TMS. A TMS has five (5) charges.

Slow Time **(1 charge).** Until this unit's next activation, time is slowed down. All units move half speed and take only one action on their turn. Can offset *Speed Time* to return move speed and actions to normal.

Speed Time **(1 charge).** Until this unit's next activation, time is sped up. All units move double speed and take three actions on their turn. Can offset *Slow Time* to return move speed and actions to normal.

Freeze Time **(2 charges).** All units on the board are frozen in time except for the active unit. The active unit gets to make a second activation while other units are frozen.

Jump Forward **(1 charge).** The unit leaps forward in time. Place a token on the board to mark the point where the unit jumped forward. Remove the unit's miniature from the board. On the unit's next activation, replace it on the board.

Rewind Time **(1 charge per activation rewound).** For each charge expended, undo one activation (not including your current activation), moving the affected miniatures back one step along their travel path (as marked by their movement tokens) in order of their discarded activation cards, which are placed back onto the activation deck.

If a unit suffered damage during the previous turn, that damage is removed; this may return killed units back to the board. TMS charges, however, are not regained.

Peer Through Time **(1 charge).** Look into the future by peeking at all the cards remaining in the activation deck (but you cannot reorder them).

Manipulate Time **(1 charge).** Look at the top three cards in the activation deck and return them to the deck in any order you like.

Temporal Healing (2 charges). Spend two charges to speed heal one wound.

COMBAT

Each model can suffer three (3) wounds before being eliminated.

Ranged Attacks

To make an ranged attack action, a target unit must be in line of sight and at least half of the target unit's model must be visible from behind cover.

Melee Attacks

A unit may make a melee attack against a unit with which it is in base-to-base contact. Models in melee combat may not be targeted by ranged attacks, may not fire out of melee, and cannot use temporal actions.

Resolving Attacks

Attacks are resolved as follows.

- If a ranged attack, the attacking unit declares whether it is using a **ballistic attack** or a **temporal snare.**
- The attacking unit rolls 1d6, adding 1d6 if it took the ***aim*** action prior to the attack.
- The defending unit rolls 1d6, adding 1d6 if it took the ***dodge*** action prior to the attack.
- Compare the attacker's highest roll against the defender's highest roll.
- For a **ballistic attack**, If the attacker's roll is higher than the defender's, then the defender takes a wound (i.e., defender wins ties).
- For a **temporal snare**, if the attacker's roll is higher than the defender's, then the defender is frozen in time.

  On the defending unit's next activation, it may not take any actions and essentially loses a turn.

  In addition, the defending unit may only roll 1d6 when attacked while trapped in the snare.