

## SACRED RULE

Any die roll of 5 or more is a success.

## GAME TURN

## { Opening phase

Draw a Totem card and add the Sorcery card to your hand.

## { Actions phase

This phase is sub-divided into 3 Action steps.

During each step, each player will secretly select one of 3 Action cards. Each Action card will then be resolved, starting with the one with the highest initiative.

## { End phase

On the table all Panic Stress tokens are returned to the bag of Stress tokens. If certain effects or endgame conditions occur, resolve them.



## SHOOTING ACTION

- To shoot, the target must be in line of sight and within range. If only a single figure in your group has a line of sight to the target, only half of the group's figures will shoot.
- For each non-character or auxiliary, take a die of the type indicated by the Shooting value of the group. Add any relevant character and/or auxiliary Shooting dice. For each Shooting Stress token, discard one die. Each success inflicts a hit.
- To cancel the hits, the target rolls as many Cover dice as the number of hits sustained.
- Go to ground : The target can get additional D8 Cover dice by drawing Stress tokens. The hits that are not canceled become casualties.
- When at least one casualty is suffered, the target rolls 1D10. On a score of "1", a character or an auxiliary attached to the group must be removed as a casualty.

| Weapon                  | Range     |
|-------------------------|-----------|
| Assegais / Pygmies bows | M         |
| Bows / Muskets / Rifles | L         |
| Jezail muskets          | Unlimited |

## MELEE

- To engage in melee, your movement stick must touch a figure's base in the group you want to fight.
- Take one die for each figure. Add any relevant character and/or auxiliary Combat dice. For each Combat Stress token, discard one die.
- The result of the melee is determined by the difference between the number of scored by the winner and the number of hits scored by the loser.

| Result     |   | Consequences   |
|------------|---|--|
| Equality   | ➡ | The defender retreats, and both groups draw a Stress token.                |
| 1 more hit | ➡ | The loser removes 1 figure, retreats and both groups draw a Stress token.  |
| 2 more hit | ➡ | The loser removes 2 figures, retreats and both groups draw a Stress token. |
| 3 more hit | ➡ | The loser removes 2 figures, retreats and draws a Stress token.            |
| 4 more hit | ➡ | The loser removes 3 figures, retreats and draws a Stress token.            |



## MOVEMENT

- The Movement of figures is 5.
- You can pick up the pace if no enemy or animal is within 5 of the end of your first stick.
- It is always possible to pick up the pace if it means engaging an enemy in melee.
- You may not enter a terrain area and move out of it during the same Movement. You may not leave one terrain area and enter another terrain area in the same Movement.
- A group can only move once during an Action step.
- Groups with four Stress tokens can not engage the enemy in melee.
- If a group move into a dangerous terrain areas that is not yet explored, you must roll on the appropriate Dangerous Terrain table.

The symbol  does not allow you to engage the enemy in melee.



## INFLUENCE

## { Rally

- Take a number of dice equal to the number of the Stress tokens the group currently has. Add the character's Bravery die, and eventually any additional die or dice granted by playing a Totem card. For each success, remove a Stress token of your choice.

## { Terror

- Take one die + one extra die per Terror Stress token. This is the number of Terror hits. If a character accompanies this group, you will add the character's Bravery die, and possibly an additional die (or dice) granted by any Totem card being played. You then must draw and add to your group a number of Stress tokens equal to the number of uncanceled Terror hits.

The symbol  does not allow a Terror action.



## STRESS TOKEN



-1 Shooting die



-1 Combat die



-1 5 stick



+1 Terror hit



Only Rally action

A group with four Stress tokens:

- cannot shoot.
- cannot engage the enemy in melee.
- must flee instead of drawing another Stress token. After the first flight, any Stress token is transformed into a casualty.
- is immediately removed from the game if reduced to a single figure.