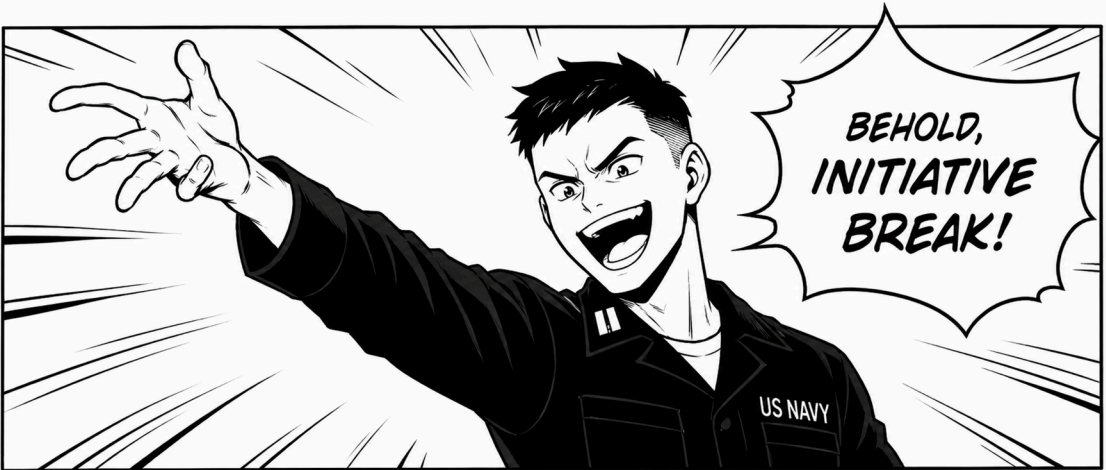
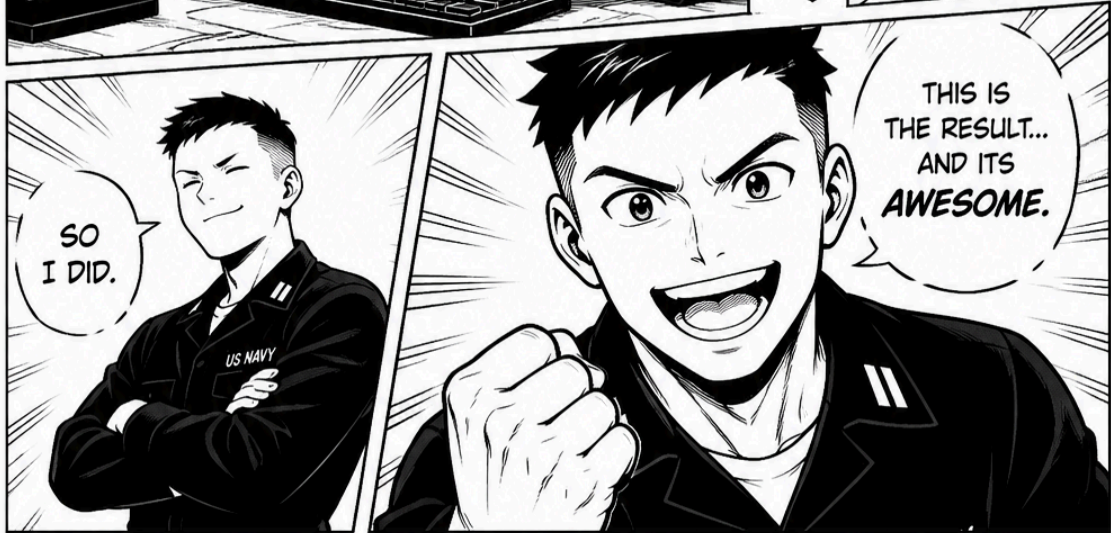
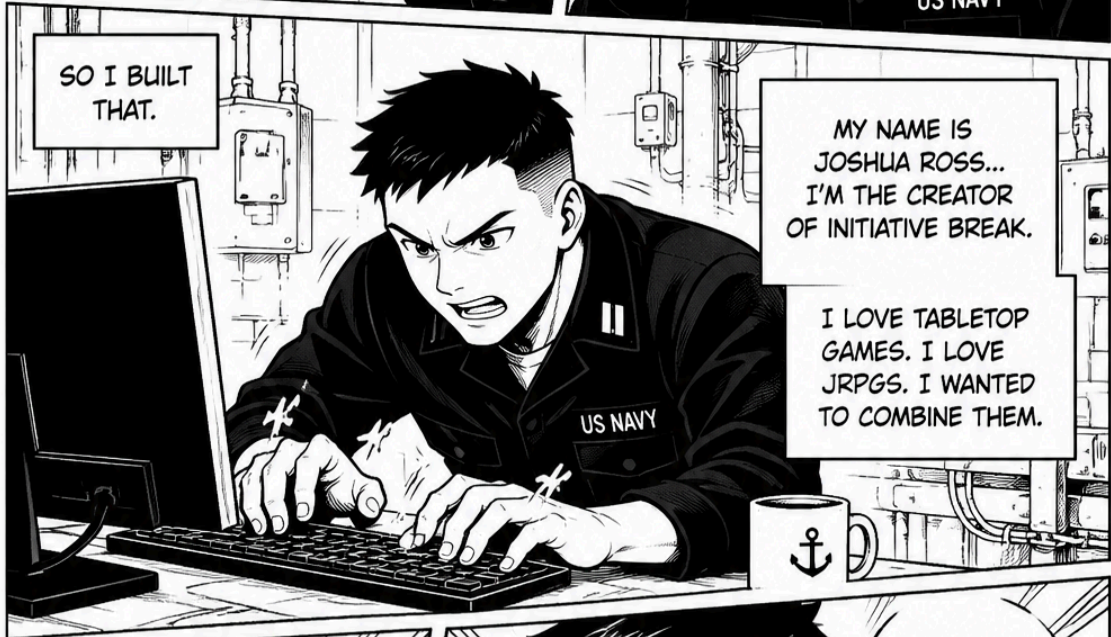
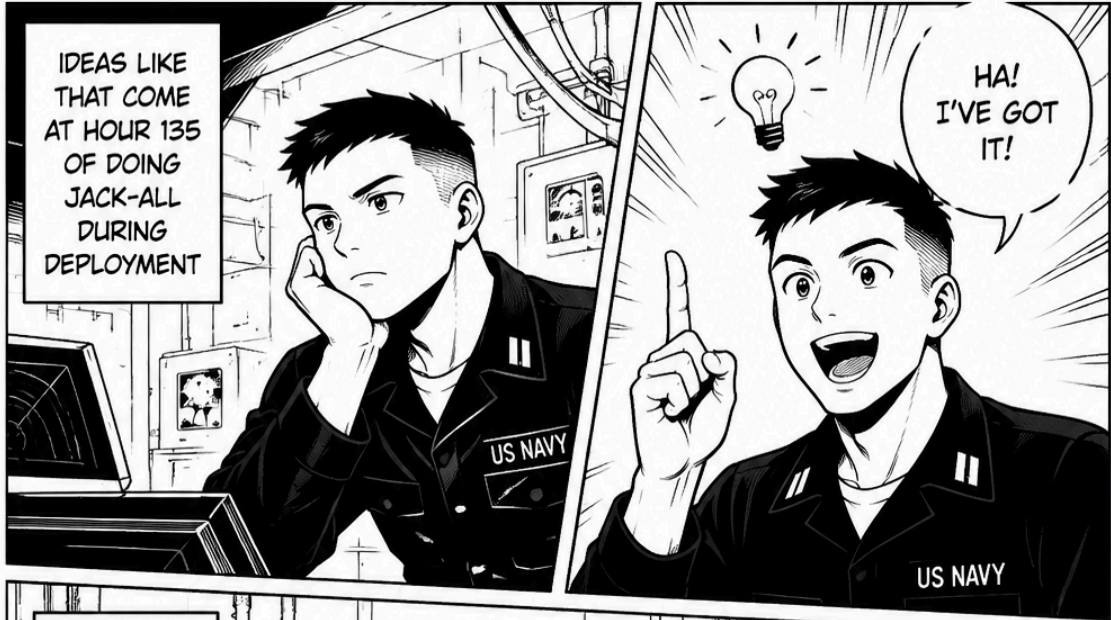


The logo for 'Initiative Break' is positioned in the top left corner. It features the word 'INITIATIVE' in a bold, serif font, with 'BREAK' below it in a larger, bolder serif font. The text is flanked by horizontal lines and a central diamond shape. Above the text is a semi-circular arc with Roman numerals 'XI' and 'XII'. The entire logo is set against a dark, stormy background with lightning bolts.

INITIATIVE BREAK

Can the tactical feel of a turn-based JRPG exist on a tabletop?

What if initiative order wasn't just the sequence of play... but the battlefield itself?



WHAT IS INITIATIVE BREAK?

A TACTICAL CARD GAME WHICH TRANSLATES TURN-BASED JRPG MECHANICS TO THE TABLETOP.

A CHARACTER-BASED BATTLE GAME THAT YOU CAN PLAY COMPETITIVELY HEAD-TO-HEAD...

OR SOLO...

OR COOPERATIVELY...

USING THE SAME RULES AND DECKS.

THERE IS EVEN A FULL NARRATIVE CAMPAIGN.

YOU HAVE 4 CHARACTERS.

THEY HAVE DIFFERENT STATS AND ABILITIES INCLUDING A **BREAK ART** WHICH IS, LIKE, THEIR SIGNATURE MOVE.

ALL THE CHARACTERS OR ENEMIES ARE ARRANGED ON THE INITIATIVE TRACK IN ORDER OF THE "INITIATIVE STAT".

THE FAR LEFT POSITION IS ACTIVE, THEY TAKE THEIR TURN...

USING ONE OF THE ABILITIES OR PLAYING A CARD FROM YOUR HAND.

THE OBJECTIVE IS TO ELIMINATE YOUR ENEMIES, BE THOSE ANOTHER PLAYER'S CHARACTERS OR AI ENEMY CHALLENGE CARDS.

PLAYER OPPONENT



AI ENEMY CHALLENGE CARDS



ELIMINATE!
NO MERCY!

THE CHALLENGE CARDS ARE REALLY COOL...

CHALLENGE CARD
BOVINE CONSTRUCT
HP 14

CHALLENGE CARD
PETAL RECLAIMER
HP 10

CHALLENGE CARD
ABERRANT NUISANCE
HP 8

CHALLENGE CARD
GOOEY HUSK
HP 11

TRIGGER: IF HP ≤ 5, USE SPLIT.

AI SCRIPT (1d6)

1-2 ACID SPLASH: DEAL 2 DAMAGE.

3-4 CORROSIVE BLOB: APPLY WEAKEN.

5-6 SPLIT: SPAWN 1 GOOEY HUSK (HP 6).

US NAVY

YOU CAN CHAIN SOLO/COOP BATTLES TOGETHER INTO CAMPAIGNS WITH PERSISTENT REWARDS AND CONSEQUENCES.

MISSION 1
THE DISTORTED FIELDS
✓ ★
REWARD: 100 SP

MISSION 2
BENEATH THE ROOTS
★
REWARD: NEW SIGIL

MISSION 3
THE HOLLOW BARN
★
REWARD: RELIC

MISSION 4
???
UNLOCKED BY CHOICE

SAVED VILLAGERS (+ ALLY JOINED) ★

TOOK THE RESEARCH (+ RESOURCES) ★

LEFT THEM BEHIND (- ALLY LOST) ★

THE CORE VOLUME HAS THE RULES FOR CREATING CAMPAIGNS.

INITIATIVE BREAK
CORE VOLUME
RULES • CREATION
CAMPAIGNS

IT ALSO HAS A FULL NARRATIVE CAMPAIGN "THE FIRST CLOSURE" WHICH FOLLOWS THE STORY LINE OF THE GAME.

THE FIRST CLOSURE

US NAVY

"THE FIRST CLOSURE" — CAMPAIGN OVERVIEW

A NEW ANOMALY
A FARMING VILLAGE FALLS TO A NEWLY FORMED ANOMALY ZONE.

WARPED HORRORS
THE LAND TWISTS. WILDLIFE MUTATES. HORRORS EMERGE.

THE HORRIFIC TRUTH
THE MONSTERS ARE NOT STRANGERS... THEY ARE THE PEOPLE OF THE VILLAGE.

FORCED ALLIANCE
AT THE CENTER, AN ASPECT AND A TERRIBLE CREATION AWAIT.

THE GIRL IN THE LIGHT
A MYSTERIOUS GIRL APPEARS AND CLOSES THE ANOMALY — SOMETHING NEVER SEEN BEFORE.

FUTURES DIVERGE
THE VANGUARD SEE SALVATION.

THE BREAKERS SEE POTENTIAL.

THE ORDER SEES... AN UNKNOWN VARIABLE.

VANGUARD AND BREAKERS DEPLOY TO INVESTIGATE.

AGENTS OF THE AMETHYST ORDER HUNT THEM DOWN.

TOGETHER, THEY DEFEAT THE ABERRATION.

MULTIPLE WAYS TO PLAY

PVP
1v1, 2v2, 4v4, OR 8-PLAYER FREE-FOR-ALL

SOLO
CHALLENGE YOURSELF AGAINST THE ANOMALIES.

COOPERATIVE
TEAM UP TO TAKE DOWN POWERFUL FOES TOGETHER.

CONTROL THE TIME. SHAPE THE FUTURE. THIS IS INITIATIVE BREAK.

GAME NEEDS CHARACTERS...

CHARACTERS NEED A WORLD TO INHABIT...

US NAVY

WORLD NEEDS LORE, OF COURSE.

(OF COURSE)

AND I NEED TO WRITE A MANGA TO EXPLAIN IT ALL!!

WAIT, WHAT?

US NAVY

OF COURSE!

FIVE THINGS TO KNOW

- 1 THE LEFTMOST CHARACTER ALWAYS ACTS.
- 2 BASIC ATTACKS BUILD CHARGE.
- 3 CHARGE POWERS ADVANCED ATTACKS AND BREAK ARTS.
- 4 CARDS CHANGE THE INITIATIVE TRACK.
- 5 ELIMINATE THE OPPOSING TEAM TO WIN.

STARTER SET INCLUDES



100 CARDS

- 9 CHARACTER CARDS
- 8 KEYSTONE CARDS
- 15 AI CHALLENGE CARDS
- 32-CARD VANGUARD STARTER DECK
- 32-CARD BREAKERS STARTER DECK
- SUPPORT CHARACTERS
- SIGILS
- TECHNIQUES
- EVENT CARDS
- INITIATIVE TRACK & ROUND MARKER
- OBJECTIVE / HAZARD CARD
- QUICK REFERENCE CARD



411-PAGE CORE VOLUME

- COMPLETE LEARN-TO-PLAY RULESET
- VOLUME 0 OF THE INITIATIVE BREAK MANGA (278 PAGES)
- THE FIRST CLOSURE NARRATIVE CAMPAIGN
- FIELD GUIDE TO DANAE

AT A GLANCE



PLAYERS

- SOLO
- 2-8 COMPETITIVE
- 1-4 COOPERATIVE



PLAY TIME

- 30-45 MIN STARTER BATTLE
- 60-120 MIN CAMPAIGN SESSION



AGE

12+



GENRE

TACTICAL CARD GAME



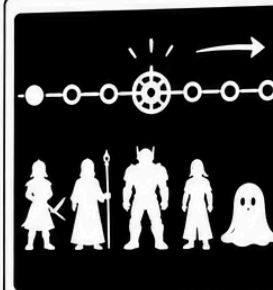
STYLE

- INITIATIVE MANIPULATION
- TACTICAL COMBAT
- DECKBUILDING
- CAMPAIGN
- BOSS BATTLES



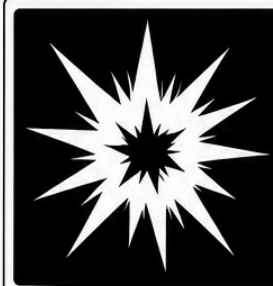
CORE MECHANICS

- INITIATIVE TRACK
- BREAK ARTS
- SIGILS
- KEYSTONES
- CHALLENGE CARDS



THE INITIATIVE TRACK IS THE BATTLEFIELD

EVERY ACTION CHANGES TURN ORDER.



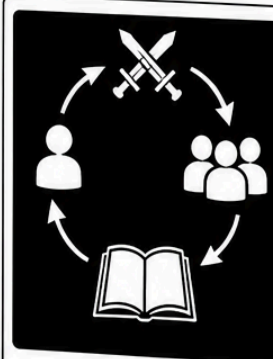
BREAK ARTS

INTERRUPT THE BATTLE AT ANY TIME WITH DEVASTATING SIGNATURE ATTACKS.



BUILD YOUR HERO

CUSTOMIZE CHARACTERS WITH SIGILS AND KEYSTONES.



ONE RULESET

- COMPETITIVE
- SOLO
- COOPERATIVE
- CAMPAIGN

ALL USE THE SAME MECHANICS.

THE INITIATIVE TRACK

THE BATTLEFIELD IS TIME.

The initiative track represents the flow of time. Characters take actions in order from left to right. Control the order. Control the battle.

1 INITIAL SETUP

All characters are placed on the track in order of Initiative (low to high). The Round Marker (RM) starts on the far right.

2 CHARACTER ACTIVATES

The leftmost character activates. They take an action using attacks, cards, Sigils, or abilities.

3 AFTER ACTION

After resolving their action, the character moves back by their Speed (SPD).

KEY

◆ TRACK POSITION (RM) ROUND MARKER
INIT X INITIATIVE VALUE



4 ROUND MARKER MOVEMENT

After each activation, the Round Marker moves one position to the left. Characters to the right of the marker are done for the round and cannot be moved or affected by effects.

5 END OF ROUND

When the Round Marker reaches the far left, the round ends. The marker is returned to the far right and a new round begins.

6 TIME COLLAPSE (ENDGAME)

When the number of remaining characters is less than or equal to the lowest Speed value among them, Time Collapse begins. The Round Marker is removed. There are no more rounds—characters continue activating in order until one side falls.

TIME COLLAPSE EXAMPLE



Lowest SPD = 3
Characters = 3
3 ≤ 3 → Time Collapse

NO RM. NO ROUNDS.
THE FLOW OF TIME NO LONGER RESETS.
FIGHT UNTIL ONE SIDE FALLS.



WHAT YOU CAN DO ON YOUR TURN

BASIC ATTACK (FREE ACTION)	ADVANCED ATTACK (DISCARD 1 CARD)	BREAK ART (SPEND 3 CHARGE)	PLAY TECHNIQUE (DISCARD 1 CARD)	PLAY EVENT (NO DISCARD)	USE SIGIL ABILITY (SPEND 1 CHARGE)	USE KEYSTONE ABILITY (ACTION)



At the heart of Initiative Break is the Initiative Track, a constantly shifting timeline that replaces the traditional "take your turn and wait" structure found in most tabletop games. Every action changes a character's future position on the track, forcing players to think not only about what they do, but when they do it. Fast characters act more frequently, powerful abilities reshape the turn order, and devastating Break Arts can interrupt the normal flow of combat entirely. The result is a battlefield defined by timing, momentum, and tactical sequencing, where manipulating the order of battle is often just as important as the attack itself.

Combat is further shaped by persistent Status Effects, customizable Keystones, and installable Sigils that function much like equippable magic. Rather than simply playing powerful cards from hand, players build each hero over the course of a battle, combining elemental Sigils, passive abilities, and tactical Techniques to create unique playstyles and devastating combinations. Every decision carries forward, rewarding careful planning, party synergy, and the kind of long-term character development familiar to fans of classic JRPGs.

INITIATIVE BREAK

PLAYTESTED AT SEA

All playtests were conducted aboard

USS TRUXTUN DDG-103



COMPETITIVE
MATCHES



SOLO
TESTING



COOPERATIVE
SESSIONS



PLAYER
FEEDBACK

CHANGE THE ORDER. REWRITE THE FIGHT.

