月尘·黑曜协议
核心规则书

V0.9.95

绿色代表T0

红色代表再后续文档

Table of Contents

1. Game Introduction

1 1.1 Game Overview

《Ember·Obsidian Protocol》 is a highly customizable science fiction tabletop wargame system. Players use highly detailed models to form teams for battle on a special game board. You will play the role of a commander, leading a squad of M.A.Ps (Modular Armor Platforms) and drones beneath the surface of the far side of the Moon to perform various tactical missions deep inside “the Relic”, the remnants left behind by an ancient civilization. Your warriors are strong, efficient, and well-trained, but what stands between you and your goal is an

The flow of 《Ember·Obsidian Protocol》 portrays the intense and continuous actions of the pilots on the battlefield. A game consists of 5 to 8 rounds, representing an actual combat time of only 25 to 80 seconds, or even shorter. Therefore, a system called “Action Timing” is used to model high-speed combat in which each character chooses the right moment to take decisive action.

Before starting your first game, it is recommended that you and another player read Chapters 1 and 2 of these rules, as well as Chapter 5 Section 5.1 to ensure you have the required accessories assembled, and an understanding of the fundamental concepts in the game. Then, you can read Chapters 3 and 4 to understand the flow of the game, and then start your first game. During the game, you can refer to Chapter 3 while performing the necessary steps at each phase of play, and when performing specific actions, refer to the corresponding rules in Chapter 4.

The flow of Obsidian Protocol may seem a little complicated for first-time players, but once you have done this for a turn or two, you will quickly get the hang of it!

After your first game (if you still feel a little confused, you can try it again), it is recommended that you read Chapters 3 and 4 carefully to further master the rules of the game.

Then, as a commander, you can freely configure the personnel and equipment involved in the mission according to your own combat style, down to each Mech and Drone. For this part, you can read Section 5.2 (Configuring your team). Then you can have complete battles with your friends based on the content of Chapter 5!

At any time, when you are unclear about the text description on the component or Unit Card, you can scan the QR code on the back of the card to view the rules related to this card.

Next, we will move on the initial preparations and assemble the accessories!

2 1.2 Assembly

Before playing, the accessories that need to be prepared generally fall into the following categories:

Models:

[Photo of assembled model]

These highly detailed plastic models represent the Units and Terrain on the battlefield. The product package you purchase comes with assembly instructions and painting guides. You can complete the preparation of each model by referring to these. If you want to start playing the game as soon as possible, you can prioritize assembling the parts described in Chapter 5.1. For reference, it typically takes 1 to 2 hours to assemble a Mech model, so this process will require about 3 to 4 hours.

Dials:

[Schematic diagram of assembling the dials]

Assemble the dials with the same markings as shown in the picture above, first by separating them from the punchboard frame. Please pay attention to the direction of the markings on the dials.

Game Board:

[Schematic diagram of Game Board]

以上图中的方式，将游戏版图展开、平放在桌面上，这将是游戏进行的战场。
Unfold the Game Board and lay it flat on the table as shown in the picture above. This will be the battlefield for the game.

Tokens:

[Schematic diagram of tokens]

Please remove the tokens from the punchboard frame.

The accessories described above are those that need to be assembled and prepared in advance of play.

2.Important concepts

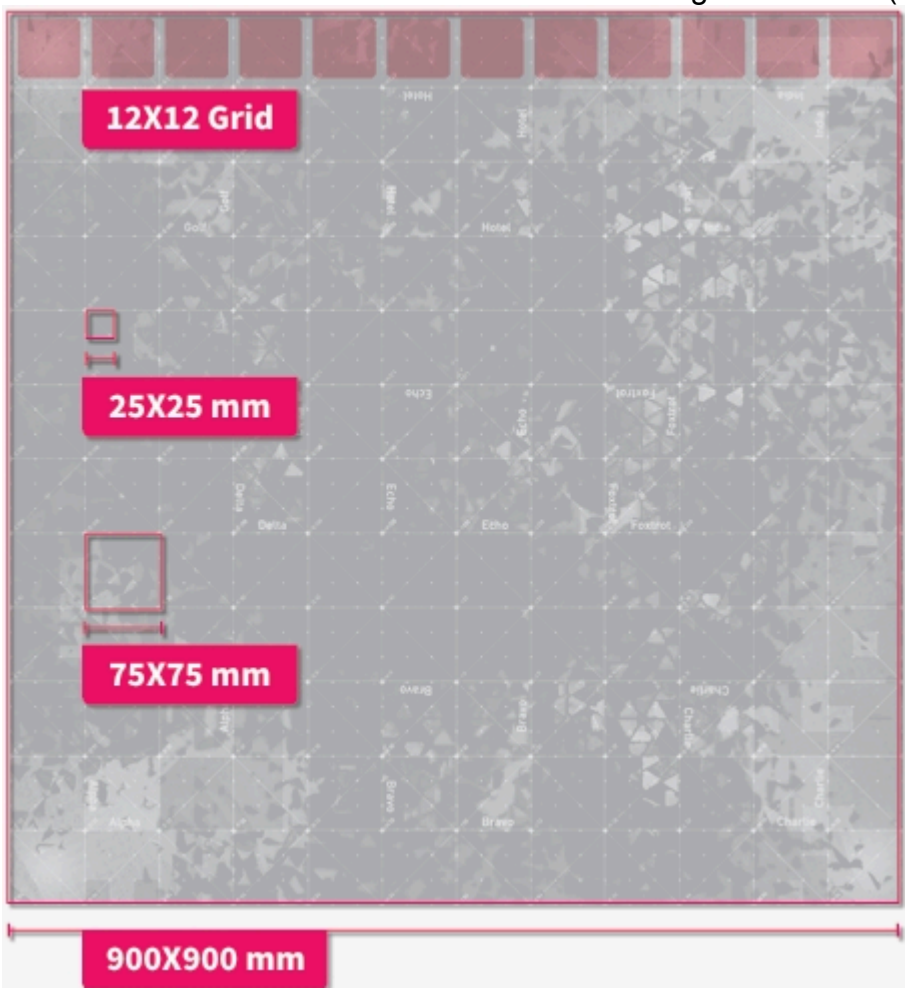
This chapter introduces important concepts that are relevant throughout later sections.

If you have experience with other tabletop wargames, some concepts may be familiar and you may wish to skim this chapter and refer back to it when you see the relevant rules mentioned in later text. If you are new to tabletop wargames, then it is recommended to read this chapter carefully before continuing with the subsequent content.

3 2.1 Models and Game Board

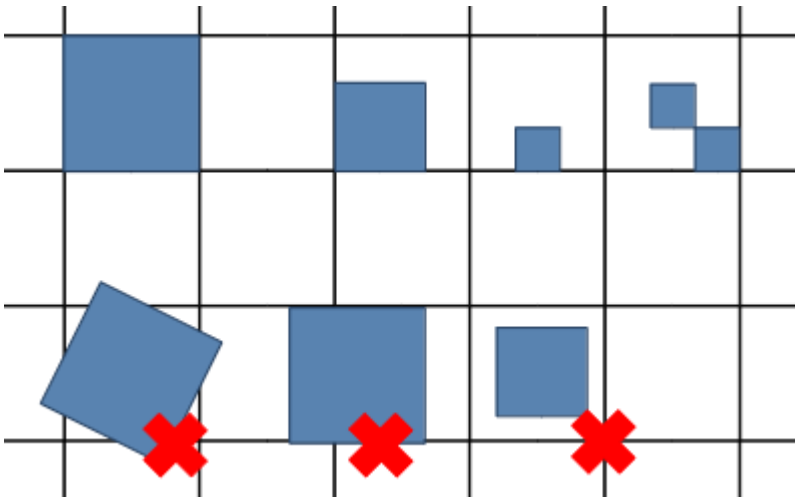
In《Ember·Obsidian Protocol》, Models represent the Units controlled by players. During a game, Models are placed on the Game Board. The standard Game Board is 900 × 900 mm, with the surface divided into 12 × 12 square “Grids”, each with a side length of 75 mm (3 inches).

Each Grid is further divided into 9 “Small Grids” with a side length of 25 mm (1 inch).



Unless otherwise specified, "Grid" and “Grids” are used to refer to the Large Grids with a side length of 75 mm. "Small Grid" is used within the rules specifically to refer to those with a side length of 25 mm.

Normally, when a Model is on the Game Board, it is positioned wholly within a Grid in alignment with the Small Grids, and cannot be placed across multiple Large Grids.



【举例】

4 2.2 Units

【Images of various Units】

All Models that can be controlled by players, including Mechs, Drones, and various Projectiles and Deployables, are collectively referred to as "Units".

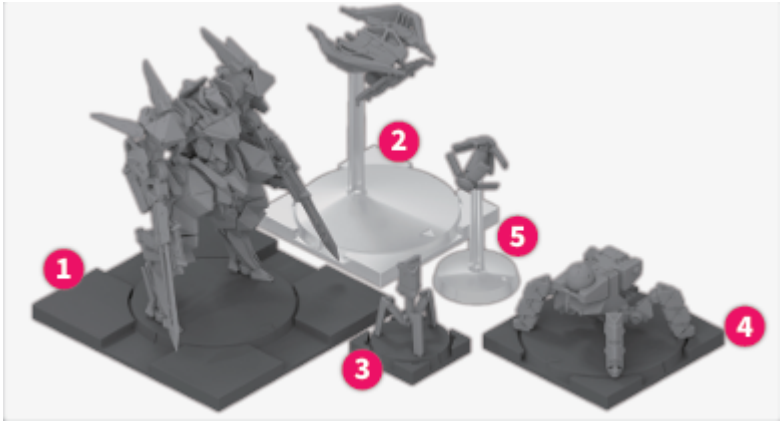
The Units you control are **Ally Units, or Allies**.

The Units controlled by the opposing player are **Enemy Units, or Enemies**.

Note: All Units are Ally Units of themselves.

Note: When playing in game modes with teams, such as 2 vs 2, Units controlled by your teammates are Ally Units.

2.2.1 Unit Size and Movement Type



1- Mech - Large Ground Unit
2- Drone - Medium Flying Unit
3- Drone - Small Ground Unit
4- Drone - Medium Ground Unit
5- Projectile - Small Aerial Unit

The base of each Model provides information about how the Unit performs, notably Unit Size and Movement Type.

The Size of a Unit is indicated by the size of the Base of its Model. Units are either “Large Units” that occupy an entire Large Grid, “Medium Units” that occupy 2 to 8 Small Grids, and “Small Units” that occupy one Small Grid. Units cannot be placed across multiple Large Grids, regardless of Unit Size.

Models that have an opaque base represent “Ground Units”, those that have transparent square bases represent "Flying Units", and those that have round transparent bases represent “Aerial Units".

Ground Units cannot share Small Grids or move through occupied Small Grids; Flying Units cannot share Small Grids, but can move through occupied Small Grids and can be placed above some special terrain; and Aerial Units can be placed in any Grid even if the Grid is already occupied by Models or Terrain Object. If the Model of an Aerial Unit cannot physically be placed within the Grid that it occupies, the coordinates can be noted elsewhere.

2.2.2 Mechs

Mechs are the main force of your Squad, with the M.A.P, a modular tactical humanoid prosthetic body about 4 meters high, being the most common example. Pilots usually operate M.A.P.s by implanting a digital copy of their consciousness in the prosthetic body, whilst a few examples are controlled by a modified human brain that is directly connected to it (often called a brain tank interface). Most Mechs are Large Ground Units.

A Mech unit consists of multiple Parts and 1 Pilot.
【Complete Mech, Part Cards and pilot diagram】

Parts

Each Mech consists of up to 5 different Parts:

Torso (T)

Backpack (B)

Chassis (C)

Left Arm (L)

Right Arm (R)

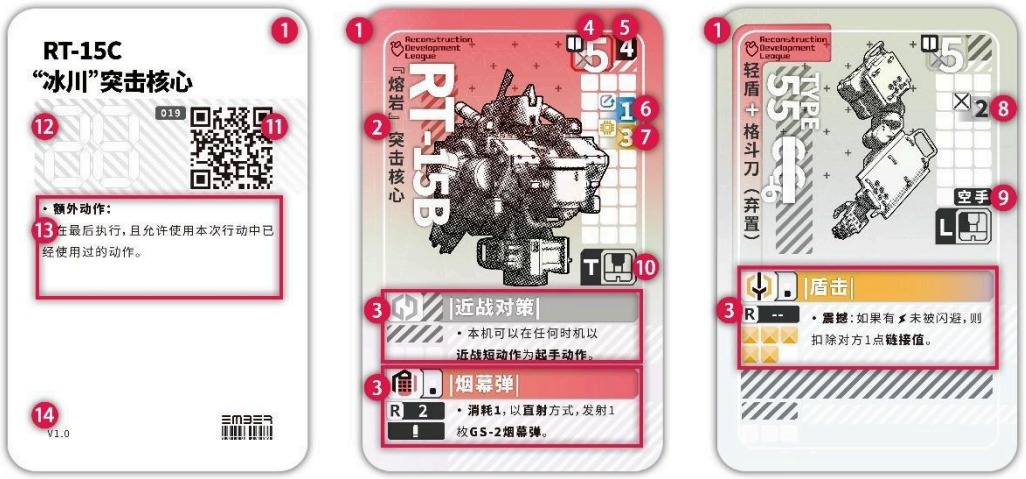
When a Mech is Deployed, it must have equipped at least a Chassis, a Torso, and either a Left Arm or Right Arm.

The Model of a Mech is formed by combining each Model of its equipped Parts using magnetic attachments.

Each Part has at least one corresponding Part Card, which describes the Attributes and Actions of the Part.

Part Cards are placed in the Control Panel of the Mech that is equipped with them.

Some Parts have “Discard Cards”, which represent the Part after discarding hand-held equipment. On deployment, Discard Cards are placed under the standard Part Card for that Part.



1- Card Background Color (the front is the faction color on standard cards and gray on discard cards, whereas the back is white on standard cards and black on discard cards)
2- Part Name
3- Actions (see Chapter 2.4 for details)
4- Armor Value
5- Structure Value*
6- Dodge Value*
7- Electronic value*
8- Parry Value*
9- Tags
10- Part Icon
11- QR code (scan here to view the information page of this component, including rules and the latest Points Value)
12- Points Value, (empty space where the current Points Value can be recorded on a transparent sleeve)
13- Special Rules (Explanations of Special Rules applying to Actions)
14- Version number
*Not every part has this value

Pilots

Mech Pilots are the main operatives of your Squad. If your Squad is from the RDL or UN Faction, the Pilots are usually experienced and near-immortal warriors who have undergone total digitization of their consciousness. If your Squad serves the GOF faction, the Pilots under your command fight with their brains directly installed within their Mechs.

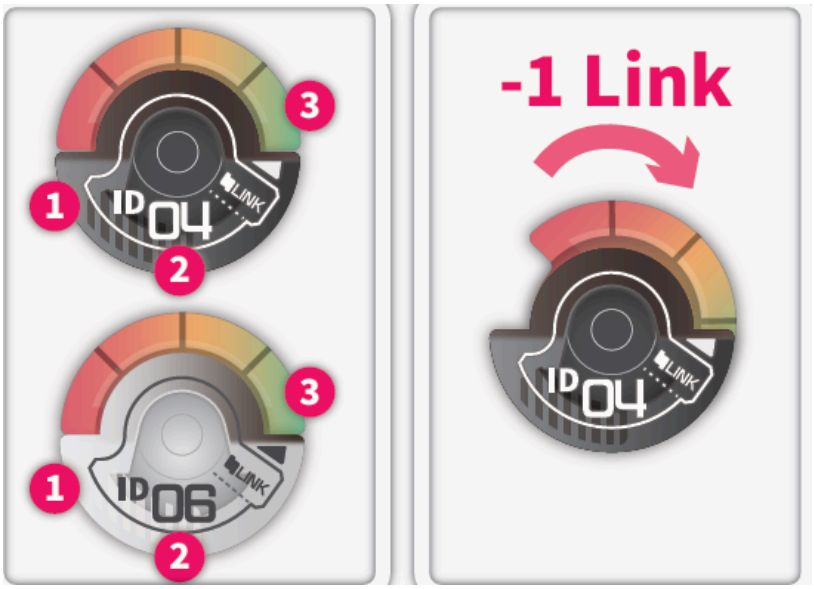
Each Pilot is represented by three corresponding accessories: Pilot Card, Link Dial, and Timing Dial.

A Pilot must be designated for each Mech before they can be used. During the Deployment Phase, the corresponding Pilot must be announced when deploying each Mech. Each Pilot has a unique ID number, and two Pilots with the same ID cannot be used in the same Squad.

Pilot Card: The Pilot Card indicates the Pilot's Name, ID number, Faction and squadron affiliations, maximum Link Value, and Initiative for each Timing of the Action Phase. The Pilot Card should be placed next to the Control Panel of the Mech for which the Pilot is designated, to indicate the corresponding relationship between the Pilot and the Mech.

<table>
<tr><td colspan="2"> 
</td></tr>
<tr><td>1.Pilot name
2.Pilot ID Number
3.Initiative value at each Timing
4.Maximum Link Value</td><td></td></tr>
</table>

Link Dial: The Link Dial is placed next to the Model of a Mech to identify the relationship between the Mech and the corresponding Pilot Card by the ID Number, and records the current Link Value of the Pilot



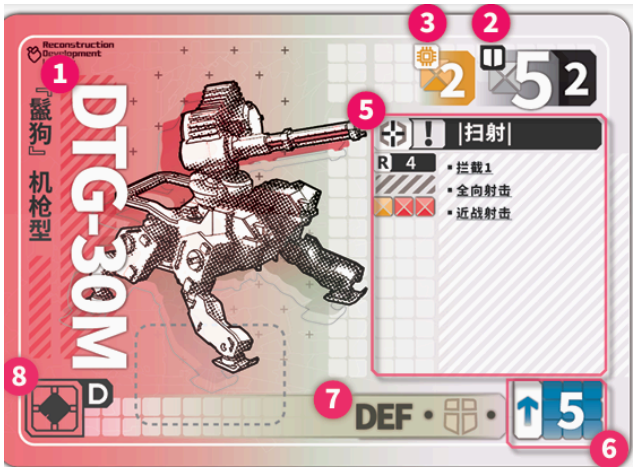
1. Background color, used to identify the Controlling Player. The Black Player places their Link Value Dial with the black side facing up, and the White Player places their Link Value Dial with the white side facing up
2. ID number, corresponding to the Pilot ID Number
3. Link Value Bar, the number of cells represents the current Link Value

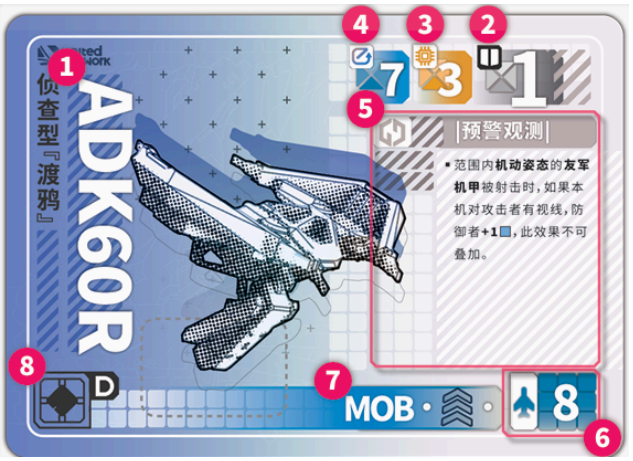
Timing Dial: Each Pilot has a corresponding Timing Dial. During the course of a game, the Timing Dial of each Pilot is used to determine the Actions their Mech may perform and the order in which they will have their Action Opportunity. When a player is not operating the Timing Dial, it is placed on the corresponding Pilot Card.

1.Pilot Name
2.Pilot ID Number
3.Pilot Trait
4.Timing wheel, Icons represent 6 selectable Timings, (Swift, Melee, Projectile, Firing, Movement and Tactical), dots represent the sequence of Timings in the Action Phase
5.Initiative Value when acting at each Timing, if multiple Pilots select the same Timing, Action Opportunities will occur in the order of Initiative Value, from lowest to highest
6.Arrow indicating the selected Timing

2.2.3 Drones

In addition to Mechs, Drones are often deployed to the battlefield. They have various shapes, ranging from Small Ground Units to Large Flying Units. In most Squads, these automated platforms are responsible for providing tactical assistance and/or supplementary firepower to Mechs.





1- Drone Name
2- Armor Value (Left) and Structure Value (Right),(Not every Drone has a Structure Value)
3- Electronic Value
4- Dodge Value
5- Actions (see Chapter 2.4 for details)
6- Movement Range and Movement Type
7- Stance
8- Drone Icon

2.2.4 Projectiles and Deployables

Units representing munitions in flight are called "Projectiles", and Units representing equipment that are placed on the ground such as mines and defensive walls are called "Deployables". Projectiles and Deployables have their own Cards and usually have a Model.

Often a single Projectile Card can be used to represent all Projectiles of that type on the Game Board.

1- Projectile/Deployable name
2- Armor and Structure Value (Not every Unit has a Structure Value)
3- Dodge Value
4- Electronic Value
5- Archetype
6- Actions (see Chapter 2.4 for details)
7- Stance
8- Projectile/Deployable Icon

5 2.3 Dice

Rolling Dice is performed to determine the outcome of various events and processes that occur during a game.

2.3.1 Dice Types

Determinations are made with 5 different types of Dice.

Of these, 4 types have eight sides, and are distinguished by their different colors and Icons.


Light Hit ×2, Light Hit ×2, Light Hit, Light Hit, Hollow Light Hit, Lightning, Eye, Blank

Yellow Dice: Mainly used for Attack Rolls and Electronic Counter-rolls to generate Light Hit Icons, usually representing those fast, sustained attacks.


Heavy Hit, Heavy Hit, Heavy Hit, Heavy Hit, Hollow Heavy Hit, Hollow Light Hit, Lightning, Eye

Red Dice: Mainly used in Attack Rolls to generate Heavy Hits, usually representing those powerful, slower attacks.


Defense, Hollow Defense ×2, Hollow Defense ×2, Dodge, Lightning, Lightning, Eye, Blank

White Dice: Used to roll Defense or Parry effects. They mainly generate Defense Icons, which often determine how well a Unit performs against Light Hits.


Dodge, Dodge, Eye, Eye, Lightning, Blank, Blank, Blank

Blue Dice: Used for Rolls involving mobility. They mainly generate Dodge Icons, which determine how well a Unit avoids various types of Damage.

Some Icons on these dice are Hollow and they have no effect by default. Certain Stances can cause Hollow Icons to have the same effect as their solid counterparts.

The Lightning and Eye Icons have no effect on general Attack and Defense Rolls, but may have special effects when certain Actions are performed. Lightning is sometimes used for the electronic and energy-related abilities of the Unit, while Eyes are sometimes used for the aiming and reaction-related abilities of Pilots.

In text, colored squares are used to refer to different types of Dice, for example, one [yellow square] represents one Yellow Dice.


Torso, Chassis, Left Arm, Right Arm, Backpack, Any Part

Black Dice: Black Dice have 6 sides with Icons that are used for Part determination. Five Icons correspond to the five Parts of a Mech, and a sixth Icon allows the choice of Any Part.

2.3.2 Rolling Dice

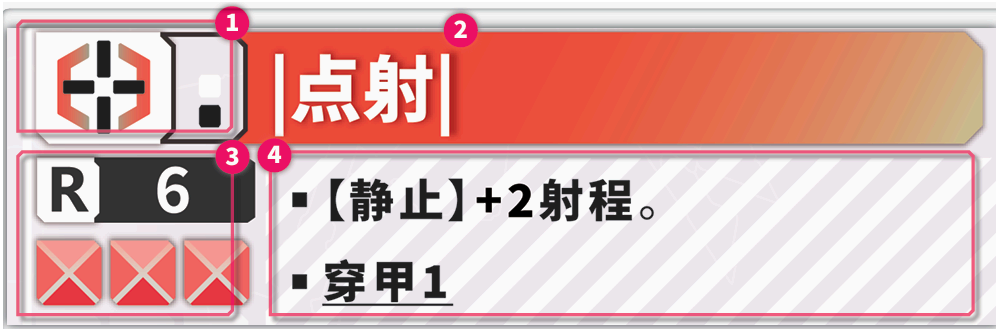
The specific Dice rolling and resolution process for various Actions are described in detail in sections of Chapter 4. Below are fundamental principles of rolling Dice:

First, Dice may only be rerolled once by each player.
Second, Dice that fall off the table or do not lie flat on the table (standing Dice) must be rolled again, which is not considered as rerolling in the sense of the rules.
Third, Dice should be rolled in view of both players on the table, especially the 6-sided dice.

6 2.4 Actions

The Action system is the core of the Ember series of games. Most interactions between Units are completed by **performing Actions**. These Actions include the combat and tactical behaviors of all Units, including the Movement and Attacks of Mechs, and flight and Detonation of Projectiles.

The Card of a Unit or Part usually lists the Actions it can perform, as shown in the image.



1- Action Icon
2- Action Name
3- Action Attributes
4- Action Text

An Action usually consists of four elements: the Action Icon, Action name, Action attributes, and Action text. The Action Name, is how the Action is identified. The three other elements are explained below.

2.4.1 Action Icon

The Action Icon provides information about when and how an Action is performed. For different Unit Types, the composition and meaning of the icons are different.

Mech Actions

The Icons of Mech Actions indicate Action Type and Action Length.

1- Action Type

The Actions of Mechs are divided into 7 Action Types.

Swift Action, Melee Action, Projectile Action, Firing Action, Movement Action, Tactical Action, Passive Action

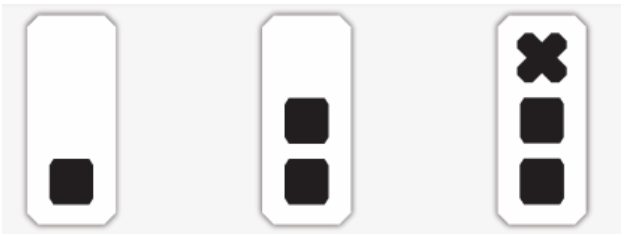
The first 6 Action types correspond to Timings in the Action Phase. Usually Actions must be performed at the corresponding Timing.

The Timing of an Action is indicated by the color background of the Action name and by the Timing Icon.

The Passive Action Type does not need to be actively performed and is always in effect.

Action Length

Action Length represents the time required to perform an action. Actions performed by Mechs are either Short Actions, Medium Actions or Long Actions.

		
Short Acton	Medium Action	Long Actions

With the exception of Passive Actions, Mech actions are classified by the combination of their Action Type and Action Length, for example “Firing Short Action” or “Movement Medium Action”, and all combinations are possible. Please read Chapter 3.4 carefully to understand the meaning of these icons, as the combination of Action Type and Action Length is critical to the performance of Actions by Mechs.

Drone Actions

The Icons of Drone Actions indicate Action Type and Control Mode.

1-Action Type

Similar to Mechs, Drone Actions also have different Action Types.


Swift Action, Melee Action, Projectile Action, Firing Action, Movement Action, Tactical Action, Passive Action

However, they are performed independent of Timing, so the Action Type is represented in greyscale.

2-Control Mode

Drone Actions are either Command Actions or Automatic Actions, which indicates whether the Action requires a Command from a Pilot to perform or the Drone performs the Action automatically.

[Command]: In the Command Phase, a Mech must issue a Command to the Drone to perform this Action.

[Automatic]: In the Automatic Phase, the Drone automatically performs this Action.

Projectile/Deployable Actions

The Projectile Action Icon indicates the Action Type of the Action.

Action Type

The Action Type indicates when the Action of the Projectile/Deployable is performed.

[Immediate]: The Action is performed immediately after placing the Projectile/Deployable

[Delay]: The Action is performed in the Delay Phase

[Passive]: An effect that occurs continuously, or triggers corresponding effects under certain conditions

2.4.2. Action Attributes

 **Range Icon**

The figure in the Range Icon represents the Range of the Action.

"--" indicates that Range extends to the adjacent Grids of the Unit performing the Action.

A number represents the distance from the Unit in Grids within which the Action can be performed.

For Movement Actions, the range represents the Movement Distance, that is, the number of Grids that can be moved into.

Dice Table

The Dice Table is usually present on Attack Actions and indicates the number and type of Dice used for the Attack. The number of Yellow and Red squares respectively indicates the number of Yellow Dice and Red Dice to be rolled.

Ammo Icon

If an Action has an Ammo Icon, it means that the Action can only be performed a limited number of times.

At Deployment, please place a number of Ammo Tokens corresponding to the number of Ammo Icons face-up on the Card with the Ammo Icons.

Each time the Action is performed, depending on the action, one or more Ammo Tokens are Consumed, by flipping them face-down. If all Ammo Tokens are already Consumed, the Action cannot be performed.

Charge Icon

If an Action has a Charge Icon, it indicates that the Action can be Charged.

At the Deployment, please place a Charge Token face-down on the Card, which indicates that this Action has not yet been Charged.

Actions can be Charged during a game by first performing the Charge Action, upon which the Charge Token for the Action is flipped to be face-up, indicating that the Action is Charged.

When an Action is Charged, if there is an effect that is conditional on being Charged in the Action Text, the Charge Token may be Consumed when performing that Action (flipped to be face-down), and the effect that is conditional on being Charged is applied.

2.4.3. Action Text

The Action Text is used to describe the special effects of an Action, or to describe how an Action is performed.

Bold words in the Action Text are Keywords, these refer to important concepts in the rules, or point to specific Units, Action Types or Conditions.

Special Rule Keywords

Keywords with underline are called Special Rule Keywords. Special Rule Keywords each correspond to one of the Special Rules in Chapter 6.2. You can also scan the QR codes on the back of the Cards with the Special Rules Keywords to learn about the corresponding Special Rules.

Note: If there is a conflict between Special Rules and the main rules, the Special Rules take precedent.

Conditional Keywords

Keywords in the Action Text that are enclosed in square brackets are called Conditional Keywords. The text following a Conditional Keyword will only take effect if the conditions in the square brackets are met when the Action is performed.

You may refer to Chapter 6.2. or scan the QR code on the back of the Card to learn the specific meaning of a Conditional Keyword.

2.5 Tokens

The game uses Tokens. These accessories have different types and shapes, each with their own functions.

During a game, some Units may “obtain” Tokens. A Unit that has obtained a Token is referred to as the “Bearer” of this Token, which is placed at the location specified by the corresponding rules.

Other Tokens will not be associated with Units, and relevant rules will require players to place these Tokens directly on specific locations on the Game Table.

2.5.1 Round Tokens

【Ammo, Interception, Charge, Command】

Round Tokens are usually used to record consumable resources and are placed on Unit Cards or Drone Cards. They have different front and back faces. The front is colored, corresponding to "available", and the back is black, corresponding to "consumed". You can understand them as “indicators and gauges showing quantities on the HUD”

Round Tokens include Ammo Tokens, Charge Tokens, Interception Tokens, Command Tokens, etc.

For Ammo Tokens, Charge Tokens and Interception Tokens, please place the indicated number of Tokens on the corresponding Cards during the Deployment Phase of the game according to their Action Attributes.

2.5.2 Triangle Tokens

【Damaged, Repaired】

Triangle Tokens, including Damaged Tokens and Repaired Tokens, indicate the abnormal status of a Part or Unit. When obtained, they are placed on the Card of the Unit or Part

that obtained them. Both faces on each type of Triangle Token are the same. You may think of these as “warning lights on the dashboard”.

At the beginning of the game, some of these Tokens must be prepared and placed in a place that is convenient for both players. Subsequent rules will explain the circumstances under which they will be obtained and removed.

2.5.3 Square Tokens and Hexagon Tokens

[Square Tokens and Hexagon Tokens, available without marking]

Square Tokens and Hexagon Tokens are used to indicate that a “special effect” is applied to a Unit. These Tokens will be obtained by Units as a result of various Actions and abilities in the game. They are placed next to the Model of the Bearer. They are the “status notification” displayed on the commander's HUD.

The special effects of Square Tokens usually do not affect Units other than the Bearer, so they need only be considered when the Bearer is performing or the target of an Action.

The special effects of Hexagon Tokens often affect Units other than the Bearer, even when they are not directly interacting with the Bearer, so players must be mindful of the Bearers of Hexagonal Tokens on the Game Board at all times when performing Actions.

Units may be the Bearer of multiple Square Tokens at the same time and the effects may accumulate.

Units usually may only be the Bearer of one Hexagon Token at a time. When a new Hexagon Token is obtained, the previous Hexagon Token will be removed.

The colors of Square Tokens and Hexagon Tokens represent their duration:

A green background color indicates that this Token will remain in effect indefinitely unless it is removed by an Action or effect;

A yellow background color indicates that this Token will be flipped to its reverse side at the end of the round. The reverse side usually has a red background color.

A red background color indicates that the Token is about to expire and will be removed at the end of the Round.

At the beginning of the game, please prepare the Square Tokens and Hexagon Tokens that may need to be used according to your own configuration, and put them in a place that is convenient for both players. The subsequent rules will explain under what circumstances they will be obtained and removed.

When a Unit bears a Triangle Token, Square Token, or Hexagon Token, the Unit will often be affected by special effects. Please refer to the list of Tokens in Chapter 6.3 for the effects associated with each Token.

2.5.4 Stance Tokens

There are four rectangular Stance Tokens: red (Offensive Stance), white (Defensive Stance), blue (Mobility Stance) and black (Shutdown Stance). They are used to mark the “Stance” of Mech Units and are placed on the Base of the Mech Model.

When a Mech is deployed, you may choose its Stance. Please refer to Chapter 4.1 for details on Stance-related rules.

2.5.5 Other Tokens

Other Tokens are used during a game, including but not limited to the following:

1-First Player Token, this large rectangular Token is placed next to the Game Board where both players can see it. It is used to indicate which player must act first in certain situations.

At the beginning of the game, the color chosen by the First Player is placed facing up, and at the end of each round it will be flipped so that the other player is First Player.

2-Impact Point Token, this octagonal Token can be regarded as a “temporary” projectile model, used to announce and mark the impact point of a Projectile with an Immediate Action. For details, please see Chapter 4.7 regarding Projectiles;

3-Numeric Identifier Tokens, these Tokens, with numbers on them and backgrounds which are black on one side and white on the other, are used to assist players to distinguish multiple identical Units on the field. For example, if both players on the field each deployed a pair of DTG-30M "Hyena" MG Type Drones with visually identical models, the Numeric Identifier Tokens may be used to distinguish them.

Using Numeric Identifier Tokens for each Unit is not mandatory, it is a tool of convenience where identical Units, usually Drones, are deployed.

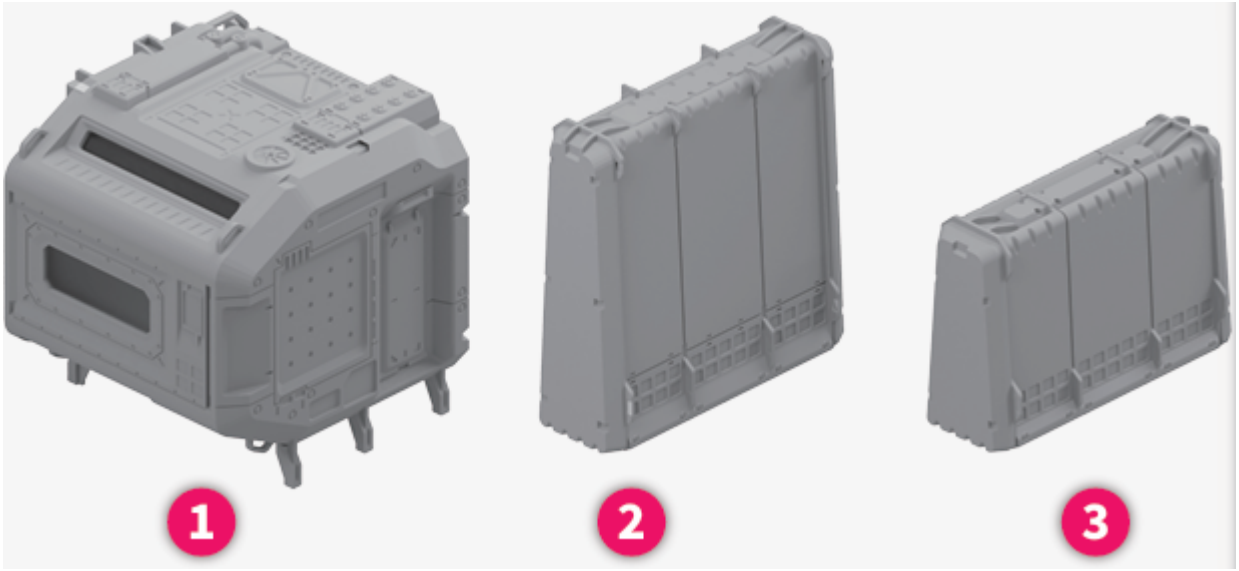
4-Task Tokens, these Tokens are used in various tasks to represent task items and indicate target units. See Chapter 5 for their specific usage.

5-Victory Point Tokens, these Tokens are used to record the victory points you earn in missions. When you gain victory points, take the corresponding number of Victory Point Tokens.

7 2.6 Terrain

The game provides a variety of Terrain Objects, which are placed on the Game Board to form a diverse and complex battlefield environment.

Like Models, Terrain Objects must also be placed wholly within a Grid, aligned with the Small Grids, and not crossing Large Grids.



1-Building: 1 Large Grid, 3-inch high Terrain

2-Defense wall: 1×3 Small Grids, 3-inch high Terrain

3-Defense wall: 1×3 Small Grids, 2-inch high Terrain

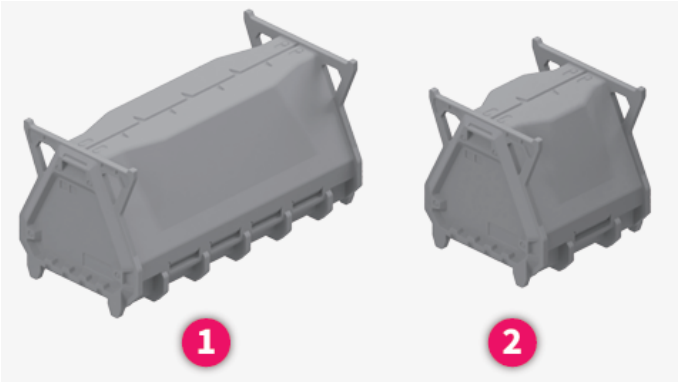
Please pay attention to the height of the Terrain Objects, because some rules are related to the height of the Terrain.

Destructible Terrain

Some Terrain Objects can be destroyed, hence they are referred to as Destructible Terrain.

-Destructible Terrain can be Crushed by Large Units, and will be directly removed when Crushed. See Chapter 4.3.6 for Crush rules.

-Destructible Terrain can be the Target of Attacks by Units. When Attacked, there is no need to roll and the Terrain Object will be removed directly.



1-Container: 1×2 Small Grids, 1-inch high Terrain
2-Container: 1 Small Grid, 1-inch high Terrain

3. Game Sequence

This Chapter describes the game process in detail. For specific rules for combat Actions, please refer to Chapter 4.

8 3.1 Setup

During Setup, players will set up the Game Board, determine missions, then determine Board edge and First Player, and finally deploy their squad.

3.1.1 Preparation

Before the game starts, essential preparations are to:

Prepare the Game Board;

Prepare the Squads of both sides, including Unit Models, Cards, and required Tokens;

Determine the Board Layout to be used and place Terrain Objects according to the layout;

Determine the mission;

If this is your first time playing the game, please refer to the Quick Play Guide to complete preparation and Deployment, and then you can skip the rest of Chapter 3.1 and start directly from Chapter 3.2.

If you want to conduct a standard battle, each player should first refer to Chapter 5.1 to configure their own Squad, and then refer to Chapter 5.2 to determine the Terrain Layout and mission.

In addition, you can also refer to the script books in the game pack or other battle packs to set up a series of narrative battles.

Unit preparation

Preparations for different types of Units are as follows:

-Mechs:

Prepare 3 to 5 parts cards corresponding to the configuration of the Mech and place them on the Control Panel. For the Part Cards with the Handheld entry, find its corresponding Discard Card and place it under the Part Card. Place the corresponding Pilot Card on the left side of the Control Panel. Place the corresponding Timing Dial on the Pilot Card.

Assemble each Mech in the squad from the various equipped Parts by connecting the Parts together at their magnetic attachment points. Have the Link Dial corresponding to the Pilot number and Stance Tokens ready.

-Drones:

Prepare a corresponding Drone Card for each Drone Unit in the Squad.

Assemble the corresponding Drone Models. If your squad contains multiple identical Drones, take two Numeric Identifier Tokens with the same number and place one on the Card and another at the Base of the Model to clarify their correspondence.

- Projectiles/Deployables:

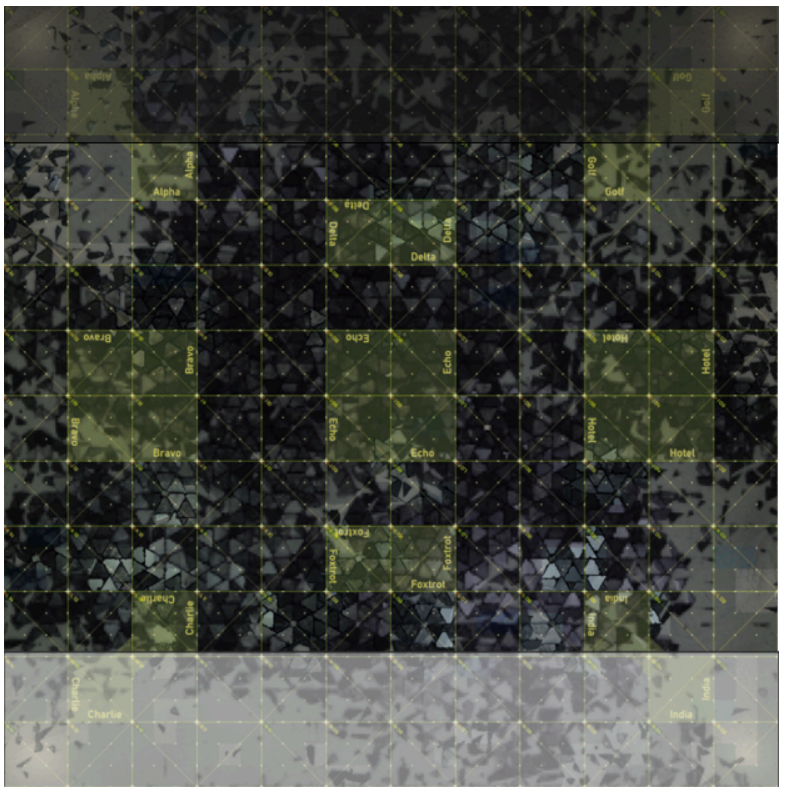
Prepare a Projectile Card for each type of Projectile/Deployable Unit your Units may launch or set.

Prepare enough Models for each Projectile Unit your Units may launch or set during the game.

3.1.2 Table edge selection and First Player

The Game Board has a Black side and a White side. A player or a team is identified as Black or White depending on which side they will play from.
After the Game Board is laid out, players on both sides roll 2 Yellow Dice each. The side that rolls more Light Hits will choose:

1. Whether to start the game as First Player; the other player then chooses to be either Black or White.
2. To be either Black or White, that is, which side of the Game Board they will play from; the other player then chooses whether to start the game as First Player.



The layout of the Game Board with the relative positions of the Black and White Sides is shown in the figure above. The upper side is the Black side and the Lower side is the White side.

3.1.3 Tasks

If there are secondary tasks that need to be selected, and targets that need to be selected or placed in the task description, they will be determined at this stage.
Starting with the first player, each player alternates.

3.1.4 Deployment

The First Player will deploy a single Unit by placing it on the Game Board wholly within an unoccupied Grid in their Deployment Zone. Then, players alternatingly deploy one Unit at a time wholly within an unoccupied Grid in their Deployment Zone until one side has deployed all their Units, at which time the other side will deploy all remaining Units.

When deploying a Mech, the Link Dial corresponding to the Pilot ID must be placed next to the Mech Model or on its Base to identify the corresponding relationship between the Model and the Pilot. The initial Stance of each Mech must also be determined when the Mech is deployed by placing a Stance Token in the receptacle on Base of the Mech.

* If a Mech is found to have been deployed without a Stance Token, it will be considered to be have been deployed in Offensive Stance.

It is recommended to explain the configuration of the Unit being deployed (unless there is an entry for “secret configuration” in the description) for the benefit of other players. The other side is entitled to review the functions of a Mech that when it is deployed, and view the Control Panel (excluding the secret configuration part).

If there are multiple Mechs that need to be distinguished from each other, Numeric Identifier Tokens should be used to distinguish them.

3.1.5 Game start

9 3.2 Command Phase

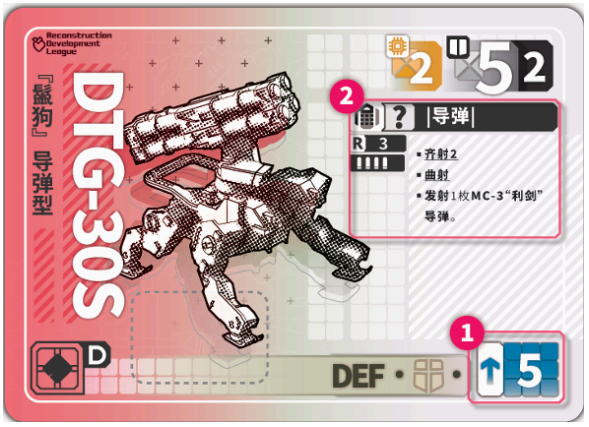
The Drone Command Stage represents the process of Pilots giving instructions to Drones on the battlefield. These Drones are highly intelligent, but still need to be given some basic instructions.

Time is tight on the battlefield, therefore by default each Mech can only issue 1 Command per round, so if you have 6 Drones and 3 Mechs in your squad, you can usually only issue 3 of the Drones a Command.

3.2.1 Generating Commands

Each Mech generates 1 Command in the Command Phase by default, although players should review their active Units for special cases that generate a different amount of Commands. Take the corresponding amount of Command Tokens and place them on the Torso Part Card of the Mech at the start of the Command Phase.

3.2.2 Issuing Commands



Starting from the First Player in the current round, one Command is issued at a time.
The player selects a Mech to Issue the Command, selects an Ally Drone Unit to receive the Command, and takes a Command Token from the Mech and places it on the Card of the Drone. The selected Drone immediately gets an Action Opportunity, and may choose one of the following two types of Actions to perform:
-Make 1 move
Move up to the Movement Range shown at ①.

If the Icon is as above, the **Movement Type** is **Flying**.
For the rules processes of the Movement Actions, please see Chapter 4.2.

-Execute 1 Command Action

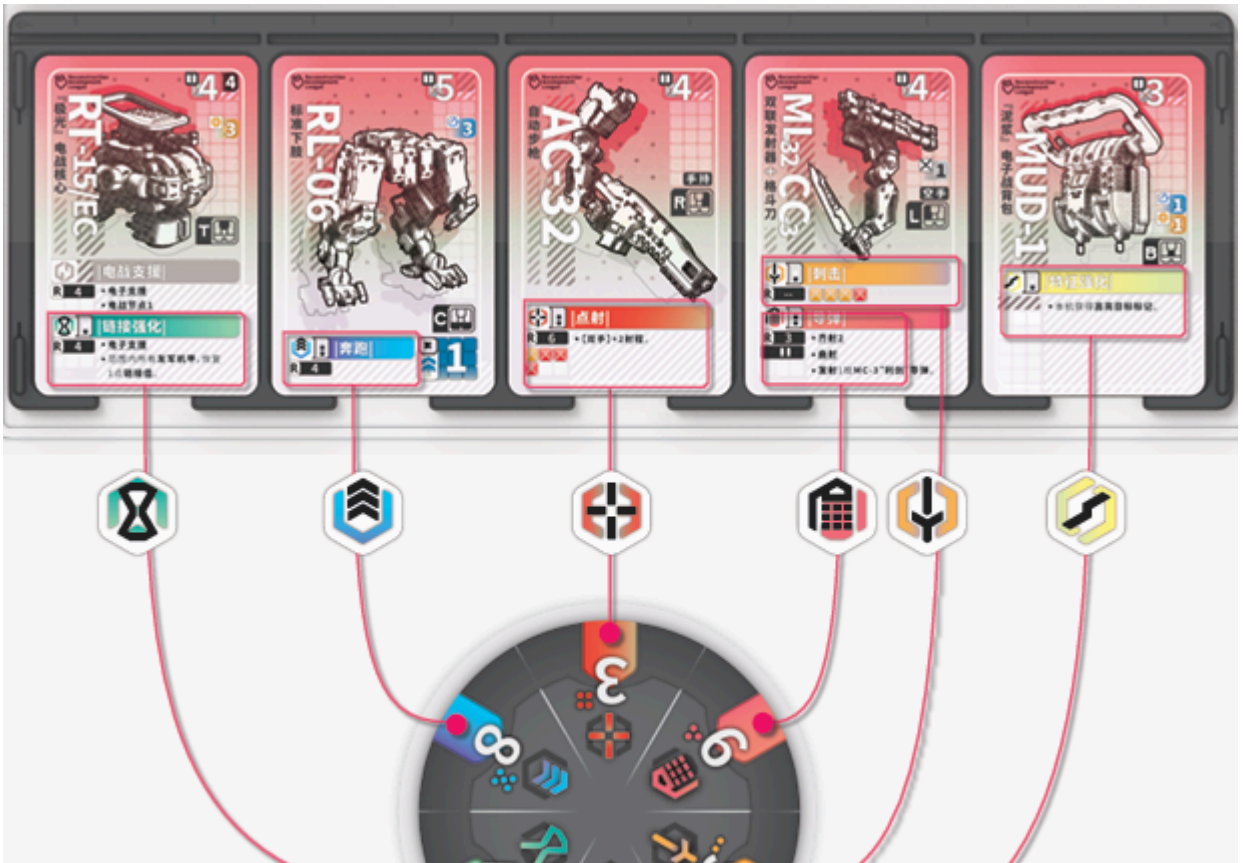
Only Actions with the Icon  can be performed as Command Actions, such as shown that in ②.
For the specific rules processes of different Command Actions, please refer to the relevant subsections in Chapter 4 for different Action Types.

After the Drone has completed the Action, the Action Opportunity is over and the other player may issue one Command following the rules above, and the players will alternate in this manner.
If a Drone has already received a Command Token, it cannot receive another during this phase.

3.2.3 End of Command Phase

When one player can no longer issue Commands, or does not want to issue Commands, the other player can continue to issue Commands until they can no longer issue Commands, or do not want to issue Commands. Then, the Command Tokens of all Drones on the Game Board are removed and the Command Phase ends.

10 3.3 Planning Phase



As shown in the image above, most Mech Parts will provide 1 or 2 **Actions** for the Mech that has equipped them, and these Actions have Action Types that correspond to Timings.

In the Planning Phase, players use the Timing Dial for each of their own Mechs to secretly select the **Action Timing** for this round.

* There are processes which may modify the fundamental principles of the rules for Timing, but in the interest of simplicity, if you are reading this Chapter for the first time, it is sufficient to understand the fundamental principle of “choose the corresponding Timing, then perform the corresponding Action Type during that Timing”.

Note that players are entitled to keep the Action Timing they have chosen for each Mech during the Planning Phase secret. After the selection is completed, place the Timing dial with the portrait face-up next to the Control Panel.

After all players have chosen their Action Timing for all Mechs, the Planning Phase ends.

11 3.4 Action Phase

The Action Phase is the main phase in the game, during which Units from both sides engage in combat. It is also the most complex and interactive phase of the game.

*** If it is your first time playing, you may need to read the rules repeatedly and learn various terms after entering this stage. Don't worry, it will be very simple once you are familiar with it.*

3.4.1 Action Opportunity

At the beginning of the Action Phase, both players must flip all the Timing Dials of their Squad so that selected Timings are revealed to each other.

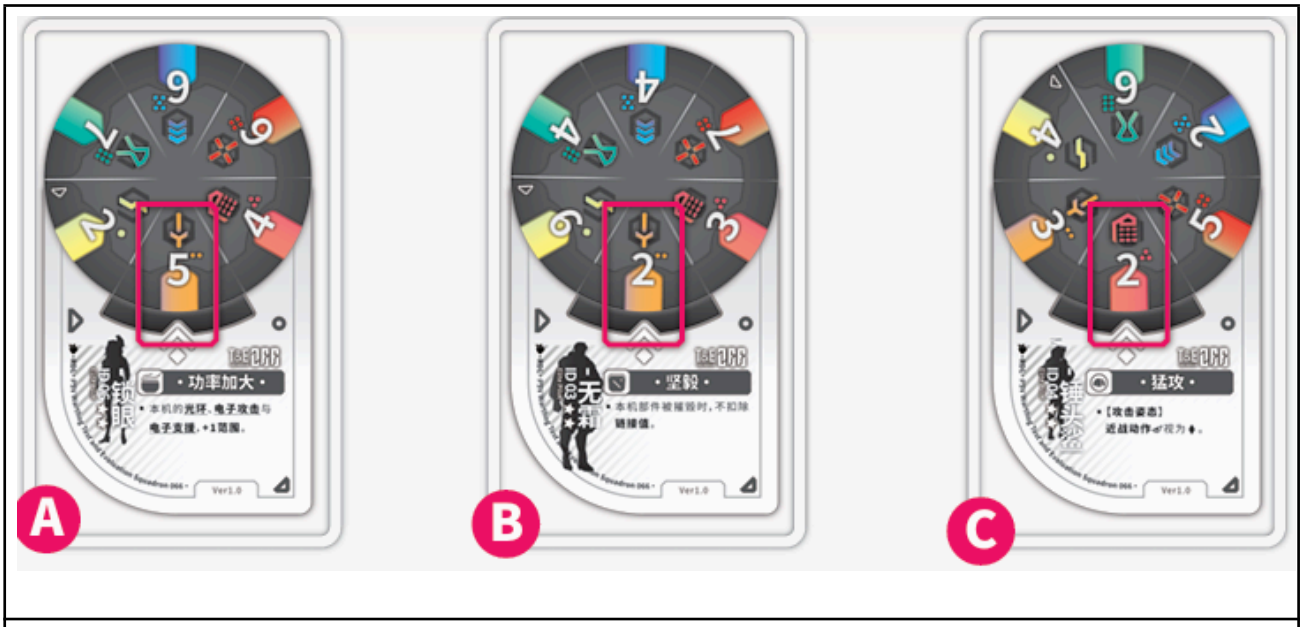
Then, the Mechs on the Game Board will receive an **Action Opportunity** one after another according to their selected Timing.

The order of Timings is the same in every Action Phase. The Mechs that chose **Swift Timing** (1) will receive their **Action Opportunity** first, then those that chose the **Melee Timing** (2), and so on until **Tactical Timing (6)**.

If two or more Mechs choose the same Timing, then compare the **Initiative Values** for that Timing of their Pilots. The white number under each Action Timing Icon on the Timing Dial

is the Pilot's **Initiative Value** at this Timing. The Mech with the Pilot that has the lowest **Initiative Value** at this Timing receives an **Action Opportunity** first. Once their **Action Opportunity** is over, the remaining Mechs that selected this Timing will continue to receive their **Action Opportunities** in this order.

If two or more Mechs choose the same Timing and have the same Initiative Value, then a Mech with that Initiative Value belonging to the First Player this round will receive its **Action Opportunity** first, followed by a Mech from the other side until all Mechs with the same Initiative value for the selected Timing have had an Action Opportunity. * If you are organizing a 2 v 2 or 1 v 1 v 1 competition format, please confirm the solution to this situation in advance as these rules do not provide for it.



Pilot (A) chose the Melee Timing, and her Initiative Value at the Melee Timing is 5;
Pilot (B) also chose the Melee Timing, but his Initiative Value at this Timing is 2;
Pilot(C) chose the Projectile Timing, and Initiative Value at the Projectile Timing is 2.

Mech (B) will receive an **Action Opportunity** first, and must choose a Melee Action as a Starting Action (see 3.4.4). After his **Action Opportunity** is over, Mech (A) will receive her **Action Opportunity**, and must choose a Melee Action as a Starting Action. Finally, Mech (C) will receive an **Action Opportunity** and must use a Projectile Action as a Starting Action.

After a Mech receives an Action Opportunity, it may perform Actions - starting with Choosing a Stance, described below in 3.4.2.

3.4.2 Choose Stance

When a Mech receives an Action Opportunity it becomes the “Active Mech" and first chooses whether to change its Stance before performing any Actions.

As long as the Mech is not in “Shutdown Stance”, you may change its Stance to “Defensive Stance”, “Mobility Stance” or “Offensive Stance”. If a Mech is in the “Shutdown Stance” when it receives an Action Opportunity, the only Action it may perform is to “Reboot”.

For the effects of each Stance and “Reboot”, please refer to Chapter 4.1.

The Stance selected at the start of the Action Opportunity will usually remain until its next Action Opportunity, which will likely occur next Round. Therefore, when choosing a Stance, please consider the effect of the selected Stance on incoming Attacks that may be incurred before the next Action Opportunity.

3.4.3 Maneuver and performing Actions

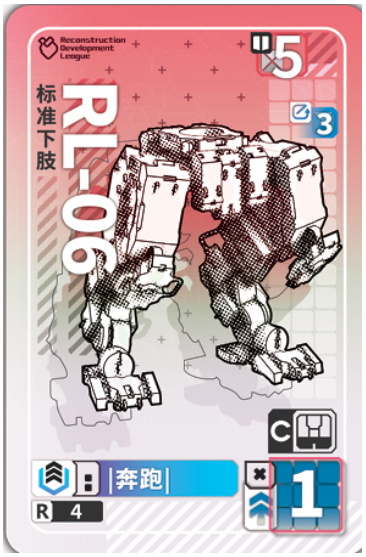
The next step is to Maneuver and perform Actions, both of which consume a resource called **Ticks**.

For players who are playing the game for the first time, you can simply choose one of the following three combinations of Maneuver and Action. Once you are familiar with the game, review the detailed rules for the **Tick** system.

Maneuver	Perform a **Short Action** at the current Timing	Perform another **Short** Action of Any Type
Maneuver	Perform a **Medium Action** of the current Timing	
Perform a **Long Action** of the current Timing		

Maneuver

Maneuver refers to an adjustment Movement that may be made by a Mech after deciding whether to change Stance. Maneuver is optional.



If a Mech elects to Maneuver, the “Maneuver Value" will be used as the Range for a Movement Action. The Maneuver Value is printed on the Chassis Card.

If the Mech is in a Mobility Stance, the Movement Range for Maneuver is double the Maneuver Value (×2).

Please refer to 4.3 for Movement rules.

Note 1: If the Chassis of a Mech has been Destroyed, it may only use Maneuver to change Facing.

Performing Actions

Depending on the length of the Action, a Mech can usually perform 1 or 2 Actions during an Action Opportunity.

The first Action performed during an Action Opportunity is called the **Starting Action**, and the **Action Type** of this Action must be the same as the selected Action Timing.

Subsequent Actions within an Action Opportunity do not have this restriction and may be of any Action Type.

For the specific procedure of performing an Action, please check the corresponding rules according to the Action Type:

Swift: Follow the Action Text.

Melee: Make a Melee Attack. See Chapter 4.6 for rules.

Projectile: Place the corresponding Projectile/Deployable on the Game Board according to the Action Text. For Projectile rules, see Chapter 4.7.

Firing: Make a Firing Attack. See Chapter 4.5 for rules.

Movement: Use the Movement Range as the distance for Movement. See Chapter 4.3 for Movement rules.

Tactical: Follow the Action Text

Note 1: Normally, each Action of a Part can be performed only once within an Action Opportunity.

Note 2: You cannot perform an Action that is not available to the Mech, and if an Action cannot be successfully performed according to the rules for its Action Type (for example if there is no valid target in Range, no Ammo, the Action is disabled, etc.), then it cannot be performed at all. Therefore, you cannot perform a Firing Action with a Mech when none of its Part Cards include a Firing Action, nor can you declare a Firing Action when there is no target. Furthermore, in both cases, you cannot perform another Short Action if no valid Starting Action was declared in that Action Opportunity.

In addition to the Actions provided by each Part, all Mechs have access to a series of generic Common Actions, which each have their own corresponding Part, Timing and Action Length. For a list of Common Actions, please see Chapter 6.1.

Note: All Actions, including Common Actions, must be initiated through a Part. If the corresponding Part was not equipped or has been Destroyed, the Action cannot be performed. Some Common Actions can be initiated by multiple Parts. Please specify the Part being used to perform the Action.

3.4.4 End of Action Opportunity

After the Active Mech has consumed the available Ticks or forfeits them, the Action Opportunity ends. Task items are automatically “picked up” at this time.

When all Mechs have had their Action Opportunity, the Action Phase ends and the Round enters the next phase.

3.4.5 Detailed explanation of Ticks

When a Mech receives an Action Opportunity, it generates **1 Maneuver Tick** and **2 Action Ticks**.

Maneuver and Actions require consuming Ticks to perform them. If there are not as many Ticks as the Action requires available when the Action is declared, the Action cannot be performed.

Maneuver: Consumes the Maneuver Tick.

Short Action: Consumes 1 Action Tick, so usually 2 Short Actions can be performed after Maneuvering.

Medium Action: Consumes 2 Action Ticks, so usually only 1 Medium Action can be performed after Maneuvering.

 **Long action:** Consumes 1 Maneuver Tick and 2 Action Ticks, so Long Actions can only be performed if Maneuver is not performed.

Note: Ticks must be consumed in order. Therefore, you cannot use the Maneuver Tick after using an Action Tick.

Extra Ticks

Certain Parts or abilities can bestow Extra Ticks to perform additional Actions.

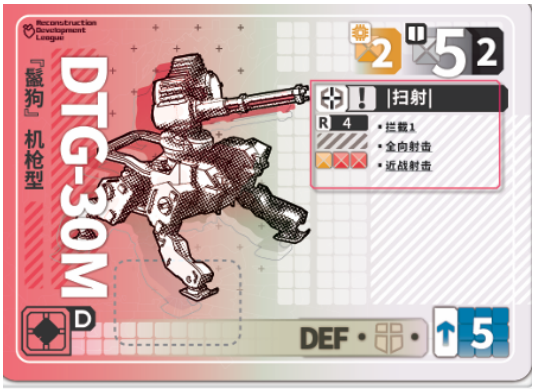
Extra Ticks can only be used after the Maneuver Ticks and Action Ticks are consumed, and cannot be combined with these Ticks. For example, a Mech can use an Extra Tick to perform a Short Action after performing a Medium Action, but it cannot perform a Short

Action first and then use the remaining Action Tick and Extra Tick combined to perform a Medium Action.

If an Action Type is specified for an Extra Tick, the Extra Tick can only be used to perform Actions of that Action Type. For example, an "Extra Firing Tick" may only be used to perform Firing Actions.

When using Extra Ticks, you can perform Actions that have already been performed in the same Action Opportunity.

12 3.5 Automatic Phase



The Automatic Phase is the phase in which Drones automatically execute programmed actions. All Automatic Actions of Drones are performed in the Automatic Phase.

Note that Automatic Actions do not require Commands from Pilots, so all Drones operating normally on the Game Board will attempt to perform their Automatic Actions in this phase.

Automatic Actions follow the requirements of the Action Type and the Logic for Automatic Actions. For example, Automatic Actions are obligatory and follow certain rules for choosing a Target.

3.5.1 Action Opportunity

Starting from the First Player, designate any Ally Drone to receive an Action Opportunity and perform Automatic Actions;

Then the opposing player designates any Ally Drone to receive an Action Opportunity and perform Automatic Actions;

Alternate in this manner until all Drones have received and Action Opportunity.

3.5.2 Target Logic

Automatic Actions always target **the nearest Enemy Unit** unless otherwise stated in the Action Text.

Specifically, “targeting the nearest Enemy Unit” refers to the following process:

The player checks all Enemy Units on the field that can be the Target of the Action (within the range of the Action, and also within line of sight if the Action Type is Firing or Melee), and then selects the nearest among them as the target;

When judging the distance to the nearest Enemy Unit, the Large Grid is used as the standard. If there are multiple Enemy Units at the same distance from the Unit performing the Action and no nearer Enemy Unit than these, the player who controls the Active Unit will choose the target from among these.

The Action Text of some Automatic Actions indicates the Unit Types that may be the target of that Action, such as “Enemy Mech”, “Enemy Drone", etc., in which case other types of Units are not valid targets. If an Action Text states that a specific Unit Type should be prioritized, then the target must be selected from that Unit Type first, and if none can be targeted, then other Unit Types may be the Target. If no Unit Type is indicated, then all Units have the same priority.

13 3.6. Delay Phase

Each round represents a very short moment in time. On such a fast-paced battlefield, the operation of Projectiles and Deployables cannot be ignored. In order to express this “slow motion” and to improve the experience, we have included the Delay phase to the game.

3.6.1 Action Opportunity

Starting from the First Player in the current Round, designate any Projectile or Deployable to receive an Action Opportunity and perform its Delayed Action;
Then, the other player designates any Projectile or Deployable to receive an Action Opportunity and perform its Delayed Action;
Alternate in this manner until all Projectiles and Deployables have performed their Delayed Actions.

3.6.2 Actions of Projectiles and Deployables

If a Projectile/Deployable has a Delayed Action, it will be performed during the Delay phase. Delayed Actions are performed according to the Action Text.

A common process in Delayed Actions is to undergo Detonation, which usually destroys the Projectile/Deployable after performing the Action. Other actions will usually not cause the Projectile/Deployable to be destroyed.

For rules on Detonation, see Chapter 4.7

14 3.7. End Phase

The End Phase is the final phase of each round. Several processes must be performed in this phase, in the following order.

3.7.1 Remove Units

Both sides remove all Mechs with Integrity Loss (Mechs with equal to or less than to 2 remaining parts), as well as any Units that state “remove/destroy at the end of the round”.

* This step can usually be performed without consideration of the order, but if special effects need to be resolved immediately when removing a Unit, or if the order of “removal” will affect the progress of the game, alternate the removal starting with the First Player.

3.7.2 Token Management

Players from both sides remove all Red Tokens (Square or Hexagon);
Flip all Yellow Tokens (Square and Hexagon) to their other side.
Remove all Command Tokens.

3.7.3 Check Tasks and Victory Conditions

· Check mission progress and award victory points;

· Check mission content such as the victory goal at the end of the round (including round limit).

3.7.4 End of Round

If no player wins and the game is not forced to end, the First Player Token is flipped and the game enters the next Round.

A standard game usually lasts 5 Rounds. After the fifth round, the game ends and victory points are totaled.

4. Combat Rules

15 4.1. Stance

All Units have a “Stance” that represents the predisposition of the Unit to attack, maneuver or defend. Each Stance has different effects on Units.

Mechs can flexibly choose Stance each time they receive an Action Opportunity, before the choice to Maneuver. A Stance Token on the Base of the Model is used to indicate the current Stance of the Mech.


Offensive Stance, Shutdown Stance, Defensive Stance, Mobility Stance,

Drones and Projectiles/Deployables have a fixed Stance that is displayed on their Card.


Offensive Stance, Defensive Stance, Mobility Stance

Defensive Stance (DEF): Defensive Stance can improve the results of White Dice, making the Unit in this Stance more resistant to Light Hits;

-The hollow icons of **White Dice** are regarded as being their solid counterparts, that is, [2 Hollow Defense] is regarded as 2 [Defense]

Mobility Stance (MOB): Mobility Stance grants Units in this Stance the ability to Dodge, allowing the machine to better avoid all kinds of Damage and effects, whilst enhancing maneuver;

-The Unit can add **Blue Dice** equal **to its Dodge Value** when it is attacked.

- The Movement Range for Maneuver is double the Maneuver Value

Offensive Stance (OFF): This Stance improves the results of Yellow Dice and Red Dice, making the Unit more likely to cause Damage;

-The hollow icons of **Yellow Dice** and **Red Dice** are regarded as being their solid counterparts, that is, [Hollow Light Hit] is regarded as [Light Hit], and [Hollow Heavy Hit] is regarded as [Heavy Hit]

Shutdown Stance: Units in this Stance are in a state of complete loss of control, and there is no benefit when rolling the dice

-Cannot Maneuver or perform any Actions other than Reboot

-When the target of an Action, a Part may always be designated by the attacker, and any part-specific abilities such as Parry cannot be used to defend

-Cannot activate any passive effects, including all Passive Actions and Melee lock

Note: There are some Actions that may change the Stance of a Mech. For example, Actions with the Suppression Keyword can cause the target Mech to change to the Defensive Stance. These effects should be performed first, i.e. change Stance first, and then make the Attack Roll.

4.1.1. Reboot

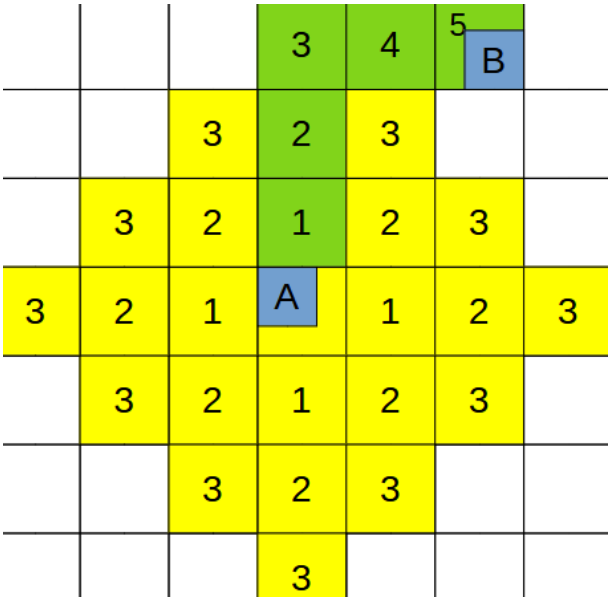
When a Mech in **Shutdown Stance** gets an Action Opportunity, it cannot Maneuver or perform any Actions other than **Reboot**. Performing Reboot allows the Mech to change Stance to either “Defensive Stance”, “Mobility Stance” or “Offensive Stance”, and restores 1 Link Value.

After performing Reboot, the Mech will only have 1 **Action Tick** within this Action Opportunity to perform an Action, and this Action must be of the selected **Action Timing**.

16 4.2. Position, Line of Sight and Facing

4.2.1 Range

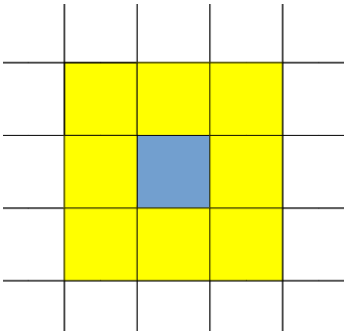
Range is measured as the number of large Grids in an orthogonal path between two Grids, excluding the Grid of origin.

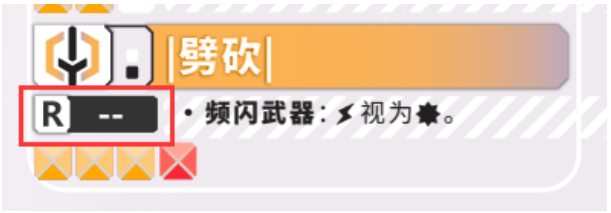


Example: Each number in this image represents the Range from Unit A to that Grid. The path from A to B is 3 Grids vertically + 2 Girds horizontally = 5 squares

4.2.2 Adjacency

The 8 Grids surrounding the Grid a Unit is located in are called the Adjacent Grids of that Unit. When a Unit is located in an Adjacent Grid of another Unit, the two Units are Adjacent.



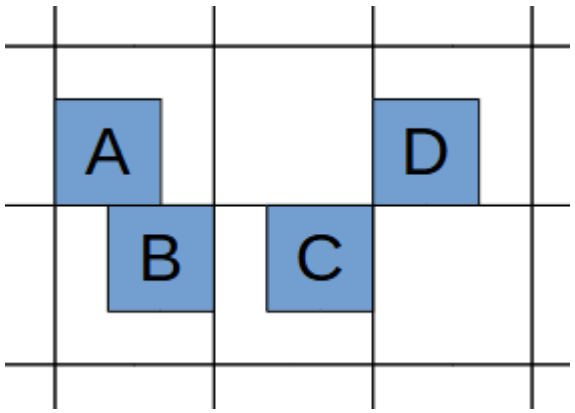


When the Range of an action is given as "--", it means that the Action can only target Units in Adjacent Grids.

Note: For Small and Medium Units, it is possible for 2 Units to be located in the same Large Grid, in which case they are also considered Adjacent.

4.2.3 Contact

Contact is determined according to the Grids occupied by Units and Terrain Objects. Two Units or Objects are considered to be in Contact when at least one edge of neighboring Small Grids overlap.



【举例】

In the figure A and B are in Contact.

B and C are Adjacent but not in Contact.

C and D are Adjacent but not in Contact.

4.2.4 Line of Sight/Visual

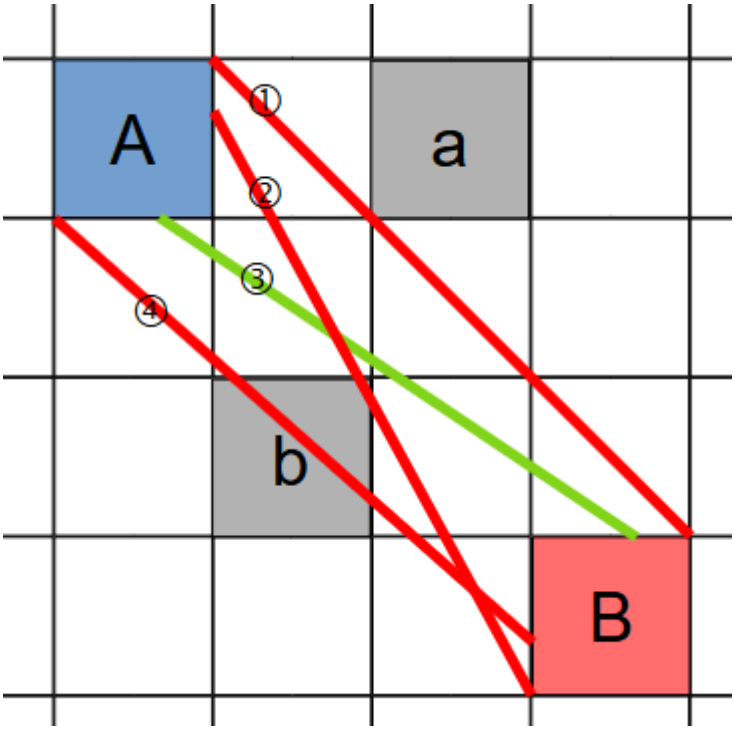
On the Game Board, when a straight line can connect the Base of two different Units or Objects, and this line does not pass through any 3-inch-high terrain, the condition of "Line of Sight", or “Visual”, has been established between the two Units.

When a straight line can connect the Base of two Units and the line also passes through a Grid occupied by a Unit or Terrain Object, it can be said that the Unit or Terrain Object "Obstructs" the Line of Sight between A and B.

*Note: A line that passes through the corner of an occupied Grid is considered to Obstruct Line of Sight.

*However if the only lines between the Bases of two Units or Objects that pass through occupied Grids are in alignment with the edges of Small or Large Grids, they will not be considered as Obstructing Line of Sight.

Line of Sight between Aerial Units and any type of Unit or Object is not considered to be Obstructed.



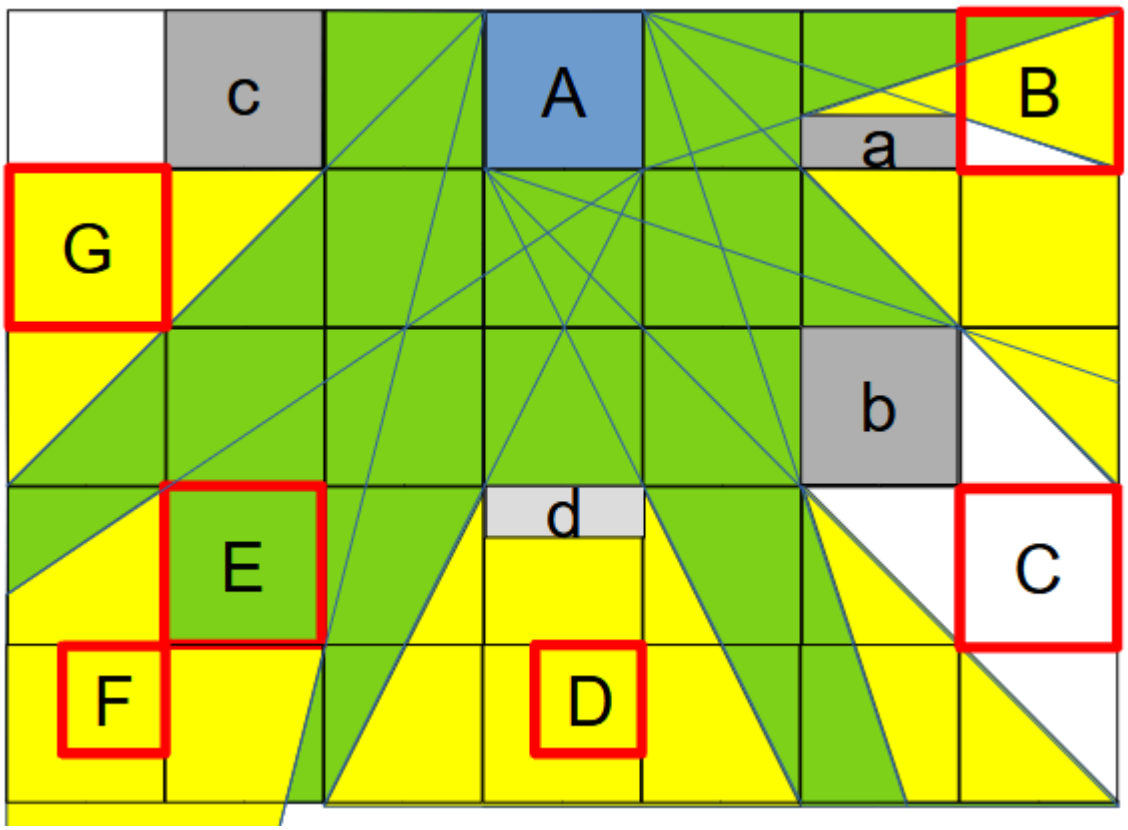
Example: Lines ①②③④ are all straight lines that connect the Base of Unit (A) and Unit (B).

Line ① passes through Terrain Object (a), therefore it cannot be used to establish Line of Sight; however, as other lines can be drawn that do not pass through Terrain Object (a), Terrain Object a does not completely prevent the Line of Sight;

Line ② passes through Terrain Object (b), it cannot be used to establish Line of Sight;
Line ③ does not pass through any Terrain Objects and can be used to establish Line of Sight;

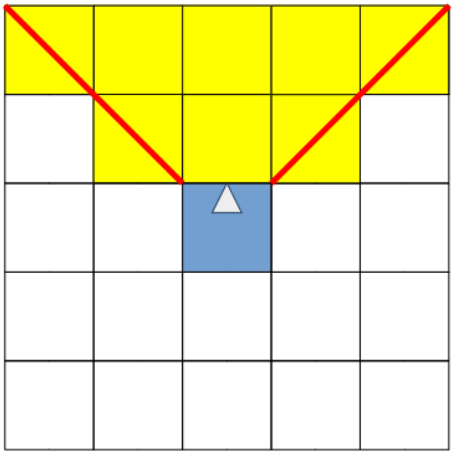
Line ④ passes through Terrain Object (b), it cannot be used to establish Line of Sight;

Therefore, there is Line of Sight between Unit (A) and Unit (B), and the Line of Sight is Obstructed by Terrain Object (b).



Example: Object (a), Object (b), and Object (c) are a 3-inch high Terrain Objects, and Object (d) is a 2-inch high Terrain Object.
-There is Line of Sight between (A) and (B), but the Line of Sight is obstructed by Object (a);
-There is no line of sight between Unit (A) and Unit (C) because no line between them can be established that pass through Object (b) ;
-There is Line of Sight between Unit (A) and Unit (D), but the Line of Sight is obstructed by Object (d);
-There is Line of Sight between Unit (A) and Unit (E) without obstruction;
-There is Line of Sight between Unit (A) and Unit (F), but the Line of Sight is obstructed by Unit (E);
-There is Line of Sight between Unit (A) and Unit (G), but the Line of Sight is Obstructed by Object (c);

4.2.5 Forward Arc



The 45°sector in the direction that a Unit is facing is the “Forward Arc” of the Unit. The origin of a Unit’s Forward Arc is the center of its Base.

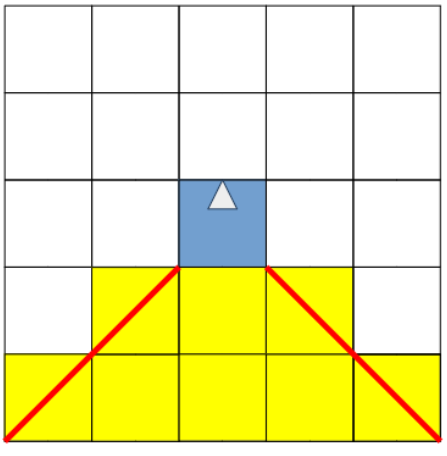
Normally, the Forward Arc is measured in large Grids and includes the diagonally intersected Grids that are partially within the sector.

When determining if a target in the same Grid as a Unit is in the Forward Arc of that Unit, the determination is based on Small Grids, also including the diagonally intersected Small Grids.

除非特殊说明，否则**近战、射击**动作都只能选择处于前方的单位。

Unless otherwise specified, only Units in the Forward Arc can be selected as targets for **Melee Actions** and **Firing Actions**.

4.2.6 Rear Arc



The 45° sector in directly behind a Unit is the “Rear Arc” of the Unit. The origin of a Unit’s Rear Arc is the center of its Base.

Normally, the Rear Arc is measured in large Grids and includes the diagonally intersected Grids that are partially in the sector.

When two Units are in the same Large Grid, the determination of Rear Arc is based on Small Grids, also including the diagonally intersected Small Grids.

When an Attack is made from the Rear Arc of a Unit, the Back Attack effect is triggered.

17 4.3 Movement

Any process in the game that changes the position or facing of a Unit on the Game Board is collectively considered Movement.

4.3.1 Basic Movement

The most common forms of basic Movement include Maneuver and Movement Actions of Mechs, and the Movement Actions of Drones. Unless otherwise specified, the basic Movement rules are used by Ground Units.

A Movement Path must be specified for the Movement of a Unit. The rules are as follows:

-The number of steps in the path is equal to the Movement Range of the Action or the number of Grids specified by an effect. Each step in a Movement Path moves the Unit 1 large Grid in one of four orthogonal directions: forward/back/left/right;

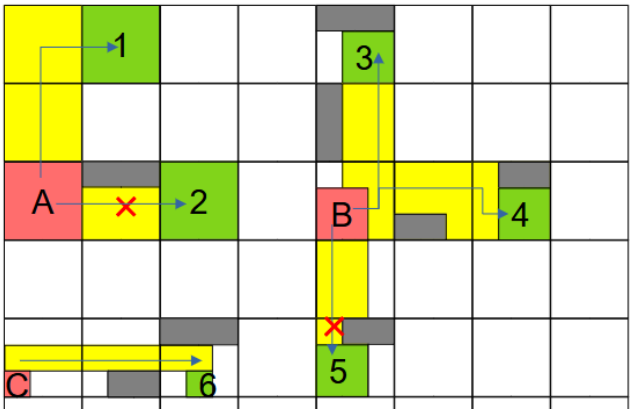
-Movement Paths cannot pass through Terrain or other Units;

-Movement Paths must be continuous from one Grid to the next and able to accommodate the Unit Size for the entire length;

-The facing and position of a Unit within Large Grids may be freely chosen during Movement;

-The Movement Path must end in a Grid that can accommodate the Model;

Note: When Special Rules require a Unit to Move in a Straight Line, the Movement Path must follow a single direction.



Example: For Large Unit (A), Movement Path 1 is valid.

There are obstacles in the middle Grid of Movement Path 2, which cannot accommodate Unit (A), so it is not valid.

For Medium Unit (B), Movement Path 3 and Movement Path 4 are both valid.

Although the final Grid of Movement Path 5 can accommodate Unit (B), the path cannot accommodate the Unit for the entire length, so it is not valid.

For Small Unit (C), Movement Path 6 is Valid.

Movement Range represents the maximum unmodified number of Grids in the Movement Path of an Action.

During Movement, a Unit may change its facing whilst remaining in the same Grid, or adjust the position within a Large Grid. This does not require any Movement Range, but is still considered Movement.

Sometimes some processes require additional Movement Range for one or more steps in a Movement Path. If Movement Range is insufficient, the Movement cannot be performed.

At each step of Movement, the Unit first **exits** the Grid it occupied, then **enters** the next Grid on the Movement Path, until it enters the last Grid in the Movement Path. If there rules in effect on “**entering**” or “**exiting**” certain Grids (such as those relating to Mines, etc.), they will be triggered at these moments.

4.3.2 Flying Movement

Flying Movement is a common Movement Type. Some aircraft can use thrusters to fly in areas without atmosphere, and many Mechs can rely on propulsion systems to perform short-distance jumps and even long-distance flights. These processes are all Flying Movements.

The default Movement Type of Flying Units and Aerial Units (Units with transparent Bases) is Flying Movement.

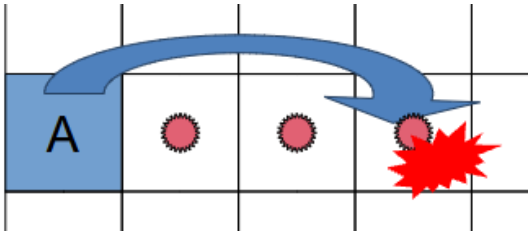
When a Ground unit **Jumps**, it is also Flying Movement.

The rules for Flying Movement are as follows:

> Flying Movement does not require a Movement Path, only a starting Grid and an ending Grid.
>
> Flying Movement may move passed any Unit or Terrain Object, as long as the ending Grid can accommodate the Unit
>
> At the end Grid, the facing and position of a Unit within Large Grids may be freely chosen;
>
> Flying Movement is not affected by **Melee Lock** so there is no requirement to use additional Movement Range to Break Away.

Note: Aerial Units (round chassis) can end Movement in Small and Large Grids by Occupied Units or Terrain.

Note: Ground Units are considered Flying Units during the Flying Movement, but they are still considered Ground Units when the Movement ends.



Example: Mines will only be triggered by Ground Units. When Ground Unit A in the picture performs a Flying Movement Action, the Mines in the middle Grids will not be triggered, but the mine at the end Grid will still be triggered.

4.3.3 Teleportation

Teleportation is a special Movement Type. In addition to true “teleportation” technology, if we imagine the Units on the Game Board as signals observed through sensors such as radar, then the signal representing a Unit suddenly disappearing and then reappearing at a different location is effectively Teleportation.

- Teleportation Movement does not require specifying a Movement Path, only a target Grid within the specified Range.
- The target Grid must be able to accommodate the Unit.
- The Movement Range of Teleportation is not affected by any processes that impose additional Movement Range.
- During Teleportation Movement, the Unit only **exits** the Grid it occupied and directly **enters** the target Grid.

4.3.4 Forced Movement

The position of a Unit may be changed for reasons other than its own voluntary Actions, such as the Knock Back, Drag, and Crush effects of certain Actions. The effects that change the position of another Unit are called Forced Movement.

Forced Movement is subject to the following rules:

- The Movement Path and destination of Forced Movement are specified by the Player who caused the Forced Movement;
- The facing of a Unit after Forced Movement is also chosen by the player who caused the Forced Movement;

Unless otherwise specified, the Movement Type of Forced Movement is consistent with the Movement Type of the Unit: Ground Units perform Basic Movement, and Flying Units perform Flying Movement;

Forced Movement must specify a valid Movement Path and destination;

Forced movement is not affect by any rules that impose additional Movement Range;

Units that cannot move, such as **Deployables**, etc., cannot be subject to Forced Movement;

Units with the potential to perform Movement Actions can still be subject to Forced Movement when they are unable to perform Movement Actions due to effects applied during the game (Immobilized Tokens, having a Destroyed Chassis, etc.);

Crush cannot be performed during Forced Movement.

4.3.5 Melee Lock

Units that have Melee Actions can hinder the Movement and Firing of Enemy Units at close range. This is called Melee Lock.

If Unit (A) meets the following conditions against enemy Unit (B), then Unit (A) has Melee Lock on Unit (B) and Unit (B) is Melee Locked by Unit (A):

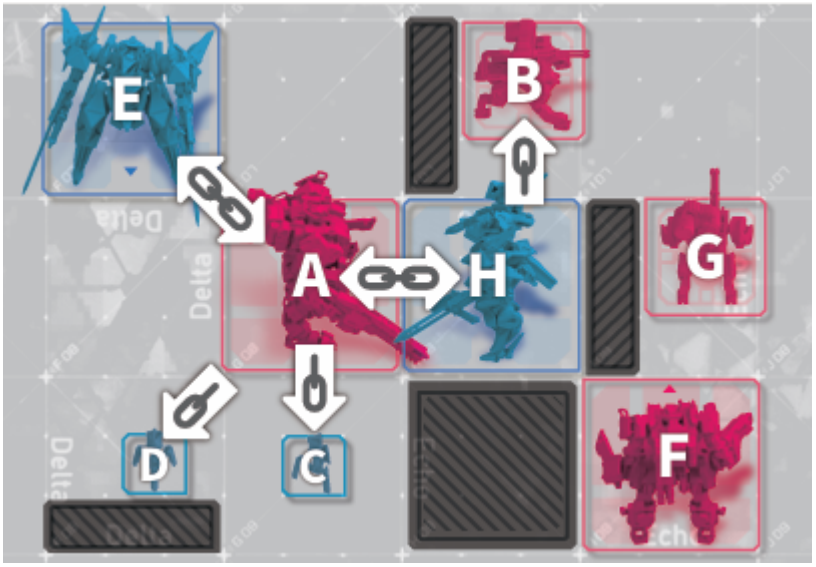
Unit A has Melee Action; (All Mechs can perform the Common Action of “Punch/Kick”, therefore all Mechs that are not in Shutdown Stance can cause Melee Lock)

Unit (A) is adjacent to Unit (B);

Unit (A) has Line of Sight to Unit (B);

Unit (B) is not a Flying Unit or performing Flying Movement;

Unit (A) is not in the Optical Camouflage State;



Example: In the image, Unit (A) has Melee Lock on Unit (E), Unit (H), Unit (C), and Unit (D).

Unit (H) has Melee Lock on Unit (A) and Unit (B)

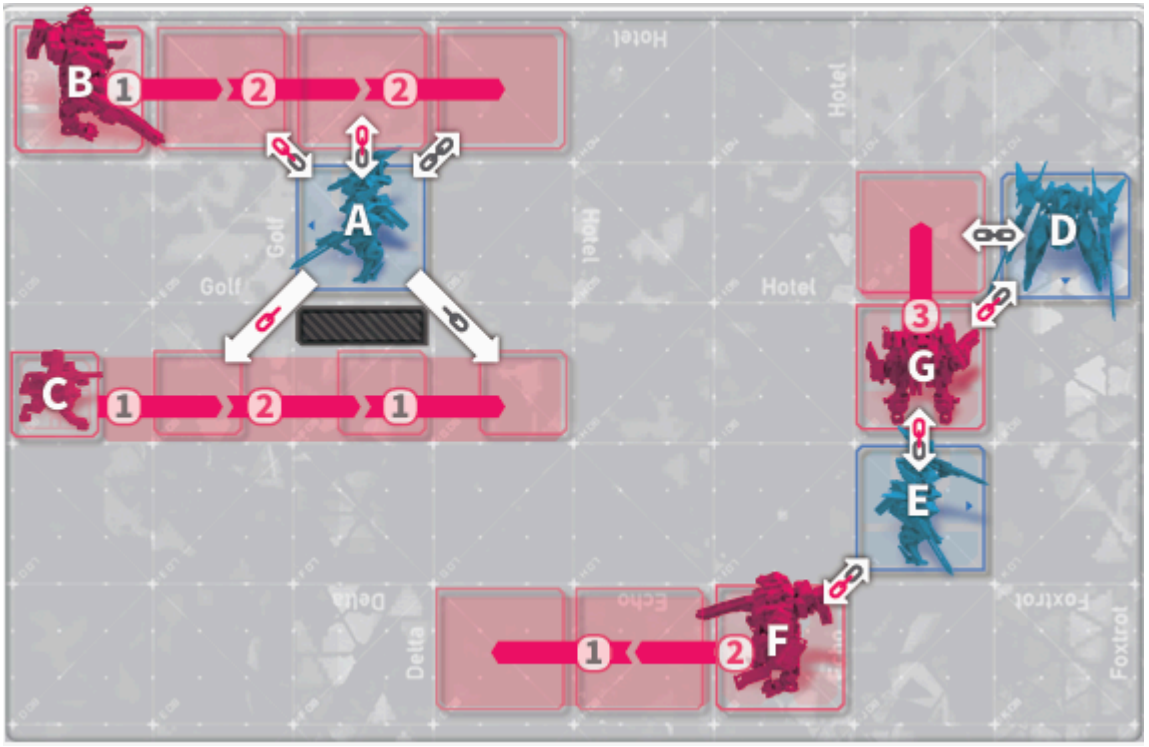
Unit (H) has no Line of Sight to Unit (F) and Unit (G), so Unit (H) has no Melee lock on Units (F) and (G).

Unit (C) and Unit (D) are Drones with no Melee Actions, so Unit (A) is not Melee Locked by them.

Effects of Melee Lock:

-When Unit (B) is Melee Locked by Unit (A), Unit (B) cannot perform Firing Actions.

- When Unit (B) performs Basic Movement, at each step of the Movement Path, if it is Melee Locked by Unit (A) when exiting a Grid, it must consume 1 additional Movement Range. This is referred to as Break Away. When a Unit is Melee Locked by multiple Units at the same time, it must consume 1 additional Movement Range for each Unit that has Melee Lock on it.



Example:

If Unit (B) wants to move 3 Grids, it needs to Break Away twice, requiring a total of 5 Movement Range to perform the Action.

Drone (C) wants to move 4 Grids and pass through 3 Adjacent Grids of Unit (A). However, Unit (A) does not have Line of Sight to one of the Grids, so Drone (C) must only Break Away twice, requiring a total of 6 Movement Range to perform the Action.

If Unit (F) wants to move 2 Grids, it must Break Away once, requiring a total of 3 Movement Range to perform the Action.

Unit (G) wants to move 1 Grid and is Melee Locked by 2 Units same time, so it needs to consume 2 extra Movement Range, requiring a total of 3 Movement Range to perform the Action.

4.3.6 Crush

When a Large Unit enters an occupied Grid, it can force smaller Units out of the Grid or even Destroy them. This process is called Crush.

The rules for Crush are as follows:

-Only Large Units (3×3 Small Grids) have the ability to Crush;

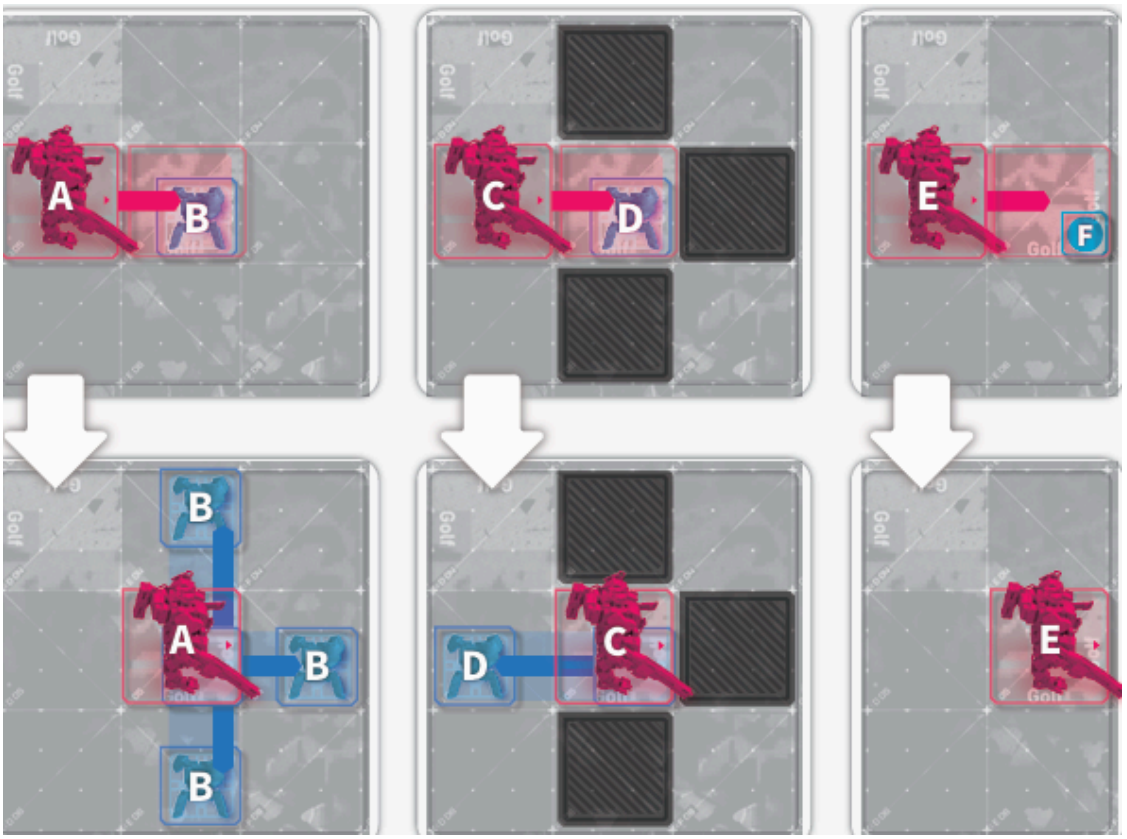
-A Unit can only Crush Units smaller than itself;

- When a Unit is about to enter a Grid occupied by another Unit, it will perform Crush against that Unit. After the Crush is resolved, the Active Unit will enter this Grid and the Movement Action will end, regardless of remaining Movement Range;

-The Unit subject to Crush will be subject to **Forced Movement** of 1 Grid. If none of the Grids within Range of the Forced Movement can be entered, the Unit will exchange positions with the Unit performing Crush.

-Crush will immediately destroy Units that cannot be moved by Forced Movement (such as Deployables, etc.), unless otherwise specified.

- Crush can be used to enter Grids occupied by Destructible Terrain, which will be immediately destroyed.



Example: Unit (A) performs Crush against Unit (B). The owner of Unit (A) can move Unit (B) to any of the three grids shown. After Unit (A) enters the Grid that was occupied by Unit (B), its Movement ends.

Unit (C) performs Crush against Unit (D), and there is no Grid that Unit (D) can enter with Forced Movement, so Unit (C) and Unit (D) exchange positions and the movement of Unit (C) ends.

Unit (E) performs Crush against Unit (F). If Unit (F) is a Beacon that cannot perform Movement, Unit (F) is Destroyed. Unit (E) enters the Grid that was occupied by Unit (F) and the Movement ends.

18 4.4 Attacks

4.4.1 Attack and Damage Process

Firing Actions, Melee Actions and the Actions of Projectiles against Enemy Units are Attacks. Attacks generally follow the process described below:

1-指定目标 1-Determine Target Unit

The Attacker specifies a target for the Attack that meets the requirements of the Action. For Firing and Melee Actions, there are usually requirements regarding the position of the target relative to the Attacker, including Range, Line of Sight, and facing.

For the Attacks of Mechs and the Command Actions of Drones, the Attacker can freely choose the target of their Attack as long as it meets the requirements of the Action.

For the Automatic Actions of Drones, the target needs to be selected following Target Logic of Automatic Actions.

A valid Target must be specified to perform an Attack Action. If there is no valid target, the Action cannot be performed.

2-Determine target Part

When a Mech is the target of an Attack, a target Part must be determined.

If the target Mech is in Shutdown Stance, or the Back Attack effect is triggered, the Attacker may designate the target Part.

When either the Attacker or Defender alone has the ability to designate a target Part, they will designate the target Part.

Certain Attacks with Special Rules such as Snipe allow the Attacker to designate a target Part for resolving Attacks.

Using a Part to Parry and other Actions such as Passive Actions of some Shields allow the Defender to designate a target Part for resolving Attacks.

If neither Attacker nor Defender designates a target Part, the Attacker rolls a Black Die and determines the target Part according to the Icon rolled.

-If the result of the roll is the Any Part Icon, the Attacker must designate the target Part

- If the Part designated by the roll was not equipped or has already been destroyed, the Torso is automatically designated as the target Part.

If both Attacker and Defender have the ability to designate a target Part, the Attacker rolls a Black Die and determines the target Part according to the Icon rolled.

3-Attack Roll

Attack Rolls are performed by rolling Red Dice and/or Yellow Dice, together referred to as Attack Dice. The number of Yellow and Red Squares in the Dice Table of an Action indicates the number of Yellow Dice and Red Dice respectively included in the Attack Roll of the Attack performed with that Action.

When Performing an Attack, the Attacker collects the number of Attack Dice indicated by the Dice Table of the Action.

If the Attacker or Defender has the ability to increase or decrease the number of Yellow Dice and/or Red Dice in the Attack Roll, the number of Attack Dice is accordingly modified at this time.

After collecting the Attack Dice, if an ability is in effect that allows a player to Designate certain Dice, the result of these Dice may be set directly, and these Dice will not be rolled.

The remaining Attack Dice are then rolled.

4-Defense Roll

Defense Rolls are performed by rolling White Dice and sometimes Blue Dice, together referred to as Defense Dice.

When performing a Defense Roll, the Defender collects a number of White Dice that is equal to the Armour Value of the target Unit or Part if the target Unit or Part is not Damaged. If the target Unit or Part is Damaged, the Defender instead collects a number of White Dice that is equal to the Structure Value of the target Unit.

If the target Unit is in Mobility Stance, the Defender also collects a number of Blue Dice equal to the Dodge Value of the Target Unit. For Mech Units, Dodge Value is the sum of the Dodge Values of all equipped Parts (excluding Destroyed Parts).

If the Attack is a Firing Action, add White Dice for Terrain Protection and Unit Protection if Applicable. See 4.5 for details.

If the Attacker or Defender has the ability to increase or decrease the number of White Dice and/or Blue Dice in the Defense Roll, the number of Defense Dice is accordingly modified at this time.

Note: The number of White Dice in a Defense Roll cannot be reduced below 1.

After collecting the Defense Dice, if an ability is in effect that allows a player to Designate certain Dice, the result of these Dice may be set directly, and these Dice will not be rolled.

The remaining Defense Dice are then rolled.

5- Focus

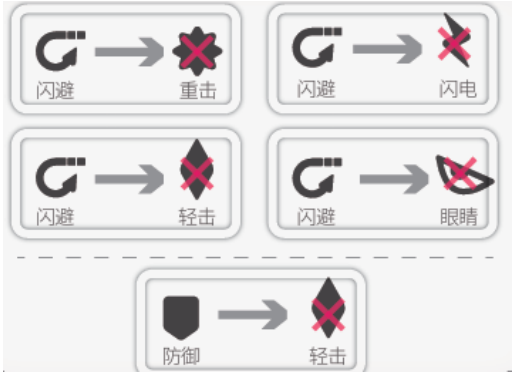
If the Attacker and/or Defender are Mech Units, players must decide whether to use **Focus** to reroll Dice after the Attack and Defense Rolls are made. Units without a Link Value, such as Drones and Projectiles, cannot use Focus.

The Attacker may first consume 1 Link Value to then reroll any Dice of the Attack Roll.

Afterwards, the Defender may consume 1 Link Value to then reroll any Dice of the Defense Roll.

6- Damage Resolution

If the Attacker or Defender has the ability to Exchange Icons in the Attack or Defense Roll (For example, “May exchange {Lightning} for {Heavy Hit}” in the Action Text), the Exchange is performed and the Dice is set to the Corresponding Icon. Each Dice may only be Exchanged once.



The Defender Offsets Icons in the Attack Roll with Icons from the Defense Roll:

-[Dodge] can offset any Icon

-[Defense] can offset [Light Hit]

Note: [2 Light Hits] are 2 separate Icons, and each [dodge] and [defense] Icon may only Offset 1 Icon.

Note: Normally, the Hollow Icons have no effect. Certain Stances and abilities can cause specific Hollow Icons to have the same effect as their solid counterparts.

Each [Light Hit] and [Heavy Hit] causes 1 Damage point.

Note: If an Action Text or Special Rule specifies that "[Eye]/[Lightning] causes Damage", it means that the corresponding Icon is also counted as 1 Damage point.

If there is any Damage point that has not been Offset, **Penetration** occurs. See the next section for rules regarding penetration.

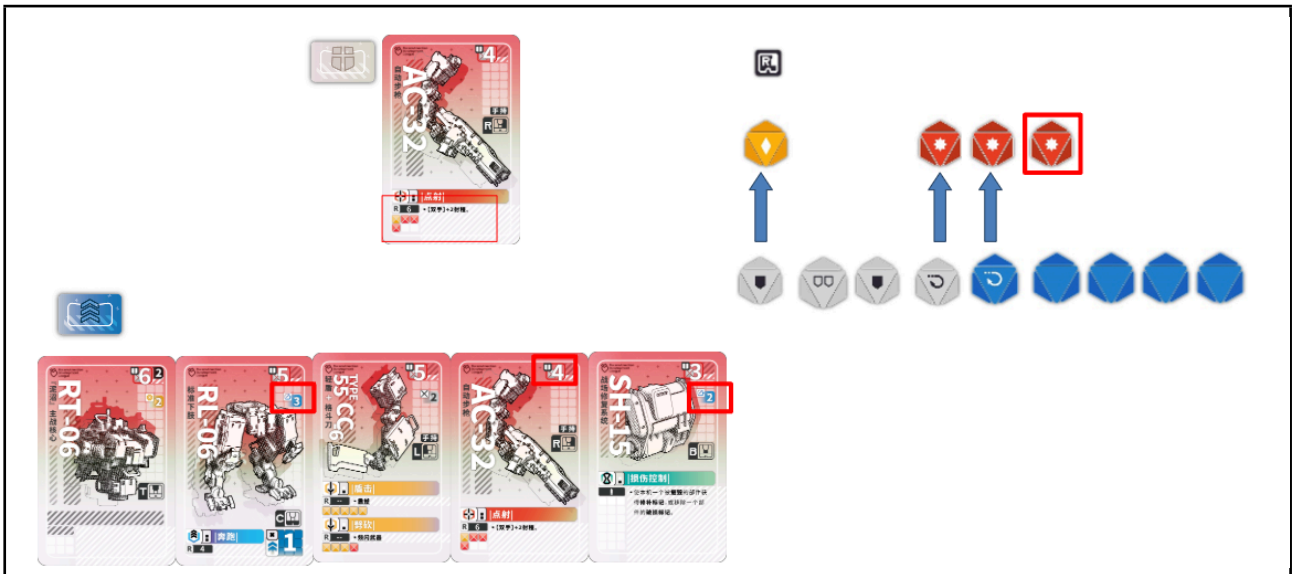
A **Hit** occurs any time any Icon with that causes Damage is not offset by [Dodge].

-When Penetration occurs, effects on Hit will take effect;

-When the Icons are offset by [Defense], any Hit effect will take effect even if no Penetration occurs;

If [Eye]/[Lightning] in the Attack Roll have effects, these will be take effect when there are [Eye]/[Lightning] that are not offset by [Dodge].

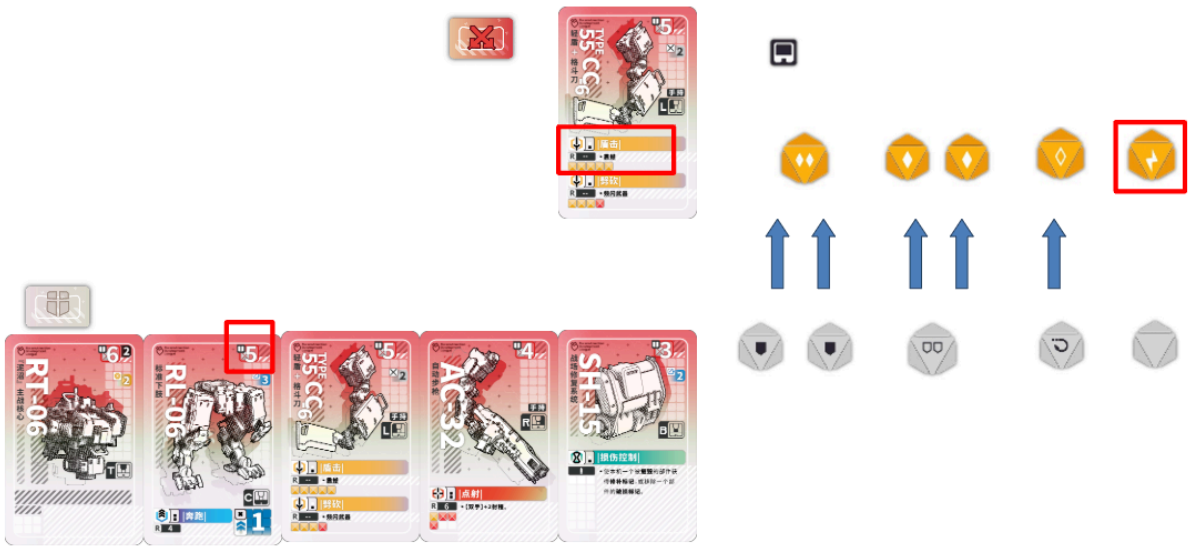
Note: All the above-mentioned effects of increasing, decreasing, Designating, and Exchanging Dice are performed by the Attacker first, and then by Defender.



例1 Example 1

Attacker performs |Single Shot|.
The target Part is the Right Arm.

The Attacker Rolls 1 Yellow Die and 3 Red Dice.
The Defender is in Mobility Stance, the Armor Value of the Right Arm is 4, and the total Dodge Value is 3+2=5, so the Defender rolls 4 White Dice and 5 Blue dice.
The Offsetting by the Defender is shown in the Figure. One [Heavy Hit] was not Offset, therefore Penetration occurs.



Example 2

The Attacker performs |Shield Bash|.
The target Part is the Chassis.
The Attacker rolls 5 Yellow Dice. The Attacker is in Offensive Stance, the Hollow Icons have the Same

Effect as their Solid counterparts.
The Defender is Defensive Stance, and the Armor Value of the Chassis is 5, so 5 White Dice are Rolled.
The Offsetting by the Defender is shown in the Figure. All damage is Offset so no Penetration occurs.
This Attack Action has the keyword [Concussion]: Each {Lightining} in the attack roll reduces target Link by 1.

There is 1 [Lightning] that has not been Offset, so the Concussion effect will occur.

4.4.2 Penetration

After Damage resolution, if there are Icons that cause Damage ([Heavy Hit/Light Hit]) that have not been offset, **Penetration** occurs on the target Unit or Part.

-For a Unit or Part with no Structure Value, Penetration causes it to be immediately **Destroyed**.

-For a Unit or Part with a Structure Value, Penetration causes it to receive a Damaged Token, unless it already bears a Damaged Token. If it already has a Damaged Token, Penetration causes it to be **Destroyed** instead.

-When a Unit or Part has a Damaged Token, its **Structure Value** is used instead of the **Armor Value** to determine the number of White Dice in its Defense Rolls.

4.4.3 Destroyed Parts and Units

Additional **Part Destruction** effects occur when Parts of a Mech Unit are Destroyed.

When the **Torso** of a Mech Unit is Destroyed, the Unit is also Destroyed and its Model is immediately removed from the Game Board;

If Parts other than the Torso are Destroyed:

-Flip the corresponding Part Card face-down;

-The Destroyed Part is considered not to be equipped, and Actions cannot be performed with this Part, nor can the Part contribute to attribute Values;

- The Link Value of the Unit is reduced by 1. If Link Value of a Mech falls to 0, its Stance will immediately be changed to the Shutdown Stance;

If a Mech has **2 or less Parts** remaining, that Mech suffers **Integrity Loss**. Mechs suffering Integrity Loss can perform as normal during the Round in which Integrity Loss occurred, but will be removed at the End Phase of that Round.

If a Drone, Projectile or Deployable is Destroyed, the Unit is immediately removed from Game Board;

4.4.4 Surplus Damage

After Damage Resolution, if a Penetration occurred, all Damage that has not been offset ([Heavy Hits/Light Hits]) is called Surplus Damage.

If an Attack Action has effects related to Surplus Damage such as Mutilation, Scatter-shot, Cleave, etc., the Surplus Damage resolution process is as described in Section 4.8.

19 4.5 Firing Attacks

Firing Actions are a common Attack method in the game, representing the use of firearms and similar weapons to attack targets at range.

Firing Actions may also target adjacent Units, but be aware that Firing Actions cannot be performed by Units that are Melee Locked.

Firing Actions require Line of Sight to perform and usually require the target to be in the Front Arc of the Attacker.

When Line of Sight is obstructed by Terrain and/or other Units, it is more difficult to Damage the target, which is reflected in the game as an increase in the number of White Dice in the Defense Roll, referred to as Terrain Protection and Unit Protection.

Declare Target Unit	Target Unit must be within Range of the Firing Action. The Attacker must have Line of Sight to the Target Unit. The Target Unit must be within the Forward Arc of the Attacker. The Attacker must not be Melee Locked.
When the Target Unit is a Mech: Determine the target Part (For other Unit Types such as Drones, Projectiles, etc., this step is not performed)	When the Defender is in **Shutdown Stance** or subject to a **Back Attack**, the Attacker will always designate the target Part. When only the Attacker can designate the target Part, the Attacker designates the target Part. -The Attacker refers to the Action Text and checks the Active Unit for Passive Actions and other effects that allow them to designate the target Part. When only the Defender can designate the target Part, the Defender designates the target Part. -The Defender checks for Passive Actions and other effects that allow them to designate the target Part. If neither Attacker nor Defender can designate a target Part, or both Attacker and Defender can designate a target Part, the Attacker rolls a Black Die and the target Part is designated according to the result. -If the result of the roll is the Any Part Icon, the Attacker must designate the target Part. -If the Part designated by the roll was not equipped or has already been destroyed, the Torso is automatically designated as the target Part.
Attack Roll	Collect Attack Dice: -The Attacker collects the number of Attack Dice indicated by the Dice Table of the Action. -If the Attacker or Defender has the ability to increase or decrease the number of Yellow Dice and/or Red Dice in the Attack Roll, the number of Attack Dice is accordingly modified at this time.

	If an ability is in effect that allows a player to Designate Dice, the result of these Dice may be set directly. The Attacker rolls the remaining Attack Dice
Defense Roll	Collect Defense Dice: -The Defender collects a number of White Dice equal to the **Armour Value** of the target Unit or Part (if the target Unit or Part is Damaged, the number is equal to the **Structure Value**). -If target Unit is in **Mobility Stance**, the Defender collects a number of Blue Dice equal to the Dodge Value of the Target Unit. -If the Defender has **Terrain Protection**, add 2 White Dice to the Defense Roll. -If the Defender has **Unit Protection**, add 2 White Dice to the Defense Roll. -If the Attacker or Defender has the ability to increase or decrease the number of White Dice and/or Blue Dice in the Defense Roll, the number of Defense Dice is accordingly modified at this time. If an ability is in effect that allows a player to Designate Dice, the result of these Dice may be set directly. The Defender Rolls the remaining Defense Dice.
Focus	The Attacker chooses whether to consume 1 Link Value to immediately reroll any Attack Dice. The Defender chooses whether to consume 1 Link Value to immediately reroll any Defense Dice.
Resolution	The Attacker performs any Exchanges of Icons in their Roll, then the Defender does the same. The Defender Offsets Icons in the Attack Roll with Icons from the Defense Roll: 1 [Dodge] offsets 1 of any Icon, 1 [Defense] offsets 1 [Light Hit]. If there is a damaging Icon that has not been Offset, **Penetration** occurs. If the Action has an effect on **Hit** effect: Damage that is not Offset by [Dodge] will trigger the effect (Damage offset by [Defense] will still trigger the effect). If the Action has effects on [Lightning] or [Eye]: Any [Lightning] [Eye] in the Attack Roll that is not offset by [Dodge] will trigger the effect.

4.5.1. Terrain Protection

When the Line of Sight between an Attacker and a Defender is Obstructed by Terrain, that Terrain provides Terrain Protection to the Defender.

-Only Terrain with a height of 2 inches and above provides Terrain Protection.

-If the Attacker is in Contact with a Terrain Object, that Terrain Object does not Provide Terrain Protection to the target of its Attacks.

Terrain Protection provides +2 White Dice to the Defense Roll. This effect will not be increased if multiple Terrain Objects obstruct Line of Sight.

4.5.2. Unit Protection

When the Line of Sight between an Attacker and a Defender is Obstructed by a Unit, that Unit provides Unit Protection to the Defender.

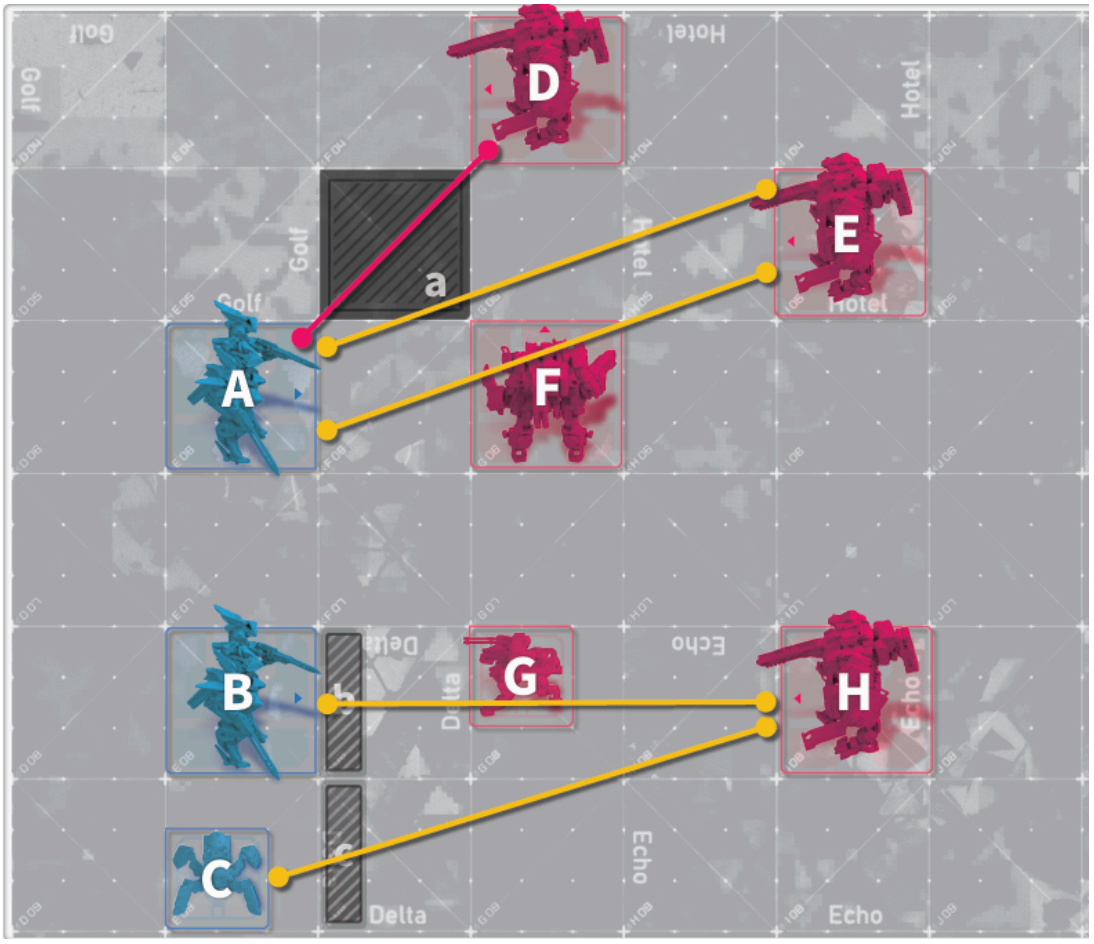
-Only Large Units provide Unit Protection.

-Both Ally Units and Enemy Units provide Unit Protection.

Unit Protection provides +2 White Dice to the Defense Roll. This effect will not be increased if multiple Units obstruct Line of Sight.

A Defender can benefit from Unit Protection at the same time as Terrain Protection, gaining +4 White Dice for the Defense Roll from their combined effect.

If any Attacker or Defender is an Aerial Unit, there Line of Sight between the two Units cannot be obstructed by Units or Terrain, therefore there is no Terrain protection or Unit protection in this case.



Example

Example: Object (a) is a 3-inch high Terrain Object, Object (b) and Object (c) are 2-inch high Terrain Objects

There is no Line of Sight between Unit (A) and Unit (D) so they cannot declare Firing Actions targeting each other.

If Unit (A) and Unit (E) attack each other with Firing Actions, Object (a) provides Terrain Protection, and Unit (F) Provides Unit Protection.

Line of Sight between Unit (A) and Unit (F) is not Obstructed, so there is no Terrain Protection or Unit Protection.

When Unit (H) Attacks Unit (B) with a Firing Action, Unit (G) does not provide Unit protection because it is a medium Unit, whilst Object (b) provides Terrain protection to Unit (B).

However when Unit (B) Attacks Unit (H) with a Firing Action, Object (b) does not provide terrain protection to Unit (H) because Unit (B) is in contact with Object (b).

When Unit (C) Attacks Unit (H) with a Firing Action, Object (c) provides Terrain Protection for Unit (H) because Unit © is not in Contact with Terrain (c).

20 4.6. Melee Attacks

Melee Actions are common Attack method in the game. They usually represent close-ranged attacks using weapons such as blades.

Melee Actions requires Line of Sight to the target to perform, and the target must be within the Forward Arc of the Attacker. Melee Actions cannot target Aerial Units.

Declare Target Unit	Target Unit must be within Range of the Melee Action. The Attacker must have Line of Sight to the Target Unit. The Target Unit must be within the Forward Arc of the Attacker. Target must not be an Aerial Unit.
When the Target Unit is a Mech: Determine the target Part (For other Unit Types such as Drones, Projectiles, etc., this step is not performed)	When the Defender is in **Shutdown Stance** or subject to a **Back Attack**, the Attacker will always designate the target Part. When only the Attacker can designate the target Part, the Attacker designates the target Part. -The Attacker refers to the Action Text and checks the Active Unit for Passive Actions and other effects that allow them to designate the target Part. When only the Defender can designate the target Part, the Defender designates the target Part. -The Defender checks for Passive Actions and other effects that allow them to designate the target Part. -If the Defender has a Parry Value or a Part with a Parry Value, the Defender can declare Parry. If neither Attacker nor Defender can designate a target Part, or both Attacker and Defender can designate a target Part, the Attacker rolls a Black Die and the target Part is designated according to the result. -If the result of the roll is the Any Part Icon, the Attacker must designate the target Part. -If the Part designated by the roll was not equipped or has already been destroyed, the Torso is automatically designated as the target Part.
Attack Roll	Collect Attack Dice: -The Attacker collects the number of Attack Dice indicated by the Dice Table of the Action. -If the Attacker or Defender has the ability to increase or decrease the number of Yellow Dice and/or Red Dice in the Attack Roll, the number of Attack Dice is accordingly modified at this time. If an ability is in effect that allows a player to Designate Dice, the result of these Dice may be set directly. The Attacker rolls the remaining Attack Dice.
Defense Roll	Collect Defense Dice: -The Defender collects a number of White Dice equal to the **Armour Value** of the target Unit or Part (if the target Unit or Part is Damaged, the number is equal to the **Structure Value**).

	-If target Unit is in **Mobility Stance**, the Defender collects a number of Blue Dice equal to the Dodge Value of the Target Unit. -If **Parry** was declared, add a number of White Dice equal to the **Parry Value** of the parrying Unit or Part. If the Attacker or Defender has the ability to increase or decrease the number of White Dice and/or Blue Dice in the Defense Roll, the number of Defense Dice is accordingly modified at this time. If an ability is in effect that allows a player to Designate Dice, the result of these Dice may be set directly. The Defender rolls the remaining Defense Dice.
Focus	The Attacker chooses whether to consume 1 Link Value to immediately reroll any Attack Dice. The Defender chooses whether to consume 1 Link Value to immediately reroll any Defense Dice.
Resolution	The Attacker performs any Exchanges of Icons in their Roll, then the Defender does the same. The Defender Offsets Icons in the Attack Roll with Icons from the Defense Roll: 1 [Dodge] offsets 1 of any Icon, 1 [Defense] offsets 1 [Light Hit]. If there is a damaging Icon that has not been Offset, **Penetration** occurs. If the Action has an effect on **Hit** effect: Damage that is not Offset by [Dodge] will trigger the effect (Damage offset by [Defense] will still trigger the effect). If the Action has effects on [Lightning] or [Eye]: Any [Lightning] [Eye] in the Attack Roll that is not offset by [Dodge] will trigger the effect.

4.6.1. Melee Range

The range of Melee Actions is usually [--], which indicates Adjacent Grids.

Some Melee Actions have a numeric Range Value, which means that it can target Enemy Units within the corresponding Range. Such actions are called Extended Melee.

Although Extended Melee Actions can Attack targets that are further away, the rules of Melee Attacks apply: The Attacker must have Line of Sight to the target, Aerial Units cannot be targeted, and neither Terrain Protection nor Unit Protection can be claimed by the Defender.

Note: Having Extended Melee does not increase the Range of Melee Lock. The Range of the Melee Lock is always limited to the Adjacent Grids.

4.6.2. Parry

When Attacked in Melee, a Unit may choose to use specific Parts to Parry the Attack.

If a Part Card has a Parry Value, the Part can be used to Parry.

When targeted by a Melee Attack, the Defender can designate a Part with a Parry value to declare Parry:

-Designate this Part as the target Part

-A number of White Dice equal to the Parry Value of this Part is added to the Defense Roll

-Parry cannot be declared when in Shutdown Stance or subject to a Back Attack.

Note: When Parry is declared after the Attacker has designated a target Part, the Attacker will roll a Black Die to determine the target Part, however the White Dice provided by the Parry Value will only be obtained if the result is the same Part from which Parry was declared.

21 4.7. Projectile Attacks

Unlike Firing and Melee Actions, Projectile Actions do not Attack directly, but instead create Projectile or Deployable Units that perform Attacks in the phase corresponding to their Action Type.

[Immediate]: The Action is performed immediately after placing the Projectile.

[Delay]: The Action is performed in the Delay Phase.

[Passive]: An effect that occurs continuously, or triggers corresponding effects under certain conditions.

Projectiles with Immediate Actions usually do not have a Model. An Impact Point Token is used to indicate the position of the Projectile. The Impact Point Token is removed after the Attack is performed.

Some Projectile Actions may replace the Projectile Unit with a Drone Units, which follow the same rules as other Drones.

Unless otherwise specified, Projectile Attacks generally do not require the target be within the Forward Arc of the Attacker.

4.7.1. Launching

Projectile Actions commonly **Launch** a specified Projectile. There are two types of Launch: Direct Fire and Fire in arc.

Direct Fire: Requires Line of Sight to a target Grid or Unit.

-Grids occupied by Terrain cannot be the target of a Direct Fire Launch.

Fire in arc: Does not Require Line of Sight to a target Grid or Unit.

-If the Projectile is an Aerial Unit, Grids occupied by Terrain can be the target of the Launch.

Regardless of whether the Projectile is an Aerial Unit, the Projectile is considered an Aerial Unit at the Launch Grid and target Grid, and will accordingly trigger Interception.

4.7.2. Detonation

Many Actions of Projectiles require the Projectile Unit to undergo Detonation, which usually causes an Attack to be made against a target.

Some Projectile Attacks cause the Projectile to undergo Detonation immediately, while others, such as those with Guided Attack, seek a target before Detonation.

-If the Action Text specifies to "Target 1 Enemy Unit within range", it usually means that the Attacker can freely select the target Unit.

- If the Action Text specifies to “Target the nearest Unit within range”, the target logic needs to be followed.

- If the Action Text specifies a Unit Type, then the target should be selected from that Unit type first, and if none are within Range, from other Units.

- Projectiles that have a Delayed Action requiring a target will be destroyed if there is no target within the Range when they receive an Action Opportunity, unless otherwise specified.

-Projectiles can always choose to target Destructible Terrain that is in Range of their Attack unless otherwise specified.

When a Projectile/Deployable undergoes Detonation, it is Destroyed.

Note: The Delayed Action of some Deployables does not require them to undergo Detonation. Such Deployables will remain on the Game Board and will perform their Delayed Action during the Delay Phase of each round.

4.7.3. Explosion Damage

The Actions of various Projectiles cause Explosion Damage to their target. The target of Explosion Damage is specified by the Action Text, and there is usually no Line of Sight or Facing requirement.

Explosion Damage can be Attacks against a single target, usually written as “cause Explosion damage to the target”, or Attacks against multiple targets, usually written as “cause Explosion damage to all Units within range”.

Actions that “cause Explosion damage to all Units within range” will also target Ally Units, in which case the decisions and rolls of the Attacker and Defender may be made by the same player who initiated the Action.

Determine target Unit	Determine target Unit according to Action Description.
When the Target	When the Defender is in **Shutdown Stance,** the Attacker will always

Unit is a Mech: Determine the target Part (For other Unit Types such as Drones, Projectiles, etc., this step is not performed	designate the target Part. When only the Attacker can designate the target Part, the Attacker designates the target Part. -The Defender checks for Passive Actions and other effects that allow them to designate the target Part. If neither Attacker nor Defender can designate a target Part, the Attacker rolls a Black Die and the target Part is designated according to the result. -If the result of the roll is the Any Part Icon, the Attacker must designate the target Part. -If the Part designated by the roll was not equipped or has already been destroyed, the Torso is automatically designated as the target Part.
Attack Roll	Collect attack dice: -The Attacker collects the number of Attack Dice indicated by the Dice Table of the Action. -If the Defender has the ability to increase or decrease the number of Yellow Dice and/or Red Dice in the Attack Roll, the number of Attack Dice is accordingly modified at this time If an ability is in effect that allows a player to Designate Dice, the result of these Dice may be set directly. The Attacker rolls the remaining Attack Dice.
Defense Roll	Collect Defense Dice: -The Defender collects a number of White Dice equal to the **Armour Value** of the target Unit or Part (if the target Unit or Part is Damaged, the number is equal to the **Structure Value**). -If target Unit is in **Mobility Stance**, the Defender collects a number of Blue Dice equal to the Dodge Value of the Target Unit. If an ability is in effect that allows a player to Designate Dice, the result of these Dice may be set directly. The Defender rolls the remaining Defense Dice.
Focus	The Defender chooses whether to consume 1 Link Value to immediately reroll any Defense Dice.
Damage Resolution	The Attacker performs any Exchanges of Icons in their Roll, then the Defender does the same. The Defender Offsets Icons in the Attack Roll with Icons from the Defense Roll: 1 [Dodge] offsets 1 of any Icon, 1 [Defense] offsets 1 [Light Hit]. If there is a damaging Icon that has not been Offset, **Penetration** occurs. If the Action has an effect on **Hit** effect: Damage that is not Offset by [Dodge] will trigger the effect (Damage offset by [Defense] will still trigger the effect). If the Action has effects on [Lightning] or [Eye]: Any [Lightning] [Eye] in the Attack Roll that is not offset by [Dodge] will trigger the effect.

4.7.4. Deployables

When a Projectile Action Text instructs to Deploy a Unit, it usually means that the Action places a Deployable Unit directly into a Grid within Range.

-Line of Sight to the target Grid is required to Deploy the Deployable Unit.

-Interception is not triggered by Actions that Deploy a Deployable Unit.

4.7.5 Laying Deployables

Laying is usually used to place Deployable Units such as Mines. It refers to a process of Units placing Deployables on their Movement Path during Movement.

All Large Grids in the Movement Path, including the starting and ending Grids, are valid locations for Laying. Deployables placed by Laying may be placed in any Grid on the Movement Path that can accommodate them.

The Laying Action may require 1 Movement Range per Unit placed as indicated by the Action Text. If the Movement Range is not enough to both reach the destination and perform the Laying Action, the Laying Action cannot be performed. Multiple Units can be placed by Laying in a single Movement Action if the Movement Range is sufficient.

Laying does not trigger Interception.

4.8. Surplus Damage

If an Action has Keywords that apply Surplus Damage such as Mutilation, Scatter-shot, Cleave, etc., Surplus Damage Resolution will occur immediately after Penetration of the target.
Note: When an Action has multiple effects that apply Surplus Damage, the Attacker chooses one that is applied.

The resolution of Surplus Damage is similar to the general Attack process, with a major difference in that the Attack Roll is not performed. Instead, the Surplus Damage, is used as if it is the results of the Attack Roll.

When resolving Surplus Damage, the Defender does not add White Dice provided by Terrain Protection, Unit Protection or Parry to their Defense Roll.

Only effects that cause Damage are transferred as Surplus Damage. No Action effects are inherited, and Surplus Damage will not be counted after a second Penetration.

Note: If Exchanges were used on Icons in the original Attack Roll, the Dice remain this way for Surplus Damage.

Determine Target	Declare or determine the target of the Surplus Damage according to the applicable Action Text or Keyword.
When the Target Unit is a Mech: Determine the target Part (For other Unit Types such as Drones, Projectiles, etc., this step is not performed	Determine the target Part according to the Applicable Action Text or Keyword, if necessary. When the Defender is in **Shutdown Stance**, the Attacker will always designate the target Part. Otherwise, the Attacker rolls a Black Die and the target Part is designated according to the result. -If the result of the roll is the Any Part Icon, the Attacker must designate the target Part -If the Part designated by the roll was not equipped or has already been destroyed, the Torso is automatically designated as the target Part.
Attack Roll	The Surplus Damage is used, rather than an Attack Roll
Defense Roll	Collect Defense Dice: -The Defender collects a number of White Dice equal to the **Armour Value** of the target Unit or Part (if the target Unit or Part is Damaged, the number is equal to the **Structure Value**). -If target Unit is in **Mobility Stance**, the Defender collects a number of Blue Dice equal to the Dodge Value of the Target Unit. If Defender has the ability to increase or decrease the number of White Dice and/or Blue Dice in the Defense Roll, the number of Defense Dice is accordingly modified at this time. If an ability is in effect that allows the Defender to Designate Dice, the result of these Dice may be set directly. The Defender rolls remaining Defense Dice.
Focus	The Defender chooses whether to consume 1 Link Value to

	immediately reroll any Defense Dice.
Damage Resolution	The Defender performs any Exchanges of Icons in their Roll The Defender Offsets Icons in the Attack Roll with Icons from the Defense Roll: 1 [Dodge] offsets 1 of any Icon, 1 [Defense] offsets 1 [Light Hit]. If there is a damaging Icon that has not been Offset, **Penetration** occurs. Any Action effects will not be triggered.

【Example】

The Attacker performs |Single Shot|.
The Attacker rolls a Black Die, and the target Part is the Right Arm.
The Attacker rolls 2 Yellow Dice and 2 Red Dice.
The Defender is in Defensive Stance, and the Armor Value of the Right Arm is 4, so the Defender rolls 4 White Dice.
The Offsetting by the Defender is shown in the Figure. Not all Damage was offset, therefore Penetration occurs.
The 1 [Light Hit] and 1 [Heavy Hit] that were not Offset are Surplus Damage.
Due to the effects of the Scatter-Shot Special Rule Keyword, the Surplus Damage may be resolved against another random Part, so the attacker rolls a Black Die again, and the result is the Backpack.
Attack Dice are not rolled.
The Armor Value of the Backpack is 3, so the Defender rolls 3 White Dice.
The Offsetting of the Surplus Damage by the Defender is shown in the Figure, 1 [Heavy Hit] was not offset so Penetration of the Backpack occurs.
The Surplus Damage will not be applied again, and this Attack ends.

22 4.9. Interception

Interception is a means of dealing with Aerial Units such as incoming Projectiles. Weapons with Intercept capabilities will automatically Attack Enemy Missiles and other Projectiles within range.

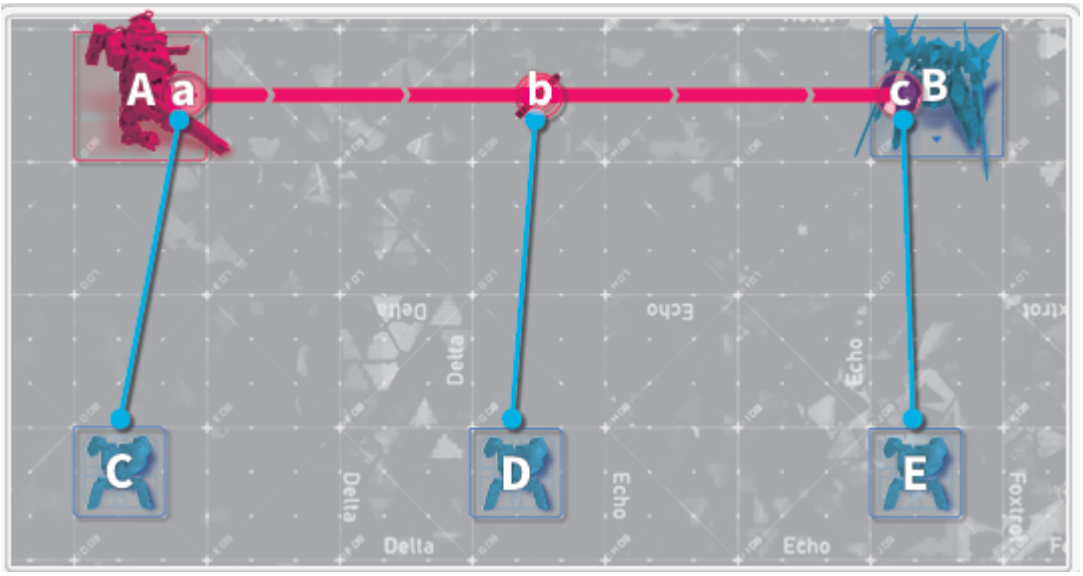
When an Action Text has the Intercept X Keyword, it indicates that this Action can be used for Interception, and during the Deployment Phase, X Interception Tokens must be placed face-up on the Card.

When an Enemy Aerial Unit Moves, if the starting Grid or end Grid of the Movement Path is within the Range of a Unit bearing an Action with Intercept, Interception occurs by consuming an Interception Token (Flipping the Token) and the performing the Action with Intercept to Attack the Aerial Unit.

Intercept is usually a Keyword of Firing Actions, however there are some Passive Action with Intercept, in which case that Action cannot be used to perform Firing Attacks during normal Action Opportunities and can only perform Attacks when Interception is triggered. In either case, the rules for Attacking with Interception are similar as Firing Attacks, with the exception that the target Unit must be that which triggered the Interception and does not need to be in the Forward Arc. Because only Aerial Units trigger Interception, there is always Line of Sight and no Terrain Protection or Unit Protection can be claimed.

If Interception does not Destroy the target Unit, another Interception must be attempted until all Interception Tokens are consumed or the target unit is Destroyed.

A target may trigger the interception of multiple units at the same time, and these units perform interceptions in sequence.



[Example]

Example: Unit C, Unit D, and Unit E are 3 Units that have Actions with the Intercept

Keyword. Unit A performs a Projectile Action during the Action Phase, launching a Projectile towards Position b.

At the time of Launch, Position a is within the Interception range of Unit C, and Position b is within the Interception range of Unit D. Unit C will perform Interception and Unit D will if Unit C does not Destroy the Missile before all its Interception Tokens are Consumed;

If the Projectile was not Destroyed during the Action Phase, during the Delay Phase the Projectile selects B as the target, moves to position c, and prepares to undergo Detonation in accordance with its Action Description.

At this time, Position b is within the Interception Range of Unit D, and Position c is within the Interception Range of Unit E. Unit D and E would Intercept the missiles in sequence, however in this example. D would have consumed all the Interception Tokens it had attempting to Intercept when the projectile entered its Interception Range in the Action Phase. Therefore, only E would attempt Interception.

23 4.10. Link Value and Focus

A Link Dial is used to record the current Link Value of each Mech Unit. Different Pilots may have different maximum Link Values. Please use the Link Dial that corresponds to the Pilot ID number of the Mech Unit's Pilot.

The number of cells visible on the color bar of the Link Dial indicates the current Link Value of the corresponding Mech. Mech Units always start the game with the full Link Value of their corresponding Pilot. When the Link Value is reduced or restored during the game, rotate the Link Dial to reveal or hide the corresponding number of cells.

Link Value enables Mechs to use Focus to reroll Dice, typically Attack Rolls and Defense Rolls, and Rolls during Electronic Countermeasures.

Any time a Mech Unit rolls Dice, it can use Focus as follows: Reduce Link Value by 1 and reroll any Dice in its roll.

Note: Black Dice used to determine target Parts when Attacking can also be rerolled using Focus.

A Mech cannot perform any Actions that would reduce its Link Value to 0. Therefore, when a Mech has a Link Value of 1, it cannot use Focus to reroll Dice. To perform Actions that consume Link Value, the Mech must have 1 more Link Value than will be consumed.

Reduction in Link Value caused by the opponent, including through Part Destruction, various Actions with Special Rule Keywords such as Concussion, and Certain Electronic Warfare Attacks, may reduce the Link Value to 0.

When the Link Value of a Mech is reduced to 0, the Mech immediately changes its Stance to the Shutdown Stance. Please refer to 4.1 for the rules of Shutdown Stance and Reboot.

24 4.11. Electronic Warfare

4.11.1. Electronic Attacks and Electronic Support

Electronic Warfare is divided into two Categories: Electronic Attacks and Electronic Support.

An **Electronic Attack** is an Action that targets enemy electronic systems and exerts negative effects.

Usually an Electronic Counter-roll is required with a target Unit, and if successful, a corresponding effect is applied to the target Unit.

Electronic Support encompasses beneficial effects for Ally Units. Different types of Electronic Support can be provided through Passive Actions or other Action types such as Tactical Actions, affecting Ally Units within Range of the Action.

Note: Units can benefit from their own Electronic Support.

Electronic Warfare Actions are not affected by Terrain and Line of Sight.

4.11.2. Electronic Counter-rolls

When performing an Action that requires an Electronic Counter-roll, the Unit performing the Action is called the Initiator, and the target Unit is called the Responder.

To perform the Counter-roll, the Initiator and Responder each roll a number of Yellow Dice equal to the Electronic Value of the Unit. The Electronic Value of a Mech Unit is the sum of the Electronic Values of all its Parts.

-If an Electronic Attack includes the "Strength +X" Keyword in the Action Text, then X Yellow Dice will be added to the Electronic Counter-roll of the Initiator.

- If a Unit has an Electronic Value of 0, it cannot Initiate Electronic Warfare, but can be targeted by Electronic Attacks and benefit from Electronic Support.

-If the Electronic value of a Unit is "-", it cannot be the target of Electronic Warfare.

The result of an Electronic Counter-roll is determined according to the following rules:

- If the Initiator rolls more [Lightning], the Electronic Attack succeeds.

-If the number of [Lightning] is the same, the Electronic Attack succeeds if the Initiator rolled more [Light Hit].

-If the number of [Lightning] and [Light Hit] are the same, the Electronic Attack succeeds.

Note: When a Mech is in the Offensive Stance, Hollow Icons have the same effect as their solid counterparts during Electronic Counter-rolls.

25 4.12. Stealth

The main stealth effects in the game are Low Profile and Optical Camouflage.

4.12.1. Low Profile

Low Profile represents the capabilities of a Unit to reduce its signatures, making it more difficult to hit with fire. Such Units are described as Units with Low Profile.

Effect: When a Unit with Low Profile is the target of Firing Attacks, [Eyes] in the Defense Roll are regarded as [Dodge].

Note: Obtaining a Low Profile Token is one way for a Unit to benefit from Low Profile, however Units without a Low Profile Token may benefit from Low Profile through other means such as Passive Auras. Please note the distinction.

4.12.2. Optical Camouflage

Units with Optical Camouflage capabilities can enter the Optical Camouflage State by performing Actions that Activate Optical Camouflage, or they can be deployed directly in the Optical Camouflage State during the Deployment Phase.

Activation

When a Unit Activates Optical Camouflage:

-Replace the Model of the Unit with an Optical Camouflage Model.

-Remove all Hexagon Tokens from the Unit.

Effects

After Activating Optic Camouflage, a Unit is in the Optical Camouflage State and the following effects apply:

-When any Unit targets a Unit in the Optical Camouflage State with an Attack (including Melee/Shooting/Projectile Attacks), the Attacker must perform a Scan first. If the Scan succeeds, the target Unit is Revealed.

--After being Revealed, if the target Unit is still in a position that meets the requirements of the Attack, resolve the Attack according to the rules for that type of Attack.

-- After being Revealed, if the target Unit is not in a position that meets the requirements of the Attack, the Attack fails.

-If the Scan fails, the Attack fails.

Note: If an Attack fails, all steps of the Attack are skipped. No rolls are made, all effects of the Attack on the Defender are not applied, whereas the effects of performing the Attack on the Attacker are applied as normal (for example, Consuming Ammo and Charge, undergoing Detonation).

Units with an Electronic Value of 0 or "-" cannot target Units in the Optical Camouflage State with Attacks.

Attacks that target all Units in Range can directly target Units in the Optical Camouflage State without first Scanning. Projectiles that undergo Detonation will not cause Units in the Optical Camouflage State to be Revealed by contact.

Revealed

Units leave the Optical Camouflage State by being Revealed.

When Revealed, the Optical Camouflage Model is replaced with the Unit Model.

A Unit in the Optical Camouflage State will be Revealed and perform Manifestation Movement in the following situations:

-When performing the Common Action: Reveal.
-After performing an Action that does not have the Silence Keyword.

-After any Movement that ends with an Enemy Ground Unit in Contact with the Base of the Unit in the Optical Camouflage State.

-After an Enemy Unit performs a Scan Action targeting the Unit in the Optical Camouflage State and Succeeds in the Electronic Counter-roll.

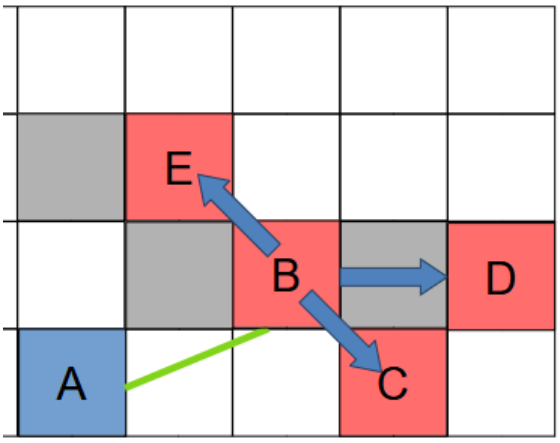
The following situation will cause Unit in the Optical Camouflage State to be Revealed without performing Manifestation Movement.

-Part Destruction of the Part that was used to perform the Action that Activated Optical Camouflage.

Manifestation Movement:

Actions that enable a Unit to Activate Optical Camouflage have the Stealth X Keyword, with X being the Stealth Value of the Unit or Part. Stealth Value represents the ability of a Unit to conceal its position. The Optical Camouflage Model of a Unit with a Stealth Value indicates a suspected positon from the perspective of its opponents, which may not be the actual position. Therefore, when a Unit is Revealed, it may appear in another position, a process called Manifestation Movement.

Manifestation Movement uses the Stealth Value of the Action that Activated Optical Camouflage as the Movement Range. Manifestation Movement is Teleportation Movement.



Example: Unit (B) is in the Optical Camouflage State and has a Stealth Value of 2. Unit (A) declares a Firing Attack against Unit (B), with a Range of 4.

Unit (A) performs a Scan successfully causing Unit (B) to be Revealed and perform Manifestation Movement.

If Unit (B) moves to Position (C), it is in Range of Unit (A)'s Attack and the Attack will proceed according to the rules for Firing Attacks.

If Unit (B) moves to Position (D), it is beyond the Range of Unit (A)'s Attack so the Attack fails.

If Unit (B) moves to Position (E), (A) has no Line of Sight so the Attack fails.

4.12.3. Silence

Performing any Action that does not have the Silence Keyword will cause Units in the Optical Camouflage State to be Revealed, and Low Profile Tokens to be removed.

-Maneuver does not benefit from Silence unless otherwise specified. Maneuvering, including changing facing without Movement, will cause Units in the Optical Camouflage State to be Revealed, and Low Profile Tokens to be removed;

-Performing passive Actions and Interception will not cause Units in the Optical Camouflage State to be Revealed, or Low Profile Tokens to be removed;

4.12.4. Scanning

Scanning allows Units to reveal Enemy Units in the Optical Camouflage State and to remove Low Profile Tokens from Enemy Units.

Scanning is performed as follows:

-Designate an Enemy Unit in the Optical Camouflage State or bearing Low Profile Token as a target.

-Perform an Electronic-counter roll against the Target, if successful:

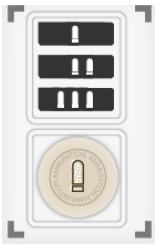
--Targets in the Optical camouflage State are revealed;

--Targets bearing Low Profile Tokens remove them.

Note: For Units with Low Profile, only those with Low Profile Tokens can be Scanned, while those with Low Profile through other means cannot be Scanned.

All Mechs have common Action: Scan, which allows them to perform Scanning of a target Unit. Attacking Units in the Optical Camouflage State will also trigger Scanning.

26 4.13 Ammo



If an Action has an Ammo Icon, it means that the Action can only be performed a limited number of times.

At Deployment, please place a number of Ammo Tokens corresponding to the number of Ammo Icons face-up on the Card with the Ammo Icons.

Each time an Action with Ammo is performed, depending on the action, one or more Ammo Tokens are Consumed, by flipping them face-down. If all Ammo Tokens are already Consumed, the Action cannot be performed.

Each performance of an Action with Ammo usually only consumes 1 Ammo Token. For Projectile Actions with the Volley X Keyword, up to X Projectiles can be Launched in single

Action and the same amount of Ammo Tokens must be consumed as Projectiles Launched.

Some Actions can replenish Ammo. When replenishing Ammo, a Unit or Part with Ammo must be specified. Flip Ammo Tokens that have been consumed back to being face-up to replenish them. Ammo can only be replenished for Parts/Units that have consumed Ammo, and the amount of Ammo cannot exceed the amount they started with.

27 4.14 Charge

If an Action has a Charge Icon, it indicates that the Action can be Charged.

At the beginning of the game, please place a Charge Token face-down on the Card, which indicates that this Action has not yet been Charged.

During the game, Actions can be Charged by first performing the |Charge| Action, upon which the Charge Token for the Action is flipped to be face-up, indicating that the Action is Charged.

Charge Action, a Part with a face-down Charge Token must be specified. Only one part can be Charged per Charge Action.

When a Part is Charged, Charge cannot be performed with it until the Charge is consumed.

When an Action is Charged, if there is an effect that is conditional on being Charged in the Action Text, the Charge Token may be Consumed when performing that Action (flipped to be face-down), and the effect that is conditional on being Charged is applied.

28 4.15 Commands

For the Reconstruction and Development League and United Network Factions, generally speaking, “Each Mech can send 1 Command to 1 Drone during the Drone Command Phase, and each Drone can only receive 1 Command”.

However for the Guardians of Freedom faction, which make more extensive use of Drones, their more complex use of Commands will be explained in this section.

4.15.1 Command Generation

At the Beginning of the Command Phase, Commands are generated.

Normally each Mech generates 1 Command in the Command Phase.

Mechs from the Guardians of Freedom faction are often able to generate more than 1 Command. If a Torso Part has the Keyword **Command Generation X**, it will generate X Commands.

Place the corresponding number of Command Tokens on the Torso Part Card of the Mech that Generated them. The Command Token is generated face-up, indicating that the command can be used.

Note: Mechs in the Shutdown Stance cannot generate Commands.

4.15.2 Issuing Commands

The most common use of Command Tokens is to issue Commands to Drones during the drone Command Phase.

When a Drone is issued a Command it may:

-Perform 1 Movement Action or perform 1 Command Action.

When issuing a Command, the player selects a Mech to Issue the Command, selects a Drone to receive the Command, and takes a Command Token from the Mech and places it on the Card of the Drone, flipped to be face-down.

Usually, a Drone can only be the bearer of 1 Command Token, restricting it to receiving only 1 Command during the Command Phase.

During the Command Phase every Command Token can be used until there are no units left to accept the Command.

If the Actions and abilities available to the Squad provide for other ways of using Command Tokens, they may be reserved.

At the end of the Command Phase, remove all Command Tokens from Drones.

Note: For players of the Guardians of Freedom Guard, please be especially careful not to forget this step.

4.15.3 Command Coordination

The Actions of some Mech Parts have the Keyword **Command Coordination X** in their Action Text.

By using these Actions, it is possible to issue Commands to Drones outside of the Command Phase, usually during the Action Phase.

The Command sent with Command Coordination has the same effect as a Command sent in the Command Phase:

-Perform 1 Movement Action or perform 1 Command Action.

After the Action with Command Coordination is performed, the player selects a Drone to receive the Command, and places a Command Token on the Card of the Drone, flipped to be face-down.

Normally, a Drone can be the bearer of only 1 Command Token. As Command Tokens accepted during the Command Phase are removed at the end of the Command Phase, Drones can accept another Command outside the Command Phase.

For example, a Mech equipped with a Torso that has an Action with Command Generation 4 issues Commands to 2 drones in the Command Phase, reserving the remaining 2 Command Tokens it generated. During the Action Phase, it performs an Action with the Keyword Command Coordination 2. It can issue up to 2 Commands after executing the Action, and 2 different Drones can receive the Commands, but cannot receive more than 1 Command each.

4.15.4 Consuming Command Tokens

In addition to Issuing Commands, there are Actions that allow Mechs to consume Command Tokens to achieve other effects. The Mech must bear a face-up Command Token to perform these Actions.

When performing the Action, flip the Command Token to be face-down to indicate that the Command Token has been consumed.

Command Tokens that are face-down can no longer be issued or used for other functions.

Regardless of whether or how they have been consumed, all Command Tokens should be removed in the End Phase, including those on Drone Cards and the Torso Part Cards of Mechs.

29 4.16 Smoke Screen

Smoke Screens are created when Projectiles such as Smoke Grenades detonate. Smoke Screens are a special object in the game, represented by Smoke Screen Cards.

Placement of Smoke Screens

Smoke Screens, like Units and Terrain Objects, need to be placed within a Grid and cannot be placed across large Grids.

Smoke Screens can be placed in Grids occupied by Units or Terrain.

When multiple Smoke Screens are placed at once, the Action Text may specify to place them so that they are Connected. This means each Smoke Screen placed by the Action should be in contact with at least one other Smoke Screen placed by the Action.

Smoke Screen Cards have a Black and White side to indicate which player generated the Smoke Screen. When placing, please place your corresponding color upward.

Smoke Screens placed by the same player cannot overlap the same Grid, however Smoke Screens placed by different players can overlap the same Grid.

Effects

Line of Sight cannot be established through Smoke Screens for the purpose of performing a Firing Action. If the Attacker can establish Line of Sight along lines that do not pass through the Smoke Screen, then it may Attack as normal.

-Regardless of which side placed the Smoke Screen, it has the same effect on both sides.

-When a Unit occupies in the same Grid as a Smoke Screen, Line of Sight cannot be established to or from it for the purpose of performing Firing Actions.

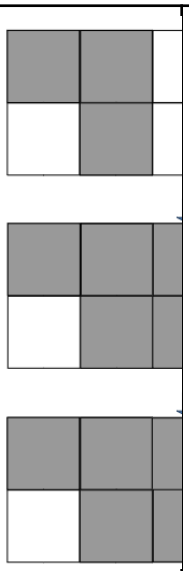
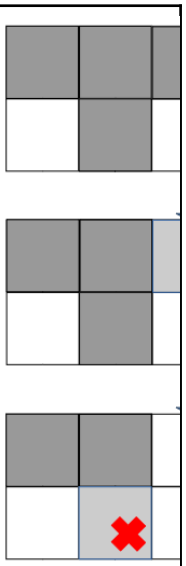
- Aerial Units cannot establish Line of Sight through smoke for the purpose of performing Firing Actions.

-Actions other than Firing Actions, such as Melee Actions and Projectile Actions, are not affected by Smoke Screens.

Smoke Screen dissipation

Smoke Screens that belong to the same player and are Connected are called Connected Smoke Screens.

In the End Phase of each round, players must remove any Smoke Screens that are not Connected, and one Smoke Screen from each of their Connected Smoke Screens. Players alternate in removing all Smoke Screens they are obliged to remove.

	
Note: When placing Smoke Screens so that 2 Connected Smoke Screens become Connected with each other, they will become 1 Connected Smoke Screen. When removing Smoke Screens at the End Phase, only 1 Smoke Screen Card will be removed from this Connected Smoke Screen.	Note: Removing the Smoke Screen Card as above causes 1 Connected Smoke Screen to become 2 Connected Smoke Screens. They will not be required to have Smoke Screens removed again that round, but in the End Phase of the following round, 1 Smoke Screen must be removed from each of the Two Connected Smoke Screens.

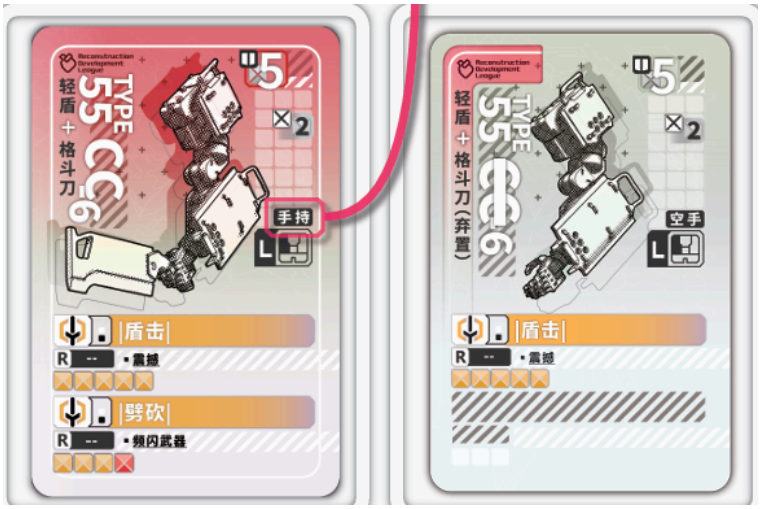
30 4.17 Handheld and Freehand

Handheld and Freehand are two Tags that often appear on Right and Left Arm Part Cards.

Handheld

The **Handheld** Tag indicates that this Part includes Handheld equipment, and this equipment can be Discarded.

All Part Cards with the **Handheld** Tag have a corresponding **Discard Card**, which represents the Part in the Discard State after the Handheld equipment is Discarded.



During the Deployment Stage, please prepare the corresponding Discard Card for each Part with the Handheld Tag and place them under the regular Part Card.

Mechs with Parts that have the Handheld Tag can perform the |**Discard**| Common Action to change the Part to the Discard State.

When performing Discard, remove the regular Part Card to expose the Discard Card. When there are Tokens on the regular Part Card, Triangle Tokens are transferred to the Discard Card; Round Tokens such as Ammo Tokens, Charge Tokens, and Interception Token are transferred only if Actions using these Tokens are present on the Discard Card, otherwise they will be removed.

The capabilities of some Parts will change after performing Discard. Flexible use of Discard can bring more tactical options.

In addition to performing Discard, effects of other Actions such as Disarm can also cause Parts to switch to the Discard State, following the process of Discard as described above.

Freehand

The Freehand Tag represents limbs with an open hand, or those with an integrated sheath or holster that allows them use of the hand when stowing a weapon. The hand can be used to assist other Parts in performing their Actions.

For example:

- Actions with the [Two-handed] conditional Keyword will obtain the corresponding effect when a Part with the Freehand Tag is designated to support the Action.

-Actions with the **Throw** Keyword may only be performed when a Part with the Freehand Tag is designated.

-Some Parts with the Freehand Tag may also provide additional effects when designated as a Freehand for Actions that may benefit from Freehand.

Parts with the Handheld Tag often have Freehand in their Discard state.

5. Tasks and battles

5.1. Configure Squad

Before each game, players must decide which Units they will use in their Squad according to certain rules.

The base game of Ember: Obsidian Protocol has three factions: Reconstruction and Development League, United Network, and Guardians of Freedom. Players choose their preferred faction, then select Mechs and Drones belonging to this faction to form their Squad.

-By default, a Squad can only be composed of Units from a single faction. If Units are introduced that may be used by multiple factions, their conditions for inclusion will be specified in their own rules.

-A Mech can only be composed of Parts from a single faction.

-Each Mech in a Squad must be assigned a Pilot, and Pilots with the same ID cannot appear in the same Squad.

Points

Each Squad is balanced according to the Points Value of the Units it includes.

Every Unit included in a Squad, including each Part and Pilot of Mech Units, has a corresponding Points Value.

The current Points Value can be found online by following the QR code on the back of each Card, and a pencil can be used to note it in the score area on the Card.

Different scale battles have different Point Limits, and the total Points Value of your Squad cannot exceed this limit.

[Scale and Points Limit]

Skirmish	600 Points
Standard Battle	900 Points
Large Battle	1200 Points

Low Value Unit

Projectiles/Deployables are Low Value Units by default, and there are also some Drones with the Low Value Unit Tag. Low Value Units have the following characteristics:

-These units are usually carried or generated by other Units, do not have a Point Value, are not considered part of the Squad, and cannot be placed during the Deployment stage;

-For any Task where Victory points are awarded for Destroying Units, Victory Points will not be awarded for Destroying Low Value Units;

-Low Value Units cannot interact with any Task Items;

5.2. Battle

A standard Skirmish or Battle uses a 900×900 mm Game Board, such as that included in the Game Pack. When laying out the Game Board, please do so according to the directions shown in the figure below.

[Highlighting of tactical areas]

On the standard Game Board, 9 areas are labeled as Alpha through to India. They are called Tactical Areas and are usually used for positioning Tasks.

5.2.1. Setup Process

In the Setup stage of a battle, prepare the Battlefield and Tasks for the encounter according to the following process:

Prepare the battlefield	① Draw 1 Battlefield Card ② Draw 3 Main Task Cards, each side discards 1 Main Task Card, and the remaining Main Task Card will describe the Mission to be used in the game. ③ Arrange the Terrain according to the Battlefield Card

Choose sides and First Player	
Prepare Tasks	① Starting from the First player, each player selects 1 Secondary Task Card as their Secondary Task for the game, and shows it to the other Player. ② If there are Task Items that need to be placed or Units that need to be designated for a Task, start from the First Player and place them alternatingly.

Note: If you want to conduct a Large Battle, please use a 1200×1200 mm Game Board and corresponding High Points Battlefield Layout Cards and Task Cards.

5.2.2. Battlefield Cards

1-Terrain 2-Fragile terrain 3-Number of environment cards

Battlefield Cards are used to determine the Terrain Layout for an Encounter.

Please place the corresponding Terrain Objects on the Game Board according to the instructions on the Battlefield Card.

Usually one Terrain Object is placed in 1 Grid; please distinguish between ordinary Terrain and Destructible Terrain according to the corresponding icons.

Terrain Objects of the same size and different heights can be placed at will. It is best to have 50% of Terrain Objects capable of blocking Line of Sight.

5.2.3. Task Cards

Main Task Cards

The Main Task Card is used to describe the Main Task of an encounter and also indicates the respective Deployment Zones of both sides.

[Main Task Card]
1-Tactical Areas: The Tactical Areas used in the encounter 2-Deployment Zones: the respective Deployment Zones of Black and White players 3-Task description text

Secondary Task Card

[Secondary Task Card]

Secondary Task Cards are used to describe the Secondary Tasks of each player.

5.2.4. Victory Points

During the game, use Victory Point Tokens to record the Victory Points gained by each player.

[Victory Point Token]

When the game ends, the Victory Points obtained by both sides are tallied, and the side with more Victory Points wins.

When both sides have the same quantity of Victory Points, the side with more Mech Parts and Drones remaining on the Game Board wins.

5.3. Task Items

Different Tasks may involve Task Items, which usually require players to exchange them to gain Victory Points.

[Task Item Token]

Task Item Tokens are used to represent these Task Items.

Commonly used Task Item types are as follows:

5.3.1. Black Box Containers

The various remnants of ancient civilization found in the Relic are called “Black Boxes”, and they are valuable items that are fought over by the factions.

When a Black Box Container is placed on the map, a Task Item Token is used to refer to its location. Its size is regarded as a 1×1 Small Grid, which can overlap with Units and will not block Line of Sight or Movement.

A Black Box Container can be picked up when a Unit moves through the position occupied by the Black Box Container, or when the Action Opportunity of a Unit ends with it in the same Grid as the Black Box Container.

-Units must have the Freehand Tag to pick up a Black Box Container.

-After picking up a Black Box Container, place the Task Item Token on the corresponding Part Card/Unit Card, indicating that this Part/Unit is the bearer of the Black Box Container. When bearing a Black Box Container, the Freehand Tag for this Part/Unit is considered invalid.

When a Unit bearing a Black Box Container is **Penetrated**, the Black Box Container will be placed on the Game Board. The location where the Black Box Container is placed is specified by the Attacker and must be in contact with the Base of the bearer.

5.3.2. Control Zones

A Control Zone is an area of the Game Board that can be captured. Usually, a Tactical Area is designated as a Control Zone, and its area is made up of the Grids corresponding to the Tactical Area.

In the unoccupied state, no Tokens are placed in the Control Zone. When a Control Zone is occupied by a player, a Task Item Token is placed with the player's corresponding color facing upward to represent the ownership of this Control Zone. When the Control Zone is occupied by the other player, the Task Item Token will be flipped to the corresponding side.

At the end of the round, if a player:

-Has 1 at least Mech (not in Shutdown Stance) or Drone located in the Control Zone;

-Has no Enemy Units in the Control Zone;

The Control Zone is occupied by this player.

Control Zones will begin to provide Victory Points in the round they were captured.

5.4.3. Terminals

Terminals are objects that players can Access to gain victory points. Terminals are usually placed in Tactical Areas, and can be Accessed from the Grid corresponding to the Tactical Area.

Task Item Tokens can be placed to record the location of a Terminal. Terminals in some Tasks can only be accessed by the Black or White player, so place the Task Item Token of corresponding color face-up to indicate which player may access it.

There are 2 ways to Access terminals:

①Direct Access:

At the end of the turn, if a player:

-Has at least 1 Mech (not in Shutdown Stance) or Drone within the Terminal Grid;

-Has no Enemy Units in the Terminal Grid

The player successfully Accesses this Terminal.

②Remote Access:

All Mechs gain the following Common Action when a Terminal is on the Game Board:

Remote Access Tactical-S Range 4 ·Perform this Action with the Torso. ·Perform an Electronic Counter-roll against the Terminal, If successful, the player successfully Accesses this Terminal.

The Electronic Value of each Terminal is 3

Each terminal can only be Accessed once per round.

5.4. Environment Cards and Tactics Cards

After negotiation, players on both sides can also choose to use Environment cards and Tactics Cards to bring a more diverse gaming experience.

5.4.1. Environment Card

[Example of environment card]

Environment Cards are Cards that are the size of one Grid on the Game Board. They are usually placed on the Game Board and represent that a Grid has special environmental effects.

If Environment Cards are used, they can be placed at will by two players alternately when setting up the battlefield. The total number shall not exceed the number marked on the Battlefield Card.

Environment Cards generally cannot be placed on the Tactical Zones.

5.4.2. Tactics card

[Tactics card example]

Tactics Cards represent additional actions that the player can take as the commander.

If you wish to use a Tactics Card, you must add it to your Squad. Each Tactics Card also has a corresponding Points Value.

During the game, players can play Tactics Cards at the appropriate time according to the description on the Card and execute their effects.

Each player can only use 1 Tactics Card in each round.

6. Appendix

1 6.1. Common Actions

Discard

Swift-S

·Performed by one or more Parts with the “Handheld”Entry, switching the Part/Parts to the **Discard State**.

Punch/Kick

Melee-M, 2 Red, Range -.

·Performed with Chassis, Left Arm or Right Arm.

** The existence of this Action means Mechs almost always having the ability to Melee Lock.

** Never underestimate the power of an enemy using a Mech itself as a weapon.

Crawl

Movement -M, Range 1.

·Performed with Chassis, Left Arm or Right Arm.

·Cannot be used to Break Away.

Stabilize System

Tactical-S

·Performed with Torso, remove 1 Square Token or 1 Hexagon Token from this Unit, and then Restore 1 Link Value.

Scan

Tactical-S, Range 6.

·Performed with Torso.

·Designate an Enemy Unit in the Optical Camouflage State or bearing a Low Profile Token as a target.

·Perform an Electronic Counter-roll against the target. If successful:

Targets in the Optical camouflage State are Revealed.

Targets bearing Low Profile Tokens remove them.

Charge

Swift-S

Performed by one or more Parts with an Action that has the Charge Icon, causing that Action to become Charged.

Reveal

Tactical-S

Causes the unit to become Revealed and perform Manifestation Movement.

2 6.2. Keywords

[Stationary]:

If the Unit has not performed any Movement during its Action Opportunity before performing this Action, the conditional effects may be applied.

[Hit]:

When resolving this Attack, if there is any Damage that is not offset by {dodge}, the conditional effects may be applied.

[Two-Handed]:

When performing this Action, if another Part with the **Freehand** Entry is designated to support this Action, the conditional effects may be applied.

[X Stance]:

If the Unit performing this Action is in X Stance (where X is a specific Stance), the conditional effects may be applied.

* This Conditional Keyword is usually written as [Offensive Stance] or [Defensive Stance] or [Mobility Stance].

[Moving in Straight Line]:

When performing this Action, if the entire Movement Path is in a single direction (entirely horizontally or vertically along Game Board), the conditional effects may be applied.

[Charged]:

When performing this Action, if the Part has a face-up Charge Token, it can consume the Charge Token (flip it to be face-down) to apply the conditional effects.

Unstoppable:

Movement Actions with this Keyword can still be performed when Immobilized.

Armor Piercing X:

Target removes X white dice before rolling.

Missile Group X:
Each Missile Group contains X Units. Units must move together and Attack the same target. Resolve Interception and Explosion damage for each Unit separately.

[RKG70 Missile Group] 3 Units → (interception) → 2 Units → 2 Detonations
Example: The RKG70 Missile Group Model is as shown in the Figure. This Model represents a group of 3 Units. Received 1 successful interception during flight and removed 1 Unit Model. When hitting the target, there are 2 Unit Models remaining, thus 2 Detonations are resolved.

Low Profile:
When this unit is the target of a Firing Action, may exchange {Eye} for {Dodge} in defense roll.

Warfare Node X:

Allies within the range may use the Electronic value of this Mech + X when making Electronic Counter-rolls.

Note: This does not change the initiator and responder of the Electronic Counter-roll.

Electronic attack:
This Action is an Electronic Attack (EA). When there is an effect that modifies “Electronic Attacks”, this Action will be affected by it;
If not further described, this Action targets an Enemy Unit, requires an **Electronic counter-roll**, and takes effect if successful.

Electronic support:
This Action is Electronic Support (ES). When there is an effect that modifies “Electronic support”, this Action will be affected by it;
If not further described, this Action targets Friendly Units and does not require Electronic counter-rolls. It takes effect automatically.

Multi-target X:

This Action can select X targets at the same time.

If selecting multiple targets, do the following when Attacking:

Determine the total number of Dice rolled for this Attack, any effects increasing the number of Attack Dice are applied at this time;

Allocate Attack Dice from the Attack Roll to the targets (each Dice may only be allocated once), and resolve Attacks against these targets in sequence. During each Attack, roll the number of Attack Dice assigned.

If the Attack can cause special effects on targets, each separate Attack may apply those effects to the target if the conditions are met.

Note: Multi-target X does not allow for targeting the same Unit multiple times during the Action, nor does it allow the assigning of 0 Attack Dice to a target.

Wrecking:

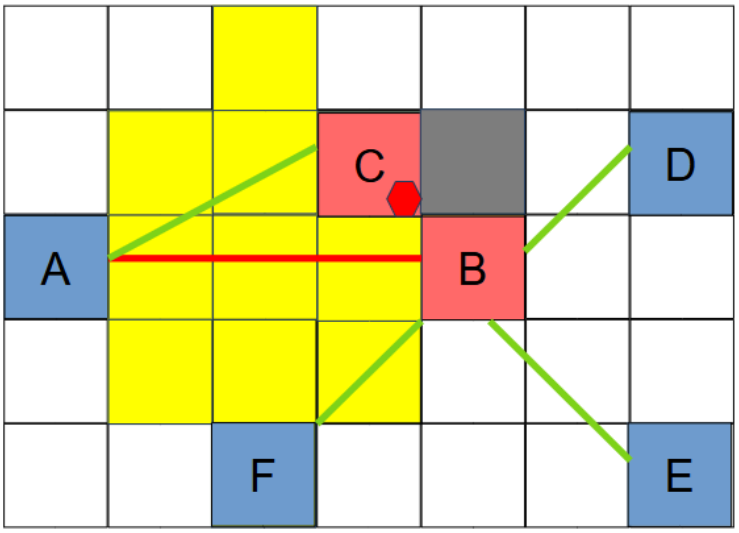
Each {Lightning} in the Attack Roll reduces target Link by 1 and causes damage.

Load:

A Part equipped by a Drone. The Drone does not gain the Actions or attributes of the Part.

Highlight:

If a Unit performs an Attack Action that is able to target an Enemy Unit that has Highlight, it must target that Unit and cannot target other Units with the Attack.



例：图中C是1个高亮目标单位，A、D、E、F使用范围4的射击武器。
-单位A进行射击时，不能射击单位B，只能射击单位C。
-单位D进行射击时，对单位C没有视线，因此可以射击单位B
-单位E进行射击时，单位C在射程外，因此单位D可以射击单位B。
-单位F进行射击时，单位C不位于前方，因此单位F可以射击单位B。
Example: Unit (C) in the image is a Unit with Highlight, and Unit (A), Unit (D), Unit (E), and Unit (F) are performing Firing Actions with Range 4.
-When Unit (A) Attacks, it cannot target Unit (B), and can only target Unit (C).
-When Unit (D) Attacks, it has no Line of Sight to Unit (C), so it can target Unit B

-When Unit (E) Attacks, Unit C is out of Range, so it can target Unit B.
-When Unit (F) Attacks, Unit C is not in its Forward Arc, so it can Target Unit B.

Aura:

This Action is an Aura.

Unless otherwise stated, this Action affects all Units within Range, including the Unit performing the Action if the Action affects Ally Units. When there is an effect that modifies "Auras", this Action will be affected by it.

Mutilation:

Surplus Damage may be resolved against the Structure of the target Part.

Barricade:
When another Ally Unit is the target of an Attack, this Unit is considered as 3-inch high Terrain.

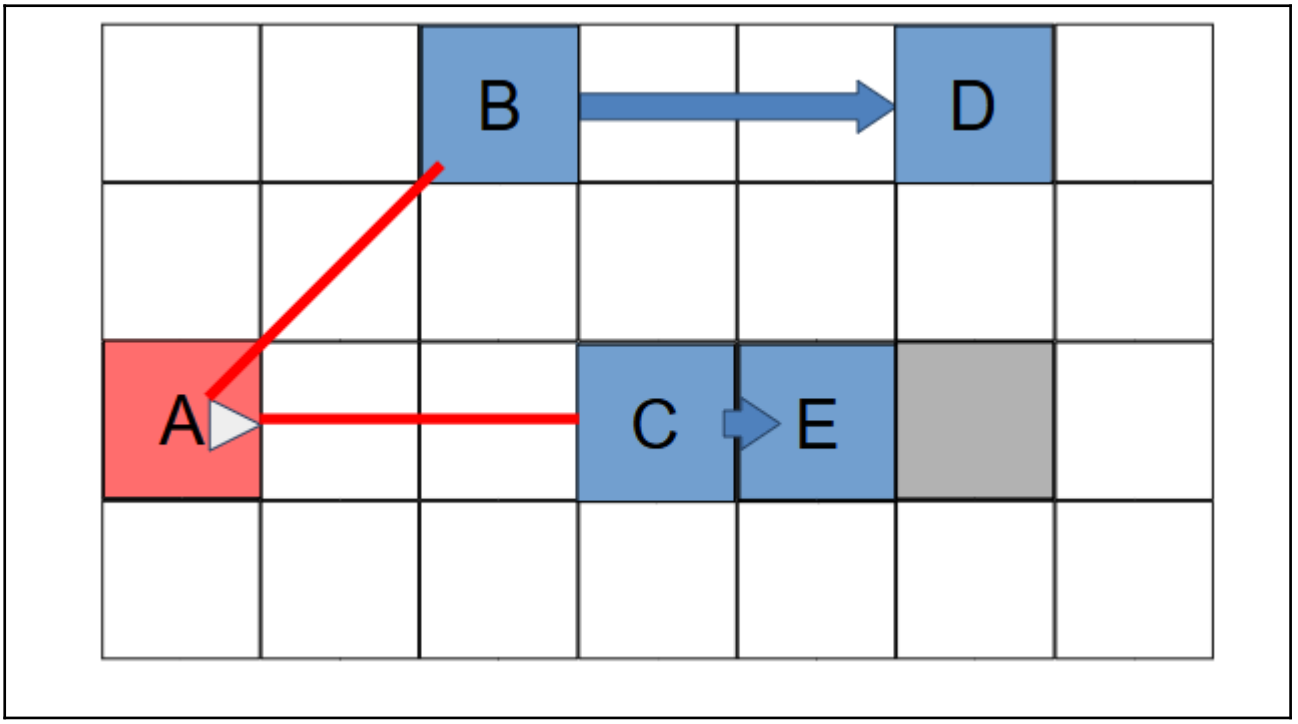
Laser Weapon:
On hit, target gains 1 Fragile Token.

Knock Back X:

After this action ends, the target is forced to move X grids along the attack direction.

Note: Target is subject to Forced Movement in a Straight Line, usually in the direction the attacker is facing.

If the path is blocked by Units or Terrain, it will stop early. When Flying Units are subject to this effect, they will also be blocked by Units and Terrain.



Example: Unit (A) has an Attack that has an effect: [Hit] Knock Back 3.
- Unit (A) performs the Attack against Unit (B). After being Hit, Unit B moves to Position (D);
- Unit A performs the Attack against Unit (C). After being Hit, Unit (C) is moves to Position (E) and stops due to Terrain blocking the remaining Movement

Disarm:
Change target Part to Discard State.

Melee Firing:
This Action can still be performed during Melee Lock.

Silence:

Optical Camouflage and Low Profile will not be removed when performing this Action.

Snipe:

The Attacker may designate the part of Defender to resolve Damage.

KC Armor:

When this Unit is Attacked, it may consume a Charge Token to exchange {lightning} in the Defense Roll for {Defense}.

Airborne Movement:
This Action is considered as Flying.

Intercept X:

This Part carries X Interception Tokens.

When an Enemy Aerial Unit Moves, if the starting Grid or end Grid of the Movement Path is within the Range of a Unit bearing an Action with Intercept, Interception occurs by consuming an Interception Token (and the performing the Action with Intercept to Attack the Aerial Unit.

For full Interception rules refer to Chapter 4.9

Ion Weapon:

When hitting a Target with a Fragile Token, may exchange {Lightning} for {Heavy Hit}.

Flexible Timing:

This Action can be used in adjacent timings as a Starting Action. For example, a Movement Action with this Keyword can be used as Starting Action in Firing/Movement/Tactical Timing.

Pulse Weapon:

May exchange {Lightning} for {Heavy Hit}.

Volley X:

Fire or deploy up to X Projectiles and consume an equal amount of Ammo Tokens.

Omni-direction Firing:

This Action has no limit of fire direction.

Fire in arc:

This action does not require visual to the landing point or the target.

Cleaving:

Surplus Damage may be resolved against another random Part or Unit in Range.

Throw:
A **Freehand** must be designated when performing this action.

Push X:
After this action ends, the target is forced to move X grids along the attack direction. If the Target is a Mech, its Link Value is reduced by 1.
See Knock Back X.

Drag:

Force the target to an adjacent grid of this Mech, and set the facing of the target. Dragging is treated as **Flying Movement**

Scatter-shot:

If target is a Mech, **Surplus Damage** may be resolved against another random Part.

Cruising:

If there is no target within Range, the Unit will not be destroyed and will fly to any Grid within Range.

Suppression:

If Target is a Mech, it immediately switches to Defensive Stance unless in Shutdown Stance.

Non-humanoid X：

When performing this Action, -X Link Value.

Stealth X:

When the Optical Camouflage is revealed, the Mech may appear within X Grids.

Concussion:

Each {Lightning} in the attack roll reduces target Link by 1.

Command Generation X:

At the beginning of each Command Phase, this Unit automatically generates X Command Tokens rather than 1.

Coordinate Command X:

After performing this Action, this Mech may issue 1 Command Token to X Ally Drones.

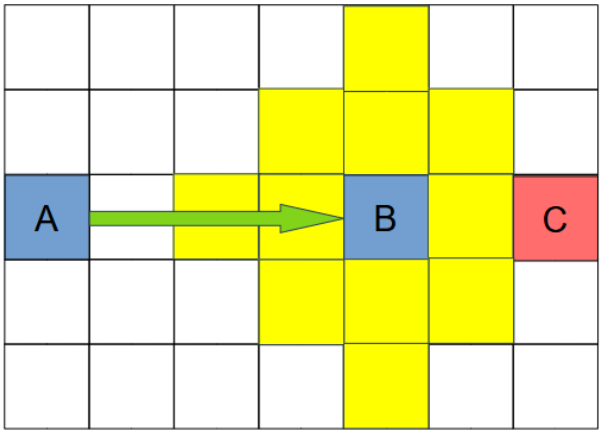
Designate X:

After any announcement of the number of dice, set the result of X dice.

Direct Fire:

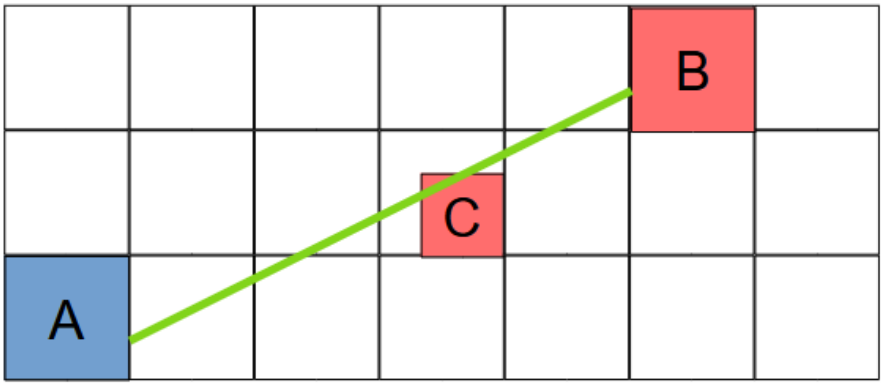
This action requires visual to the landing point or the Target.

Repeater:
When Friendly Units within range conduct Electronic Attack or Electronic Support, this Mech may be used as the starting point.



Example: Unit (A) has an Electronic Attack with Range 2, Unit (B) has a Passive Action with the Repeater Keyword.
Unit (A) can therefore perform an Electronic Attack on Unit (C), because it is within 2 Grids of Unit (B).

Automatic Shield:
When Adjacent Ally Units are the target of Firing Actions and Line of Sight also passes through this Unit, the target of the Attack will be this Unit.



Example: Unit (C) has the Automatic Shield Keyword. When Unit (A) targets Unit (B) for an Attack, because the Line of Sight passes through Unit (C), the Attack targets Unit (C).

3 6.3. Token List

6.3.1. Triangle Tokens

Damaged Token

Penetration of a Part or Unit with a Structure Value causes it to obtain a Damaged Token.

When Attacked, a Part or Unit bearing a Damaged Token uses its Structure Value rather than its Armor Value when determining the number of White Dice in the Defense Roll.

If Penetration occurs against a Part or Unit bearing a Damaged Token, the Part or Unit is Destroyed.

Repaired Token

A Repaired Token represents emergency repairs of a Destroyed Part.

After a Destroyed Part receives a Repaired Token it may be used as normal, however when it is the target of an Attack, no Defense Roll is made and it is Destroyed immediately.

6.3.2. Square Tokens

Fire Control Interference Token

Units bearing a Fire Control Interference Token cannot perform Firing Actions or Interception.

Projectiles with an Electronic Values are destroyed immediately if they obtain a Fire Control Interference Token.

Fragile Token

Units bearing a Fragile Token have -1 White Dice in their Defense Roll, and the effects from multiple Fragile tokens can be stacked.

Immobilized Token

Units bearing an Immobilized Token are Immobilized and cannot perform Movement Actions or Maneuver (including changing facing).

No Blue dice can be rolled in the Defense Roll of a Unit bearing an Immobilized Token.

6.3.3. Hexagon Tokens

Highlight Token

Units bearing a Highlight Token are treated as having **Highlight**:

If a Unit performs a Firing Attack that is able to target an Enemy Unit that has Highlight, it must target that Unit and cannot target other Units with the Attack.

Low Profile Token

Units bearing a Low Profile Token are treated as Units with Low Profile:

When a Unit with Low Profile is the target of Firing Attacks, [Eyes] in the Defense Roll are regarded as [Dodge].

Target Tracer Token

When a Drone performs Automatic Actions, it designate a Unit bearing a Target Tracer Token as the target even if it is not the closest Enemy Unit.

When a Drone performs any Attack/Electronic Attack targeting a Unit bearing a Target Tracer Token, it is treated as being in the Offensive Stance.