

BOTS

ホムボット AND 正攻

ACES

Rule Book

1.10

© 2022 Circuit Board Games



Contents

Introduction and Overview	1
Game Contents	2
Game Setup	3
Cover Setup	4
Terrain Setup and Terrain Cards	5
Starting the Game	6
Interpreting the Rules	7
Taking your Turn	7
Bots	8
Playing Field	9
Scrapping Cards, Destroying Cards, and Cooldown	9
Zones	10
Skills	11
The Cycle	11
Targets, Maneuvers, and Negation	12
Weapons	13
Attachment and Psycho Weapons	13
Damage, Durability Damage, and Duplicates	14
Attacks	15
Special Attacks	16
Sub-Systems	17
Armor Stack	18
Action Phase	19
Combat (Selection step, Block step, Attack step) and Withdrawing	19
Range and Line of Sight	21
The 3 Attributes and Attack Strings	22
Movement Phase	23
Moving Through Cover	23
Flanking	24
Overrun and Runaway	25
Strafing	26
Bot Rush and Reserve Power	27

Contents

End Phase	28
End of Round and Knockout	28
Multiplayer	29
Team Match and Free for All.....	29
Bot Creation	30
Weapons Deck and Pilot Deck Construction.....	30
Special Attack Skills and Ace Special Attacks	31
Overdrives, Modes, and Hazards	32
Ammunition and Shields	33
Bits and Funnels	34
Support Units	35
Core Support Units	35
Detachable Support Units	36
Compound Weapons	37
Sub-Weapons	37
Keywords	39
Weapon Keywords	39
Sub-System Keywords and Universal Keywords	40
Glossary	42

Introduction

Bots and Aces is a Scale Model Strategic Card Game for 2-6 players. Each player assumes the role of an Ace Pilot with their very own custom Bot, a giant Mecha equipped with enough weapons to crush their opponent in battles. The goal is simple, deal enough

damage to reduce the opposing Bot's Hit Points to zero. But keep in mind, every clash is also an opportunity for the other side to destroy you in combat. You'll have to out maneuver your foe in order to stay on top or else you'll end up in the junk heap in each action packed match.

Overview

Bots and Aces is all about building a custom Mech to take into battle using a point buy system as well as crafting the perfect Pilot deck to go with it. Each in game creation can be represented by your own Scale Model customized to your liking.

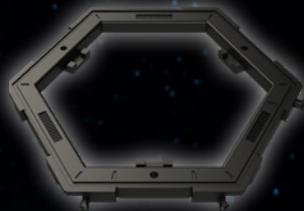
The game takes place on a hexagon tiled board with each player having a Bot and a constructed deck of cards. At the start of the game, the Battlefield is manipulated by each player to include Cover and Terrain. During each player's turn, they may use Skills, activate Sub-Systems, move their Bot, and engage in Combat.

When two or more Bots come to blows each player must use an assortment of Weapons to attack with and defend themselves. Combat starts with each player selecting 3 Weapons placed face down in front of them.

All players then Reveal their Weapons. After the reveal, either player may use their Weapons to block according to the Attribute Triangle (Beam blocks Heat, Heat Blocks Solid, Solid Blocks Beam). Any unblocked Weapons may have Attack cards attached to them from hand to maximize damage. Once a player's Bot has their Hit Points reduced to zero, they lose the game. Last Bot standing wins.

Game Contents

The following items are needed to play a game of Bots and Aces.



Tile Grids
x19



Tiles
x19



**Cover
Markers**
x10



**6 Sided
Dice**
x3



**Pin
Tokens**
x6

Player Items

Each player will need a copy of the following items.



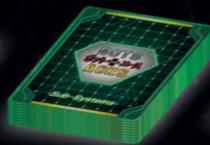
**Bot
Model**
x1



**60 card
Pilot
Deck**



**Weapons
Deck**



**Sub-System
Cards**

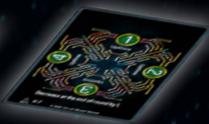


**Terrain
Card**

Recommended Additional Items



**Durability
Tracker(s)**



**Uptime/
Cooldown
Tracker(s)**



**Hit Point
Tracker**

Game Setup

The game board consists of 19 hexagon tiles arranged in 2 rings around a central tile. The hexagons should be oriented in such a way that 2 edges are parallel to two of the opposite sides of a square table.

In addition each player will need a Pilot Deck, Weapons Deck, and whichever Sub-System cards each player has chosen. Finally, a few dice as well as a way to track Hit Points such as a pen and paper are recommended.

Board Assembly

Step 1

Assemble the inner circle of the board with each tile grid oriented as shown to the right. Each arrow points to the side of the tile grid with 2 locking tabs.



Step 1



Step 2

Assemble the outer circle of the board using the method described in Step 1.

Step 2



Cover Setup

Between each hexagon is a slot to place a Cover marker. These slots are adjacent to the 2 nearest tiles they are parallel to.

Starting with the player with the highest Initiative (roll off in case of a tie) roll a six sided die to determine which tile will receive Cover. The tiles in the inner ring are numbered 1-6 clockwise with 1 being the tile closest to your opponent across the table. Once a tile is rolled, place a die or numbered token on that tile. Roll 2 more times going down the order of Initiative.

If a tile is rolled twice, instead place a die or numbered token on the central tile. If the central tile has already been rolled and marked, re-roll. You should now have 3 tiles marked 1-3.

In order of Initiative 1 player at a time chooses where to place a Cover Marker adjacent to the 1st marked tile, then the next player places a Cover Marker adjacent to the 1st marked tile before moving on to the next marked tile after 2 Cover Markers have been placed.

Continue down the order of Initiative after a player places Cover Marker. going back to the top of order of Initiative after the last player places a Cover Marker until there are 6 Cover Markers on the Board. Each marked tile should now have 2 Cover Markers placed adjacent to them. Remove the dice or tokens used to mark the tiles.

Finally, in order of Initiative, each player alternates placing 2 Cover Markers, one Marker at a time, in a slot adjacent to a tile in the outer ring.

Step 3

Insert Cover Markers into the slots between tile grids in the inner circle of the Board using the method described above in Cover Setup.

Step 4

Insert Cover Markers into the slots between tile grids in the outer circle of the Board using the method described above in Cover Setup.

Step 3



Step 4



Terrain Setup

After finishing Cover setup, each player chooses a Terrain card and places it in front of them face down. All players then reveal the Terrain cards they selected. Each player places a Terrain Marker on

the board one at a time in order of Initiative until everyone has placed down the number of Terrain Markers shown on the bottom right of their Terrain card. Each tile can only hold one type of Terrain.

Step 5

Insert tiles into the tile grid Terrain side up as described above in Terrain Setup.

Step 6

Insert tiles into all remaining empty tile grids blank side up (Terrain side down).

Step 5



Step 6



Terrain Cards

Terrain is signified by Terrain tiles on the Board and Terrain cards on the Playing Field. Terrain cards have a Tile Allotment in the bottom right corner, this is the number of tiles you may place the Terrain on. Terrain cards specify the Terrain's effect on Bots on a tile with the Terrain or the Terrain's effect on the Board.



Tile Allotment

Starting the Game

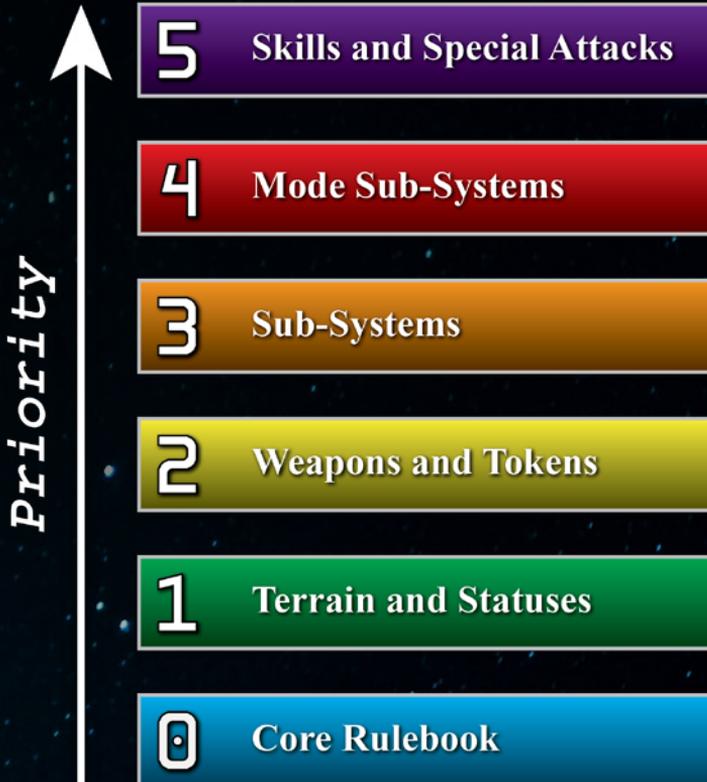
Once you are done with setup, you may proceed to the first round of the game. A round consists of the turns of all players. All players place their Pilot Deck and their Weapons Deck face down in front of them. All Sub-system cards are placed face up in front of their respective player. Each player's Bot is to be placed on a tile in the outer ring on opposite ends of the board.

All players shuffle their Pilot Deck and draw up to their hand size (starting hand size is 9 cards). At the beginning of each round, turn order is decided by Initiatives. If there is a tie, roll off to determine Round Start Initiative. Use this result to resolve any Initiative ties for the rest of the round. The player with the highest Initiative takes the first turn.

Interpreting the Rules

Throughout a game of Bots and Aces the rules of play can be found in two places, this rulebook and the cards themselves. The game functions on a priority and permission based system.

In other words for an action to be taken or the effect of a card to resolve it cannot be contradicted by the effect of another card or rule unless it has a higher priority.



Taking your Turn

1. Draw Phase

- Draw back up to your hand size (9 cards typically)
- If you cannot draw back up to your hand size you lose the game

2. Standby Phase

- Activate Sub-Systems you wish to use
- Attach or Detach Support Units or Funnels if you choose
- Play Skills with the Standby Phase timing in your hand you want to play

3.* Action Phase

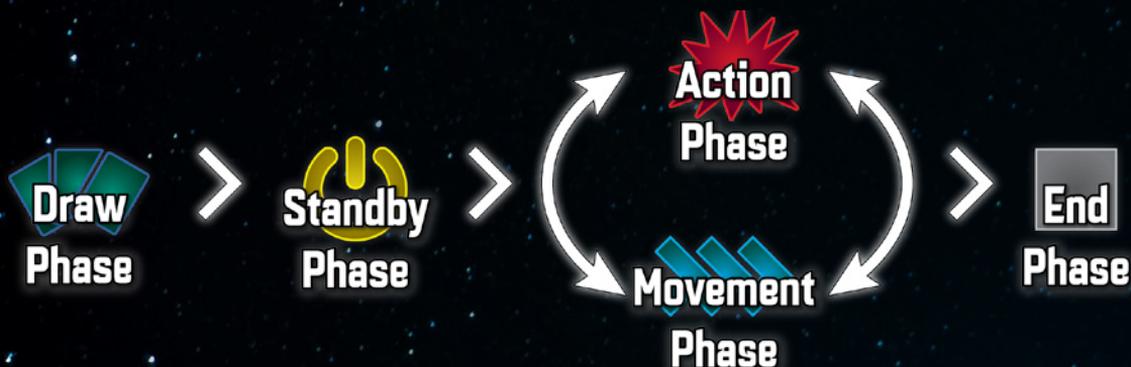
- Initiate Combat, Withdraw, or neither
- Play Skills with the Action phase timing in your hand as you see fit

3.* Movement Phase

- Move your Bot and/or any Support Units a number of tiles up to their Movement(s) at your discretion
- Reposition any Bits or Funnels as necessary and/or by choice
- Play Skills with the Movement Phase timing in your hand of your choice

4. End Phase

- Scrap (discard) cards from your hand until you are down to your hand size
- End any effects with the "end of turn" or "end of your turn" timing
- Play Skills with the End Phase timing in your hand that you'd like to play



*A player may proceed to either their Movement Phase or Action Phase after their Standby Phase and then the one they didn't first select.

Bots

Bots are the vehicles in which players win the game. Each player controls a scale model or miniature representing their in game Bot. All Bots share the following stats:



Hit Points (HP): This resource represents the functionality of your Bot. When your HP reaches zero you lose the game. A Bot's HP may never exceed its starting value. Bots start with 100 Hit Points.



Armor: Armor reduces the total amount of damage done by a damage source to the Bot by its value. Bots start with 0 Armor.



Movement: The number of tiles a Bot may move during your Movement Phase. Bots start with 1 Movement.



Initiative: The maneuverability and reaction time of your Bot. Initiative determines turn order and Combat order, with the Bot with the highest Initiative going first. Bots start with 100 Initiative.



Hand Size: The number of cards you may keep in your hand at the end of your turn. Your starting Hand Size is 9.



Pilot Level: The skill of a Bot's respective pilot, 1-10, level 1 being the lowest and level 10 being the highest. The number and rank of Pilot Skill cards you may include in your deck is determined by your Pilot Level. You start with 1 Pilot Level.



Build Points (BP): These points are spent to buy Weapons, Sub-systems, and Pilot Levels before the game. Bots start with 750 Build Points.

Card Icons

The following icons appear on cards as shorthand:



Damage



1 Durability Damage



Armor



2 Durability Damage



Movement



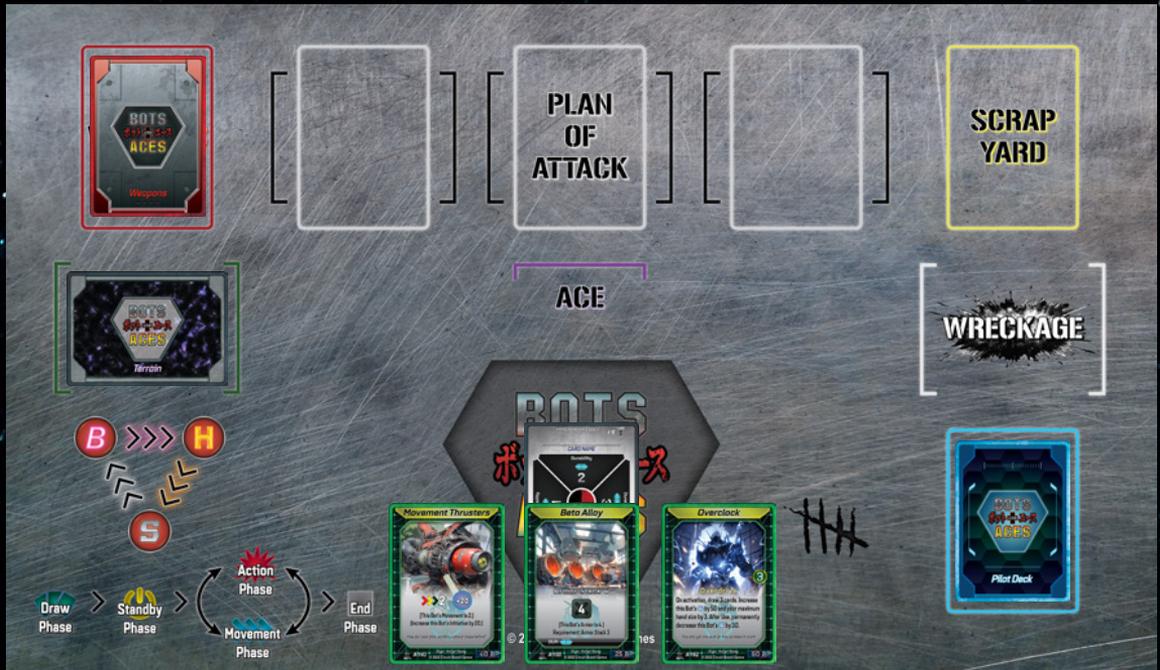
3 Durability Damage



Initiative

Playing Field

A game of Bots and Aces is divided into two sections, the Board and the Playing Field. The board is where your Bot is placed and moved around along with all other models. The Playing Field is where all cards are placed. The Playing Field may be setup however you wish, but must contain the following zones: Pilot Deck, Weapons Deck, Scrapyard, Wreckage, Terrain, and Plan of Attack.



Scrapping Cards

Whenever a card is “scrapped” it goes face up into its player’s Scrapyard. When a player scraps a card, unless otherwise stated, they do so from their hand.

Destroying Cards

Whenever a card is “destroyed” it goes face up into its player’s Wreckage. When a card such as a Weapon or Sub-System loses its last point of Durability it is destroyed.

Cooldown

Cards that are placed on Cooldown cannot be used until they leave Cooldown, any effects are no longer applied while a card is on Cooldown. Cards on Cooldown can be targeted as normal.

Pilot Deck

Your Pilot Deck consists of exactly 60 blue bordered cards placed face down. Any time an effects calls for a player to draw a card that player draws from the top of their Pilot Deck. When a player must draw from an empty Pilot Deck during their Draw Phase they lose the game.

Weapons Deck

Your Weapons Deck consists of all Weapons in your build placed face down. Any player may look through their Weapons Deck or ask to look through another player's Weapons Deck at any time except during Combat.

Scrapyard

The Scrapyard is where all Scrapped cards go. Cards are scrapped face up. Any player may look through their Scrapyard or ask to look through another player's Scrapyard at any time.

Wreckage

The Wreckage is where all cards that are destroyed end up. All cards in this zone are placed face up. Any player may look through their Wreckage or ask to look through another player's Wreckage at any time.

Terrain

Each player starts the game with 1 face down Terrain card which is revealed during set up and remains on the playing field for the rest of the game.

Plan of Attack

Each player's Plan of Attack consists of 3 slots where Weapons and Statuses are placed during Combat or the Movement Phase. In addition a single Ace Special Attack may be placed in a player's Plan of Attack during their Attack Step.

Skills

Ace Pilots have a number of tricks up their sleeve. Whether it be flashy moves or risky gambits Skills sway the flow of battle. Skill cards are part of the Pilot Deck. A player may play a Skill from their hand any time in accordance with the Skill's timing. After a Skill is resolved it is scrapped.

Each Skill has a Skill Rank from the highest Skill Rank of S to the lowest Skill Rank of D. The number of Skill Ranks a deck can use for Skills is determined by a Bot's Pilot Level, which starts at level 1 and can be increased during Bot Creation by spending 30 Build Points per Level up to Pilot Level 10. Additionally, no more than 3 Skill cards can share the same name in a Pilot Deck.

Skill timings and limitations are as follows:

Standby Phase: May only be played during your turn in the Standby Phase.

Action Phase: May be played during any turn in the Action Phase.

Movement Phase: May be played during any turn in the Movement Phase.

End Phase: May be played during any turn in the End Phase.

Any Phase: May be played during any turn during any Phase.

The Cycle

When a player plays a card or takes an action they start a Cycle. The player who's turn it is has priority and may respond to their action by playing another card before the effect of the card is resolved. Otherwise, they pass priority in order of Initiative to the other player(s) who may play their own cards.

When all players have passed priority, no more cards or actions may be added to the Cycle until a card or action has resolved. The cards in a Cycle are resolved in reverse order (first in last out) of play. After a Skill resolves it's scrapped.

Skill Card



Targets

Card effects and rules will often refer to a target. This can be any card on the Playing Field or any model on the Board.

Cards in hand, the Scrapyard, Wreckage, or a deck are excluded from being a target, unless otherwise stated. If no valid target exists for a card or action that card cannot be played or the action may not be taken.

Occasionally a model or card will be untargettable.

Maneuvers

A player may only play 1 Skill with the Maneuver type per Phase.

Negation

When an effect is negated, usually as the result of a Skill, the card is removed from the Cycle without its effect resolving and is scrapped. A negated Maneuver does not use up a player's one Maneuver per Phase.

Weapons

As the primary means of dealing damage, it doesn't hurt to be armed to the teeth. Weapons, represented by Weapon cards, are purchased during Bot Creation with Build Points. Every Weapon has a corresponding Special Attack. Purchasing a Weapon allows you to include 1 copy of its Special Attack in

your Pilot Deck. Buying multiple copies of the same Weapon allows you to have as many copies of the corresponding Special Attack as you have of that Weapon. Weapons are placed in your Weapons Deck separate from your Pilot Deck. Weapons can have any or all of the following properties:



Attribute: Solid, Beam, or Heat. Determines which Attribute this Weapon can block and is blocked by.



Range/Type: The Maximum Range of the Weapon and/or its type. Weapon Types include Melee, Ranged, Shield, Bit, and Funnel.



Modifier(s): Weapons can have Modifiers which can come with their own additional rules.



Damage: The amount of damage that a Weapon contributes to an Attack String.



Durability: Cards with Durability are destroyed when they lose their last point of Durability, similarly to a card with Hit Points. Unlike cards with Hit Points, cards with Durability only lose Durability from taking durability damage.



Durability Damage: The amount of durability damage that a Weapon contributes to an Attack String.

Effect/Keyword(s): Some Weapons include an Effect or keywords which change how they operate or add additional rules.

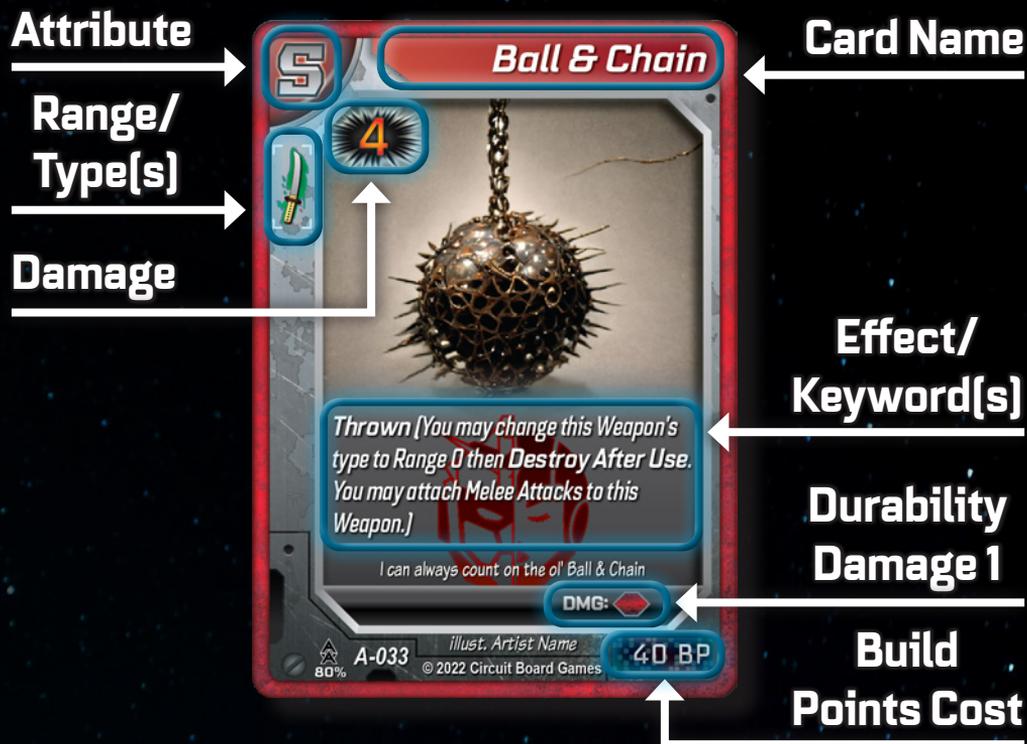
Attachment

Weapons and Sub-Systems purchased by a Bot are attached to that Bot and cannot detach themselves unless otherwise stated.

Psyco Weapons

Weapons with the Psyco Modifier cannot be used without a Psyco Interface Sub-System or an equivalent.

Weapon Card



- Any text in () is reminder text. Text to remind you what a rule, keyword, etc. does

Damage

Damage is a value which is used to reduce a target's Hit Points. Any time a model with Hit Points, such as a Bot or Support Unit, takes damage its Hit Points are reduced by the value of the damage minus the model's Armor.

Durability Damage

When the target of a Weapon has Durability, the Weapon does durability damage. The target's Durability is reduced by the amount of durability damage done to it.

Duplicates

The Duplicate card (serial # X-2) allows you to play an additional copy of a Weapon in your Plan of Attack. When Duplicate is played it becomes an instance of the Weapon in the center of your Plan of Attack.

An instance shares Durability with the Weapon it is duplicating. Duplicate cannot copy a Weapon with the Destroy After Use keyword or create an instance of a Shield that would create a Plan of Attack with a number of instances (including the original) that exceeds the Shield's Durability.

Attacks

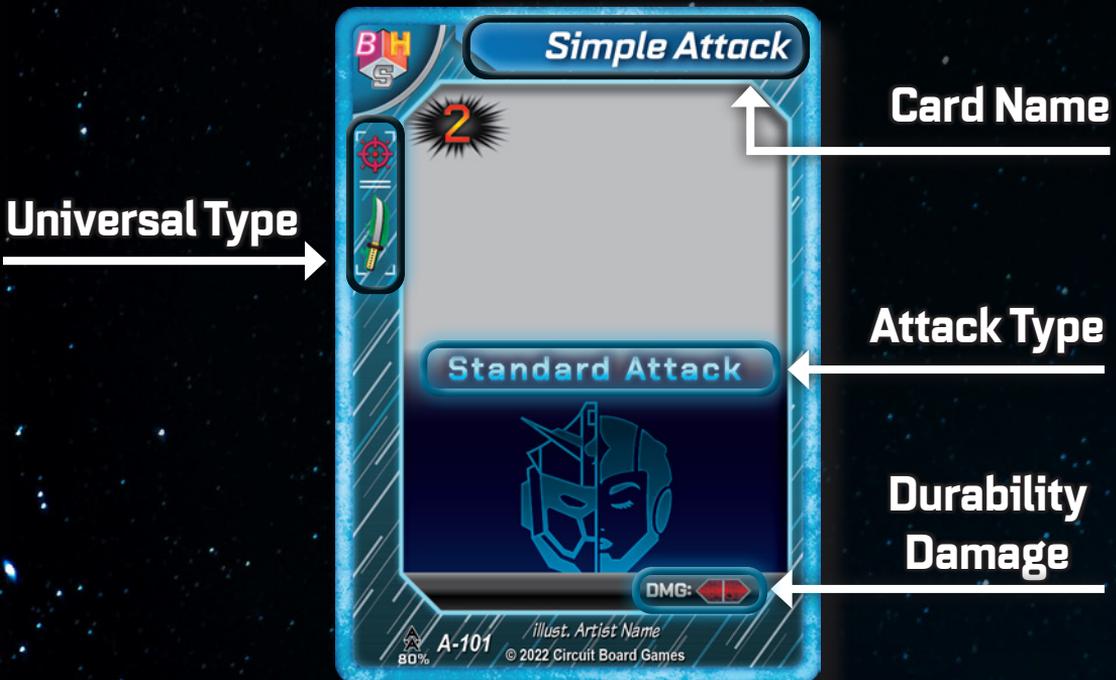
When it comes to dealing damage, Weapons are only half of the equation. Attacks are vital to dealing enough damage to take out a Bot. Attack cards are part of the Pilot Deck. They come in 2 varieties Standard Attacks and Special Attacks. A deck can have as many Standard Attack cards as you would like. In your Attack Step during Combat you may attach Attack cards from your hand to Weapons in your Plan of Attack, forming Attack Strings.

Attacks have the following requirements for attachment: Attribute, Range/Type, or Weapon. An Attack may only be attached to a Weapon if you meet all of its requirements.

Ranged Attacks may be attached to a Ranged Weapon in your Plan of Attack that is at range from its target equal to the Attack's range. Melee Attacks may only be attached to Melee Weapons. Attacks lacking one or more requirements may be attached to a Weapon as long as all other requirements are met. For example an Attack without a Range or Type can be attached to a Melee or Ranged Weapon. Like Weapons, Attacks contribute (durability) damage to Attack Strings.

The final requirement is that all Attacks in an Attack String must have a unique name. After your Attack Step, all of your Attacks on the Playing Field are scrapped.

Standard Attack Card



Special Attacks

Basic Training just won't cut it in the arena of battle, pilots have to leverage cunning, creativity, and talent. Daring and unconventional use of Weapons are on full display, none more so than in a Pilot's Special Attacks. Unlike Standard Attacks, Special Attacks come with a cost. Most often this in the form of a Weapon. The purchase of a Weapon allots 1 corresponding Special Attack that you may add to your Pilot Deck. Subsequent purchases of the same Weapon allot additional Special Attacks. The corresponding Weapon of a Special Attack is its Signature Weapon.

Special Attacks can be played in the same ways that Standard Attacks are played with the following caveats. In place of their damage value you will find 2 damage values separated by a "/". The first value (the one to the left of the /) is only used when a Special Attack is attached to its Signature Weapon. Special Attacks may be attached to any Weapon, but use their second damage value (the one to the right of the /) when their requirements are not met. Most Special Attacks have an effect that is triggered when attached to its "Signature Weapon:" and resolved while resolving the Attack String. In addition, many Special Attacks have a timing that allow the card to be played from hand for an effect instead of attaching it to a Weapon exactly how a Skill is played.

Special Attack Card



Sub-Systems

In a match where every advantage counts, Sub-Systems make a world of difference. While increasing your Firepower is an obvious path to victory, you'll need to take Sub-Systems to further increase your performance.

Sub-Systems are purchased during Bot Creation with Build Points. A Bot may only take a single copy of a Sub-System (except Support Units and Hazards). Sub-System cards start on the Playing in front of you at the start of the game. Sub-Systems can have any or all of the following properties:

Mode **Type:** The Type of a Sub-System carry additional rules and can be one of or a combination of: Psycho, Mode, Overdrive, Core, or Support Unit, etc.

Psycho **Modifier(s):** Sub-Systems can have Modifiers which can come with their own additional rules.



Uptime: Some Sub-Systems, notably Overdrives, are only active for a limited number of Rounds. This is their Uptime. These cards must be activated in the Standby Phase and can't be deactivated until their Uptime is over. The Sub-System's effect only applies its effect while it is active.



DUR: **Durability:** Cards with Durability are destroyed when they lose their last point of Durability, similarly to a card with Hit Points. Unlike cards with Hit Points, cards with Durability only lose Durability from taking durability damage.

Effect/Keyword(s): Some Sub-Systems include an Effect or keywords which change how they operate or add additional rules.

Requirement(s): These are other Sub-Systems listed on a card that are required for the use of the Sub-System.

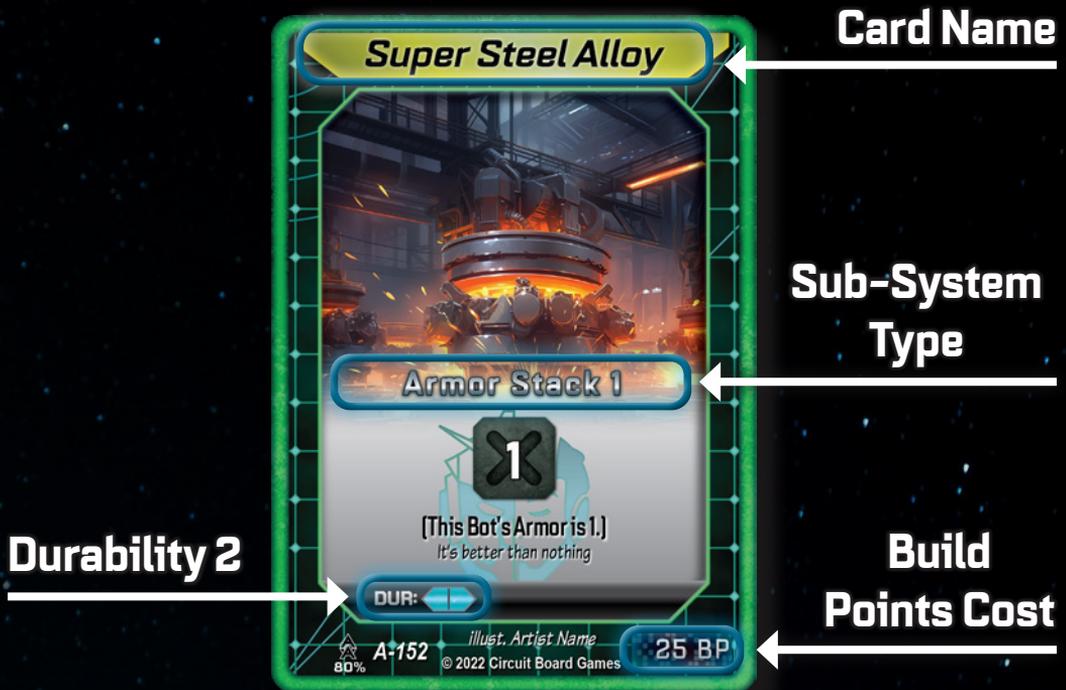
Attachment

Weapons and Sub-Systems purchased by a Bot are attached to that Bot and cannot detach themselves unless otherwise stated.

Psycho Sub-Systems

Sub-Systems with the Psycho Modifier cannot be used without a Psycho Interface Sub-System or an equivalent.

Sub-System Card



Armor Stack

Sub-Systems with the Armor Stack (X) type are placed on top of each other in ascending order, least Armor on bottom starting with Armor Stack 1 and highest on top. Only the highest card in the Armor Stack is considered to be in play and targetable until it is destroyed.

Excess durability damage is dealt to the next card in the Armor Stack when the top card of an Armor Stack is destroyed. Armor Stack Sub-Systems have a requirement, each Armor Stack Sub-System, besides Armor Stack 1, require an Armor Stack Sub-System 1 value lower.

Action Phase

Combat

A player may initiate Combat with another player during their Action Phase. These players are then engaged in Combat. Combat consists of 3 steps: Selection, Block, and Attack.

Selection Step

At the start of the Selection Step all players engaged in the Combat select 3 Weapon cards from their Weapons Deck and place them in front of themselves face down, this is called their Plan of Attack.

Block Step

At the beginning of the Block Step, flip all Weapon cards in each players' Plan of Attack face up then Initiatives are checked with Round Start Initiative breaking any ties. In current Initiative order each player takes their Block Step. During their Block Step a player may suspend a Weapon to suspend an unsuspended Weapon controlled by another player. This action is known as blocking.

When a Weapon is blocked, its controller draws a card. A Weapon can block an opponent's Weapon with a lesser Attribute (Beam>Heat>Solid>Beam) within its

Line of Sight and within the range of the Weapon to be blocked. Blocks must first be declared then resolved one at a time.

Players may respond to a declared block by playing a card or taking an action. If a declared block becomes illegal it does not resolve and the Weapons are not suspended.

Once a player has passed their Block Step on to the next player they can't declare any more blocks for the rest of the Combat. After all players have passed their Block Step, Combat advances to the Attack Step.

Attack Step

At the beginning of the Attack Step, Initiatives are checked again with Round Start Initiative breaking any ties. In current order of Initiative, each player, one at a time takes, their Attack Step. The active player may then attach Attacks from their hand onto unsuspended Weapons in their Plan of Attack, forming Attack Strings.

They then chooses targets for and resolves all Attack Strings, one at a time in any order. After all players have passed their Attack Step Combat ends, all Weapons that were not Destroyed go back to their Weapons Deck and all Attack Cards on the Playing Field are scrapped.

Withdrawing

Instead of initiating Combat a player may Withdraw. While Withdrawing a player may scrap up to 3 cards and then draw that many cards minus 1.

EXAMPLE BLOCK STEP



EXAMPLE ATTACK STEP



Range

Range refers to the distance between your Bot and your target. If the target is on the same tile as your Bot, you are at Range 0. Otherwise Range is measured by the number of tiles away your target is. In other words, it is the distance your Bot would have to move to reach the tile the target is on. Weapons and Attacks have Range requirements, either a single range or minimum and maximum range separated by a "~". Weapons may be used at any Range, but can only form Attack Strings while within their Range. Attack cards can only be played while your Bot is within the cards' Range. Melee Weapons have a Range of 0 and may only have Melee Attacks attached to them.



Line of Sight

A Line of Sight may be drawn between any 2 tiles in a continuous straight line in the 6 directions perpendicular to the edge of the tile. Line of Sight cannot be drawn through

a Cover Marker. A Weapon without a Line of Sight to its target cannot form an Attack String. Additionally, anything at Range 0 (on the same tile) is always considered to have a Line of Sight.

EXAMPLE LINES OF SIGHT



- Bot 1 and Bot 2 have Line of Sight to each other at Range 0
- Bot 1 and 2 have Line of Sight to Bot 3 at Range 1 and vice versa
- Bot 1 and 2 do not have Line of Sight to Bot 4 because of intervening Cover
- Bot 1 and 2 have Line of Sight to Bot 5 at Range 2 and vice versa
- Bot 3 does not have Line of Sight to Bot 5 or Bot 4 and vice versa

The 3 Attributes

Attributes are a property shared by Weapons and Attacks. Weapons can have one or no Attribute while Attacks can have one or all Attributes.

B Beam

H Heat

S Solid

BH
S Universal

Attribute Priority

Attributes operate on a Rock, Paper, Scissors principle when it comes to blocking. Beam blocks Heat, Heat blocks Solid, and Solid blocks Beam.

In Addition, Shields block all Weapon Attributes, but have none themselves.



Attack Strings

Each unsuspending Weapon in your Plan of Attack forms a Weapon Attack String with the following limitations: Range, Line of Sight, and Shields. Weapons require a valid target within their Range and Line of Sight to form an Attack String. A Shield type Weapon can never form an Attack String. Any Attack cards from your hand may be attached to a Weapon in your Attack Strings.

However, every Attack in an individual Attack String must have a unique name.

To resolve an Attack String, add up the total damage from each Attack and the Weapon, choose a target and subtract the target's Armor from the total damage (minimum 0), reduce the target's Hit Points by the Attack String's total damage. You may target anything with either Hit Points or Durability, including: Bots, Weapons, or Sub-Systems.

Ace Special Attacks form their own Attack String, but cannot have any other Attacks attached to them.

Durability Damage

When the target of an Attack String has Durability instead of Hit Points, the Attack String does durability damage. When resolving an Attack String against a target with Durability reduce the target's Durability by the Attack String's total durability damage.

Movement Phase

During your Movement Phase you may move your Bot from 1 tile to another adjacent tile a number of times equal to your Bot's Movement

stat. Any number of Bots or other models may occupy the same tile. A Bot may not end a move by returning to the same tile it started at.

Moving Models on the Board

All Models move from the tile they currently occupy to a tile adjacent to their current tile. Adjacent tiles are tiles that share an edge.

Movement Points

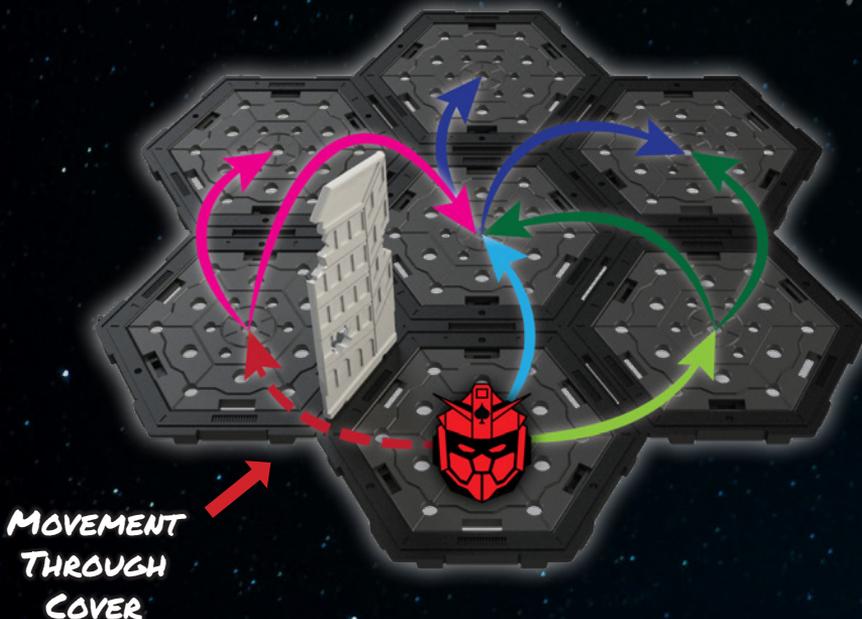
When a Bot moves to a tile it spends 1 point of Movement. A bot has points of Movement equal to their Movement Stat.

Occasionally a Bot may be allowed or required to spend points of Movement on effects instead of moving between tiles. At the beginning of your turn a Bot regains all of its points of Movement.

Moving Through Cover

Any time a Bot moves through a Cover Marker their Initiative becomes 0 until the end of turn.

MOVEMENT OF 2

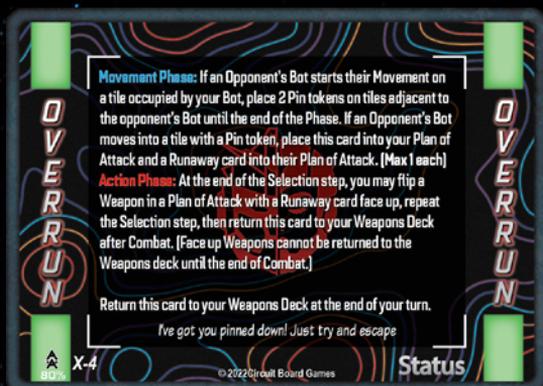


Overrun and Runaway

Bots and Aces is often a game of cat and mouse. You are either chasing your prey or making a desperate escape yourself. Like Flanking, Overrun and Runaway are statuses that can be gained in the Movement Phase.

When an opponent's Bot starts its movement on a tile also occupied by your Bot you may place a Pin token on an adjacent tile until the end of the Phase. If an opponent's Bot moves into a tile with a Pin token, place an Overrun card (#X-4) from your Weapons deck into your Plan of Attack and a Runaway (#X-5) card from their Weapons Deck into their Plan of Attack.

At the end of the Selection step, you may use Overrun to flip a Weapon in a Plan of Attack with the Runaway status face up, then repeat the Selection step. (Face up Weapons cannot be returned to the Weapons Deck until the end of Combat.)

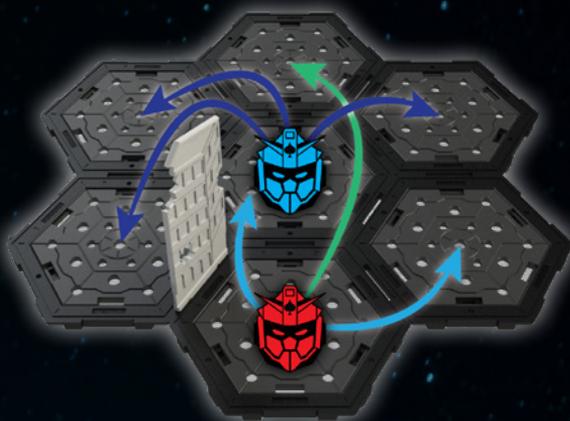
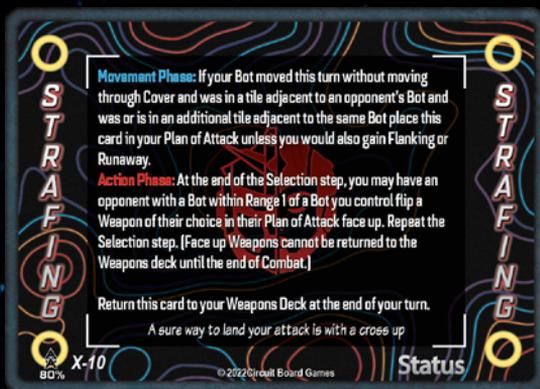


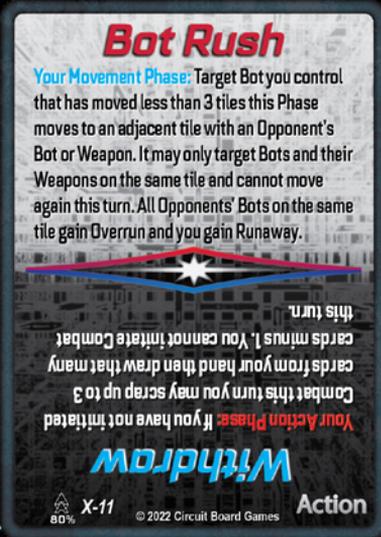
Strafing

In the dance of battle keep your allies close and your foes even closer. You'll need to change up your approach to retain the element of surprise. Strafing is a status you can gain during the Movement Phase which benefits you during Combat.

To gain Strafing, your Bot must either start or move into a tile adjacent to a tile occupied by an opponent's Bot and move into an additional tile also adjacent to the same Bot without moving through Cover or gaining Flanking or Runaway. After meeting all of these conditions, place the Strafing card (#X-10) from your Weapons Deck into your Plan of Attack.

At the end of the Selection step, you may use Strafing to have an opponent with a Bot within Range 1 flip a Weapon of their choice in their Plan of Attack face up, then repeat the Selection step. (Face up Weapons cannot be returned to the Weapons deck until the end of Combat.)





Bot Rush

Evasion is the key to avoiding damage, but sometimes you'll have to throw caution to the wind in order to chase down your target. While a Bot you control that has moved less than 3 tiles in your turn is adjacent to an opponent's Bot or Weapon you may perform a Bot Rush.

During your Movement Phase you may move your Bot to an adjacent tile occupied by an opponent's Bot or Weapon. However all opponent's Bots on the tile gain Overrun and you gain Runaway. You cannot move a Bot that Bot Rushed again in the same turn and the Bot can only target Bots and their Weapons on the same tile.

Bot Rush



Reserve Power



Reserve Power

Just like any other machine, Bots run on a limited power source. When exhausted your Bot will cease to fight or function. In order to stop an overzealous Pilot from falling out of the sky all Bots are equipped with a Reserve Power unit.

During your Movement Phase, if your Bot moved through Cover to a tile unoccupied by an opponent's Bot, you may switch to Reserve Power and shuffle all Standard Attacks in your Scrapyard into your Deck and destroy the rest. For the rest of the game all cards that would end up in your Scrapyard are destroyed.



End Phase

The final phase of a turn is appropriately the End Phase. At the beginning of the phase any effects which specify “end of turn”, “end of the turn”, or “End Phase”, etc. are resolved. Turn limited effects are also resolved by ticking down their turn limit.

If a card's turn limit reaches 0 the effect expires. Then the player taking their turn scraps cards from their hand, if the number of cards in their hand exceeds their hand size, until cards in hand is equal to their hand size. After completing these actions the player passes the turn to the next player.

End of Round

When the last player in turn order passes their turn they initiate the End of the Round. Like the End Phase, any effects that specify “end of round” or “end of the round” etc. are resolved. Round limited effects

are also resolved by ticking down their round limit, if a card's round limit reaches 0 the effect expires. Then all players move on to the start of the next round.

Knockout

At the end of the round, each player who did not move a Bot they control or Engage in Combat increases their Knockout Count by 1. Knockout Count starts at 0 at the start of the game. A player resets their Knockout Count to 0 by Moving or Engaging in Combat that results

either in Weapons being blocked or damage/durability damage being taken. When a player's Knockout Count reaches 3 they lose the game. In other words, a player who has not moved or engaged in meaningful Combat for 3 consecutive rounds loses the game.

Multilayer

In games with more than 2 Bots (i.e. 3+ players) the following formats may be used:

Team Match

Players may form teams to face off against each other in a 2v2, 3v3, etc. match. All player in a team start in 1 tile together in the standard 2 player starting positions. Each team places Cover Markers as if they were 1 player and picks 1 Terrain to use and place down.

All players participate in Combat, however, each team is limited to a Plan of Attack of 3 Weapon slots and 1 Ace Special Attack. Any Player on a team may use 1 or more of these slots. When all Bots on a team are destroyed that team loses.

Free for All

In a Free for All match with 3 or more players, all Bots start on the outer edge of the Board as evenly spaced as possible. In games with 3+ players each player only places down a single Cover Marker on the outer ring of tiles. In games with 4+ players each player only places down half, rounded up, as many Terrain tiles as their Terrain allots them. During the Action Phase, the player who's turn it is must choose another player when initiating Combat. These 2 players

each form a side of Combat as their side leaders.

Each side leader has a Plan of Attack of 3 Weapon slots and 1 Ace slot, they may give away these slots to have other players who engage in Combat on their side (any player may refuse these slots). Each side may only target Bots, Sub-Systems, and Weapons belonging to the other side. These sides only last until the end of Combat. The last player remaining is the Winner.

Bot Creation

In a standard match a Bot has 750 Build Points to purchase Weapons, Sub-Systems, and Pilot Levels. A Bot may purchase multiple copies of Weapons, but may only purchase a single copy of a Sub-System unless it's

a Support Unit Sub-System. Additionally, a player may only purchase one Overdrive Sub-System (regardless of Support Units). Pilot Levels cost 30 Build Points up to a max of 9 times for a Pilot Level of 10.

Weapons Deck

All purchased Weapon cards go into your Weapons Deck as well as 2 "Duplicate" Weapon cards (serial # X-2). Additionally one of each of the status cards go into the Weapons deck:

Flanking (serial # X-3), Overrun (serial # X-4), Runaway (serial # X-5), Strafing (serial # X-10), Reserve Power (serial # X-6), and Bot Rush/Withdraw (serial # X-11).

Pilot Deck Construction

A Pilot Deck consists of exactly 60 cards. A Pilot deck may only contain 3 Skill cards or Ace Special Attack cards which share a name. Skill cards as well as Ace Special Attacks cost Skill Ranks. The number of Skill Ranks of each value are determined by a player's Pilot Level.

A Skill Rank can have a value of S, A, B, C, or D in that order from highest to lowest. Each Skill and Ace Special Attack has a Skill Rank requirement which must be met or exceeded; a higher value Skill Rank may be used for a lower requirement Skill or Special Attack. The following table displays which Skill Ranks are granted at each Pilot Level:

Skill Ranks

Pilot Level	S	A	B	C	D	BP Cost
1	0	2	4	6	8	0
2	1	3	5	7	6	30
3	2	4	6	8	4	60
4	3	5	7	9	2	90
5	4	6	8	10	0	120
6	5	7	9	9	0	150
7	6	8	10	8	0	180
8	7	9	11	7	0	210
9	8	10	12	6	0	240
10	9	11	13	5	0	270



Range 0/Melee
Type

Special Attack Skills

Special Attack Skills follow all the rules for Special Attacks and Skills. They are considered both a Skill and a Special Attack. Instead of having a corresponding Weapon, Special Attack Skills use Skill Ranks just like Skills.

Special Attack Skills have the same requirements as Standard Attacks, instead of having a Signature Weapon. When all requirements are met the Special Attack uses its first damage value (left of the /), otherwise it uses its second damage value (right of the /).

Ace Special Attacks

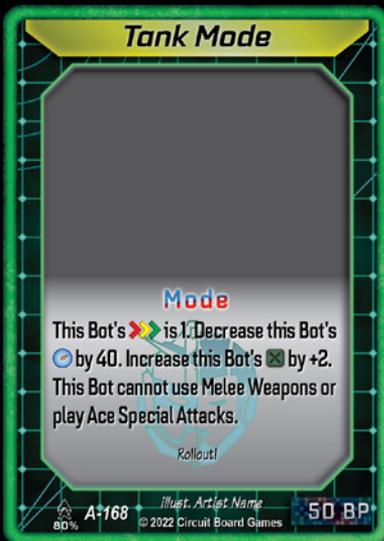
Ace Special Attacks are Attacks that do not attach to a Weapon. Instead they are played during your Attack Step as a Standalone Attack String. Only one Ace Special Attack may be played by a Player per Combat. An Ace Special Attack forms an Ace Special Attack String, but cannot have Attacks attached to it.



Overdrives

An Overdrive gives a tremendous boost for a limited amount of time. A player may only have 1 Overdrive Sub-System and can only activate their Overdrive once per game.

Uptime



Modes

A Mode Sub-System can be activated or deactivated in the Standby Phase. Only 1 Mode can be active at a time and stays active until it is deactivated, essentially having infinite uptime. Bots can start the game with a mode active if you choose to.

Hazards

Hazards are Sub-Systems which can be placed down on a tile to trap or deter your opponents. A Bot may set its Hazards, which are represented by tokens, in its Movement Phase in any tiles it has been in that Phase. Until set, Hazards cannot be targeted or take durability damage.

When an opponent's Bot enters into a tile with your Hazard(s) you may choose to activate one Hazard in that tile. A Bot may take multiple copies of a single Hazard. If a tile contains Hazards from multiple opponents, the player whose Bot is entering the tile chooses one of those opponents to activate one their Hazards.



Ammunition

Weapons with the Limited Ammunition keyword allow you to use corresponding Ammunition Weapon cards. Ammunitions do not have a corresponding Special Attack. A Weapon can however have multiple Ammunition types. If you lose use of the Requisite Weapon you lose the use of its Ammunition.



Ammunition Type

Requisite Weapon

Shields

Weapons with the Shield Type can be used to block any other type of Weapon. A Shield cannot block another Shield. Shields cannot be used for an Attack String and do not do any damage. Shields do not have an Attribute and cannot be blocked under normal circumstances. When a Shield is used to block, it loses a point of Durability and is destroyed when it loses its last point of Durability. A Shield can only be used in a Plan of Attack as many times as it has remaining Durability.



Durability

Shield Type

Bits and Funnels

Bits and Funnels are Weapons that can move semi-autonomously from your Bot. Each Bit and Funnel must be represented on the Board with its own model. Instead of having a Movement value they move after your Bot and must move to a Tile

that is within Range 1 of your Bot, but can otherwise be repositioned any way you'd like. Bits are not attached to their Bot. Bits and Funnels are always considered to have taken the shortest path to reach their final position in the Movement Phase.

Funnels

Funnels can be attached and detached to their Bot in your Standby Phase. They may even be attached while on a different tile than their Bot. Funnels start the game attached. To attach a Funnel to a Bot remove its model from the Board.

To detach a Funnel place its model back on the Board on the same tile as the Bot it was attached to. While attached, Funnels cannot be targeted, take durability damage, or be placed in your Plan of Attack.



Bit
Type



Funnel
Type

Psyco
Modifier

Support Units

A Bot need not fight alone, back up can turn tables in your favor. Support Units are Sub-Systems that act as secondary Bots that you control. There isn't a limit to the number of Support Units a player can take other than their Build Point cost.

Support Units have their own Hit Point, Armor, Initiative, and Movement. In addition, a Support Unit can purchase its own Weapons and Sub-Systems. Whenever a Sub-System or Weapon refers to your Bot, treat the Support Unit as your Bot. Most importantly you do

not lose the game while you have a Support Unit on the board even if you lose your Bot.

While you have your Bot on the Board, you use its Initiative to determine turn order including Round Start Initiative. When you lose your Bot you use the highest Initiative among Support units you control to determine turn order including Round Start Initiative. During your Movement Phase you can move any of your Support Units a number of tiles up to their Movement.

Combat

In Combat you are still limited to 3 Weapons in your Plan of Attack, but you can place Weapons from your Support Unit(s) into your Plan of Attack. When you do so, each Support Unit with Weapon(s) in your Plan of Attack receives its own Block and Attack Steps using their

Initiative. Use Round Start Initiative to break any Initiative ties between players, a player chooses the order in which order they resolve Block and Attack Steps if their own Support Units or Bot have a tie for Initiative.

Core Support Units

Core Support Units take the place of your Bot when it's Destroyed allowing for a last ditch effort at victory. When your Bot loses its last Hit Point the Core Support Unit will take its place on the Board. The Bot is removed and the Core Support Unit enters the Board on the same tile as the Bot.



Detachable Support Units

A Support Unit with the Detachable keyword can be attached and detached to your Bot in your Standby Phase while its in the same tile. When attached to a Bot, they are removed from the Board but may still be targeted. Any Sub-Systems the Support Unit had are applied to the Bot and any Weapons belonging

to the Support Unit become attached to the Bot. However, these Sub-Systems cannot modify the Bot's Hit Points. When Detached the Support Unit enters the Board on the same tile as the Bot. Detachable Support Units may start the game attached or detached.



Compound Weapons

As complex as Weapon systems are, they are often integrated to save cost while minimizing downsides. A Compound Weapon is an amalgamation of Weapons that saves Build Points at the cost of Special Attacks. During Bot Creation you may create a Compound Weapon by designating a Weapon as the Compound Weapon's Primary Weapon. You may then purchase Weapon(s) with equal or lesser Build Point cost as Sub-Weapon(s) for half their base cost (add 5 BP to the Weapon's base cost if its base BP cost ends in 5).

Compound Weapons may be targeted and if they are placed on Cooldown so too are their Primary Weapon and Sub-Weapon(s).

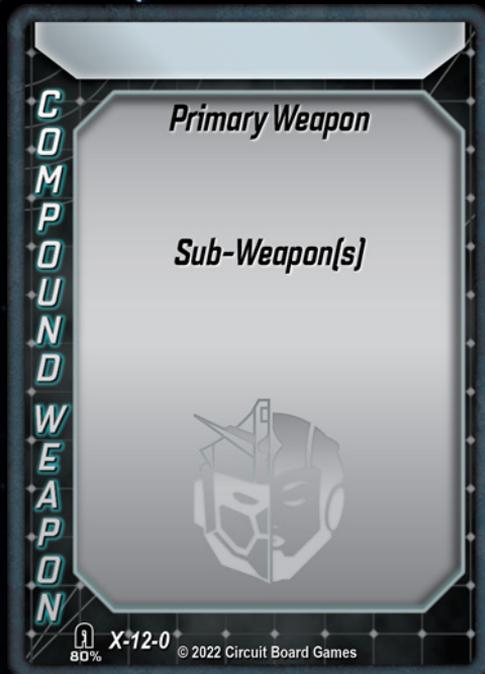
If any Weapon that makes up a Compound Weapon has Durability, so too does the Compound Weapon (equal to the Weapon's Durability). The Compound Weapon's Durability is separate from the Durability of its constituent Weapons. When a Compound Weapon is destroyed so too are all the Weapons that make up the Compound Weapon. When these Weapons enter your Wreckage they are no longer part of a Compound Weapon. If multiple Weapons in a Compound Weapon have Durability the Compound Weapon has the highest Durability amongst them.

Sub-Weapons

Compound Weapons are made up of 1 Primary Weapon and 1 or more Sub-Weapons. Sub-Weapons do not allot their own Special Attacks. Primary Weapons and Sub-Weapons are played

independently from their Compound Weapon, if one these Weapons refers to itself or is otherwise targeted it only refers to the Weapon, not the Compound Weapon.

Compound Weapon Card



Bits and Funnels

When a Compound Weapon includes a Bit and/or Funnel, the Compound Weapon (and its constituent Weapons) is represented by a model and gains the Movement characteristics of Bits and Funnels. The parts of the Compound Weapon cannot be separated from its model and is not considered attached to its Bot.

If a Compound Weapon contains a Funnel, the Funnel retains its ability to attach to its Bot. However, while the Funnel(s) are attached the Compound Weapon cannot be repositioned separately from its Bot and if attached while in a different tile it immediately moves to its Bot. The Compound Weapon and its non-Funnel Weapons may still be targeted while attached.

Keywords

Cards may have keywords written in their text. These keywords determine certain effects the card has when played.

Weapon Keywords

Boomerang: This Weapon does not gain Destroy After Use from the Thrown keyword.

Destroy After Use: A Weapon with this Keyword is Destroyed after being used in a Plan of Attack at the end of Combat.

Limited Ammunition (X): A Weapon with the Limited Ammunition(X) keyword starts with X of the Weapon's non-Special Ammunition.

Missile: A Weapon with the Missile keyword can be Blocked by any Ranged Weapon, but cannot be Blocked by a Melee Weapon.

Multi-Vector: A Weapon with the Multi-Vector keyword cannot be blocked by Shields.

Nuclear: Place a Warhead token on a tile within this Weapon's Range and Line of Sight. All Bots on a tile with a Warhead token at the end of the next round take 25 damage and the token is removed.

Reach: Increase this Bot's Initiative by +10 until the end of turn when revealed.

Savage: This Weapon may be blocked by any Melee Weapon but cannot be blocked by a Ranged Weapon.

Scoped: You may consider this Weapon to be at Range 3 from a target that is at Range 2 during your Attack Step if this Weapon is on an outer tile.

Thrown: You may attach Attack cards to this Weapon as if its type was Range 0 then Destroy After Use.

Vulnerable: This Weapon can be blocked by any Weapon and loses 1 Durability when it is blocked.

Sub-System Keywords

Detachable: This Sub-System may be attached or detached from a Bot in your Standby Phase.

Quick-Start: You may activate this Sub-System at the start of any turn.

Universal Keywords

Cooldown (X): A card with the Cooldown keyword is placed on Cooldown for X rounds.

Drain (X): Place the top X cards of a Pilot Deck into their Scrapyard.

Predict (X): Look at the top X cards of your deck, then put any number of them on the bottom of your deck and the rest on top in any order.

Recycle (X): Shuffle X cards from your Scrapyard into your Pilot Deck.

Repair: Increase the Hit Points of a Bot you control up to its starting Hit Points.

Retrieve: Place a Weapon card in your Wreckage into your Weapons Deck or a Skill or Attack into your hand.

Reveal (X): Reveal X cards from the top of your deck.

Glossary

Ace Special Attack: A type of Special Attack that is played during your Attack step by itself and not attached to a Weapon and cannot have Attacks attached to it.

Action: Anything done by a Player to change the state of the game.

Action Phase: A turn Phase in which you may engage in Combat or Withdraw.

Ammunition: An expendable type of Weapon requiring the use of another Weapon.

Armor: A Weapon with the Limited Ammunition(X) keyword starts with X of the Weapon's Ammunition.

Armor Stack: A type of Sub-System which are placed in a stack, only the top card of the stack is considered in play.

Attach: May refer to Attacks being attached to Weapons or Detachable Support Units or Funnels being attached to a Bot.

Attack: An Attack card. An Attack, can be either a Standard Attack or Special Attack. Attacks are attached to Weapons during the Attack step.

Attack Step: The last Step of Combat. Players may attach Attacks to Weapons in their Plan of Attack to form Attack Strings, then resolve those Attack Strings.

Attribute: A property of Weapons and Attacks, either Solid, Heat, or Beam.

Bit: A type of Weapon that can operate semi-autonomously from your Bot.

Board: The game area made up of tiles.

Beam: One of the three Attributes. Beam blocks the Heat Attribute.

Block Step: The second step in Combat following the Selection Step. All cards in players' Plan of Attacks are revealed. Players may then declare blocks.

Bot: The in game and physical representation of your mech.

Build Points (BP): A currency used during Bot Creation to purchase Weapons, Sub-Systems, and Pilot Levels.

Cards: The in game and physical object used to represent Weapons, Sub-Systems, Attacks, Skills, Statuses and Terrain.

Combat: A sub-Phase that players may initiate in their Action phase.

Compound Weapon: A Compound Weapon is an amalgamation of Weapons that saves Build Points at the cost of Special Attacks.

Control: All cards and Bots played by a player are controlled by them. A player has sole discretion in any choices called for by anything they control.

Cooldown: A zone where cards are placed temporarily from which cards cannot be used until they leave Cooldown.

Core Support Unit: A type of Support Unit that comes into play when your bot is destroyed.

Cover: A game piece (Cover Marker) that is placed in a space between tiles. Cover blocks Lines of Sight.

Cycle: A chain of card effects or actions that is started when a player responds to the play of a card or an action taken before its effect is resolved by playing a card or taking an action. All cards and actions in a Cycle are resolved in reverse order of how they were played, first in last out.

Damage: A value subtracted from Hit Points when an Attack String is resolved. Found on Weapons and Attacks.

Deck: A stack of cards. May refer to either the Pilot Deck or Weapons Deck. When one is not specified this always refers to the Pilot Deck.

Destroy: The action of placing a card into the Wreckage.

Detachable Support Unit: A type of Support Unit that can be attached and detached from your Bot.

Draw: The action or instruction to place the top card of your Pilot Deck in your Hand.

Draw Phase: The first Phase of a turn when a Player draws back up to their hand size.

Durability: A property of some Weapons and Sub-Systems. A card with points of Durability may be targeted by Attack Strings and are destroyed when they lose their last point of Durability.

Durability Damage: A value subtracted from Durability when an Attack String is resolved. Found on Weapons and Attacks.

Effect: The text of a card that changes the state of a game either passively or when it is resolved.

End Phase: The last Phase of a turn where players scrap cards until their cards in hand are equal to their hand size. All end of turn effects are resolved at the beginning of this Phase.

End of Round: The time in a Round after all players have passed their turns. All End of Round effects are resolved at this time.

Engage: The act of taking part in Combat, whether or not you were the one to initiate the Combat sub-phase.

Flanking: A beneficial status gained during the Movement Phase by breaking Line of Sight from your starting tile without moving through cover or an opponent that allows you to flip over a card in a Plan of Attack, then flip over a card in your Plan of Attack.

Funnel: A type of Weapon that can operate semi-autonomously from your Bot and be attached and detached to a Bot. While attached a Funnel cannot be targeted or lose Durability.

Hand: A player's Hand is the cards they have drawn from their deck and are available for them to play. Hands are always kept hidden from other players, but are always viewable by their owning player.

Hand Size: The number of cards a Player may keep in their hand at the end of turn and how many cards they draw back up to in the Draw Phase.

Hazard: A type of Sub-System placed on a tile and triggered by an opponent entering that tile.

Heat: One of the three Attributes. Blocks the Solid Attribute.

Initiative: A Bot stat that determines turn order and who may Block and Attack first in Combat.

Initiative: A Bot stat that determines turn order and who may Block and Attack first in Combat.

Keyword: A bolded word that appears in a card's effect that is short hand for the keyword's own effect.

Knockout: An End of Round counter that increases by 1 for every player that does not move during their Movement Phase or Engage in meaningful Combat during the round. This timer is reset to zero each time either of these actions are taken.

Line of Sight: An imaginary line that can be drawn in the directions of movement between tiles. Line of Sight cannot be drawn through Cover.

Mode: A Sub-System that may be activated and deactivated. Only one Mode may be active at a time.

Move: The action of moving a Bot, Support Unit, or Weapon from one tile to another.

Movement: A Bot stat that determines the number of tiles a Bot can move.

Movement Phase: The Phase of a turn in which a player may move their Bot, Support Units, or Weapons.

Overdrive: A type of Sub-System that may be activated once during a game. A Bot is limited to taking only 1 Overdrive.

Overrun: A beneficial status gained during the Movement Phase when an opponent leaves a tile occupied by your Bot and moves into a tile with a Pin token that allows you to flip over a card in a Plan of Attack.

Pilot Deck: The deck containing all Attacks and Skills.

Pilot Level: A Bot stat which determines the amount of Skill Ranks a player can use when constructing a Pilot Deck.

Plan of Attack: A zone used in the Combat sub-phase. Weapons are placed face down into your Plan of Attack during the Selection step.

Play: The action of placing a card on the Playing field and resolving its effect.

Playing Field: The area where all cards and decks are placed.

Psyco: A card type which may only be played while a Bot has a Psyco Interface Sub-System or equivalent.

Range: The distance measured in tiles, between 1 model or tile and another.

Reveal: The action of showing the front of a card to all players.

Round: A round consists of each player's turn. When all players have taken their turn the round ends.

Runaway: A detrimental status gained when leaving a tile occupied by an opponent's Bot and moving onto a tile with a Pin token.

Scrap: The action of placing a card into the Scrapyard.

Scrapyard: The zone where all of your scrapped cards go.

Selection Step: The first step of Combat. Each player places 3 Weapon cards facedown in their Plan of Attack before proceeding to the Block Step.

Shield: A type of Weapon which may block any other Weapon.

Shuffle: The action of randomizing a deck of cards.

Skill: A type of card found in the Pilot Deck. Skill cards when played start a Cycle.

Skill Rank: A property of Skills and Ace Special Attacks which determines how many you may put in a deck.

Special Attack: A type of Attack with deck construction requirements.

Standby Phase: The second Phase of a turn in which most Sub-Systems may be activated or deactivated.

Status: A Status card. Status cards enter the Playing Field under certain conditions and remain there until another condition or use is met.

Strafing: A beneficial status gained during the Movement Phase by having occupied 2 tiles adjacent to an opponent that allows you to make an opponent to Flip 1 of their Weapons in their Plan of Attack face up.

Sub-System: A card type which starts out on the Playing Field and is purchased during Bot creation with Build Points.

Support Unit: A type of Sub-System that acts as another Bot.

Suspend: The action of turning a card 90 degrees to horizontal to mark it as suspended. Suspended Weapons cannot have Attacks attached to them.

Terrain: A tile modifier with corresponding cards that have various effects on Bots in tile with Terrain and on the Board.

Tile: A hexagonal game piece which makes up the Board. A tile is also a measure of distance used throughout the game.

Turn: The sequence a player is granted every Round in which they are the active player and take most of their actions.

Type: A card modifier that identifies properties such as whether a Weapon is Ranged or Melee or if a Skill is also a Maneuver.

Unsuspend: The action of turning a suspended card 90 degrees so that it is vertical and unsuspending.

Uptime: The number of rounds a Sub-System is active for.

Weapon: A Weapon card. Weapons are placed in your Plan of Attack during the Selection step.

Wreckage: A zone containing all of your cards that have been destroyed during the game.



Damage



1 Durability Damage



Armor



2 Durability Damage



Movement



3 Durability Damage



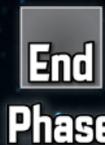
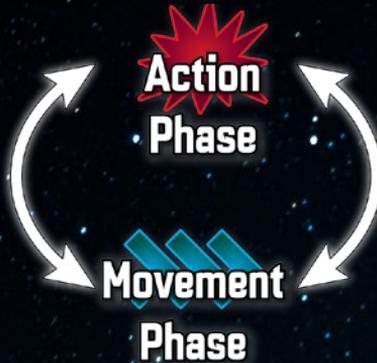
Initiative



Draw
Phase



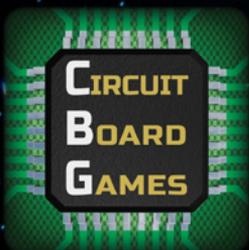
Standby
Phase



End
Phase

Skill Ranks

Pilot Level	S	A	B	C	D	BP Cost
1	0	2	4	6	8	0
2	1	3	5	7	6	30
3	2	4	6	8	4	60
4	3	5	7	9	2	90
5	4	6	8	10	0	120
6	5	7	9	9	0	150
7	6	8	10	8	0	180
8	7	9	11	7	0	210
9	8	10	12	6	0	240
10	9	11	13	5	0	270



www.circuitboardgames.com

