

**REMNANT
ARENA**

**OPERATOR'S
MANUAL**





Remnant Arena is a card and dice based combat game for 2 to 4 players.

After the Aliens visited and forced the Clean Slate policy to be used to remove them, the human population moved underground to avoid the radiation. The enclosed spaces made conventional warfare unfeasible, therefore all territorial or political disputes are resolved through combat on the surface. It was decided that due to the background radiation above ground, the current shortage of population, the number of obsolete robots and their lack of blood bypassing any qualms about the live televising of warfare, the remnants of each commune's Mechanised Peacekeeping Corps were drafted in for this purpose.

Choose from a selection of robot chassis and then begin the fight, moving from cover to cover as you scavenge for weapons and items while trying to take out your opponent. Enjoy a large selection of weapons and other salvage, varied terrain and a massive mix of strategies and interactions depending on how each player decides to play out their turn.

Box Contents:

16 White tracking dice	12 Starting Weapons cards	20 Hazard cards
2 Red Attack dice	12 Starting Upgrades cards	66 Terrain Cards
4 Green Cover dice	30 Salvage 1 cards	4 Entrance cards
4 Stats Boards	25 Salvage 2 cards	70 Yellow/15 Red Counters
8 Robot Chassis	20 Salvage 3 cards	2 Terrain/Game Guides

About the counters: Each counter is either yellow or red, this allows you to use the red colour to remind you that the counter is non-standard. For example, Special Abilities and the Orbital Laser use a red counter.

About numbers' colours: There is quite a lot of information on the various cards, to make it easier to spot important information there is a colour system used for the numbers on the cards. Any number that increases your Cover Defence is in **white** with an orange light around it, anything that reduces your opponent's Defence Score is in **blue** and any modifiers to your Attack Bonus are in **red**.

Ways to play

N.B. Please read through the rules before deciding, the terms used below will be explained in more detail on later pages. The word 'opponent' is used on many abilities and cards to decide who they can be used on. If you have more than one opponent, you choose which one it applies to.

Free for all (2-4 players)

Each player treats all other players as their opponent. The winner is the last player remaining.

Circle fight (3-4 players)

Each player can only Attack whichever player is on their left, this is their opponent. If that player is destroyed, the next remaining player to their left is now their opponent. The winner is the last player remaining.

Team fight (3-4 players, recommended 4 players)

Split into two teams, The first player decides which players from each team are each other's opponents. If your opponent is destroyed then treat the surviving player on that team as your opponent and the solo player treats both of the others as their opponent.

The winner is whichever team destroys all players from the opposing team.

(Not recommended for 3 players. If you do play 3 players then the solo player should be given their choice of Weapon card from the Salvage 2 deck and the top Upgrade from the Salvage 3 deck at the beginning of the game. The solo player treats both other players as their opponent, the two players both treat the solo player as their opponent)

Section 1: Setting up the game

1. Setting up the table

Shuffle the Terrain, Hazard cards, Salvage 1, Salvage 2, Salvage 3 decks. Place each deck in the middle of the table

Alternate rules: If you want to increase the time before the more powerful equipment is available, separate the Terrain with the red lines and shuffle them. Then shuffle the remaining Terrain with green lines and place them on top

Each player takes a Stats Board and places it in front of him. There are four 'Entrance' cards, one of which has 'Starting Player' on the back. Take that card and enough other 'Entrance' cards to have one each, shuffle them and deal one to each player. Whoever is dealt the 'Starting Player' card goes first.

2. Creating your starting robot

Each stage is completed by each player (in turn order if necessary) before moving to the next stage

1. Either choose a robot Chassis from the selection, or deal one at random to each player.
2. Allocate counters on your Stats Board to match the starting scores listed on the Chassis
(See **Section 2: Stats and Chassis** for more details)

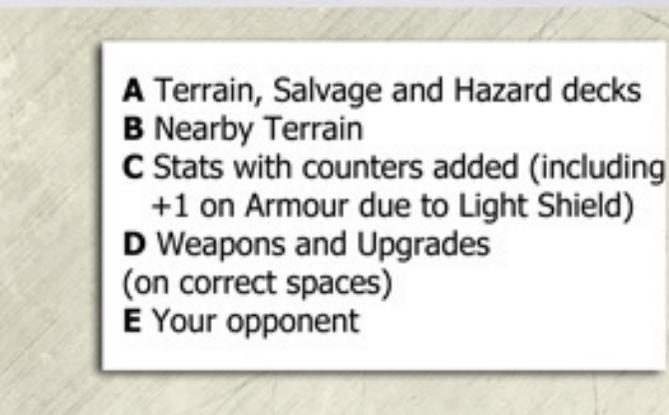
3. Allocate any additional counters to your Stats Board as specified by your Chassis. You may not take any stat beyond the maximum listed on your Chassis. Place a red counter under Special Ability on the Stats board to show the number of uses (this is equal to the number of players).

4. Choose starting equipment from Starting Weapons and Starting Upgrades decks, enough of each type to fill all available spaces on the Chassis. You may not choose duplicate cards.

5. Place your 'Entrance' card on your Stats board to use as your starting Cover.
(See **Section 3: Equipment**)
6. Draw 6 Terrain cards and place on either side of the stats board, in the order drawn from nearest to furthest away. This is your nearby Terrain. In the given example, the first card drawn was Lake, then Cave, Boulder, etc. Lake is the nearest Terrain to you.



Your layout in front of you should be as follows (your opponents will have a similar view from their side):

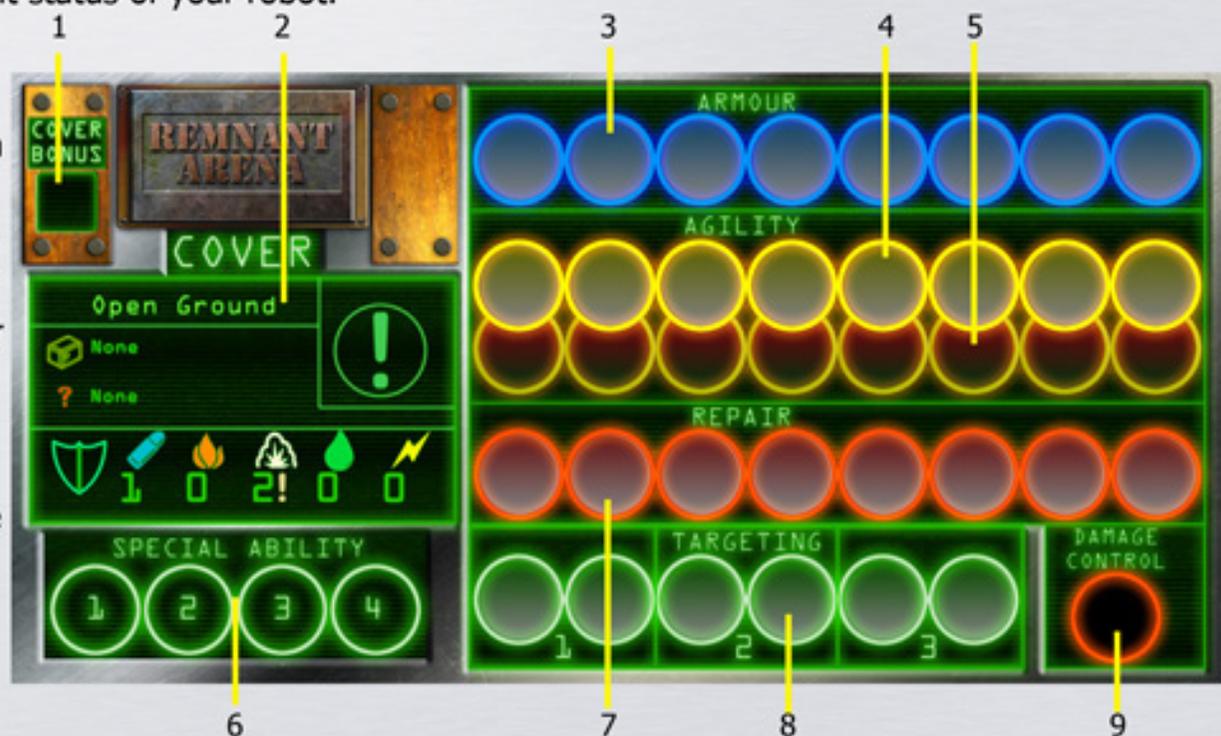


Section 2: Stats and Chassis

1. The Stats Board

The Stat Board is used to track the current status of your robot.

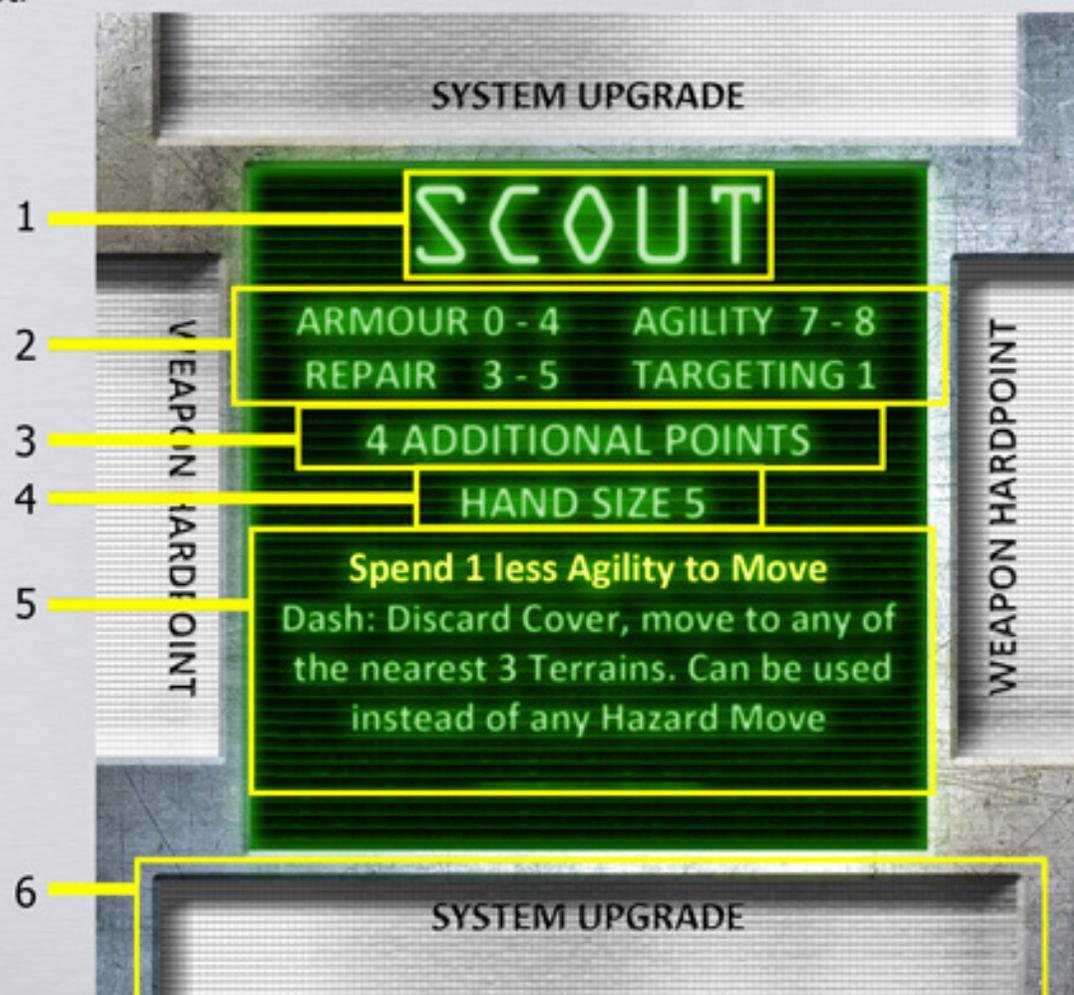
- Cover Defence Bonus.** It is possible to have bonuses to Cover Defence, as these stack it helps to keep track of it by placing a green die here. You can never have more than +6 total bonus to Cover Defence, any reductions to Cover Defence your opponent has will then apply to this capped amount
- Cover.** If you move to a Terrain, flip it over and place it here. If you have no Cover, it defaults to the details of 'Open Ground'
- Armour.** This is the physical protection of your robot. It adds to your Defence score
- Unspent Agility.** Your ability to move, use items or dodge attacks. Certain actions require you to Spend Agility, any that have not been Spent may help you dodge
- Spent Agility.** When you Spend Agility, move a counter temporarily down to here
- Special Ability.** Keeps track of how many uses of your Special Ability remain. The number of uses you start with is equal to the number of starting players
- Repair.** You lose the game if this is ever empty
- Targeting.** Every turn, you may Attack up to the number of times shown under your Targeting score (e.g. 3 or 4 = 2 Attacks)
- Damage Control.** When you take damage, a Repair counter is moved down to here if there is room. Each turn you attempt a Repair check to move it back from here to Repair



2. The Chassis

The Chassis sets the characteristics of your robot.

- Chassis name**
- Starting/Maximum stats.** During set up, place counters on the Stats board for each of Armour, Agility, Repair and Targeting based on the starting score listed here. You may never exceed the maximum score listed (the maximum score for Targeting is always 6)
- Additional points.** Once the starting stats have been set, you may place this many additional counters on those stats. All stats must remain within their maximums at all times.
- Hand size.** At the end of your turn, if you have more cards in your hand than this, you must discard cards down to this number
- Special Ability.** This describes the Special Abilities of the Chassis. The first ability (in yellow) is always active, the second ability (in green) is triggered and the number of uses you start with is equal to the number of starting players. You may only use your second ability once per turn
- System Upgrades/Weapon Hardpoints.** You may only place an Upgrade in a System Upgrade space and a Weapon in a Weapon Hardpoint space.



Section 3: Equipment

It is possible to see what type of equipment a card is by the icon on its top right corner

1. Weapons (WPN)

Each Weapon card is set out as follows:

1. **Name**
2. **Ammo**. This is the starting (and maximum) Ammo
3. **Special**. Any special effects or modifiers of the weapon
4. **Attack bonus**. Modify your Attack bonus by this amount
5. **Damage Type**. Each Damage Type may affect the opponent's Cover (see **Section 4: Terrain**) and also have additional effects when attacking. If the Weapon has multiple types, you choose which one to apply when you announce each Attack. The types are:



Impact



Fire



Explosive



Acid



Electric

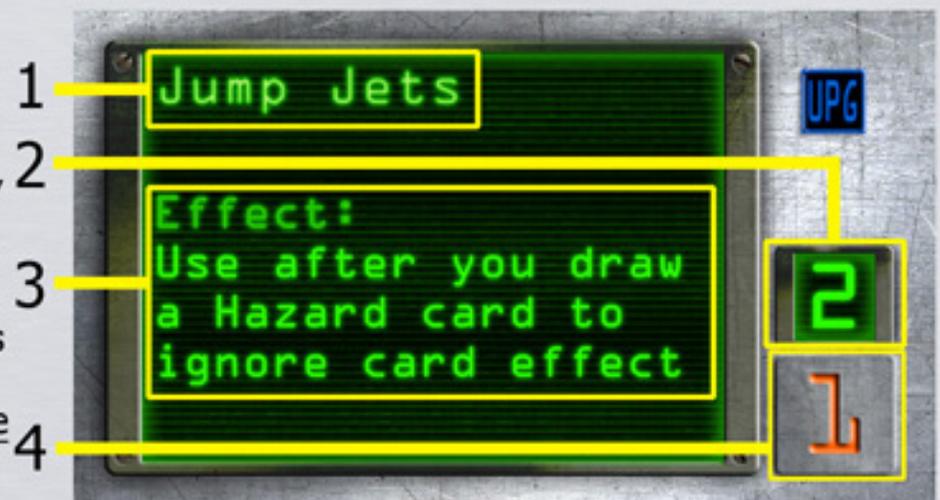
6. **Ammo Clips**. The number of Ammo left on the weapon is tracked by placing a d6 in this space. If the weapon has more than 6 shots, move the die to the next clip and set it to an amount that assumes there are 6 shots in the previous clip. e.g. If your Minigun has 8 shots remaining, set the die to '2' on Clip 2. If you fire twice, the die will go to '1' and then move to Clip 1 and go to '6'. If you ever run out of Ammo, immediately discard the Weapon



2. Upgrades (UPG)

Each Upgrade card is set out as follows:

1. **Name**
2. **Uses** (if any). Treat this in the same way as Ammo above, if this section is blank then the Upgrade is in constant effect while attached to your Chassis
3. **Effect**. What having/using this Upgrade does.
4. **Charges** (if any). Treat this the same way as Ammo Clips above. This will only be here if the Upgrade has Uses If you run out of Charges, immediately discard the Upgrade



3. Items (ITM)

All Items are single use, you must Spend 1 Agility to use it and discard the card once used. Unless specified by the card, it can be used at any time on your turn except during an Attack after dice have been rolled.

They have the following details:

1. **Name**
2. **Effect**. What happens when you use the Item.
Grenades (as shown here) are a special Item that allows you to make an extra Attack (using the **Attack bonus**, special abilities and **Damage Type** if any shown on the Item) at any point in your turn, ignoring the usual rules on number of Attacks per turn



You may keep as many Weapons, Upgrades and Items in your hand as the Hand Size specified on your Chassis, if at the end of your turn you have more cards than your hand size then you must discard down to match it.

Section 4: Terrain

Each Terrain has 5 pieces of information:

1. **Terrain name.**

2. **Equipment Found.** When you first move to this Terrain, collect Salvage as listed on the card using these terms:

Salvage 1/2/3. Draw the top card of the relevant Salvage deck. If you take the final card then shuffle the discard pile back into a new deck. You may choose to take a card of a lower Salvage deck.

Choose from top X in Salvage 1/2/3. Take the top X cards from that Salvage deck (shuffle the discard pile into a new deck if you run out).

Keep one card and discard the others.

Top Weapon/Upgrade/Item Salvage 1/2/3.

Reveal and discard cards from the relevant Salvage deck until you reveal a card of the correct type.

Keep that card. (If there are no cards of that type then shuffle the discard pile and draw cards until you find a card of the correct type. If you still do not find a card then reshuffle and no card is taken)

Reload a Weapon. Choose any Weapon on your Chassis and reset the Ammo Clips to the number listed on the Weapon's Ammo

Any cards drawn go to your hand, at the end of turn you may place any Weapons or Upgrades cards on your Chassis (removing and discarding one already on there if there is no spare space). While a card is placed on a Chassis, it no longer classifies as a card or Salvage, just either a Weapon or Upgrade

3. **Special Rules.** Follow these rules when you move to this Terrain. Any effect will last as long as stated on the card, or when this is no longer your Cover. Any instructions happen once only as and when specified by the card. If a card mentions **EOT**, this is short for 'End of Turn'

4. **Cover Defence.** Depending on the Damage Type of an attack, the Terrain will add an amount to your Defence as listed underneath the particular Damage Type

e.g. The Fuel Truck gives Cover of 7 against Acid but just 1 against Fire!

There may also be a symbol beside the Cover amount. These only apply if hit by that type of Damage, and have the following effects:

 **Damage:** On a hit, place a Damage counter on the Terrain. If there is already a Damage counter on the Terrain then the Terrain is instead Destroyed (see below)

 **Destroy:** On a hit, remove this Cover and the player must immediately make a free Hazard Move (see **Section 5: Playing the Game** for information on Hazard Move)

Some Weapons or other equipment can reduce your Cover Defence, **your total Cover Defence (including any bonuses or reductions due to Equipment or Abilities) can never be reduced below 0**

5. **Damage warning:** If the Terrain is Damaged, place a counter here.

Some cards have red lines rather than green, this has no in-game effect but is used if you wish to delay getting to the more advanced Terrain. You do this when setting up, shuffling the red cards and placing the green cards on top

Entrance Cards

There are 4 Entrance cards, these are similar to Terrain but are used just as the starting Cover for each player.

The Entrance cards are also used to decide who starts, as one of them has 'Starting Player' on the back. Take that card and enough of the other Entrance cards to have one per player. Shuffle them and deal one out to each player, each player then turns over their Entrance card to see who starts. The card is then placed on their Stats board.



Section 5: Playing the Game

Each player's turn goes through the following stages:

1. **Start of turn**
2. **Repair**
3. **Attack/Move** (optional)
4. **Hazard Move** (optional)
5. **End of turn**

A player loses if he has no Repair remaining (any counter in Damage Control does not count)

1. Start of turn

The first action is to Regain your Agility. Move any counters in the Spent section of your Agility into the Unspent section. You must now resolve any card effects that you have which refer to 'start of turn', in any order that you choose. After this, each player in clockwise order resolves any card effects they have against you which refer to 'start of their turn'. Finally, you may choose to use any abilities or cards that are used 'At Start of Turn'

2. Repair

At this point you can attempt to use your Damage Control section to repair your robot. If you have a counter in Damage Control, roll a d6. If you roll 5 or 6, move the counter back into Repair.

3. Attack/Move

Each of these actions are optional, and can be in either order:

Attack

You may attack as many times as you are able, based on your Targeting stat (e.g. 3 points in Targeting = up to 3 attacks). If you are ever given a free Attack then this must be used on your opponent (if you have more than one opponent then you choose which one). This ignores your restriction on number of Attacks, the number of weapons you can fire or a warning that the weapon that can only fire once per turn. If you are forced to have a free Attack against you, this must be made by a player that has you as their opponent (if there is more than one, you choose which) and they follow the free Attacks rules.

Firstly, choose which Weapon you are using (and what Damage Type this will use if that Weapon has more than one). You may only fire with one Weapon each turn, but you can choose the Damage Type for each shot. If there is no Damage Type for that means of attack then you may still Attack but check the card used for how to resolve the Cover Defence. Several Weapons have add the ability **Spread** or **Focus**, if the Weapon has both then choose one of them for each Attack.

All Weapons (and some Upgrades and Items) have an Attack Bonus, all of these stack to create your total Attack Bonus. Normally this Attack Bonus only reduces the Cover of the target, however if the Attack has **Focus** then it can also bypass Armour and if it has **Spread** then it can bypass Agility. How this works will be explained below.

EXAMPLE: Bob is attacking Carole with a Sniper Rifle. Bob's Sniper Rifle is +7 Attack and has **Focus**, the Damage Type of this Weapon is Impact. Bob also has an Improved Scope that gives +2 Attack And has used his Ghost Special ability to give +3 Attack for a total **Attack Bonus** of +12.

Their **Defence score** is their Cover Defence against that Damage Type + their Cover Bonus die - your Attack bonus (or 0 if it would go to a negative number, if this happens then the remainder is the Attack's Overkill).

Carole used a Smoke Bomb (+2 ) and has been lucky enough to find a Cloaking Device (+2 ). She has therefore set his Cover Bonus die to the total of 4. She is behind a Fuel Truck so his **Defence score** is 7 Cover against Impact + 4 Cover Bonus for a total of 11, minus the **Attack Bonus** of +12. As this would total -1, her **Defence score** is 0 with an Overkill of 1.

They now add their Armour to the **Defence score**. If the Attack has **Focus** then reduce the **Defence score** by the Overkill if any (or set it to 0 if it would go below 0).

Carole has 6 **Armour**, this is now added to the **Defence score**. The Attack has **Focus**, so the Overkill of 1 is applied now and her **Defence score** becomes 5.

Reduce the Ammo of your Weapon by 1 and roll the two red Attack dice. Add the dice together to get your **Attack score**.

Bob rolls the dice and gets an **Attack score** of 8

The defender now has the option to dodge. To do this, they must Spend one point of Agility and add their new number of Unspent Agility to their **Defence score**. You may not dodge more than once per Attack.

If the defender does decide to dodge and the Attack has **Spread** then reduce the **Defence score** by the Overkill if any (or set it to 0 if it would go below 0).

Carole can now dodge. She has 3 **Unspent Agility**, Spending 1 to dodge would leave 2 to add to the **Defence score** for a total of 7. As this would be less than the **Attack score** of 8, Carole decides to save her Agility and not dodge.

If your **Attack score** is higher than their **Defence score**, the Attack hits! The opponent removes a Repair counter (placing it in their Damage Control area if there is not one there already). Otherwise, the Attack misses.

This is a hit! Carole loses 1 Repair, she already has a counter in Damage Control so the one she removes is discarded. The Fuel Truck shows a hit from Impact causes Damage, so a counter is added to the Damage warning. If there was one there already then the cover would be Destroyed, causing Carole to discard it and Hazard Move to the next Terrain (as well as losing an additional 1 Repair from the Special rule on the Fuel Truck 'If Destroyed, -1 Repair'). This is why people try not to hide behind fuel containers in combat.

If you roll an 11 or 12 then this is a Critical hit, an automatic hit that has an additional effect based on the Damage Type:

Acid: Remove the Repair counter instead of placing it in Damage Control

Electric: Disable an upgrade of your choice on the opponent until end of their turn

Explosive: The opponent must immediately Hazard Move (see next page), even if the Cover has not been destroyed

Fire: The opponent must Spend 1 Agility or take an additional -1 Repair

Impact (or no Damage Type): No additional effects

If your dice roll is 2 then this is a Weapon Jam. The attack misses and you must immediately discard the Weapon. If a Weapon allows you to roll your Attack multiple times (such as the Minigun and Mini Grenade Launcher) then any roll which causes a Weapon Jam will take effect immediately and there can be no further rerolls.

Move

This is optional, however moving to new Terrain is the main way to restock your equipment and search for the best Cover. Some Terrain have the restriction 'Cannot use Move', this means you are not able to use this method to leave, but you may still Hazard Move (see below). Other Terrain give you a free Move, this will allow an additional movement to the Terrain the specified number of spaces away and can be done at any point in your turn before End of Turn while you are still on that Terrain.

You may only Move once per turn but you may use any free Moves in addition to this.

1. Discard your current Cover into the Terrain discard. You may Spend as many Agility as you want (up to 6) and take the Terrain card that many spaces away from you, turn it over and use it as your new Cover (the nearest Terrain is counted as 1 space away, the furthest is 6). Discard any Terrain cards that were nearer than the chosen Terrain, move all of the remaining nearby Terrain down and draw Terrain cards in turn to fill the missing spaces from near to far. If you run out of Terrain cards then shuffle the discard into a new deck and continue if necessary.

e.g. if you Spend 3 Agility, take the Terrain 3 spaces away. Discard the Terrains in spaces 1 and 2, move the remaining ones down so that the Terrain that was in space 4 is now your nearest Terrain and draw cards in turn to fill what are now empty spaces at 4, 5 and 6

2. Check the Salvage section of the new Cover and draw the relevant Salvage (if any).

3. Check the Special section of the new Cover and follow any instructions.

4. Hazard Move

After the Attack/Move stage, you may attempt to Hazard Move. This is a risky manoeuvre where you attempt to dash to the nearest Terrain. It mostly occurs when you are forced to by the destruction of your Cover, but occasionally you may also choose to do so now to get away from where you are or to get to a Terrain normally just beyond your reach.

Take a Hazard card, unless told otherwise on this card you discard your current Cover and move to the nearest Terrain as in the the Move section above. This does not cause you to Spend any Agility.

Some Terrain require you to take a Hazard card when you leave. You only take one Hazard card at any time, therefore if you Hazard Move rather than Move you will still only draw one Hazard card. If you are made to draw a Hazard card on two separate occasions in the same turn (e.g. drawing a Hazard card when Moving from a Ravine and then Hazard Moving from the next Terrain) then you still draw both Hazard cards

5. End of turn

You now cannot use any Ability, Upgrade or any other action that is not either listed below or specifies 'at end of turn'.

You must now resolve any card effects that you have which refer to 'End of Turn', in any order that you choose.

After this, each player in clockwise order resolves any card effects they have against you which refer to 'end of their turn'.

Any Weapons or Upgrades you have picked up may be placed on your Chassis (discarding one already on there if there is no spare space). Finally, discard cards if necessary until you have as many cards in your hand as your Hand Size allows.

Appendix and clarification of Salvage:

Weapons

Most weapons are self-explanatory, see **Section 3: Equipment** for the details. This section will explain any Weapons that have a special effect. Two common special effects are:

Spread: This Weapon's Attack Bonus reduces the defence given by the Cover Defence and the target's Agility if they dodge

Focus: This Weapon's Attack Bonus reduces the defence given by the Cover Defence and the target's Armour

If a Weapon has both **Spread** and **Focus**, you choose which one to apply to each Attack

Air Strike: Treat the Cover Defence and Cover bonus as 0 against this Weapon. If the Attack hits then immediately destroy the Cover (treat as if the Cover has a Destroy symbol under the Fire Damage Type).

Hand Cannon: If the Cover has the Damage symbol under this Attack's chosen Damage Type, instead treat as if it has a Destroy symbol.

Hellfire Spitter: If the Attack misses, resolve the effect of this Attack's Damage Type on the Cover as if it was a hit.

Hunting Rifle: This can only be fired once per turn, regardless of your Targeting score.

Mini Grenade Launcher: Roll the Attack dice twice (even if the first roll would hit) and take the best of the two rolls. If either roll is a 2 then it is a Weapon Jam regardless of the other roll.

Minigun: Up to 3 times per Attack, if you miss you may use an additional Ammo to reroll your Attack roll. You must take the new roll, any roll of 2 or 3 is a Weapon Jam and you cannot use additional Ammo to reroll it.

Molecular Disruptor: If the Attack hits, rather than losing 1 Repair the attacker chooses to either remove 1 point of that player's Armour or immediately destroy their Cover (treat as if the Cover has a Destroy symbol under the Attack's Damage Type).

Mortar: If it misses, roll a die. Depending on the roll (1=nearest, 6=furthest), one of the defending player's nearby Terrain is destroyed and a space is left. Any space left by this is moved and replaced exactly as if it was an 'Open Ground' Terrain card. If a player moves to one of these spaces then use the default Cover on the Stats Board. You may want to use red counters to keep track of the spaces left by this Weapon.

Omni Grenade Launcher: When choosing the Attack's Damage Type, you may choose any one Damage Type.

Rifle: This can only be fired once per turn, regardless of your Targeting score.

Sentry Turret: When Attacking with this Weapon, you can have an additional Attack with it. If for whatever reason you Hazard Move (regardless of whether the Hazard Move was successful), discard this from your Chassis.

Smart Missile: It is not possible for the attacked player to Spend Agility to dodge against this Attack.

Sniper Rifle: This can only be fired once per turn, regardless of your Targeting score.

Upgrades

Adaptation: This Upgrade can be placed on any slot on your Chassis. The card placed on top can be discarded or replaced as normal, if Adaptation is removed then the card on top is discarded

Adaptive Materials: Only prevents the initial loss of Repair from a hit. All other effects of an Attack of the specified Damage Type still apply (including all Critical Hit effects).

Advanced Targeting: If your Attack roll is a 10, you can use this to make it a 12 (and therefore a Critical Hit).

Basic Scope: Increases your Attack bonus by 1. Stacks with all other modifiers. You may only equip one scope.

Cloaking Device: +2 Cover Bonus while on your Chassis.

Decoy Projector: You must decide whether to use this when a player announces their Attack but before they roll the dice. You do not have to take the free Move, if you do then you must do so immediately.

Emergency Repair: This can be placed on your Chassis at any time but may only be used if you fail your Repair Check and only once per turn.

Explosive Rounds: While this is on your Chassis, your Weapons with the Impact Damage Type now also have Explosive

Fight/Flight Subroutine: Each use of this Upgrade will allow you to Regain up to 2 Agility.

Flechette Rounds: While this is on your Chassis, your Weapons with the Impact Damage Type gain Spread.

Improved Scope: Increases your Attack bonus by 2. Stacks with all other modifiers. You may only equip one scope.

Incendiary Rounds: While this is on your Chassis, your weapons with the Impact Damage Type now also have Fire.

Jump Jets: This cancels the entire effect of the drawn Hazard Card, you still get to move to the next Terrain.

Light Shield: Add 1 red counter to your Armour while this is attached to the Chassis. You cannot exceed the maximum Armour of your Chassis. If you lose a point of Armour you may instead remove this Upgrade (and the red counter).

Long Range Scanner: Usable only on your turn, once per turn. Remove a block of up to 3 of the nearest Terrains, always starting from the nearest terrain.

Nanobots: You may only use this if you have a card in your hand and at least 1 Armour. Temporary points of Armour from other cards (e.g. Light Shield) do not count and cannot be removed with this.

Redundant Systems: An Attack roll of 11 against you does not count as a Critical Hit.

Short Range Scanner: Can be used only on your turn, once per turn. Allows a free move to the next Terrain.

Smoke Bomb: +2 Cover Bonus until the start of your next turn. Stacks with other effects that increase Cover.

Items

All Items require you to Spend 1 Agility to use them, although some Items then let you Regain that Agility immediately afterwards. You therefore cannot use an Item if you have no Unspent Agility.

Grenade: As with most Items, these can be used at any point during your turn and not just during the Attack phase. When you use a grenade, roll your Attack as normal and use the Damage Type shown on the grenade.

Aerial Surveillance: Choose any two of your nearby Terrain, look at the undersides. Do not reveal them.

Caustic Grenade: Grenade (see above).

Chaff Launcher: +2 to your Cover Defence until the start of your next turn, regain the Agility that was spent to use this Item.

Command Override: Prevent the effect of any Item as it is used. Ignore all instructions on that Item and that player must immediately discard it. Alternatively, if a player announces they are going to use their Special Ability then you may use this Item to prevent it. The player still deducts one use of their Special Ability but the ability has no effect.

Deep Ground Scan: Depending on the die roll, draw a new card from the top of the relevant Salvage deck.

Emergency Teleport: When choosing and laying out the new Terrain, do not look at the underside of any of the cards.

EMP Grenade: Grenade (see above).

EMP Pulse: Prevent the effect of any Item as it is used. Ignore all instructions on that Item and that player must immediately discard it.

File Share: Take an Upgrade of your choice from your Chassis (if you have one) and swap it with an Upgrade of your choice from any other player's Chassis (if they have one). Remaining Charges stay the same.

Forcefield Generator: Choose either the first effect (which applies to you and lasts until start of turn), or the second effect (which applies to the player whose turn it currently is and lasts for the rest of their turn). Any free or extra Move counts as a Move for the purposes of the second effect

Frag Grenade: Grenade (see above).

Incendiary Grenade: Grenade (see above).

Jet Pack: This is a free Hazard Move. Draw a Hazard card, ignore it if it changes where you would move to. Move to any of your nearby Terrain as if you had Spent the Agility to Move there. Depending on the die roll, either Regain the Agility that you Spent to use this Item or you get to keep the card to use again.

Nanite Grenade: Grenade (see above). The defending player's Cover Defence becomes 0 after all modifiers are applied, do not choose a Damage Type. No loss of Repair on a hit, instead roll the die and the player hit chooses which counters to remove from Armour, Agility, Repair and/or Targeting.

Orbital Laser: Each space left by this Item is moved and replaced exactly as if they were an 'Open Ground' Terrain card. If a player moves to one of these spaces then discard the red counter and use the default Cover on the Stats Board.

Power Siphon: If the chosen player has 2 or more Unspent Agility, they must Spend 2 and you Regain 3. If they have less than 2 Unspent Agility, they Spend as much as they can and you Regain 1 + the number of Agility this Item made them Spend.

Quantum Manipulator: This can be used in response to any dice roll, even Attack rolls. The player that rolled the dice must immediately reroll all the dice and take the new result. Alternatively, this Item will make a player who drew a Hazard card immediately discard it and take a replacement (ignore the effect of the original card).

Reaper Virus: Must be used on a System Upgrade slot which has a Upgrade on it. You cannot remove this card by putting another Upgrade in the slot, as it is an Item not an Upgrade it ignores cards that affect Upgrades. If during your normal Repair roll you roll a 6, instead of moving the counter back to Repair you may remove this card (you may make a Repair roll even if your Damage Control space is empty).

Spider Mine: This will only trigger if the player moves onto the Terrain or moves over it, once it is triggered then discard the card. If the Terrain is removed by any cause other than moving onto or over it, discard the card but it does not trigger. As the mine has no Agility or Armour, it's Defence score is always 8.

White Noise Generator: In order for this card and its effect to be removed, the player must successfully Hazard Move to a new Terrain (so, if they are 'Pinned Down' then this card is not removed). This card does not give the player a free Hazard Move, they must wait until the option is available to them.

A Quick guide to Chassis abilities

Barrage

Permanent Ability: You may choose up to two Weapons to use per turn, each Attack can be with either Weapon

Temporary Ability: When a Weapon has no Ammo, immediately either discard it or use this Ability to Reload it

Blink

Permanent Ability: Not usable if a Hazard card prevents movement or specifies a move other than to nearest Terrain

Temporary Ability: After swapping Cover cards, both players draw Salvage as shown on the Cover card received

Darwin

Permanent Ability: The extra slot can always hold either a Weapon or Upgrade, regardless of what was last there

Temporary Ability: Move up to 4 points. At end of that turn move up to 2 points from any of the listed stats

Ghost

Permanent Ability: +2 to Cover Bonus, as with all bonuses to Cover Defence this stacks with any other bonuses

Temporary Ability: The opponent must immediately decide whether to Hazard Move. If they do not (or for any reason they do not then move to a new Terrain), you have +3 Attack bonus against them.

Hulk

Permanent Ability: You must either use Charges or dodge against each Attack, not both. Any Charges used are removed

Temporary Ability: Can be used once per turn any time except after Attack dice are rolled

Iaido

Permanent Ability: The extra Attack still follows the rules on total number of Weapons you can use per turn

Temporary Ability: Only usable when the Attack would have hit if you had not Spent Agility to dodge

Roach

Permanent Ability: This replaces the standard requirement of rolling 5 or 6 during the Repair stage

Temporary Ability: Must be used before you roll your Repair Check

Scavenger

Permanent Ability: Must Spend 2 or more Agility during second Move, e.g. Spend 3 Agility to move 2 Terrain away. You may not Attack between your first and second Move

Temporary Ability: As with any Salvage draw, you may draw from a lower level of Salvage if desired

Scout

Permanent Ability: Move 1 Terrain further than the Agility Spent during your Move (to Move 1 Terrain, Spend 0 Agility)

Temporary Ability: You must immediately decide whether to use this, before you draw the Hazard card. Still counts as a successful Hazard Move

Sniper

Permanent Ability: For each Attack, choose before the Attack roll to gain either a +1 Attack bonus or a -1 Attack bonus and Focus for that Attack. If a Weapon says 'Cannot Focus', you may not gain Focus with it

Temporary Ability: Only affects your next Attack. You may Spend no Agility and still get +1 to your Attack score. This increases your Attack score (the dice roll) not your Attack bonus, however getting a Critical hit or a Weapon Jam is based on your original dice roll and will not be changed by using this ability

Alternate Terrain layout

If you find when Moving that it is awkward removing your Cover and replacing it from your nearby Terrain, you can use an alternative layout. Once you have left the Entrance, instead of removing it flip it over so that it covers the 'Open Ground' on the stats board. From now on place your Cover under the nearest Terrain so that you have a total of 7 cards in a column beside you. You may also keep your green 'Cover Defence' die beside your Cover rather than on the Stats board.

If you ever lose your Cover, temporarily take away the Entrance card to view the stats of 'Open Ground'.

See to the right for an example of how it would look if you Move two spaces from the example layout in

Section 1: Setting up the game

