GIGA-ROBO!

GAME RULES AND REFERENCE

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GAME OVERVIEW

Giga-Shards: These techno-organic energy sources are grown and lethally harvested from living beings. When harvested from humans, the Shards grant their users the incredible ability to transmute emotion into unbridled power, limited only by the user's fighting spirit. The Zoider Armada—an omnipotent alien force that glorifies conquest above all else—has discovered this unique power. Now, the various Zoider factions have invaded Earth-space to abduct and dominate the human race. Earth is given a chance to fight back when a few brave humans escape Zoider captivity, sacrificing themselves to send Zoider's giant robot prototypes back to Earth. But the pilots who come into the possession of these titanic war machines have goals of their own, and they compete with each other in a race to control more Giga-Shards. Some hope to defend Earth, while others seek only power to achieve their own mysterious ends.

Giga-Robo is the card-driven miniatures game of giant robot combat! Build custom hands of powerful attacks, sly tactics, and devastating finishers to duel across a fully destructible city in Head-to-Head, Team vs. Team, or Free-For-All battles.

Unleash your fighting spirit—win your opponents' Giga-Shards—and forge your fate in combat!



COMPONENT OVERVIEW

132 Robot Cards
33 for each of the 4 Robots



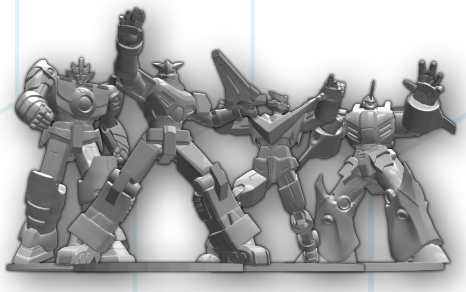
65 Pilot Cards
13 for each of the 5 Pilots



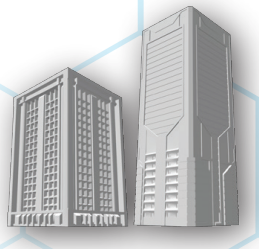
32 Impact Cards



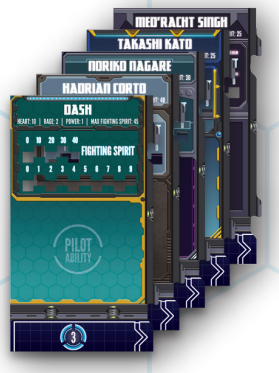
4 Robot Miniatures



15 Structures
10 Tier 1 Structures
and 5 Tier 2 Structures



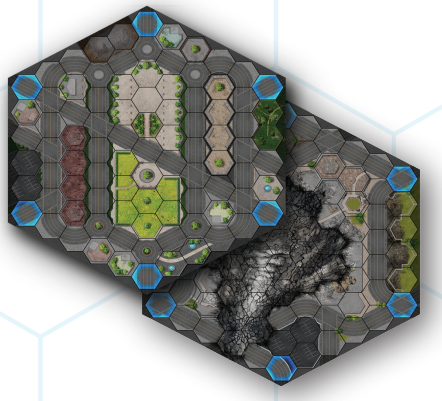
5 Pilot Boards



4 Robot Boards



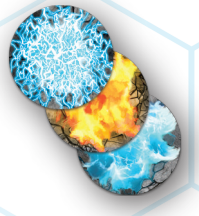
1 Double-Sided City Map



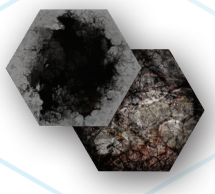
29 Dice
12 red Attack Dice
12 blue Power Dice
5 gray Defense Dice



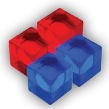
52 Elemental Impact Tiles
19 Arc Hazards, 17 Inferno,
and 16 Flood



28 Terrain Impact Tiles
14 Crater and 14 Rubble



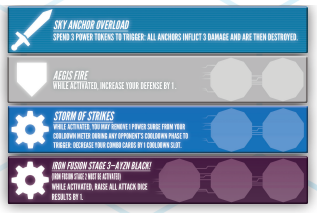
16 Tracking Cubes
8 blue Fighting Spirit Tracking Cubes
8 red Armor Tracking Cubes



197 Tokens
30 Power Tokens, 42 Power Surge Tokens, 42 Fire Tokens,
41 Panic Tokens, 18 Anchor Tokens, and 24 Barrier Tokens



24 Robot Abilities
6 for each of the 4 Robots



SETUP

Determine the amount of players, then choose which game mode you would like to play:

Head-to-Head • 2 players
Win Condition: If your Armor is 0 at the end of a turn, you are Defeated. When you have Defeated your opponent or opposing team, you win the game!
Tie Rule: If both you and your opponent's Armor is 0 at the end of a turn, it is a tie!

Team vs. Team • 4-6 players
Win Condition: When the last remaining Robot on your opponent's team has 0 Armor at the end of a turn, your team wins the game!
Tie Rule: If the last Robots on your team and your opponent's team both have 0 Armor at the end of a turn, it is a tie!
Co-pilot special rule: In team play, Defeated players may continue the fight by Co-piloting a teammates Robot. Co-piloted Robots take advantage of the combined might of their multiple pilots, sharing their Abilities, cards and resources. **(See: Co-Piloting Guide *P. 19*)**

Free-For-All • 3-6 players
Win Condition: When a player's Armor is 0 by the end of a turn, the game ends. The remaining players calculate who has the highest Armor percentage left ([current Armor ÷ Max Armor] • 100). The player with the highest Armor percentage wins!
Tie Rule: When the game ends, if there are multiple remaining players who tie for highest Armor percentage, it is a tie between those players.

A. Choose 1 Pilot and 1 Robot.

1. If players wish to select the same Pilots and/or Robots, those players may each roll a die—the player with the highest roll chooses their Pilot and Robot first. If multiple copies of a Pilot or Robot are available, they can be selected by multiple players.

B. Collect the following components that correspond to your chosen Pilot and Robot:

1. Your Robot's board, Abilities, and deck
2. Your Pilot's board, Abilities, and deck
3. Your Robot's miniature
4. 6 Power Tokens
5. 2 blue Fighting Spirit Tracking Cubes and 2 red Armor Tracking Cubes

C. Place your Pilot and Robot board in front of you and connect them together so that the Pilot board is on the left. With the boards connected, the bottom blue bar of the combined boards forms your Cooldown Meter. From left-to-right, the Cooldown Slots decrease from 3 to 1.

D. Perform the following steps in any order you choose:

1. Select 1 of your Pilot's Ability cards to use in play, then place it on the Pilot Ability slot of your Pilot Board. Place the remaining Ability cards back in the game box.
2. Select 3 of your Robot's Abilities to use in play, then place them in the Robot Ability slots in your Robot Board, in any order. Place the remaining Abilities back in the game box.
3. Choose 1 of your Robot's Ultimate Technique cards to add to your hand.
4. Build your hand by choosing 15 cards between your Pilot's deck and your Robot's deck that are not Ultimate Technique cards. Including your Ultimate Technique, you will have a 16-card hand. These will be the only cards you will use this game.
   - **I.** You may build your hand using any combination of cards from your Pilot deck, Robot Deck, or both without any restrictions in regards to the Types or Subtypes of cards.
   - **II.** You may only have 1 copy of each card in your hand.
5. Place all Attack Dice, Power Dice, Defense Dice, Tokens, Tiles, and Structures within easy reach of all players.
   - **I.** If you are playing Head-to-Head, for convenience, you and your opponent can each collect 6 Attack Dice and 6 Power Dice and place them on your respective sides of the table.
6. Shuffle the Impact Card deck and place it within easy reach of all players.

E. Set your Pilot's Fighting Spirit to 0 by placing a Fighting Spirit tracking cube in the "0" slot of the top track, and the "0" slot of the bottom track (unless your Fighting Spirit is affected by an Ability that alters its starting value.) The top track marks your current Fighting Spirit in increments of 10, while the bottom track marks it in increments of 1. For example, if you had 9 Fighting Spirit, one cube should be in the "0" slot of the top track, while one cube should be in the "9" slot of the bottom track. If you had 25 Fighting Spirit, 1 cube should be in the "20" slot of the top track, and 1 cube should be in the "5" slot of the bottom track.

G. Set your Robot's Armor to correspond to its "Max Armor" value listed in the Stats section of your Robot Board (unless it is affected by an Ability that alters its starting value), by placing the Armor Tracking cubes in their corresponding slots in the top and bottom tracks. Place each card from your hand horizontally into your Cooldown Meter by matching the Cooldown value of each individual card with its corresponding Cooldown Slot.

1. Placing a card horizontally into your Cooldown Meter signifies that it is Deactivated. Often, the Rules Text of a card is Activated once it goes into the Cooldown Meter—if it is Activated, signify this by placing it vertically. This way, it's easy for all players to see and determine what cards are actively affecting gameplay while in the Cooldown Meter.
2. Cards that have no Cooldown Value listed start in your hand, and will return to your hand immediately after resolving during play.

H. Each player rolls 1 Attack Die. The player with the highest roll chooses which Map they would like to play on (If there is a tie, re-roll until 1 player has the highest roll) and then places the Map in the center of the table. Starting with the highest rolling player and continuing in clockwise order, players take turns selecting and placing a single Obstacle onto the map, until 15 total Obstacles have been placed. Each map has its own unique rules for placing Obstacles (*see: Map Breakdown, P.5*).

1. On Map A, only Structures can be selected and then placed on any hex that isn't a Starting Zone or Street Hex.
2. On Map B, Structures may be selected and then placed on any hex that isn't a Starting Zone, Street Hex, or Ruin Hex. Impact Tiles may be selected and then placed on any Ruin Hex.

I. In a Head-to-Head game, once 15 Obstacles have been placed, the player who won the die roll chooses if they want to select their Starting Zone first and take the first turn, or select their Starting Zone second and take the second turn. Once selections are made, place your Robot miniature on your Starting Zone—this is the hex where your Robot will be at the beginning of the game. Each map features 6 Starting Zones, signified by a glowing blue outline.

1. In Free-For-All games, the player with the highest roll chooses when they will select their Starting Zone and what turn they will take. The order for both must be the same (for example, if you choose to select your Starting Zone third, you will then take the third turn.) Repeat this process until all remaining players have chosen their Starting Zone and turn order.
2. In Team vs. Team, the player with the highest roll wins for their team. Both teams choose which player will take the first turn for their team. Then turns alternate between teams. For example, Team 1 (Players A and B) wins the roll and decides for Player A to take the first turn. Then Team 2 (Players C and D) decides Player C will go second. The turn order is then Player A, Player C, Player B, Player D.

The figure below shows how components should typically be setup before playing a Head-to-Head game using Map A.



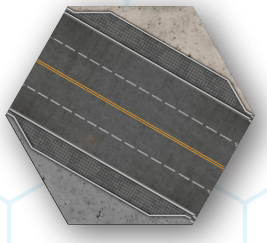
MAP BREAKDOWN

On the figures of Map A and Map B below, when placing Obstacles during Set Up, Structures can be placed on any of the hexes highlighted in yellow, as they are not Starting Zones, Street Hexes, or Ruin Hexes. On Map B, Impact Tiles can be placed on any of the hexes highlighted in red, as they are Ruin Hexes. The 6 glowing blue hexes along the edges of each map are the Starting Zones. These are the hexes that you can place your Robot Miniature on at the beginning of the game.

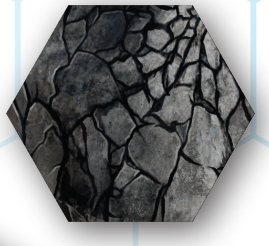
Starting Zone



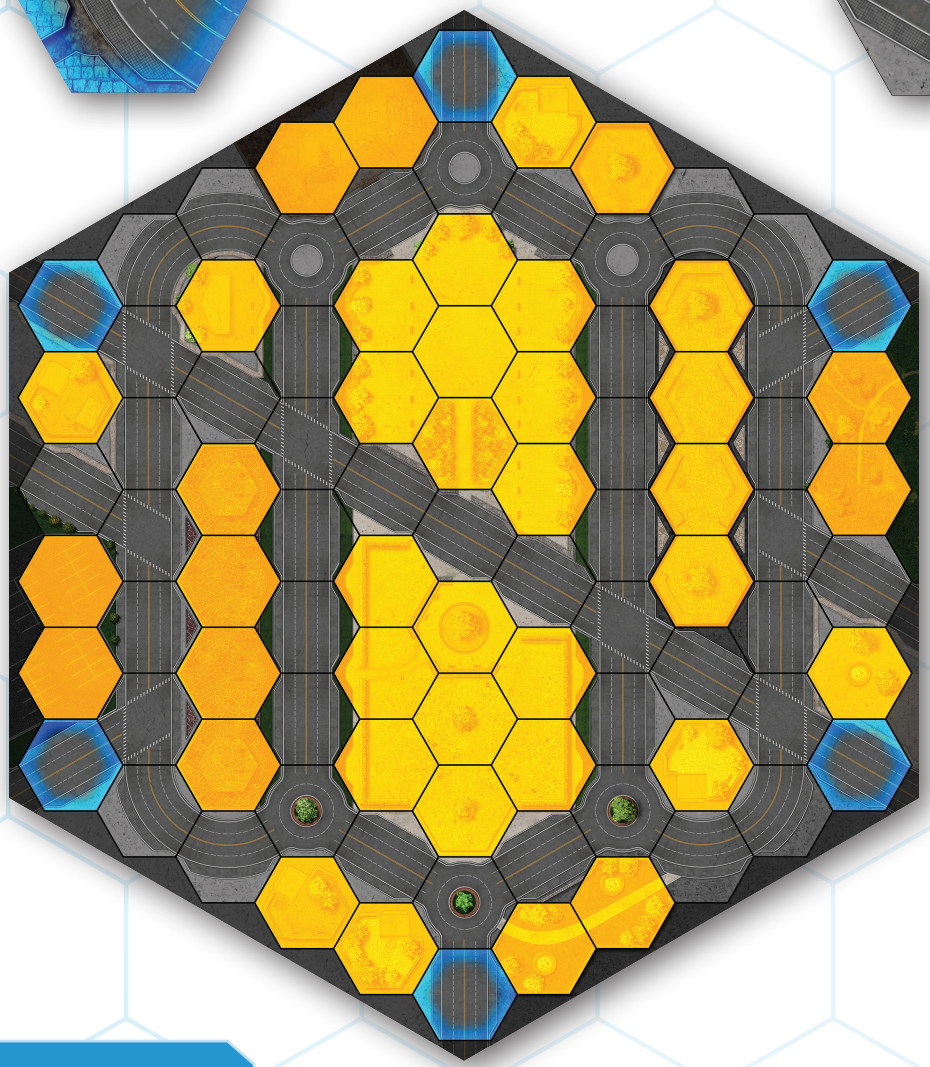
Street Hex



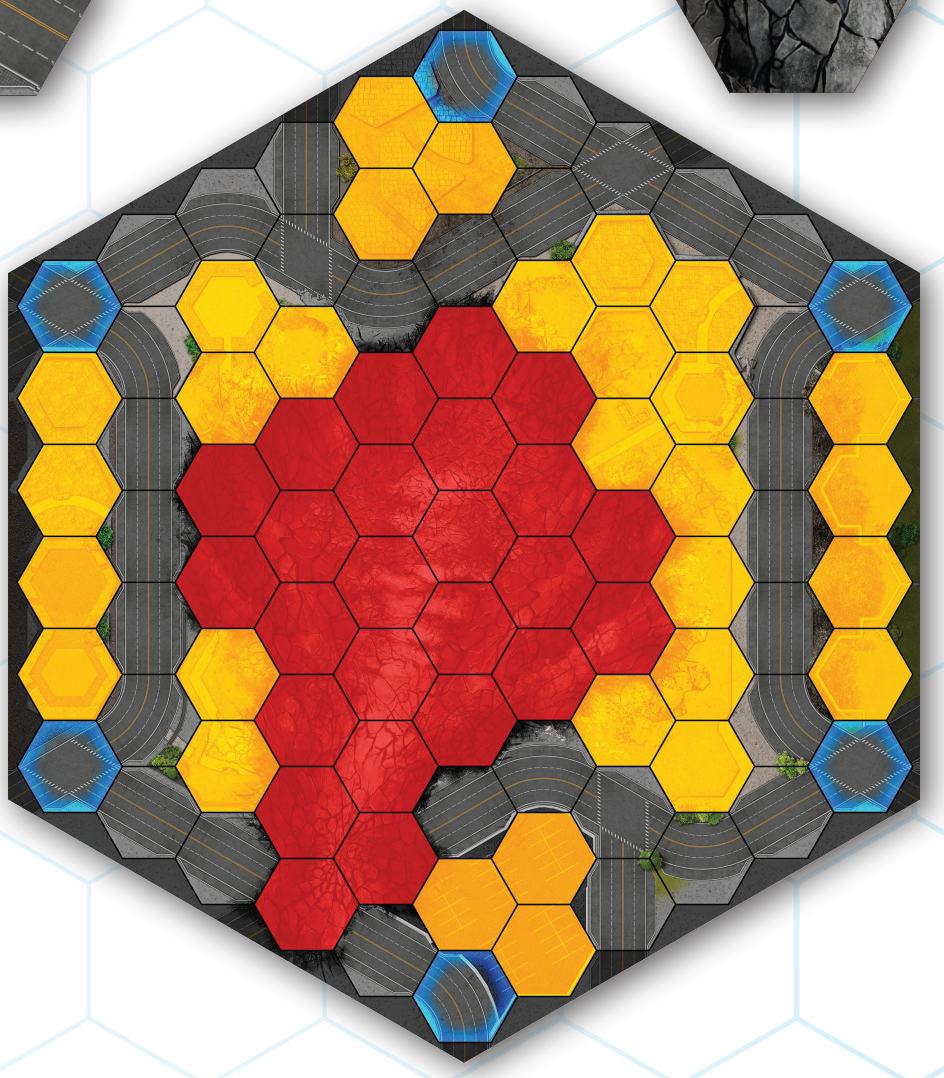
Ruin Hex



Map A



Map B



GAMEPLAY

A. During your turn, there are various Actions you may take—these can be performed once, multiple times, or not at all, depending on your choices or the effects of cards and Abilities. These Actions are:

1. Playing a card
2. Activating or using a Pilot or Robot Ability
3. Triggering an effect
4. Spending movement
5. Spending Power Tokens
6. Performing any die roll
7. Beginning or ending a turn phase

B. Turn Structure: A Turn is divided into 5 phases.

- **I.** Turn Start Effects
- **II.** Upkeep
- **III.** Combat
- **IV.** Cooldown
- **V.** Turn End Effects

C. Turn Start Effects: Determine if any cards, Abilities, Trauma Tokens, Impact Tiles, or other Obstacles affect you at the beginning of your turn. If they do, apply those effects accordingly (whether they affect a specific phase or the entirety of your turn.)

D. Upkeep: Choose if you will Gain either your Pilot's Heart value in Fighting Spirit, or their Power value in Power Tokens (up to a maximum of 6 total power tokens), then adjust your tracks accordingly, or add the Power Tokens to your Power Token Control.

E. Combat

1. **Movement:** You may move your Robot an amount of hexes equal to or less than your Robot's speed value. You may spend this movement once during your turn, before or after an Action, unless otherwise noted by an Card or Ability. Robots cannot move through any hex containing another Robot or Structure unless a Forced Movement effect requires them to do so, in which case Collision rules would apply. You cannot end your turn on a hex containing another Robot.
   - **I.** Moving to an adjacent hex counts as 1 movement.
   - **II.** Moving to higher elevation levels costs 1+the change in Tier level, in movement.
   - **III.** Moving to lower elevation levels does not cost extra movement.
   - **IV.** If you are at a certain level of elevation, and you choose to move across the map to a hex at the same elevation level, you do not need to pay any additional elevation level movement costs, so long as ther are no higher elevation levels in your movement's Path.
   - **V.** Examples:
     - Moving from the ground to the top of an adjacent Tier 1 Structure costs 2 movement.
     - Moving from the ground to the top of an adjacent Tier 2 Structure costs 3 movement.
     - Moving from the ground to the top of a Tier 2 Structure 4 hexes away, while Boost is Activated, only costs 4 movement, as Boost ignores elevation levels. Without Boost, it would cost 6 movement.
     - Moving from the top of a Tier 1 Structure to the top of another Tier 1 Structure does not cost extra movement because you have not changed elevation levels.
     - Moving from the top of a Tier 2 Structure to the ground does not cost extra movement, because you have not moved to a higher elevation level.
2. **Response Window:** During any player's turn, beginning with the Active player and continuing in player order, players may pay for and play any 1 Instant Card, Trigger an effect, or Activate an Ability in response to any player (including themselves) declaring or resolving an Action. There are no limits on the amount of responses players can declare in a turn, but they can never declare multiple responses simultaneously—all responses must be declared one at a time in order to allow other players to respond as well.
   - **I.** You and your opponents may respond to one another as many times as you like in a turn, until everyone agrees that they are finished. Only when all players have finished responding will their responses resolve.
   - **II.** Responses resolve in backwards order, beginning with the last one successfully used and ending with the first one successfully used.
   - **III.** You may respond to the resolution of another response.
   - **IV.** If your response would nullify the effects of an opponent's response, but still allow them to pay its required costs, when their response resolves they must still pay those costs.
3. **Attack:** While you are the Active player, you may pay for and play any 1 Attack Card, or up to 3 Attack Cards all featuring the Combo icon simultaneously. Select a hex within the Attack's range, then select a Target within that hex (opponents, Structures, and Static Barriers are legal Targets.)
   - **I.** When calculating range, begin counting with the hex adjacent to you, and end on your Target's hex.
     - Ranged Attacks ignore elevation changes when determining their range.
     - Melee Attacks count elevation changes when determining their range.
   - **II.** If you Target an opponent, you must pay for and play an Attack with a range value that can reach your opponent.
     - If your opponent is not within an Attack's range, you cannot play the card alone—but if you're using the Attack in a Combo and the previous card in the combo would place the opponent within range (if successful), you may play it.
     - Combos can only be played when you are the Active player, but any individual card with the Combo icon can still be played when you are the Reactive player.
     - A Combo can be constructed from up to 3 cards with a Combo icon but is always considered a single Attack for resolution.
     - Any card with the Counter icon can be used while you are the Active player, but the Counter effect will be ignored.
   - **III.** Once you have selected an Attack, you must pay the Attack Card(s) cost in Fighting Spirit. Adjust the Tracking cube positions on your Fighting Spirit track to reflect the paid costs.
   - **IV.** Declare the Attack to your opponent and show them the Attack Card(s) you have selected.

- If you play a Combo, present up to 3 cards with the Combo icon and place them in the order you wish for them to resolve, left-to-right.

V. In order to Destroy a Structure or Static Barrier you must pay for and play an Attack that Inflicts 3 or more damage. If your opponent in on the hex that has the Targeted Structure or Static Barrier, but does not declare a Reactive Attack, or play an Instant that nullifies your Attack, the Structure or Static Barrier is automatically Destroyed. If you succeed at Destroying a Structure, draw 1 Impact Card and resolve its Destruction effects. If an opponent is atop the Structure which is Destroyed, they drop to the ground, suffering any effects from Impact Tiles created below them.

4. Reacting to an opponent's Attack: When you are the Target of an opponent's Attack, or on a hex with the Target of an opponent's Attack, there are 3 ways to react to your opponent.

I. Reactive Attack: If you are the Target of an opponent's Attack, or on a hex with the Target of an opponent's Attack, you may choose, pay for, and play any one Attack Card from your hand as a Reactive Attack Targeting the opponent.

- If you Reactive Attack with a card that has the Counter icon, and you and your opponent have tieing dice, you keep all of your tieing dice in play while your opponent removes all of theirs from play.
- Any card with the Combo icon can be used for a Reactive Attack, but you cannot perform multiple card Combos as a Reactive Attack unless a card or Ability states otherwise.
- Reactive Attacks can select any Target in the Attacking player's hex.

II. Defend: If you are the Target of an Attack, instead of paying for and playing a card for a Reactive Attack, you may instead choose to Defend.

- When you Defend, gather an amount of gray 10-sided Defense Dice equal to your Robot's Defense value. These are the dice you will be rolling for a Defense Roll, instead of the red 12-sided Attack Dice.
- You cannot respond to an opponent's Attack that Targets a Structure in your hex by choosing to Defend.

III. Taking The Hit: If you are the Target of an Attack, you may choose to neither Reactive Attack or Defend, and instead take it head on. If you decide to do this, every die your opponent would roll becomes an automatic Success. While they'll Inflict the full damage and effects of their Attack, you'll still be able to Gain Rage or Power due to the damage.

5. Resolving Attacks: You and your opponent each gather an amount of Attack Dice dictated by the card chosen for your respective Attack or Reactive Attack, or Defense Dice equal to your Robot's Defense value.

I. Determine **Cover**, **Combat Advantage**, and any other dice modifiers:

- **Cover:** If your opponent is adjacent to a Structure and opposite of you, or on a hex with a Static Barrier, they have Cover. When Targeting an opponent with Cover, reduce the amount of Attack Dice you roll by 1.
- **Combat Advantage:** If you are at a higher Tier than your opponent, you have Combat Advantage. Whenever you have Combat Advantage, add 1 Attack Die to your Attack Roll, if possible.
- If your opponent is standing on Rubble (one of the Terrain Impact Tiles) and they choose to Defend, they increase their Defense roll by 1 Defense die.
- Other cards, Abilities, and Triggers can increase or decrease the amount of dice you roll. Carefully review any effects that could modify die rolls, and apply their results.

II. You and your opponent may then spend **Power Tokens** to add **Power Dice** to your rolls, starting with the Active player.

- The Active player must choose whether or not to spend Power Tokens to add Power Dice to their roll first, then the Reactive player must choose. Once both players have made their decision, they cannot go back and change their chosen amount of Power Dice.
- Power Dice can be added to any roll in the game. This includes Attack rolls, Defense rolls, and Recovery Rolls.
- You can roll a maximum of 6 Power Dice in a single roll. If any combination of effects would generate more than 6 Power Dice, ignore the amount of dice exceeding 6.

III. You and your opponent roll your total amount of dice.

- Resolve ties: All tieing dice are set aside from play on a one-for-one basis, but are not removed (Instants and Abilities may alter their results or bring them back into play.)
- Example 1: You roll three 4s. Your opponent rolls one 4. One of your 4s and your opponent's 4 are removed from play, leaving you with two 4s still in play.
- Example 2: You and your opponent both roll a 2. You move those dice aside from the active dice and they are considered nullified. You then play an Instant that allows you to reroll 1 die—you reroll your 2 and get a 3 instead, turning what was once a nullified die into a Success.
- **Counters:** If you Reactive Attacked with a card that has the Counter icon, you keep all of your tieing dice in play while your opponent removes theirs from play, as per tie rules.
- Example 3: You Reactive Attack using a card with the Counter icon, and roll one 5. Your opponent rolls three 5s. Due to the Counter, your 5 remains in play, while all three of your opponent's 5s are removed from play.

IV. Determine who has won Combat: The player with the highest remaining die result wins the attack!

- If a Defense Roll is successful, no damage is Inflicted and no effects resolve, unless otherwise noted by a card or Ability. The player that won determines their Attack's Successes by counting the number of die results which are higher than their opponent's highest die result. That number=X. Their Attack has X successes.
- Example: You rolled a 12, 10, 5 and 5. Your opponent rolled a 10, 5 and 2. The 10s and 5s tie, so your 10 and one of your 5s is removed from play. Their 10 and 5 is removed from play. Your remaining die results are 12 and 5. Your opponent's remaining die result is a 2. Your 12 is the highest result, so you have won Combat. Your 12 and your 5 are higher than your opponent's 2, so you have 2 successes.

V. The Successful Attack's Rules Text is resolved: The Rules Text may Inflict additional damage, Forcefully Move players, Trigger effects, require Recovery Rolls, generate tokens in players' Cooldown Meters, or have other effects.
- If you used a Combo Attack, resolve the Rules Text of each card one at a time, from left-to-right. If, for any reason, conditions are created so that one card in the Combo can't be resolved, a Combo Break occurs, and any following cards in the Combo will not resolve.
- To perform a Recovery Roll, roll 1 Attack die, by default. On a result of 7 or higher on a single die, you Succeed.

VI. Resolving Collisions: If a Robot is Forcefully Moved into an Obstacle or other Robot, they collide with that Obstacle or Robot.
- If a player collided with a Tier 1 Structure, they immediately must draw 1 Impact Card from the top of the Impact Card deck and resolve the Tier 1 Collision effects and Destruction effects. If they collided with a Tier 2 Structure, follow the same steps except resolve the Tier 2 Collision effects instead of Tier 1.
- If a player collided with a Static Barrier, they reduce their Armor by 3 and then remove the Static Barrier token from the map.
- If a Robot collides with another Robot, they both reduce their Armor by 3. If the collision is due to a Push or Pull, the Robot they collided with stops their Forced Movement at the closest adjacent hex along the Forced Movement's Path.
- Anchors are a unique Trauma Token in that they can be placed on the map by certain cards and Abilities, becoming an Obstacle. If a player is Forcefully moved onto a hex containing an Anchor, the Anchor is immediately added to their Cooldown Meter.

VII. Inflict Damage: Total the Successful Attack's damage, modifying it using any effects from the card's Damage Text, as well as any damage modifiers from other relevant cards and Abilities, and Inflict it to your opponent. Your opponent may also receive additional damage from Collisions, Impact Tiles, or other effects.
- All sources that would Inflict damage as a result of an Attack are totalled and Inflicted as a single amount.
- If you used a Combo Attack, calculate the damage from each individual card, from left-to-right, and add it together, along with any relavant modifiers, to find your total. While each cards damage total is calculated individually, the total damage from the entire Combo will still be Inflicted as a single amount.
- If, for any reason, conditions are created so that one card in the Combo can't be resolved, a Combo Break occurs, and any following cards in the Combo will not resolve.
- If your opponent is on a hex with a Static Barrier and you Inflict damage to them, the Static Barrier is Destroyed.
- If your opponent has an Active Barrier, they reduce the Inflicted damage by 3, the Active Barrier is Destroyed and removed from their board, and then they reduce their Armor by the remaining amount of damage.

VIII. You and your opponent must place your played cards into your respective Cooldown meters and resolve any effects. If your card was Successful and has the Activated keyword, place it vertically into your Cooldown Meter and its Activated effects immediately affect gameplay. Otherwise, it is Deactivated, and placed horizontally into your Cooldown Meter, having no effect on gameplay.

IX. Any time your opponent Inflicts damage to you, Gain your Pilot's Rage value in Fighting Spirit, or your Power value in Power Tokens.
- You only Gain Rage or Power from damage Inflicted to you by an opponent. You do not Gain Rage or Power when you Receive damage, such as from Fire Trauma Tokens.

X. You and your opponent then remove all the used dice from play. If Power Dice were used, they are Spent and also removed from play.

6. Reinitiate Combat: You can play as many Attacks as you like during your turn, as long as you have Attacks in your hand and are able to pay their costs (Fighting Spirit and/or otherwise.)

F. Cooldown: When you decide to end your turn, you begin the Cooldown Phase. Decrease the Cooldown Slot of each card and token in your Cooldown Meter by 1.

I. If a card is decreased from Cooldown Slot 1, it returns to your hand. If a token is decreased from Cooldown Slot 1, it is removed from your Cooldown Meter and no longer affects gameplay.

II. Determine if any cards, Abilities, Trauma Tokens, Impact Tiles, or other Obstacles affect you, or the cards and tokens in your Cooldown Meter, during your Cooldown Phase. If they do, apply those effects accordingly.

G. Turn End Effects: Determine if any cards, Abilities, Trauma Tokens, Impact Tiles, or other Obstacles affect you at the end of your turn. If they do, apply those effects accordingly. Then, your opponent becomes the Active Player.

H. Win Conditions:
Head-to-Head: If your Armor is 0 at the end of a turn, you are Defeated. When you have Defeated your opponent or opposing team, you win the game!
Tie Rule: If both you and your opponent's Armor is 0 at the end of a turn, it is a tie!

Team vs. Team: When the last remaining Robot on your opponent's team has 0 Armor at the end of a turn, your team wins the game!
Tie Rule: If the last Robots on your team and your opponent's team both have 0 Armor at the end of a turn, it is a tie!

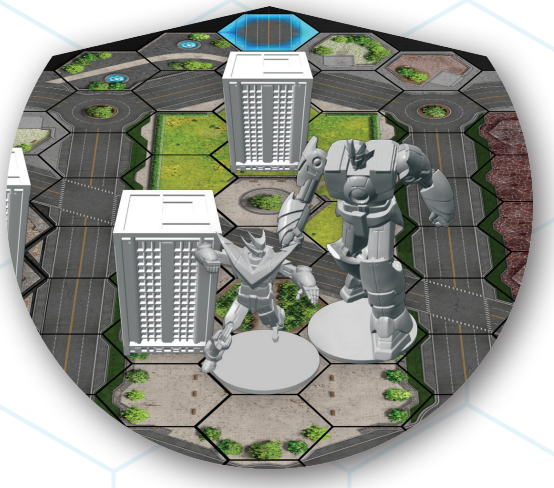
Free-For-All: When a player's Armor is 0 by the end of a turn, the game ends. The remaining players calculate who has the highest Armor percentage left ([current Armor ÷ Max Armor] • 100). The player with the highest Armor percentage wins!
Tie Rule: When the game ends, if there are multiple remaining players who tie for highest Armor percentage, it is a tie between those players.

COMBAT EXAMPLE

1. Player 1, using Takashi Kato piloting Dai-Raijin V, is the Active Player. They Target their opponent with a 3-card Combo of “Flash Strike!”, “Volt Spike!”, and “Arc Heel!” This is legal, as each card has the Combo icon, and they are the Active Player. Because “Flash Strike!” is the first card in the Combo, and it has 1 Attack Die, the attack will generate 3 Attack Dice (the first card’s Attack Dice + 1 Attack Die for each other card in the Combo.)



2. Each card in the Combo has a Range of 1. As Dai-Raijin V is adjacent to Ayzn, and at the same elevation, this is a legal Attack.



3. Player 2, using Dash piloting Ayzn, decides to Reactive Attack, playing “Core Breach!”, which generates 2 Attack Dice. As Player 2 is the Reactive Player, they can also take advantage of “Core Breach!” having the Counter icon, allowing them to keep any dice from their Attack Roll that may tie with their opponent’s dice, and removing their opponent’s tying dice from play.



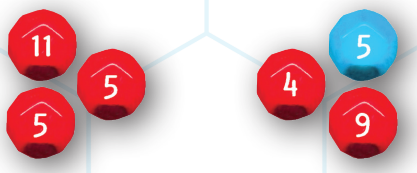
4. In response to Player 2 Reactive Attacking, Player 1 responds by playing the Instant, “Auxiliary Charge!” which will add 1 extra Attack Die to their roll, if it resolves. In response to that, Player 2 plays the Instant, “Reflex Edge!” which can Cancel an opponent’s Instant. Player 1 can’t respond to this, so the cards resolve in reverse order, with “Reflex Edge!” Canceling “Auxiliary Charge!”, so that the latter card has no effect. Both cards go into their player’s Cooldown Meters, entering the Cooldown Slot matching the cards’ Cooldown Values.



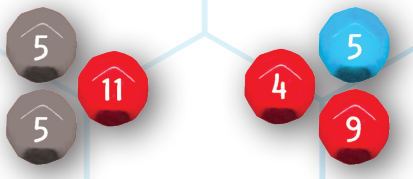
5. Neither player has additional Instants or Abilities to use at the moment. Player 1 has priority to add Power Dice to their roll, but they have no Power Tokens. Priority passes to Player 2, who has 2 Power Tokens in their Power Token Control. Player 2 decides to spend 1 Power Token to add 1 Power Die to their Roll.



6. Player 1 has no response, and neither does Player 2, so they proceed to the Attack Roll. Player 1 rolls an 11 and two 5s. Player 2 rolls a 4, a 5, and a 9.



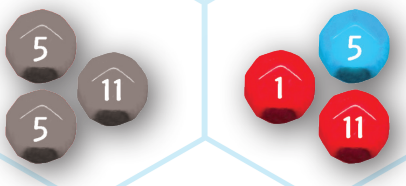
7. Player 1 is currently Successful, as their 11 is the highest die result. Player 2’s roll of a 5 does tie with Player 1’s two 5s though. Normally each player would remove one of their 5s from play, but as Player 2’s “Core Breach!” has the Counter icon, they keep theirs in play, while Player 1 must remove both of their 5s from play.



8. Player 1 has priority, but passes as they’re satisfied with their Success. Player 2 decides to seize the moment, taking advantage of their opponent’s single die in play, and responds by playing the Instant, “Combat Flow”, which allows them to pay to re-roll specific dice. Player 1 has no responses to this, so it resolves. Player 2 selects their 4 and 9 and re-rolls them.

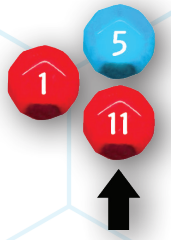


9. Player 2 rolls a 1 and 11. Because of their Counter, this removes Player 1’s 11 from play, swinging momentum and giving Player 2 three Successes! Then “Combat Flow” goes to Player 2’s Cooldown Meter.

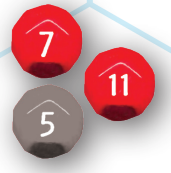


10. Player 1 responds to the die roll though, and plays the Instant, “Critical Aim”. Player 2 has no responses, so the card resolves. Player 1 decides to re-roll one of their 5s, previously removed from play, and to force their opponent to re-roll their 11.

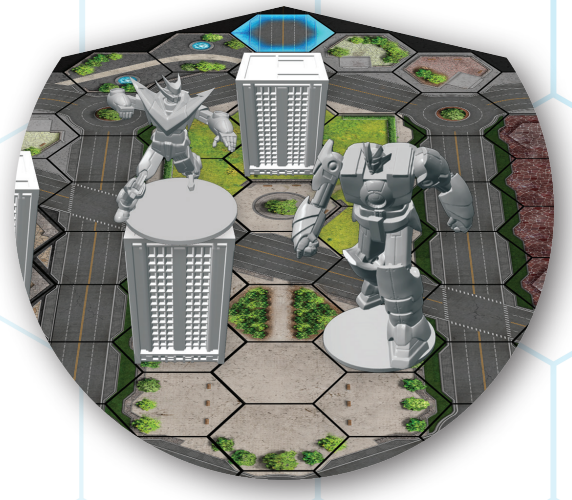




11. Momentum swings once again, as Player 1 rolls a 7, and Player 2 rolls a 4! As Player 2 no longer has an 11, the Counter effect for that die is nullified, bringing Player 1’s 11 back into play. Additionally, the new die result of 7 gives Player 1 an additional Success. “Critical Aim” goes to Player 1’s Cooldown Meter.







12. Player 2 has no responses, so combat is resolved, leaving Player 1 with 2 Successes for their Combo. They Inflict 5 total damage to Player 2, as well as 1 Power Surge, and they’re able to move 2 hexes because of Arc Heel. They decide to move to the adjacent Tier 1 Structure, as it requires 2 hexes of movement to get on top of, giving them Combat Advantage. Both players place all of their Attack Cards into their Cooldown Meters. Because Player 1 Inflicted damage to Player 2, Player 2 is able to Gain Rage or Power. They decide they would rather have Power at the moment, so they add 1 Power Token to their Power Token Control.

COOLDOWN METER EXAMPLE

Using the combat example from above, if Player 1 decided to end their turn, their Cooldown Meter would reflect figure 1, to the right. Each card they played during combat would enter their Cooldown Meter, except for “Flash Strike!” which returns to their hand, as it doesn’t have a Cooldown Value. When they begin their Cooldown Phase, each card and token in the Cooldown Meter will decrease 1 Cooldown Slot (moving left-to-right.)

“Arc Heel!” and “Volt Spike!” have a Cooldown Value of 1, so they will decrease from Cooldown Slot 1 to Player 1’s hand. “Auxiliary Charge!” has a Cooldown Value of 2, so it decreases to Cooldown Slot 1. “Critical Aim” has a Cooldown Value of 3, so normally it would decrease to Cooldown Slot 2, but it shares a slot with a Power Surge Trauma Token. During the Cooldown Phase, whenever a Power Surge Token shares a slot with any cards, one card in that slot is held in place, while the Power Surge Token decreases as normal. Because of this, the Power Surge Token will decrease to Cooldown Slot 2, while “Critical Aim” stays where it is.

At the end of Player 1’s turn, their Cooldown Meter will reflect figure 2, to the right. Because all 3 Attack Cards that were used had a Cooldown Value of 1, they’re immediately available to be used for Reactive Attacks on Player 2’s turn.

1.



Player’s hand

2.





Player’s hand

CARD BREAKDOWN

A. **Card Name**
B. **Cost:** The amount of Fighting Spirit that must be spent to play this card.
C. **Ultimate Technique:** If the card is one of your Robot's three Ultimate Technique cards, it will be labeled here.
D. **Type:** Identifies whether the card is a Melee Attack, Ranged Attack, or Instant.
E. **Range:** Dictates the minimum and maximum distance, in hexes, that your target must be within to legally play the card.
F. **Attack Dice:** Dictates the unmodified amount of Attack Dice you use in your Attack Roll when playing the card.
G. **Combo:** If the Combo icon is present, and you are the Active Player, this card can be used with up to 2 other cards with the Combo icon to form a Combo Attack. Combo Attacks must be presented in the order that you wish to resolve them in, from left to right. When making an Attack Roll for a Combo Attack, you use the Dice amount from the first card in the Combo and add +1 dice for each other card in the Combo. If successful, resolve the cards one at a time from left to right. If, for any reason, conditions are created so that one card in the Combo can't be resolved, a Combo Break occurs, and any following cards in the Combo will not resolve. If this card is used as a Reactive Attack then it loses the Combo Ability, as Reactive Players can't play multiple card Combo Attacks.
H. **Counter:** If the Counter icon is present, and this card is used to Reactive Attack, all dice used in the Attack Roll as part of this card will remain in the event of a tie (normally when attacking and defending, all dice with matching numbers are set aside from the roll and considered to not be in play).
I. **Base Damage:** Dictates the unmodified amount of damage the card will Inflict to your opponent if it is Successfully resolved. This amount can be modified by other game effects, as well as the card's Damage Text.
J. **Cooldown Value**: The number inside this icon dictates which Cooldown Slot in your Cooldown Meter the card enters into after it has been played.
K. **Requirements:** Any prerequisites for playing this card, or any effects that occur when it's played that are not dependent on it being Succesfully resolved, will appear here.
L. **Rules Text:** Dictates any effects that will occur if the card is Successfully resolved. Rules Text may give opportunities to Trigger additional effects, grant effects while Activated in your Cooldown Meter, and more.
M. **Damage Text:** The way the card's Base Damage will be Inflicted appears here. Damage Text may multiply the Base Damage per Success, give opportunities to Trigger effects for additional damage, or allow for other Damage-based tactics.
N. **Deck symbol:** This symbol shows the Pilot or Robot that can exclusively use the card. Each Pilot has their unique portrait in the lower right corner, and each Robot has their own unique symbol in the lower right corner.



CARD ICONS

Melee Attack



Ranged Attack



Instant



Attack Dice



Combo



Counter



Base Damage



Cooldown Value



BOARD BREAKDOWN

A. Pilot Stats: The name of your Pilot is displayed on top. **Heart** is the amount of Fighting Spirit you can choose to Gain at the beginning of each turn. **Rage** is the amount of Fighting Spirit you can choose to Gain any time an opponent Inflicts Damage to you. **Power** is the amount of Power Tokens you may take instead of Fighting Spirit whenever you would Gain Heart or Rage. **Max Fighting Spirit** is the maximum amount of Fighting Spirit you can have, unless otherwise affected by a card or Ability.

B. Fighting Spirit Track: This is the currency you will earn and spend each turn to play cards. Your current amount is shown by the Tracking Cubes in top and bottom rows.

C. Pilot Ability: This is where you will place your chosen Pilot Ability card at the beginning of the game.

D. Robot Stats: The name of your Robot is displayed on the left. **Max Armor** is the amount of Armor you start with, and the amount that you can't exceed through repairs. **Speed** determines your Robot's maximum movement per turn. While you can choose to spend your movement before or after any cards have been played (unless otherwise noted in Card, Pilot or Robot Abilities), you can only move up to your Speed once per turn. **Defense** is the amount of Defense Dice you may roll if you choose not to Reactive Attack.

E. Armor Track: This is the maximum amount of damage your Robot can suffer before being Destroyed. Your current amount is shown by the Tracking Cubes in top and bottom rows (for example, having 42 Armor would be shown with 1 Tracking Cube in the "40" slot of the top row, and 1 Tracking Cube in the "2" slot of the bottom row.)

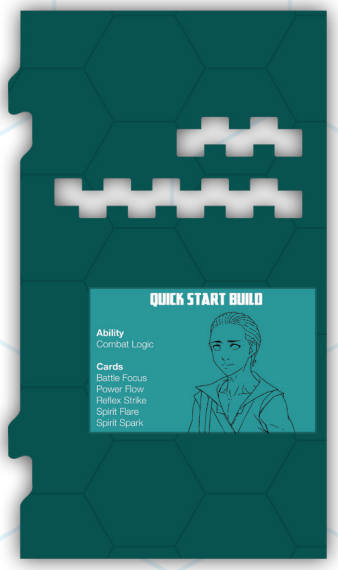
F. Barrier: If you can create a Barrier through a Card, Pilot or Robot Ability and choose to place the Barrier on your Robot instead of the Map, the Barrier token will be placed here on its "Active Barrier" side to signify that the next time you would receive damage from any source, the amount will be reduced by up to 3. Once the damage has been reduced, the Barrier is Destroyed and the token is removed from the board.

G. Robot Abilities: This is where you will place three Robot Abilities at the beginning of the game. Some Robot Abilities require that you spend Power Tokens from your Power Token Control by moving them to all of the corresponding icons on the Ability at once to Activate it. Robot Abilities with the Activated keyword can be kept in play indefinitely, as long as the Power Tokens used to Activate them are kept on the Ability. If you choose to Deactivate the Ability, or if an opponent forces you to, remove all of the Power Tokens from it and the Ability no longer has an effect on gameplay. Those Power Tokens do not return to your control, but are now free to be Gained once again.

H. Power Token Control: When you Gain Power Tokens, they are placed here. You cannot have more than six Power Tokens in total between your Power Token Control and your Activated Abilities.

I. Cooldown Meter: Cards with a Cooldown Value will enter here into their corresponding Cooldown Slot, after they're played. Cards without a Cooldown Value will instead return back to your hand. Whenever you Gain or have Trauma Tokens Inflicted to you, they will enter your Cooldown Meter at Cooldown Slot 3. When you end your turn, you begin your Cooldown Phase. Everything in your Cooldown Meter, cards and tokens, will decrease one Cooldown Slot (moving to the right) unless a card, Ability, or token effect states otherwise. Cards that are Activated enter and move through the Cooldown Meter vertically, while Cards that are Deactivated enter and move through the Cool Down Meter horizontally.





The back of each Pilot and Robot board also have Quick Start Builds in case you would like to jump into a game without customizing your build. These are balanced to provide 5 cards from your choice of Pilot, 10 cards from your choice of Robot, along with a selection of Abilities, and an Ultimate Technique.

POWER TOKEN GUIDE

Power Tokens may be Gained during the Upkeep phase, whenever an opponent Inflicts damage to you, or from a card or Ability.
Power Tokens can be spent to Activate Abilities, or spent at a rate of 1-to-1 to add Power Dice to any roll. You can have a maximum of 6 Power Tokens in total between your Power Token Control and Activated Abilities.



TRAUMA TOKEN GUIDE

The various status effects that can be Inflicted through Abilities, cards, and Impact Tiles are represented by Trauma Tokens. When Inflicted, all Trauma Tokens enter into your Cooldown Meter at Cooldown Slot 3 and move through your Cooldown meter at the end of your turn, just like cards.

ANCHOR: When you have an Anchor in your Cooldown Meter, you are considered to be Anchored and you suffer -2 movement per Anchor Token (your speed can never be reduced below 1.) If you move across an Anchored hex, remove the Anchor from the map—it immediately enters your Cooldown Meter at Cooldown Slot 3.



FIRE: During your Cooldown phase, you receive 1 damage for each Fire token in your Cooldown Meter.



PANIC: Whenever you have Panic in your Cooldown Meter and you Gain Fighting Spirit, reduce the amount Gained by 1 per Panic Token.



POWER SURGE: During the Cooldown Phase, whenever a Power Surge shares a slot with any cards, one card in that slot is held in place, while the Power Surge decreases as normal.



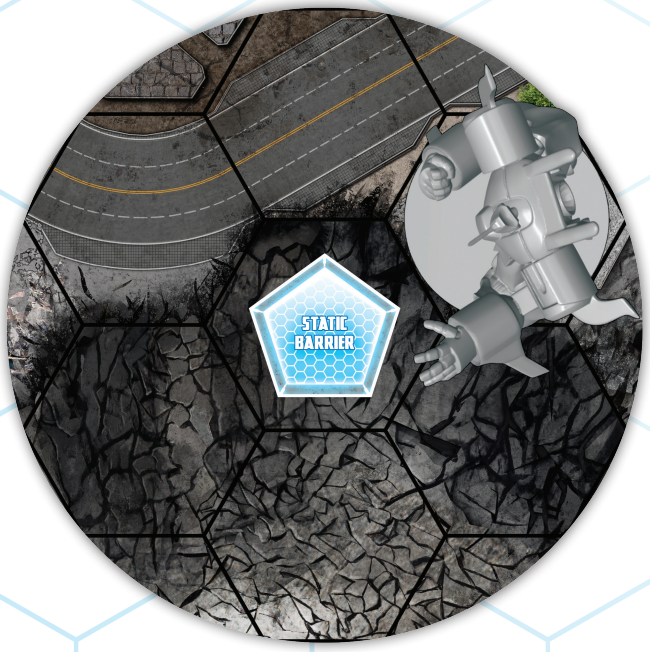
BARRIER GUIDE

Each Barrier token has 2 different sides with different effects. Whenever you create a Barrier, you must choose which type of Barrier you will create:

ACTIVE BARRIER: If you select “Active Barrier”, place it with that side up on the Barrier slot of your Robot Board. The next time you would Receive damage, or have damage Inflicted to you, reduce the total amount of damage by 3 and then remove the Barrier from your board.



STATIC BARRIER: If you select “Static Barrier” place it with that side up on your hex or any adjacent hex. Static Barriers can be created at any elevation. When you’re on a hex with a Static Barrier, you have Cover from all directions. If your opponent Inflicts damage to you while you’re on a hex with a Static Barrier, the Barrier is Destroyed. If you select a Static Barrier as the target of an Attack, you must Inflict 3 or more damage to Destroy it. If you collide with a Static Barrier through Forced Movement, you receive 3 damage and the Static Barrier is Destroyed.



In the figure to the left, Dai-Raijin V has an Active Barrier, shown by the Barrier token on its “Active Barrier” side on the Barrier slot. The Robot Ability “Double Dagger” is Activated, as 3 Power Tokens have been moved from the Power Token Control to the corresponding slots on the Ability.
The Robot Ability “Arc Wing” is not Activated, as the 1 Power Token required is not on its slot. However, there are 3 Power Tokens in the Control. As there are 6 Power Tokens between the Robot Abilities and Power Token Control, the maximum has been reached, and no more Power Tokens can be Gained.

In the figure to the right, O-Gun has created a Static Barrier on an adjacent hex. Because O-Gun is not on that hex, it won’t have Cover, but if it Succeeds with a Forced Movement Attack that causes its opponent to Collide with the Barrier, the opponent would receive an additional 3 damage, and the Barrier would be Destroyed.



COVER GUIDE

You have Cover when you are in a hex adjacent to a Structure and opposite of your opponent, or when you are on a hex with a Static Barrier. While you are in Cover, your opponent's Attack Rolls Targeting you will be reduced by 1 Attack Die.

STRUCTURES: When you have Cover from a Structure, and your opponent moves to an adjacent hex, a hex in which they can draw a straight path towards you, or to your side of the map, they break your Cover and their rolls are no longer reduced.

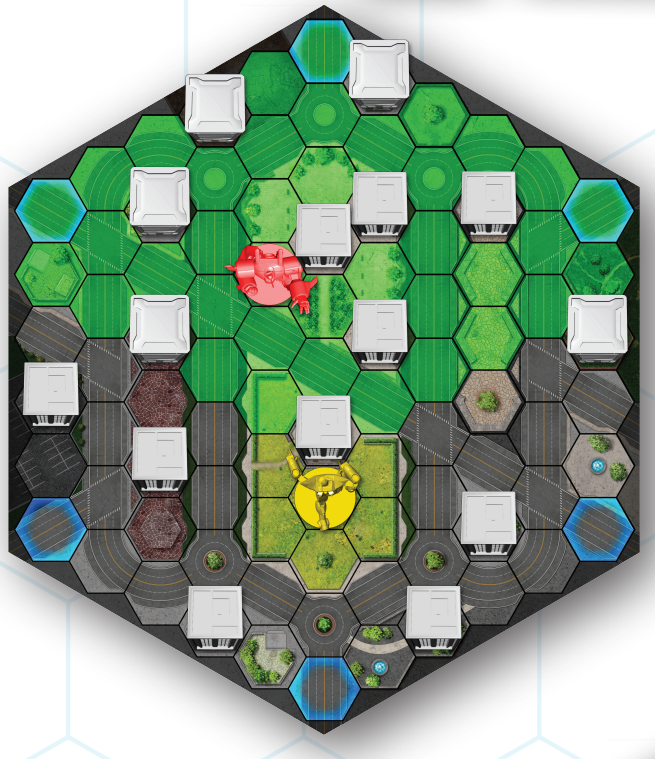
STATIC BARRIERS: When you are on a hex with a Static Barrier, you have Cover from your opponent no matter what hex or elevation they're at. If your opponent Inflicts damage to you while you are on a hex with a Static Barrier, the Static Barrier is Destroyed.



To the right, you can see that Dai-Raijin V (highlighted in yellow) is adjacent to a Tier 1 Structure and opposite of O-Gun (highlighted in red), giving it Cover from attacks made from any of the hexes highlighted in green. If O-Gun Attacks from any of those hexes, it will roll with a penalty of -1 Attack Dice.

If O-Gun moves to any of the hexes not highlighted in green, Dai-Raijin V's Cover will be broken, as O-Gun would either be in an adjacent hex, a hex in which it can draw a straight path towards Dai-Raijin V, or on Dai-Raijin V's side of the map.

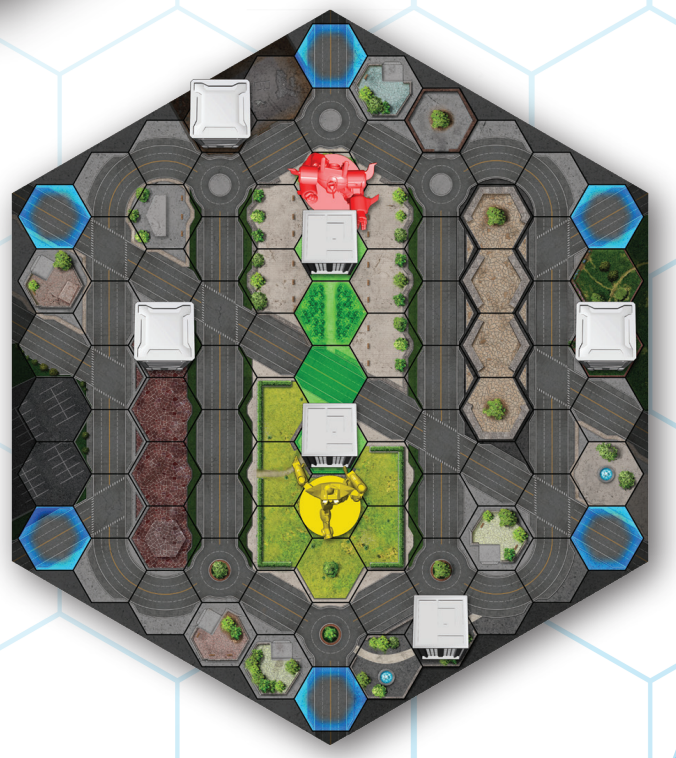
Similarly, if O-Gun moves on top of any of the Structures, the -1 penalty will be nullified. While Dai-Raijin V will technically still have Cover, O-Gun will have Combat Advantage from being at a higher elevation, granting it +1 Attack Dice, evening out the penalty.



FORCED MOVEMENT GUIDE

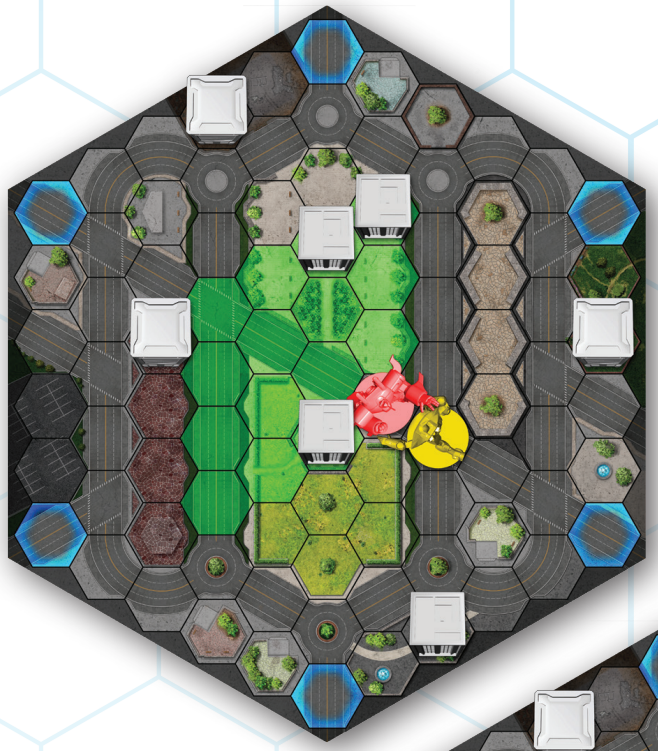
PULL: When you Pull an opponent, they are Forcefully Moved towards you (closer to your hex than the previous hex they were Forcefully Moved into.) Opponents that are Pulled Collide with every Robot and Obstacle in their Path.

In the example to the right, Dai-Raijin V (highlighted in yellow) has successfully played an Attack with the Rules Text "Pull your opponent up to 5 hexes". O-Gun (highlighted in red) can be legally Pulled into any of the highlighted green hexes. If Dai-Raijin V decided to Pull O-Gun into the closest adjacent hex, O-Gun would be Forcefully Moved and Collide with the 2 Structures between them, drawing Impact Cards for both. Though O-Gun is only being Pulled 4 of the possible 5 hexes, this is the furthest O-Gun can be Pulled, as Robots can't share the same hex, and the other hexes adjacent to Dai-Raijin V are equidistant.



PUSH: When you Push an opponent, they are Forcefully Moved away from you (farther from your hex than the previous hex they were Forcefully Moved into.) Opponents that are Pushed Collide with every Robot and Obstacle in their Path.

In the example to the right, Dai-Raijin V has succesfully played an Attack with the Rules Text “Push your opponent up to 3 hexes”. O-Gun can be legally Pushed into any of the highlighted green hexes, but the Push’s Path must adhere to the Push rules above, so that each hex your opponent is moved into must be farther away from your hex.



THROW: When you Throw an opponent, they are Forcefully Moved to any legal hex that you choose. Opponents that are Thrown Collide only with the Robot or Obstacle on the hex they land on.

In the example to the right, Dai-Raijin V has successfully played an Attack with the Rules Text “Throw your opponent up to 2 hexes”. O-Gun can be legally Thrown into any of the highlighted green hexes. Unlike Push and Pull, which cause Collisions with every Obstacle in their Path, Throws only interact with the single hex the Robot lands on, so in this example there’s only one Structure O-Gun can Collide with.



COLLISION GUIDE

When you Forcefully Move an opponent through, or onto, any Obstacles, they Collide with that Obstacle and resolve its Collision rules. If the opponent is specifically Pushed or Pulled by an attack, it’s possible for them to Collide with multiple Obstacles, including multiple Structures and across multiple Impact Tiles, for devastating damage and effects.

- **STRUCTURES:** If a player Collides with a Structure, they must draw 1 Impact Card per Structure from the top of the Impact Card deck and resolve both the Collision and Destruction effects.
- **Tier 1:** draw 1 Impact Card and resolve the “Tier 1” effects.
- **Tier 2:** draw 1 Impact Card and resolve the “Tier 2” effects.
- **STATIC BARRIERS:** If a player collides with a Static Barrier, they reduce their Armor by 3 and the Barrier is Destroyed.
- **IMPACT TILES:** If a player moves through or lands on an Impact Tile, resolve the Impact Tile’s effects immediately.
- **ROBOTS:** If a player Collides with other players due to Forced Movement, they all reduce their Armor by 3. If the Collision is due to a Push or Pull, the Forced Movement is stopped at the point of Collision. If the Collision is due to a Throw, the Thrown Robot is Forcefully Moved onto the hex the Attacker chose, Pushing the Robot originally in that hex into an adjacent hex of the Attacker’s choosing. If the Collision is due to a Robot being on top of a Structure and another Robot being Forcefully Moved into that Structure, both Robots reduce their Armor by 3, and the Robot that was originally standing on top of the structure moves to an adjacent hex of their choosing.

IMPACT CARD BREAKDOWN

A. **Collision:** The top half of the card is labeled “Collision”. If you Collide with a Structure, you resolve the entire card—both the Collision Rules and the Destruction Rules.
B. **Name:** The type of Impact Card is labeled here. There are multiple types of Impact Cards with multiple copies of each in the Impact Card deck.
C. **Description:** The narrative details behind the effects of the Impact Card
D. **Collision Rules:** The effects that immediately resolve if you draw the card as a result of a Collision.
E. **Destruction Rules:** The effects that immediately resolve if you draw the card as a result of a Collision, as a result of Targeting and Successfully Destroying a Structure with an Attack, or Destroying a Structure by creating an Impact Tile on the Structure’s hex. All Destruction Rules generate an Elemental or Terrain Impact Tile, and some have additional effects as well.
F. **Destruction:** The bottom half of the card is labeled “Destruction”. If you Target a Structure and successfully attack Inflicting 3 or more damage, Destroy the Structure, draw an Impact Card and resolve only the Destruction Rules.



IMPACT TILE GUIDE

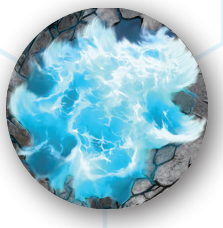
Certain attacks and the Destruction of Structures can create Impact Tiles. If an attack or Ability would create an Impact Tile on a hex containing a Structure, Destroy the Structure, resolve the Impact Tile, then draw an Impact Card and resolve its Destruction text. If an Impact Tile of a certain type would be created on a hex, but every available Tile of that type is already on the map, you may remove a previously placed tile of that type and then place it on the hex.

ELEMENTAL IMPACT: Infernos, Floods, and Arc Hazards are considered Elemental Impact Tiles. Elemental Impact Tiles can be created atop Terrain Impact Tiles, but if one Elemental Impact Tile is created atop another, remove the original tile from play. Whenever you move onto, are Forcefully Moved onto, or begin your turn on an Elemental Impact Tile, immediately resolve its effects.

TERRAIN IMPACT: Craters and Rubble are considered Terrain Impact Tiles. Terrain Impact Tiles can be created underneath Elemental Impact Tiles, but if one Terrain Impact tile is created atop another, remove the original tile from play. Whenever you move onto, are Forcefully Moved onto, or begin your turn on an Terrain Impact Tile, immediately resolve its effects.

ELEMENTAL IMPACT TILES

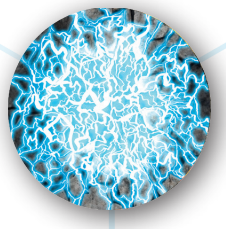
FLOOD
3 movement to exit.
ENTER: Remove 1 Fire from Cooldown Meter
UPKEEP: Remove all Fire from 1 Cooldown Slot or reduce Cooldown of all cards in your Cooldown Meter by 1.



INFERNO
ENTER: Receive 1 Fire.
UPKEEP: Receive 1 Fire. Gain Fighting Spirit equal to your Pilot’s Rage.

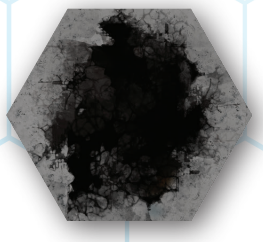


ARC HAZARD
ENTER: Receive 1 Power Surge.
UPKEEP: Receive 1 Power Surge. Gain 1 Power Token.

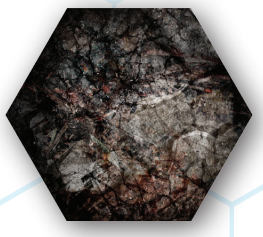


TERRAIN IMPACT TILES

CRATER
-1 Elevation.

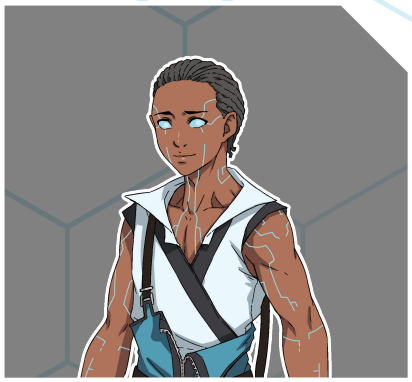


RUBBLE
2 movement to exit.
Defense +1.



PILOTS

Each Pilot has a 10 card deck, 3 Pilot Ability cards, and 1 Pilot Board. The front of their cards are labeled with their portrait. The front of their boards, and the back of their cards, are labeled with their name.



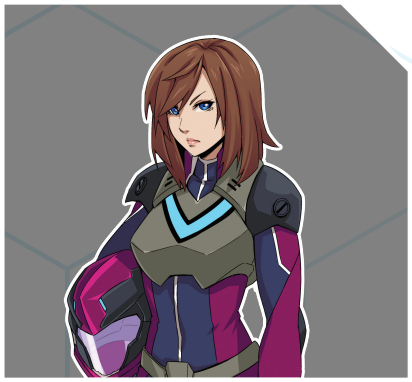
DASH

An amnesiac with an intuitive understanding of Giga-energy, Dash uses technopathic abilities to flourish in combat. With his overflowing Fighting Spirit, Dash allows you to have extremely reliable turn-by-turn offense, and exert pressure by gathering massive amounts of resources that create a constant threat on both your and your opponent's turns. His deck is full of ways to further disrupt your opponent's Attacks and Responses, as well as catch-up with Instants that generate even more Fighting Spirit when you need it most. With Dash at the helm, you can easily control the pace of combat.



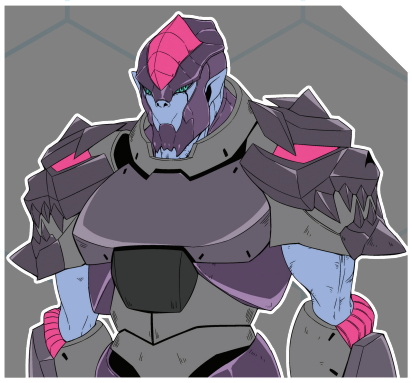
HADRIAN CORTO

Raised to be a robot engineer, and augmented with cybernetics, Hadrian modifies and enhances his mech on the fly to adapt to any situation. He features powerful Cooldown Meter manipulation, precise Trauma Token removal, and is tempered by very balanced stats. His robot engineering skills manifest with the unique ability to remove your cards from the game to permanently increase your Robot's speed and mobility, and repeatedly repair damage. Hadrian will provide you with the tools and skills needed to weather any offense.



NORIKO NAGARE

Earth's most skilled test-pilot, Noriko uses overwhelming skill and razor focus to push her machines past their limits. She can dynamically alter your offense, adding Forced Movement effects, as well as the Combo and Counter subtypes to Attack Cards, allowing for a very adaptive approach to combat. She brings a suite of high-risk high-reward Abilities to the table, that allow for very aggressive strategies and comebacks, including sacrificing your robot's Armor and Defense to directly gain resources. When Noriko is in the pilot seat, you can strategically exploit your Robot's attacks.



MED'RACHT SINGH

Though Singh is a Med'racht in the Zoider Armada, he secretly works to tear down the Giga-power-mad Zoider goverment and save the soul of his people. Singh's tank-like defensive Instants protect your Robot while you build resources and systematically dismantle your opponent's offense. His deck further excels at luring opponents into devastating Reactive Attacks and powered-up Counters, that let you roll more dice in an Attack than any other pilot in the game. Waiting for the perfect moment to strike is key to Singh's strategy.



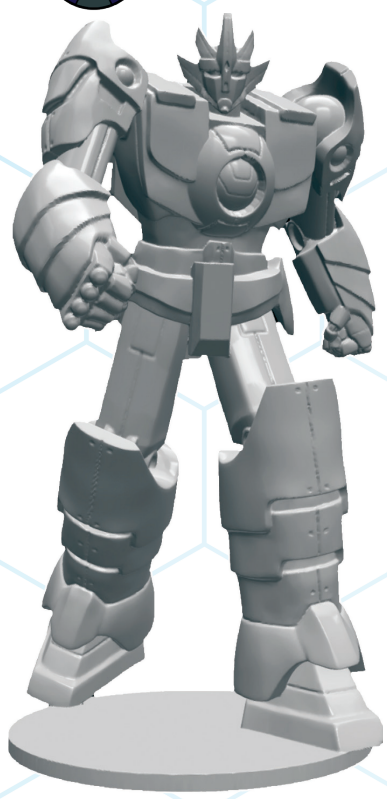
TAKASHI KATO

Fueled by vengeance, Takashi is a fiery-hearted fighter who rushes gleefully into battle. With a rabid and unrelenting offense, his deck focuses on staying in your opponent's face, boosting damage and Attack Rolls, and never letting up. His very reactive stats and tactics reward you for taking damage, so you can fearlessly absorb hits to rapidly gain resources. Players who want to never back down from their opponent and build a pilot/robot combo that's all about close combat will find no better option than Takashi.

ROBOTS

Each Robot has a 30 card deck, 3 Ultimate Technique cards, 6 Robot Ability tokens, and 1 Robot Board. Their cards, Abilities, and board are labeled with their symbol, noted below, next to their names. The back of each Robot card is labeled with their name.

AYZN



Ayzn's titanic frame stomps across the battlefield, crushing opponents beneath melee attacks that Inflict varied and strategic debuff effects. While it's the slowest robot in the roster, Ayzn's strikes can easily clear through Obstacles, as well as create Craters directly underneath opponents to grant you Combat Advantage. Through its Abilities, Ayzn can uniquely upgrade mid-battle to unlock its final form, "Ayzn Black" which gives you access to immensely powerful Attack Cards.

CHOGOKING



Chogoking sets the battlefield ablaze with a balanced base of melee and ranged attacks that are powered by Fire and Infernos. Strategizing your Fire intake is key, as it can add extra dice to your Attacks and Inflict extra damage, but if that intake isn't controlled, you can find your own Armor burning away turn after turn. Chogoking is prepared to counter this effect though, through Cooldown Meter control, and attacks that redirect Fire tokens directly onto your opponent.

DAI-RAIJIN V



Dai-Raijin V's hit-and-run offense specializes in high speed Combo Attacks, and a top-down synergy with Power Surges. Beyond slowing your opponent's Cooldown Meter, or boosting damage and die rolls, Dai-Raijin V can actually spend Power Surges from your Cooldown Meter for different utility effects. Though Dai-Raijin V has the lowest Armor is the game, it can build its damage potential very early on. Before your opponent knows it, they can be brought down by a storm of lightning-fast, and lightning-powered combinations.

O-GUN



O-Gun uses the entire map as a weapon, smashing opponents through each and every Obstacle it can find. It has an extremely versatile Melee Attack range, with a focus on Forced Movement effects. O-Gun also has unique access to the Anchor Trauma Token, which reduces an opponent's speed, can be deployed on the map as an Obstacle, and can be further taken advantage of through special Anchor-dependent Attacks. If carefully planned, O-Gun's offense can dominate through spacial control and brutal spikes of Collision damage.

CO-PILOTING GUIDE

In Team games, if you are Defeated but have teammates remaining, you may choose a teammate whose Robot's Armor is above 0 and Co-pilot their Robot. This is done by discarding all of your Robot cards from your hand and Cooldown Meter, and removing your Robot Abilities from play. You no longer have an individual turn. You now share the turn of the teammate whose Robot you are Co-piloting.

1. A Robot may have up to 2 Co-pilots, along with its original Pilot.
2. Robots benefits from all of the Pilot Abilities of its Pilot and Co-pilots.
3. As a Co-pilot, whenever you play a Pilot Card, it will still enter your individual Cooldown Meter.
4. During Upkeep, the Pilot and Co-Pilots choose between Heart and Power, and Gain resources accordingly.
5. Whenever an opponent Inflicts damage to a Robot, its Pilot and Co-pilots all Gain Rage or Power.
6. While Co-piloting, all Fighting Spirit you Gain is added to your individual Fighting Spirit Track, but all Power you Gain is added to the Co-piloted Robot's Power Token Control.
7. All Fighting Spirit costs required for a Robot's Attacks can be paid in any combination between its Pilot and Co-pilots. Pilots and Co-pilots resolve their Cooldown Meters individually.
8. Whenever an Opponent's Attack or Ability would successfully affect your Co-piloted Robot, your opponent may choose whether any relevant effects Target you or your teammate.

GLOSSARY

ACTIONS: During your turn, there are various Actions you may take—playing a card, Activating or using a Pilot or Robot Ability, Triggering an effect, spending movement, spending Power Tokens, performing any die roll, and beginning or ending a turn phase. You and your opponent can respond to the declaration and resolution of any Action, on any turn. *P.5 (A)*

ACTIVATED: When you use a Robot Ability with the Activated keyword and leave Power Tokens on the Ability, it is Activated and its effects are kept in play until those Power Tokens are removed. When a card with the Activated keyword is Successfully resolved, it enters into your Cooldown Meter vertically, and is considered to be Activated, keeping its effects in play while in the Cooldown meter. *P.3 (G:1), P.8 (E:5:VIII), P.12 (G)*

ATTACK: Playing any single Attack card, or up to 3 Attack cards together that all have the Combo icon, considered an attack. *PP.6-8 (E:3-6)*

ATTACK ROLL: The combination of dice you roll to attempt to successfully attack your opponent. Dice that form an Attack Roll include the Attack Dice generated by the Attack Card, bonus Attack Dice generated from Combat Advantage or additional game effects, and any amount of Power Dice that you choose to add to the roll by spending Power Tokens, or are generated by additional game effects. You can roll a maximum of 6 Attack Dice and 6 Power Dice in a single roll—whether they're generated from a card's Rules Text, Pilot Abilities, Robot Abilities, Impact Tiles, or spending Power Tokens. If any combination of effects would generate more than 6 Attack Dice and 6 Power Dice in a single roll, ignore the amount of dice exceeding 6 of each. *PP. 7-8 (E:5), P.9 (Combat Example)*

BARRIER: When you create a Barrier, through an Card or Ability, you can choose to either attach it to yourself, placing a Barrier token "Active Barrier" side up on the Barrier slot of your Robot Board, reducing the next damage you receive by 3 and then being Destroyed, or you may create a Static Barrier by placing it on the map, "Static Barrier" side up, on your hex or an adjacent hex. If you are on a hex with a Static Barrier, you have Cover from all directions. If your opponent successfully Inflicts damage to you while you are on a hex with a Static Barrier, the Static Barrier is Destroyed. If you Collide with a Static Barrier, you receive 3 damage and the Static Barrier is then Destroyed. *P.8 (E:5:VI), P.12 (F), P.13 (Barrier Guide)*

BOOST: When you have Boost Activated, you do not pay the extra movement costs of changing Elevation Levels. *P.6 (E:1:V)*

COLLIDE/COLLISION: When you Forcefully Move an opponent through or onto any Obstacles, they Collide with those Obstacle and resolve their Collision rules. *P.8 (E:5:VI), P.13 (Barrier Guide), P.14 (Forced Movement Guide), P.15 (Collision Guide), P.16 (Impact Card Breakdown), P.16 (Impact Tile Guide)*

- **STRUCTURES:** If a player collides with a Structure, they must draw 1 Impact Card per Structure from the top of the Impact Card deck and resolve the Collision effects corresponding with the Tier of the Structure, as well as its Destruction effects.
- **STATIC BARRIERS:** If a player collides with a Static Barrier, they reduce their Armor by 3 and then remove the Barrier token from the map.
- **IMPACT TILES:** If a player moves through or lands on an Impact Tile, resolve the Impact Tile's effects immediately.
- **ROBOTS:** If a player collides with other players due to Forced Movement, they all reduce their Armor by 2. If the collision is due to a Push or Pull, the Robot initially affected by the Forced Movement moves the Robot they collided with along the Forced Movement's Path, with them. If the collision is due to a Throw, the thrown Robot is Forcefully Moved onto the hex the Attacker chose, Pushing the Robot originally in that hex into an adjacent hex of the Attacker's choosing. If the collision is due to a Robot being on top of a Structure and another Robot being Forcefully Moved into that Structure, both Robots reduce their Armor by 2, and the Robot that was originally standing on top of the structure moves to an adjacent hex of their choosing.

COMBAT ADVANTAGE: When you are at a higher Elevation Level than your opponent you have Combat Advantage over them and add 1 Attack Die to your Attack Rolls. *P.7 (E:5:I)*

COMBO: On your Attacking turn, cards with the Combo icon can be used with up to 2 other cards to form a Combo Attack. They must be presented in the order that you wish to resolve them in, from left to right. When making a Attack Roll for a Combo Attack, you use the Dice amount from the first card in the combo and add +1 dice for each other card in the Combo. If successful, resolve the cards one at a time from left to right. If, for any reason, conditions are created so that one card in the Combo can't be resolved, skip it and resolve the next card in the order. *P.6 (E:3), P.6 (E:3:II), P.7 (E:4:I), P.8 (E:5:V), P.9 (Combat Example), P.11 (G)*

COMBO BREAK: If, for any reason, conditions are created so that one card in a Combo Attack can't be resolved, a Combo Break occurs, and any following cards in the Combo will not resolve. *P.8 (E:5:V)*

COOLDOWN: When a card is in your Cooldown Meter, it is considered to be in Cooldown. *P.3 (G), P.8 (E:5:VIII), P.8 (F), P.10, P.11 (J), P.12 (I)*
COUNTER: If the Counter icon is present and this card is used to Reactive Attack, all dice used in the Attack Roll as part of this card will remain in play in the event of a tie, while the opponent's tieing dice will still be set aside from play as per the standard tie rules. *P.6 (E:3:III), P.7 (E:4:I), P.7 (E:5:III), P.9 (7-9) P.11 (H)*
COVER: When you are adjacent to a Structure and opposite of your opponent, or if you are in a hex with a Static Barrier, your opponent's Attack Rolls are subtracted by 1 die. When you have Cover from a Structure, and your opponent moves to an adjacent hex, a hex in which they can draw a straight path towards you, or to your side of the map, they break your Cover and their rolls are no longer reduced. *P.7 (E:5:I), P.14*
DEACTIVATED: When a Robot Ability with the Activated keyword has its Power Tokens removed, its effects are stopped and it is considered Deactivated. When a card with the Activated keyword is unsuccessfully used, it enters into your Cooldown Meter turned at 90 degrees, its effects are not in play, and it is considered Deactivated. *P.8 (E:5:VIII), P.12 (G), P.12 (I)*
DEFEATED: If you have 0 Armor at the end of a turn, you are Defeated. *P.8 (E:5:VIII), P.8 (H), P.12 (G), P.12 (I), P.19 (Co-Piloting Guide)*
DEFENSE/DEFENSE ROLL: If you choose to Attack your opponent, your opponent may choose not to play an Attack Card—if so, they may perform a Defense Roll by rolling an amount of Defense Dice equal to their Robot's Defense value. If your opponent's Defense is lowered to 0, and they don't Reactive Attack, or if they purposefully forego a Defense roll, every die used in your Attack Roll is considered a Success. You cannot respond to an opponent attacking a Structure with a Defense Roll. *P.7 (E:4:II), P.7 (E:5:IV), P.12 (D)*
DESTROY: If an Obstacle is Destroyed, it is permanently removed from the map. *P.15, P.16 (F)*
ELEMENTAL IMPACT: Infernos, Floods, and Arc Hazards are considered Elemental Impact Tiles. Elemental Impact Tiles can be created atop Terrain Impact Tiles, but if one Elemental Impact Tile is created atop another, remove the original tile from play. Whenever you move onto, are Forcefully Moved onto, or begin your turn on an Elemental Impact Tile, immediately resolve its effects. If an attack or Ability would create an Impact Tile on a hex containing a Structure, Destroy the Structure, resolve the Impact Tile, then draw an Impact Card and resolve its Destruction text. *P.2, P.8 (E:5:VI), P.16*
FORCED MOVEMENT: Push, Pull and Throw are the 3 Forced Movement keywords. When you are Pushed, Pulled or Thrown by an opponent, it is considered Forced Movement. *P.8 (E:5:VI), PP:14-15*

- **PUSH:** When you Push an opponent, they are Forcefully Moved away from you (farther from your hex than the previous hex they were Forcefully Moved into.) Opponents that are Pushed collide with every Robot and Obstacle in their Path.
- **PULL:** When you Pull an opponent, they are Forcefully moved towards you (closer to your hex than the previous hex they were Forcefully Moved into.) Opponents that are Pulled collide with every Robot and Obstacle in their Path.
- **THROW:** When you Throw an opponent, they are Forcefully Moved to any legal hex that you choose—that single hex is considered the Throw's Path. Opponents that are Thrown collide only with the Robot or Obstacle on the hex they land on.

LEAP: When a card features the Leap keyword, you may move directly to a legal hex as designated by the card and ignore all Impact Tiles and Obstacles that would normally be in the movement's Path.
OBSTACLE: Physical pieces on the board that are not Robots are considered Obstacles. Obstacles include Structures, Impact Tiles, Static Barriers, and Tokens. *P.5, P.6 (E:1), P.8 (E:5:VI), P.8 (E:5:VII), PP.13-16*
PATH: The hexes affected by movement, cards or Abilities are considered the movement's, card's, or Ability's Path. For example, when you are spending your movement, the hexes you have moved across are considered the movement's Path. If you use a ranged attack, the hexes between you and your Target are considered the attack's Path. When you forcefully move an opponent, the hexes you move them across are the Forced Movement's Path. *P.8 (E:5:VI), PP.14-15*
RECOVERY ROLL: To perform a Recovery Roll, you roll 1 Attack die by default (you may choose to spend and add Power Dice to Recovery Rolls.) On a result of 7 or higher on a single die, you succeed. On a roll of 6 or lower, you fail. *P.7 (E:5:II), P.8 (E:5:V)*
STARTING ZONE: The unique hexes featuring glowing blue outlines that players choose to place their Robot on to begin the game. Each map features 6 Starting Zones. *P.5*
SUCCESS: When making an Attack Roll, each individual die result that is higher than your opponent's highest individual die result is considered one Success. *P.7 (E:5:IV), P.9 (9, 11)*
TARGET: Robots, Structures, and Static Barriers are legal Targets. *P.6 (E:3:I-III), P.14*
TERRAIN IMPACT: Craters and Rubble are considered Terrain Impact Tiles. Terrain Impact Tiles can be created underneath Elemental Impact Tiles, but if one Terrain Impact Tile is created atop another, remove the original tile from play. Whenever you move onto, are Forcefully Moved onto, or begin your turn on a Terrain Impact Tile, immediately resolve its effects. If an attack or Ability would create an Impact Tile on a hex containing a Structure, Destroy the Structure, resolve the Impact Tile, then draw an Impact Card and resolve its Destruction text. *P.2, P.6 (C), P.8 (E:5:VII), P.16*
TIER: Each Elevation Level above the map is considered a Tier. Standing atop Tier 1 Structures is considered Tier 1, standing atop Tier 2 Structures is considered Tier 2. *P.6 (E:1:II-V), P.7 (E:5:I), P.15*
TRAUMA TOKENS: The various status effects that can be Inflicted through Abilities, cards, and Impact Tiles are represented by tokens. When Inflicted, all Trauma Tokens enter into your Cooldown Meter at Cooldown Slot 3 and move through your Cooldown at the end of your turn, just like cards. Structures can never be affected by Trauma Tokens. *P.2, P.6 (C), P.8 (E:5:VI), P.8 (E:5:IX), P.8 (F:II), P.8 (G), P:12 (I), P.13*

- **ANCHOR:** Whenever you have an Anchor in your Cooldown Meter, you are considered to be Anchored and you suffer -2 movement per Anchor Token (your speed can never be reduced below 1.)
- **FIRE:** During your Cooldown phase, you receive 1 damage per Fire Token in your Cooldown Meter.
- **PANIC:** Whenever you have Panic in your Cooldown Meter and you Gain Fighting Spirit, reduce the amount Gained by 1 per Panic Token.
- **POWER SURGE:** During the Cooldown Phase, whenever a Power Surge shares a slot with any cards, one card in that slot is held in place, while the Power Surge decreases as normal.

TRIGGER: The direct effect of fulfilling a card or Abilities additional cost is called a Trigger. *P.5 (A:3), P.6 (E:2)*

For in-depth story, video tutorials, updates, and more, visit

GIGAROBO.COM



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