

GIGA-ROBO!

GAME RULES AND REFERENCE

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VER. 1.3.5

This is a living document, actively updated with refinements in rules clarifications, gameplay examples, and answers to frequently asked questions.

If you have a suggestion or constructive criticism to offer, please feel free to contact us at Info@gigarobo.com and use the subject, "Game Rules".

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!



CHANGELOG

GIGA-ROBO GAME RULES AND REFERENCE VER. 1.3.4

- [Timing and Response Windows](#) was updated to clarify Response Windows opening upon the resolution of Instants, Abilities, Triggers and Recovery Rolls.
- The Errata entry for "Head On!" was updated to so that its requirement is properly in the Requirements text and not the Rules Text.
- Errata'd cards can be downloaded or printed-on-demand by visiting: <https://www.drivethrucards.com/product/396905/GigaRobo-Errata--May-2022>

GIGA-ROBO GAME RULES AND REFERENCE VER. 1.3.5

- Shinōkami's Ultimate "GIGA CERBERUS FANG!", from Orbital Decay, should have the requirements text, "Does not affect Ultimate Techniques".

To read the complete version history, visit: <https://bit.ly/2Xy61t9>

SETUP

Determine the number 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. 21)**

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 $([\text{current Armor} \div \text{Max Armor}] \cdot 100)$. 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 a unique copy of any card in your hand.
 - III. If you would like to play without customizing your build, the back of each Pilot and Robot board have Quick Start Builds listed. Simply mix-and-match a Pilot and Robot, collect all of the cards and abilities from their respective Quick Start Builds, and jump into a game!
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. Then, in turn order, select a Starting Zone (any one of the hexes with a glowing blue outline) and place your Robot miniature on it. Once these selections have been made, the first player's turn starts!
 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.

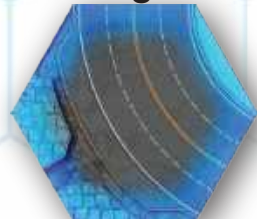
The figure below shows how components should typically be setup before playing a Head-to-Head game using Map A.



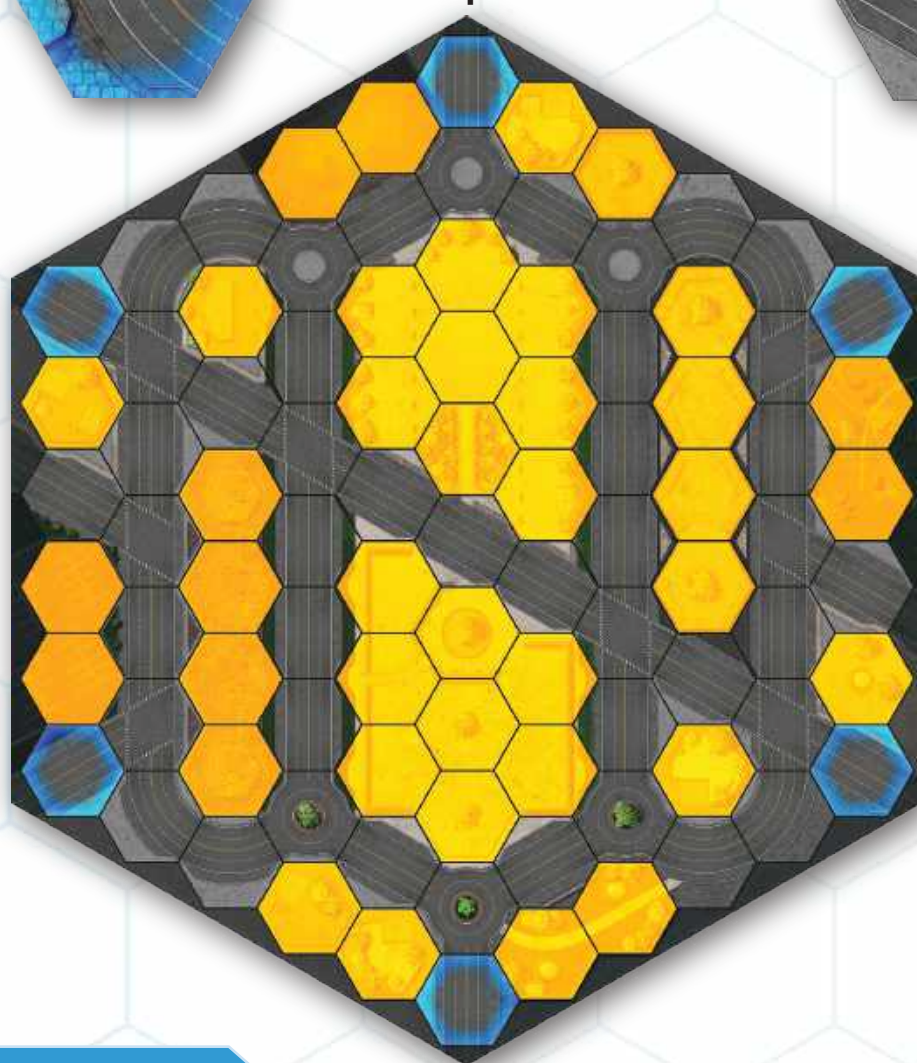
MAP BREAKDOWN

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.

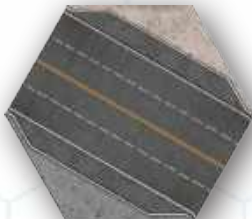
Starting Zone



Map A



Street Hex



Map B



Ruin Hex



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 a number 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 Tier 1 or higher 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 there are no higher elevation levels in your movement's Path.
 - V. If you are using a Boost or Leap effect, moving to higher elevation levels does not cost extra movement, as those effects ignore elevation costs.
 - VI. 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 number 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 turn 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 passes without responding. 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 Cancel 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. You must select an Attack with a range value that can reach your Target.
 - If your Target is not within an Attack Card's range, you cannot play it alone—but if you're using the card in a Combo, and the previous card in the combo would place the Target within range (if successful), you may play it.
 - A Combo can be constructed from up to 3 cards with a Combo icon but is always considered a single Attack for resolution.
 - 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.
 - Any card with the Counter icon can be used while you are the Active player, but the Counter effect will be ignored.
 - III. 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.
 - If a situation is created where the Attack is no longer within range of your Target, it cannot be played, and must be returned to hand.

- IV. Pay the Attack Card(s) cost in Fighting Spirit. Adjust the Tracking cube positions on your Fighting Spirit track to reflect the paid costs.
 - The cost of a card cannot be reduced below 1 Fighting Spirit, unless otherwise noted by a Card or Ability as being able to be played for free.
- 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 is 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 tying dice, you keep all of your tying 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 a number of gray ten-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 twelve-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**, choosing to either Gain your Pilot's Rage value in Fighting Spirit, or your Pilot's Power value in Power Tokens.
5. **Resolving Attacks:** You and your opponent each gather a number of Attack Dice dictated by the card(s) chosen for your respective Attack, Reactive Attack, or Defense Dice equal to your Robot's Defense value.
 - I. If you're using a single card, gather a number of Attack Dice equal to the value in the card's Attack Dice icon. If you're using a Combo, gather a number of Attack Dice equal to the Attack Dice icon on the first card in your Combo, then add 1 additional Attack Die for each other card in the Combo.
 - II. 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 number 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 number of dice you roll. Carefully review any effects that could modify die rolls, and apply their results.
 - III. 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 number of Power Dice.
 - Power Dice can be added to any roll in the game. This includes Attack rolls, Defense rolls, and Recovery Rolls.
 - In any combination of dice-type, you can roll a maximum of 6 twelve-sided Attack Dice, 6 twelve-sided Power Dice, and 5 ten-sided Defense Dice in a single roll. If any combination of effects would generate more than these amounts, ignore the number of dice in excess.
 - Some cards, Abilities, and Triggers can allow you to add Defense Dice as "ten-sided Attack Dice" to your roll—these do not count towards the 6 twelve-sided Attack Dice limitation, but do count towards the 5 ten-sided Defense Dice limitation.
 - IV. You and your opponent roll your total respective number of dice.
 - Resolve ties: All tying 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 tying dice in play while your opponent sets aside every one of theirs from play. This is different than a standard tie, where tying dice are set aside from play on a one-for-one basis.
 - 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.
 - V. Determine who has won Combat: The player with the highest remaining die result wins the attack!
 - 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.

- If a Defense Roll is successful, no damage is Inflicted and no effects resolve, unless otherwise noted by a card or Ability.
- If for any reason there are no dice remaining in play, no damage is Inflicted and no effects resolve, unless otherwise noted by a card or Ability, and no Attacks or Defenses are considered successful.
- 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.

VI. 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.
- If a card asks you to perform a Recovery Roll, roll 1 Attack die by default (though you may spend Power Tokens to add Power Dice to your Recovery Roll.) On a result of 7 or higher on a single die, you Succeed.

VII. Resolving Collisions: If a Robot is Forcefully Moved into an Obstacle or other Robot, they collide with that Obstacle or Robot. Please see the "Collision Guide" on page 15 of this rules reference for a full breakdown of the dynamic effects and interactions of Collisions.

VIII. 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.

- If you used a Combo Attack, calculate the damage from each individual card, from left-to-right, and add it together, along with any relevant modifiers, to find your total. While each card's damage is calculated individually, the total damage from the entire Combo will still be Inflicted as a single combined 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 any remaining damage is Inflicted as normal.

IX. 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.

X. Any time your opponent Inflicts at least 1 damage to you, you **Gain Rage**, choosing to either Gain your Pilot's Rage value in Fighting Spirit, or your Pilot's Power value in Power Tokens.

- You only Gain Rage from at least 1 damage Inflicted to you by an opponent. You do not Gain Rage when you Receive damage, such as from Fire Trauma Tokens.
- You do not Gain Rage from damage Inflicted to you by yourself or a teammate, such as from you or your teammate Forcefully Moving an opponent's Robot into your own and causing a Collision.

XI. 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.

- 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.
- 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 ($[\text{current Armor} \div \text{Max Armor}] \cdot 100$). The player with the highest Armor percentage wins!

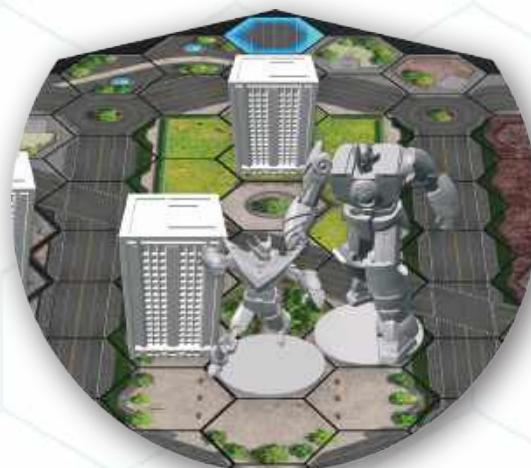
Tie Rule: When the game ends, if there are multiple remaining players who tie for highest Armor percentage, it is a tie between those players.

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.



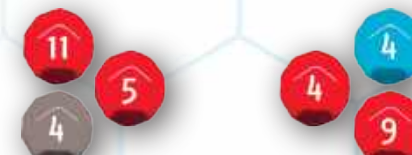
5. Neither player has additional Instants or Abilities to use at the moment. Player 1 has priority to add Power Dice to their roll, but they have no Power Tokens. Priority passes to Player 2, who has 2 Power Tokens in their Power Token Control. Player 2 decides to spend 1 Power Token to add 1 Power Die 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, a 5, and a 4. Player 2 rolls two 4s, and a 9.



7. Player 1 is currently Successful, as their 11 is the highest die result. Player 2’s 4s tie with Player 1’s 4 though. Normally each player would set aside one of their tying dice from play, but as Player 2’s “Core Breach!” has the Counter icon, they keep all of theirs in play, while Player 1 must set aside their 4 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 one of their 4s and their 9 and re-rolls them.



9. Player 2 rolls a 1 and 11. Because of their Counter, this also sets aside Player 1’s 11 from play, swinging momentum and giving Player 2 one Success! 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 force their opponent to re-roll their 11.



11. Momentum swings once again, as 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, making their Attack Roll Successful! “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. 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.

- I. The cost of a card cannot be reduced below 1 Fighting Spirit, unless otherwise noted by a Card or Ability as being able to be played for free.

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.

- I. If a card has a ∞ symbol instead of a minimum and maximum range, you can play it from anywhere on the map, and it is not based on the distance of a Target.
- II. If a card's Rules Text references a Target "within range", it is referencing the minimum and maximum distance printed here.
- III. Some Instant cards that don't directly affect a target have a minimum and maximum range—this means that you must be within range of a Target in order to play the Instant.

F. ATTACK DICE: Dictates the unmodified number 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. They must be presented in the order that you wish to resolve them in, from left to right. The type of the first card in the combo dictates the type of the entire Combo Attack. When making a Attack Roll for a Combo Attack, you use the number of Dice 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 a Combo Attack can't be resolved, a **Combo Break** occurs, and any following cards in the Combo will not resolve.

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 Successfully 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 at least 1 Damage to you. **Power** is the number 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 number 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 create a Barrier through a Card, Pilot or Robot Ability, you can 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 3. You can only have 1 Active Barrier on your board at a time. 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.
- H. POWER TOKEN CONTROL:** When you Gain Power Tokens, they are placed here and are considered in your control only while they're here. You cannot have more than six Power Tokens in total between your Power Token Control and your Activated Abilities unless otherwise noted by an Card or Ability.
- 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.



In the figure above, there are 3 Robot Abilities that you can place into your Robot Board at the beginning of the game. During gameplay, Abilities can be **Activated** for a continuous effect, or **Triggered** for an individual effect, by paying their costs. In this figure, "Double Dagger" is Activated, as 3 Power Tokens are placed on it, paying its Activation cost and enabling its effect until it is Deactivated. "Storm of Strikes" is Deactivated, as it requires 2 Power Tokens and none are on it. "Ion Exhaust" has no Activation Cost, but it does have a Trigger cost that can be paid to resolve its effect.

POWER TOKEN GUIDE

Power Tokens may be Gained during your Upkeep phase, whenever you Gain Rage, or from a card or Ability.

- Power Tokens can be spent at a rate of 1-to-1 to add Power Dice to any roll.
- Some Robot Abilities have an Activation cost, requiring that you spend Power Tokens from your Power Token Control by moving them to all of the corresponding icons on the Ability. If this cost is paid, and all written prerequisites are satisfied, the ability is Activated. 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.



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. The back of each Trauma Token has a rules reminder on it. **The number of Trauma Tokens that can be used in a game is not restricted by available components.**

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: At the beginning of your Cooldown phase, you receive 1 damage per Fire token in your Cooldown Meter, as a single amount. For example, if you have 5 Fire tokens in your Cooldown Meter, you'll receive 5 damage once, rather than 1 damage five times.



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: At the beginning of your Cooldown Phase, if one or more Power Surge Tokens share a Cooldown Slot with any cards, one card in that slot is held in place per Power Surge, while Power Surges decrease to the next Cooldown Slot as normal. If there are more cards than Power Tokens in a slot, you choose which cards in excess of the number of Power Tokens decrease to the next Cooldown Slot.



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 choose “Active Barrier”, place it with that side up on the Barrier slot of your Robot Board. The next time at least 1 damage is Received or Inflicted to you, reduce the total amount of damage by 3, and then remove the Barrier from your board. A Robot can only have 1 Active Barrier at a time.

STATIC BARRIER: If you choose “Static Barrier” place it with that side up on your hex or any adjacent hex. Static Barriers can be created at any elevation, and on hexes occupied by Robots or Obstacles. The entire contents of a hex with a Static Barrier on it, including Robots and Obstacles, have Cover from all directions. If you Inflict at least 1 damage to a hex with a Static Barrier on it, 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 hex that has a Static Barrier on it, you receive 3 damage and the Static Barrier is Destroyed. **The number of Barriers that can be used in a game is not restricted by available components.**



In the example to the left, 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.

In the example to the right, 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.



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

When an effect Forcefully Moves you, the opponent that was responsible for that effect dictates the Forced Movement's Path.

There are 3 types of Forced Movement:

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, no matter what elevation they started at.

In the figure 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, no matter what elevation they started at.

In the example to the right, Dai-Raijin V has successfully 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 can choose, including your own. Opponents that are Thrown Collide only with the Robot or Obstacle on the hex they land on.

In the figure 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 figure there’s only one Structure O-Gun can Collide with. Dai-Raijin V could also Throw O-Gun onto its own hex, causing a Collision between them both.



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 Receive 3 damage and the Barrier is Destroyed. If the Barrier is on top of a Structure, first resolve the Static Barrier collision, then the Structure collision.
- **IMPACT TILES:** If a player moves through, or lands on an Impact Tile as the result of Forced Movement, resolve the Impact Tile’s effects immediately.
- **ANCHORS:** 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 moves across, or is Forcefully moved onto, a hex containing an Anchor, the Anchor is immediately added to their Cooldown Meter.
- **ROBOTS:** If a Robot collides with another Robot, they’re both Inflicted 3 damage. 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. 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 are Inflicted 3 damage, and the Robot that was originally standing on top of the structure moves to an adjacent hex of their choosing. Please note: You do not Gain Rage from damage Inflicted to you by yourself or a teammate, such as from you or your teammate Forcefully Moving an opponent’s Robot into your own and causing a Collision.

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. If a new Forced Movement effect is caused by the Collision while a previous Forced Movement effect is still being resolved, ignore the original effect and only resolve the newest one.
- 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 Impact Tiles on the hex the Destroyed Structure was on, and some have additional effects as well.
- F. DESTRUCTION:** The bottom half of the card is labeled “Destruction”. If a Structure is Destroyed, but the destruction isn't caused by a Collision, draw an Impact Card and only resolve the Destruction Rules.



IMPACT TILE GUIDE

Certain attacks and the Destruction of Structures can create Obstacles called Impact Tiles. There are 2 types:

ELEMENTAL IMPACT TILES

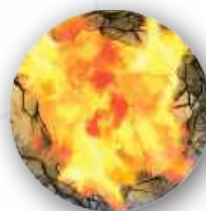
FLOOD

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

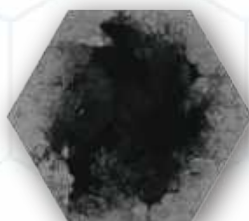
ENTER: Receive 1 Power Surge.
UPKEEP: Receive 1 Power Surge. Gain 1 Power Token.



TERRAIN IMPACT TILES

CRATER

-1 Elevation.



RUBBLE

2 movement to exit.
Defense +1.



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. 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.
The number of Impact Tiles that can be used in a game are not restricted by available components.

- If you move into or are Forcefully Moved into a hex with an Impact Tile, or if an Impact Tile is created on your hex, you must immediately resolve the tile's “Enter” effects.
- If you are at Tier 1 or higher elevation and you move to the same elevation or higher, or if you are resolving a Leap effect, ignore the “Enter” effects of Impact Tiles in your movement's Path.
- If you are at Tier 1 or higher elevation and are Forcefully moved across Impact Tiles, immediately resolve their “Enter” effects.
- If you are on an Impact Tile during your Upkeep, you must resolve its “Upkeep” effects.
- “Movement to exit” effects are not additive—always defer to the highest value.
- 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.

TIMING AND RESPONSE WINDOWS

Giga-Robo features response windows, allowing players to directly respond to their own actions, and the actions of other players, in player order until all players pass. To help highlight these opportunities, please consult the breakdown below. Whenever a  symbol is next to a step, it signifies when a response window opens.

A. TURN START

1. Phase begins. 
2. Resolve “Beginning of your turn” and “Start of turn” effects.
3. Phase ends. 

B. UPKEEP

1. Phase begins. 
2. Resolve “Upkeep” effects.
3. Gain your pilot’s Heart value in Fighting Spirit **or** their Power value in Power Tokens.
4. Phase ends. 

C. COMBAT

1. Phase begins. 
2. Perform any number of actions in any order, including **move** (once per turn), **attack**, **play an instant**, **trigger an effect**, **activate/deactivate an ability**.
 - I. **Move** (once per turn)
 - Declare that you are spending movement. 
 - Spend movement up to your robot’s speed value. 
 - II. **Attack**
 - Select a target in range and declare the attack, resolving all requirements. 
 - Pay the Fighting Spirit cost of the Attack Card (or up to 3 Attack Cards with the Combo icon.)
 - Your opponent may choose to defend, play a reactive attack, or take the hit.
 - **Defend:** If your opponent chooses to Defend, they will roll defense dice against the attack (to Defend, their Robot’s Defense value must be higher than 0).
 - **Reactive Attack:** If your opponent chooses to play a reactive attack, they must pay for and declare a reactive attack targeting you, resolving all requirements. 
 - **Take the Hit:** If your opponent chooses to take the hit, all attack or Power Dice the attacker would roll are considered successes.
 - III. Resolve the attack(s)
 - Assemble Attack Dice pools after determining Cover, Combat Advantage, and other modifiers.
 - Add Power Dice to your attack (If you do, ).
 - Your opponent adds Power Dice to their attack roll/defense roll (If they do, ).
 - Roll attack, power, and defense dice  (If dice are re-rolled, ).
 - Remove tied dice, apply Counter icon effects.
 - Determine if an attack is successful, and the number of successes. 
 - Resolve Rules Text of the successful attack card(s) (if requirements are still met).
 - Resolve the Damage Text of the successful attack card(s).
 - Attack is considered resolved. 
 - All cards are placed into cooldown.
 - If damage was inflicted to a player’s robot, that player Gains Rage by choosing to Gain their pilot’s Rage value in Fighting Spirit **or** their Power value in Power Tokens.
 - Remove dice from play.
 - IV. Play an Instant card from your hand.  If it resolves, .
 - V. Trigger an effect on an ability or card.  If it resolves, .
 - VI. Activate or deactivate an ability.  If it resolves, .
 - VII. Perform a Recovery Roll. 
 - Add Power Dice to your Recovery Roll (If you do, ).

3. Phase ends. 

D. COOLDOWN

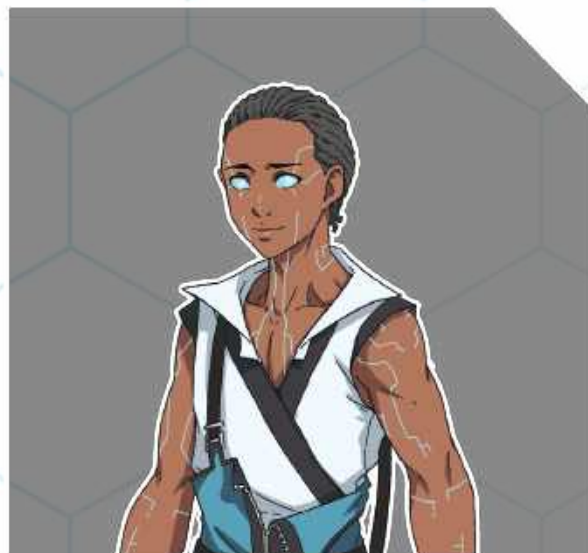
1. Phase begins. 
2. Resolve “during your cooldown phase” effects.
3. Decrease the Cooldown Slot of each card and token in your Cooldown Meter by 1.
4. Phase ends. 

E. TURN END

1. Phase begins. 
2. Resolve “end of this turn” effects.
3. Phase ends. 

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. The back of their boards are have their Quick Start Builds.



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.

QUICK START BUILD

Ability
Combat Logic

Cards
Battle Focus
Power Flow
Reflex Strike
Spirit Flare
Spirit Spark



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.

QUICK START BUILD

Ability
Wasteland Mechanic

Cards
Backfire
Deflector Wave
Fire Control
Nuclear Link Disrupt
Re-Chamber



KONG, OF THE WASTES

Kong, of The Wastes is a ruthless pilot, dissecting opponents with guerrilla tactics and the command of her mercenary army. She naturally gains Power Tokens at the start of the turn in addition to her natural heart or Power value, steadily balancing her options each turn. Kong controls the ability to drop Target tokens (pictured below) onto the battlefield, which are unique in that their effects are dictated only by Kong's Instants, keeping your opponent guessing their use and giving you the flexibility of gaining the right advantage right when you need it.

TARGET TOKEN



QUICK START BUILD

Ability
Logistical Prowess

Cards
Dogs of War
Giga Amp
Guerrilla Tactics
Scorched Earth
Supply Drop



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.

QUICK START BUILD

Ability

Bleeding Edge

Cards

Break Through
Hijack
Pain and Gain
Power Launch
Reacquire Target



MED'RACHT SINGH

Though Singh is a Med'racht in the Zoider Armada, he secretly works to tear down the Giga-power-mad Zoider government 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.

QUICK START BUILD

Ability

Battle Hardened

Cards

Iron Carapace
Med'racht's Might
Perfect Defense
Shield of The Insurrection
Tactical Instinct



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 combination that's all about close combat will find no better option than Takashi.

QUICK START BUILD

Ability

Born to Fight

Cards

All Fired Up
Hit For Hit
Hot-Blooded
Head On
Never Back Down



TERROCH ARKAN

Terroch Arkan is one of the 8 Zoider Terrochs—warrior kings that rule over their homeworld of Zoider, wield an almighty Giga-Core, and command their own armada. Terroch Arkan has no Power Token limit, allowing for full Activation of his robot's abilities, and aggressive dice advantage, but must spend Power Tokens for Fighting Spirit. His varied and oppressive control tactics demoralize his foes, before he eradicates them with raw, unbridled power.

QUICK START BUILD

Ability

Zoider Terroch

Cards

Core Shot
Core Strike
Falter and Fail
Price of Power
Terroch's Control

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, and the back of their board has their Quick Start Build.



ASCALON ALPHA

Ascalon Alpha is an unmatched Ranged Attack robot, built for speed and precision. It bombards multiple opponents and structures with rockets, deftly evades opponents' counterattacks, and then blasts them from across the entire battlefield with its massive Xyston sniper rifle. Ascalon excels at exploiting Combat Advantage and Cover, and fluidly adjusts to your opponents with a suite of Ranged Attack modifying Instants, adjusting the range and Inflicted Trauma Token type of each attack.

QUICK START BUILD

Abilities

Cover Shooter
Sniper's Perch
Sniper Gust

Ultimate Technique

Magnum Hurricane!

Cards

Blind Fire!
Bullet Drive!
Bullet Rider Kick!
Gladius Rapid Fire!
Gladius Suppressing Fire!
Reload!
Rocket Catapult!
Sniper Gale!
Sure Shot!
Xyston Fire!



AYZN

Ayzn's titanic frame stomps across the battlefield, casting an ominous shadow over its opponents, and daring them to get within range of its massive fists. It crushes its opposition 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.

QUICK START BUILD

Abilities

Iron Fusion Stage 1
Iron Fusion Stage 2
Iron Fusion Stage 3—Ayzn Black!

Ultimate Technique

Ayzn Blitz Knuckle!

Cards

Ayzn Black! Core Collapse!
Ayzn Blaster!
Ayzn Gatling Blaster!
Ayzn Punch!
Blade Breaker!
Hammerschlag!
Knuckle Detonator!
Schneller Schlag!
Steel Geyser!
Tumult Wave!



DAI-RAIJIN V

Dai-Raijin V is a storm made metal—its attacks crackling with arcs of electricity and resounding with the boom of thunder. Its 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 in the game, it can build its damage potential very early on. Before your opponent knows it, they can be brought down by a barrage of lightning-fast, and lightning-powered, combinations.

QUICK START BUILD

Abilities

Arc Wing
Double Dagger
Ion Shield

Ultimate Technique

Tesla Impacter

Cards

Arc Heel!
Auxiliary Charge!
Bolt Caster!
Charge!
Cloud Breaker!
Flash Strike!
Volt Spike!
Overvoltage!
V Blaster!
V Slasher!



CHOGOKING

Chogoking sets the battlefield ablaze, super-heating the air around it as it closes in for victory. While Fire is in Chogoking's Cooldown Meter, it can add extra dice to its well-balanced offense, and Inflict seemingly inescapable damage over time, 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, attacks that suddenly redirect Fire tokens directly onto your opponent, and its signature Chogoking Sabre—a weapon that absorbs Inferno Impact Tiles left in the wake of battle and turns their energy into raw damage.

QUICK START BUILD

Abilities

Blazing Aegis
Chogoking Sabre
Magma Breach

Ultimate Technique

Sol Sphere!

Cards

Afterburner Takedown!
Burning Chogoking Fist!
Curning Circuit!
Chogoking Beam!
Nova Spark!
Nova Blazer!
Phoenix Kick!
Sol Engine Ignition!
Turbine Fist!
Turbine Spike!



O-GUN

O-Gun uses the entire map as a weapon, grabbing opponents with its far-reaching chain-fists, and smashing them 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.

QUICK START BUILD

Abilities

Cosmos Shield
Sky Anchor Overload
Star Spanner

Ultimate Technique

Supernova Star Spanner!

Cards

Anchor Buster!
Black Hole Suplex!
Burst-Chain!
Burst-Chain Lariat!
Harpoon Hook!
Luna Vault!
Sky Anchor!
Sky Anchor Orbital Swing!
Spin On, Galaxy Slicer!
Star Spanner Tune Up!



SHINŌKAMI

Shinōkami is a ferocious machine, containing the regenerating remains of a kaiju inside its chassis and channeling its natural Giga-Energy into a wild frenzy of attacks. While up close, Shinōkami has a dangerous array of reliable Combo options that can Inflict a variety of Trauma Tokens. At a distance, it can uniquely interact with Static Barriers, warping itself and its attacks through them, constantly keeping your opponents guessing where it will unleash its fury next.

QUICK START BUILD

Abilities

Bite of The Wolf
Leap of The Wolf
Wolfsbane

Ultimate Technique

Break The Seal! Cerberus Fang!

Cards

Aegis!
Burning Fang!
Dark Fang!
Death Spore!
Full Moon Aegis!
Red Fang!
Warp Gate Fang!
White Fang!
Wolf's Claw!
Wolf's Fang!

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 benefit from all of the Pilot Abilities of its Pilot and Co-pilots.
3. Whenever a Co-pilot joins a Robot, any permanent effects from their Pilot Ability will resolve after the original Pilot, in the order they joined the robot.
4. As a Co-pilot, whenever you play a Pilot Card, it will still enter your individual Cooldown Meter.
5. During Upkeep, the Pilot and Co-Pilots choose between Heart and Power, and Gain resources accordingly.
6. Whenever an opponent Inflicts at least 1 damage to a Robot, its Pilot and Co-pilots all Gain Rage.
7. 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.
8. 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.
9. 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: To use a Robot Ability with the Activated keyword, you place the requisite number of Power Tokens from your Power Token Control on the Ability to pay its Activation cost—if this cost is paid, and all written prerequisites are satisfied, it is then Activated and its continuous effects are kept in play until those Power Tokens are removed or the Ability is Deactivated. 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 continuous effects in play while in your Cooldown meter. *P.3 (G:1), P.8 (E:5:VIII), P.12*

ATTACK: An Attack is comprised of playing any single Attack card, or up to 3 Attack cards together that all have the Combo icon. *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 number 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, 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. You may only have 1 Active Barrier on your board at a time. 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)*

CANCEL: When an unresolved Ability, card, or Trigger is Canceled, it does not successfully resolve.

- If a card is Canceled, it is placed into its player’s Cooldown Meter, Deactivated and its costs are not regained.
- If an Ability’s Activation is Canceled, it stays Deactivated and its Activation costs are not regained. If Power Tokens would be placed on the Ability for its Activation, they are instead removed from play.
- If a Triggered effect is Canceled, it does not resolve and any costs paid for it are not regained.

If a player’s card is Canceled, its Requirements, Rules Text, and Damage Text is ignored, and it is then placed into that player’s Cooldown Meter, Deactivated. *(4)*

COLLIDE/COLLISION: When you Forcefully Move an opponent through or onto any Obstacles, or into a Robot, they Collide with those Obstacles and/or Robot 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 Robot collides with another Robot, they’re both Inflicted 3 damage. 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. 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 are Inflicted 3 damage, and the Robot that was originally standing on top of the structure moves to an adjacent hex of their choosing. Please note: You do not Gain Rage from damage Inflicted to you by yourself or a teammate, such as from you or your teammate Forcefully Moving an opponent’s Robot into your own and causing a Collision.

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 that also have the Combo Icon to form a Combo Attack. They must be presented in the order that you wish to resolve them in, from left to right. The type of the first card in the combo dictates the type of the entire Combo Attack. When making a Attack Roll for a Combo Attack, you use the number of Dice 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 a Combo Attack can’t be resolved, a **Combo Break** occurs, and any following cards in the Combo will not resolve. *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)*

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 every one of the opponent’s tying dice will still be set aside from play. This is different than a standard tie, where tying dice are set aside from play on a one-for-one basis. *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, you have Cover and your opponent’s Attacks Targeting you roll 1 less Attack Dice. 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 or Canceled, 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 a number 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. Whenever a Forced Movement effect is created while a previous Forced Movement effect is still being resolved, ignore the original effect and only resolve the newest one. *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.

GAIN RAGE: Any time your opponent Inflicts at least 1 damage to you, you **Gain Rage**, choosing to either Gain your Pilot's Rage value in Fighting Spirit, or your Pilot's Power value in Power Tokens.

- You only Gain Rage from at least 1 damage Inflicted to you by an opponent. You do not Gain Rage when you Receive damage, such as from Fire Trauma Tokens.
- You do not Gain Rage from damage Inflicted to you by yourself or a teammate, such as from you or your teammate Forcefully Moving an opponent's Robot into your own and causing a Collision.

LEAP: When a card features the Leap keyword, you may move directly to a legal hex as designated by the card or ability and ignore all extra Elevation movement costs, Impact Tiles and Obstacles that would normally affect the movement's Path. *P.6 (E:1:V), P.16 (Impact Tile Guide)*

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*

RAGE: Any time your opponent Inflicts at least 1 damage to you, you **Gain Rage**, choosing to either Gain your Pilot's Rage value in Fighting Spirit, or your Pilot's Power value in Power Tokens.

- You only Gain Rage from at least 1 damage Inflicted to you by an opponent. You do not Gain Rage when you Receive damage, such as from Fire Trauma Tokens.
- You do not Gain Rage from damage Inflicted to you by yourself or a teammate, such as from you or your teammate Forcefully Moving an opponent's Robot into your own and causing a Collision.

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)*

RESOLVE/UNRESOLVED: When an Ability, card, effect, or Trigger is initially used, it is Unresolved. If it is not then Canceled, it begins to Resolve.

RESPONSE: Playing an Instant, activating an Ability, or Triggering an effect during a Response Window in reaction to your or another player's action. *P.6 (E:2)*

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. If a card or ability allows you to choose a "New Target", it means that you cannot use that card or ability to choose the original Target again until the card or ability resolves. *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:** At the beginning of your Cooldown phase, you receive 1 damage per Fire Token in your Cooldown Meter, as a single amount.
- **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:** At the beginning of your Cooldown Phase, if one or more Power Surge Tokens share a Cooldown Slot with any cards, one card in that slot is held in place per Power Surge, while Power Surges decrease to the next Cooldown Slot as normal. If there are more cards than Power Tokens in a slot, you choose which cards in excess of the number of Power Tokens decrease to the next Cooldown Slot.

TRIGGER: Some cards and Abilities have costs that can be paid for an individual effect called a Trigger. Trigger costs can vary throughout the game. If a Trigger requires you to spend Power Tokens, they must taken from your Power Token Control and removed from play. *P.5 (A:3), P.6 (E:2), P.12*

ERRATA

- The cost of a card cannot be reduced below 1 Fighting Spirit, unless otherwise noted by a Card or Ability as being able to be played for free.
- Ascalon Alpha's Instant "EXPLOSIVE SHOT!" was printed with the Rules Text "Your next Ranged Attack Inflicts..." but it should read "Your next **Successful** Ranged Attack Inflicts..."
- Ascalon Alpha's Robot Ability "Rocket Sprint" has the text "While Activated" when it in fact has no Power Token Activation. Please ignore the "While Activated" text—this was a relic of an old print file that was accidentally used by the manufacturer.
- Ayzn's attack "CROSS COUNTER!" was printed with a one-character typo in its Rules Text, and should read, "X=your opponent's Melee Attack's damage."
- O-Gun's attack "BURST-CHAIN LARIAT!" was printed with Rules Text whose Push effect is unique in that it Pushes opponent's to a hex adjacent to you. In order to completely retain the resolution of the attack, but to not cause confusion with how Push effects resolve, we've substituted the following Rules Text: "Move to a hex within range. Any opponent who is adjacent to any hex on this movement's Path is then Pulled to a hex adjacent to you."

FAQ

- Takashi Kato's Instant "HEAD ON" has a printing error—its Requirements should read, "You must be the Target of an Attack. Does not affect Ultimate Techniques." and its Rules Text should read, "Your opponent's Attack Targeting you is automatically Successful and is considered to have 2 Successes. If you would Gain Rage, Gain Rage twice instead of once."
- Shinōkami's Ultimate "GIGA CERBERUS FANG!" should have the requirements text, "Does not affect Ultimate Techniques".

Are any of the Robots and Pilots designed to be paired together?

No—they're all designed to be freely mixed-and-matched.

Should I round up or down?

In Giga-Robo, always round up.

How is adjacent defined?

Any hex that is next to the hex you're currently on is adjacent to you. Adjacent Targets are determined despite elevation.

Do Floods cost 3 extra movement to exit?

No—Hexes with Floods cost 3 total movement to exit, just as Rubble costs 2 total movement to exit, instead of the normal 1 to move to an adjacent hex at the same elevation.

If I successfully attack my opponent but Inflict 0 damage, do they still Gain Rage?

No—at least 1 damage must be Inflicted in order to Gain Rage.

Why do Dai-Raijin V's Instants "LIGHTNING HEIST!" and "ION INTAKE!" have range even though they don't target an opponent?

These Instants are unique in that they have a range on them, even though they don't directly affect your opponent. You must still be within range of a legal Target in order to Successfully play these Instants. Thematically, for both cards, Dai-Raijin V is drawing energy away from an Opponent or a Structure, which is why there is a minimum and maximum range.

For Dai-Raijin V's Attack "LIGHTNING TEMPEST STRIKER!", if opponents that are not the original Target fail their Recovery Roll and would have damage Inflicted to them, do I have to make Attack Rolls again against them as well?

No—although it has the potential to affect multiple opponents, the Rules and Damage Text will fully resolve if your Attack Roll against the original Target is Successful. Opponents that are not the original Target will still have a window to play an Instant after the Success of the Attack and the number of its Successes are determined though, and can try to use that opportunity to reduce how they'll be affected.

What happens when a Static Barrier is on a hex with a Structure?

The entire contents of a hex with a Static Barrier on it (including Robots, Structures, and other Obstacles) have Cover from all directions. If you are Forcefully Moved into a hex with a Static Barrier and a Structure, first resolve the Static Barrier collision, then the Structure collision. Just like Robots gaining Cover from a Static Barrier, if you target a Structure with a Static Barrier giving it Cover, and successfully damage it, the Static Barrier will be destroyed.

If I play an Instant card that has "your next Attack" in its Rules Text, but I don't attack this turn, does the Instant's effect stay in play until my next Attack, or do I lose the effect at the end of my turn?

The Instant's effect would stay in place until you play your next Attack.

In a 3+ player game, can I use Takashi Kato's Instant "CHANNEL RAGE" even if my opponent's Successful attack didn't Target me?

Yes—this is intentional. Whether you've hurt him or his friends, Takashi's going to get enraged and benefit from it.

If a card refers to a hex "within range", is that the range printed on the card?

Yes—any card with Rules Text that refers to a hex "within range", is referencing a hex within the minimum and maximum distance printed on the card itself.

If my dice pool is naturally at 0, can I still spend Power Tokens to add Power Dice to my pool?

Yes—this is especially important to remember for situations in which you may want to use an Attack that only generates 1 Attack Die and your Target is in Cover, or if your opponent has effects in play that reduce the amount of dice you can roll. If you have the available Power Tokens, Power Dice can always be added in order to give you dice to roll.

If Ayzn's Iron Fusion Stage 1, 2 and 3 are Activated, and then Stage 1 is Deactivated, would Stage 2 and 3 automatically be Deactivated?

No—but without the prerequisites being met they are not considered "Activated" and will have no effect in the game. So in this case, Stage 2 and 3 wouldn't be "Deactivated", forcing the removal of all assigned Power Tokens to the Ability, but they wouldn't have any effect, or be considered Activated, until Stage 1 is Activated again.

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

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