

SUNRIZE: MECHANITE v0.8.2

Introduction

SUNRIZE : MECHANITE is a tabletop skirmish game played between 2-4 players. Each game of SUNRIZE : MECHANITE is called a Match. And it consists of 4 main steps detailed below.

Steps in a Match

1. Assemble your SQUAD.

- Each player constructs their team of RIZERS. Each RIZER is composed of several different modular components, each bringing along different strengths, weaknesses, and special effects. Finding the strategy that you enjoy is the key to making a path to victory.

2. Set the SCENE.

- Every match of SUNRIZE : MECHANITE is fought according to a SCENE. This determines the battlefield Terrain. And the Match Objectives that each squad must achieve to give opposing players L's

3. FIGHT.

- A match consists of a series of Rounds, where RIZERS take Turns taking Actions in a sequence decided by a Turn Order. Each RIZER takes actions until every RIZER has taken a turn.

4. WIN.

- When the match ends, the player with the least L's will be considered the Winner!

CORE

In a match of SUNRIZE : MECHANITE, each player controls one or more game pieces called **RIZERS**. Each RIZER is composed of a Left and Right Arm, Legs, and a Core. Each RIZER is then equipped with a Pilot, a Gambit, 1-2 Weapons, and 1 Mech Tech Card. Collectively, these RIZERS are referred to as a Squad. In a match of SUNRIZE : MECHANITE, player Squads are pit against each other to battle for control of Objectives, Territory, and Resources.

Friendly and Hostile Units and RIZERS.

RIZERS and Online Drones are collectively referred to as Units. A player considers all Units that are a part of their squad as Friendly, and all Units that are a part of opposing players squads as Hostile.

RIZER Composition

Each RIZER consists of a CORE, a LEFT ARM, a RIGHT ARM, and LEGS. Which are represented with associated Cards and Game Pieces. In addition to this, every RIZER must be equipped with a PILOT card, and at least one WEAPON card.

The Battlefield

Matches of SUNRIZE : MECHANITE are fought on The Battlefield. A square gameboard with a grid made up of hexagonal spaces. Often populated by Terrain Pieces, hexagonal models that represent obstacles and terrain on the battlefield. If a rule refers to the **Battlefield**, it includes both the terrain pieces and the flat surface of the board.

Hexes

When a rule or card effect refers to measuring distance in Hexes, it is referring to the position on the hexagonal grid of the Battlefield. When measuring in Hexes, ignore terrain elevation, or other effects that alter movement or spaces.

Spaces

When a rule or card effect refers to measuring distance in Spaces, it is referring to the traversable distance of the battlefield. When measuring in Spaces, take terrain elevation into account.

Dice

Matches of SUNRIZE : MECHANITE are played using six sided dice, often shortened to D6, or simply 'dice'. If a rule or effect requires a specific dice result. (e.g a result of 4 or more), that rule is often shortened to '4+.'

Roll-Offs

When a rule or effect requires players to Roll-Off. Each player rolls a D6, the player who rolls the higher result wins the Roll-Off. If players roll the same result, those players will roll-off again.

Sequencing

Should it ever appear that two or more rules or effects would resolve at the same time, the player whose turn it is will decide the order in which those effects resolve.

Squad

Before beginning a match, each player needs to assemble their Squad. To do so, first agree on a game size, detailed on the chart below. Then, each player must construct the RIZERS that will be a part of their Squad for that match.

- The Squad must contain the appropriate number of RIZERS for the agreed upon gamesize.
- Each RIZER must be composed of:
 - **1 CORE Card**
 - **1 LEFT ARM Card**
 - **1 RIGHT ARM Card**
 - **1 LEGS Card**
- Each RIZER must be equipped with exactly **1 PILOT Card**.
- Each RIZER may then be equipped with **1 MECH TECH Card**.
- Each ARM may be equipped with no more than **1 WEAPON Card**. A single weapon card can be equipped to 2 different ARM cards on the same RIZER.

Once each RIZER in your Squad is Assembled, Equipped, and Piloted, you may then select your Squad's Gambits. Choose a number of Gambit Cards appropriate for the agreed upon game size.

Game Sizes.

Game Size	RIZERS	Gambits
[Small]	1 RIZER	2 Gambit
[Medium]	2 RIZERS	4 Gambits
[Big]	3 RIZERS	6 Gambits

When selecting Gambits, Gambit's with the subtitle may only be selected if a Pilot in your Squad is named in that Signature subtitle. (i.e you can only select *Immolate* as a Gambit if your Squad contains a RIZER piloted by *Cal*.)

Scene

Each match of SUNRIZE : MECHANITE is played according to a set of parameters called a SCENE. The SCENE consists of 2 parts. The LOCATION, and The OBJECTIVE. In a Standard Match, the Scene is randomly generated by rolling dice.

Players Roll 1d6 for each of the following tables. The results determine the Scene for the Match.

Location table

	Location
1	Lover's Rock
2	Melancholy Hill
3	Slaughter Beach
4	Blue Moon
5	Atalanta Neighborhood
6	Mean Creek

Objective table

Die Result	Objective
1	DEATH PARADE
2	HAZARD DUTY PAY
3	KING OF THE KILL
4	FORCE OF HABIT
5	BOMB FIRST
6	MEMENTO MORI

Setting the Scene

Step 1 - Squad Set-Up

Each player reveals their assembled Squad to all other players. All RIZER Parts begin the game with their Intact Side face up. All Pilot and Mech Tech Cards begin the game Offline.

Step 2 - Location

Players set up Terrain Pieces on the Battlefield according to the determined Location.

Step 3 - Match Objective

The chosen Objective determines what the players must do to win the match, as well as how long the match will last. Some objectives require players to do things before the beginning of the match, such as set up additional game pieces on the battlefield. Those things are done during this step.

Step 4 - Deployment

The Objective also determines where each player's Squadron will start the match on the battlefield. Deployment zones are marked with a Purple Hexagon. RIZERS must be deployed inside of a space on the battlefield marked with a Deployment Zone, and cannot be deployed within 2 spaces of a hostile RIZER. When a player deploys a RIZER into a Deployment Zone, that Deployment Zone is considered to belong to that player.

Players will then Roll-Off, the player who wins gets to determine which player deploys first. Players deploy their RIZERS one at a time, alternating players until all RIZERS have been deployed. Once all RIZERS have been Deployed, each player sets their Solun total to 10, and the First Round of the match begins.

Fighting the Match

A match of SUNRIZE : MECHANITE is fought in a series of Rounds. Each Round is split into Three Steps. The Initiative Step, the Combat Step, and the Objective Step.

1. Initiative Step:

Each Round begins with the Initiative Step. At the start of the Initiative Step, players will roll **Initiative** for their Squads. To determine **Initiative** for a Squad, roll a number of d6 equal to the highest  Speed Statistic of all RIZERS in that Squad. For each result of 4+, that Squad adds one to their **Initiative Value**.

Each player will complete this process for each of their Squads, once this is complete proceed to the Combat Step.

2. Combat Step.

At the start of the Combat Step, the Squad with the highest initiative value takes the first turn that round. Squads then take their turns in order of **descending Initiative Value**.

On a Squad's turn, they may activate one Unit on the battlefield that belongs to that Squad. That unit may then take 2 Actions chosen by the player from the selections listed below. A Unit must resolve their First Action before taking their Second, and may take these actions in any order or combination.

- **Move**
- **Attack**
- **Disengage**
- **Toggle**
- **Interact**
- **Gambit**

Each unit in a Squad may be Activated only once per round. Once all Units on the battlefield have been Activated, proceed to the Objective Step.

3. Objective Step.

At the start of the Objective Step, any active Objective rules resolve, and all players allocate any L's they received that Round as determined by the Match Objective. Once all L's have been Allocated, all players gain 1 Solun.

Once this step is complete, that Round is over, and a new Round begins.

Soluns 

-  Soluns are a resource used to activate Gambits, and other special Card Effects. Each player starts the match with 10 Soluns, and each player gains 1 Solun at the end of the Objective Step every Round.

Card Types

RIZER Parts

Every RIZER in your squad is composed of 4 RIZER Parts, a Core, Left and Right Arms, and Legs. RIZER Parts have 3 states, Intact, Gonked, and Destroyed. The active state of any RIZER Part should be the side that is face-up. Every RIZER Part card starts the game Intact. Every RIZER Part has:

-  **Toughness** - The die result needed to score a Hit against that RIZER Part when making an attack against it.
-  **HP** - How much damage that part can take before entering its next state.
- **Card Effect** - The effect that Part grants your RIZER while that state is active.

Additionally, your RIZERS Legs have a Speed statistic.

-  **Speed** - How far your RIZER can move on in a turn, how soon they get to act in a Round, and their climbing and maneuvering capabilities.

Core

Cores are marked with the  Core symbol, and the  symbol when Gonked.

Left and Right Arms

Left and Right arms are marked with the  Left &  Right Arm symbol, respectively, and the  &  symbol when Gonked.

Legs

Legs are marked with the  Legs symbol, and the  symbol when Gonked. Legs affect your RIZERS movement capabilities, and are the only RIZER Part that affects your RIZERS **Speed**. Speed affects how far your RIZER can move on in a turn, how soon they get to act in a Round, and their climbing and maneuvering capabilities.

Weapons

Weapons are your RIZERs primary offensive option in a match. Weapons are classified into two categories, Melee, and Ranged. All weapons have one or more Attack Lines, each with associated statistics that detail the properties of making attacks with that weapon.

Attack Type

1-Handed

A RIZER may only make 1-Handed attacks with this weapon using the ARM this weapon is Equipped to. (i.e if you have two different ARM effects, or ARM effects that would stack, this weapon attack only gains the benefits of the ARM it is equipped to.)

2-Handed

A RIZER may only make 2-Handed attacks with this weapon if this weapon is equipped to both arms of this RIZER. (i.e if one of this RIZERs Arms is Destroyed, or you have a different weapon equipped to each Arm, you may not make 2-Handed attacks with this weapon.)

Range

The maximum number of spaces away a unit can be to be targeted with an attack from this weapon.

Attacks

The number of dice you roll when making an attack with this weapon.

Damage

How much damage is dealt for each successful Hit from this weapon.

Crit Damage

How much damage is dealt for each successful Critical Hit from this weapon.

Keyword Effect

Some weapons have keyword effects marked with Keyword Symbols(ex.  Momentum) that improve or otherwise alter their attacks. They are represented with icons on the face of the weapon card. The rules for these keywords can be found on the keyword reference card or on the back of the weapon card.

Pilots

Pilot cards are cards marked with The  Pilot Symbol. Pilot cards have effects that alter your RIZERS abilities throughout the match. Pilots have two states, Offline, and Online. Pilots start the match in the Offline state.

On your turn, you may change the Active RIZERS Pilot state from Offline to Online by spending one Action to Toggle.

Neuromancers

Pilots with the **Neuromancer** keyword have an additional effect that persists between the Pilot's Offline and Online states. Additionally, Neuromancers gain access to powerful **Neuromancy** Gambits.

Gambits

Gambits are special actions that can be used to quickly alter the tide of battle. They have a variety of effects, and can be played at various times during the course of a match by paying their  Solun and Action cost to quickly alter the tide of battle.

Signature Gambits

Some Gambits are subtitled 'Signature:' followed by the name of a Pilot; these gambits are referred to as Signature Gambits. You cannot select a Signature Gambit without first controlling the Pilot named in that Signature Gambit.

Neuromancies

Neuromancies are powerful, dual-sided Gambits that can only be played by RIZERS equipped with Neuromancer Pilots. Any one side of a Neuromancy card can only be played once per turn. (You may still play both sides on the same turn.)

MechTech

MechTech cards are powerful support tools that augment your RIZERS Offensive, Defensive, and Supportive capabilities. MechTech Cards have two states, Offline and Online. MechTech Cards begin the game in the Offline State. When MechTech cards come Online, flip the card to the Online State.

MYCO Systems

MYCO Systems are MechTech Cards that augment or enhance your RIZERS statistics and capabilities, improving statistics, granting new effects, or otherwise modifying your RIZERS combat performance.

Drones

Drones are Support MechTech that can detach from your RIZER and operate independently. When a Drone comes Online, deploy the associated drone's gamepiece anywhere within 1 Hex of your RIZER. It becomes a separate unit that can be Activated during a round. Drones can take all standard unit actions, but cannot play Gambits.

Stations

Stations are versatile but stationary pieces of Mech Tech that detach from your RIZER and are set on the battlefield. Stations count as separate units, but cannot be activated during a round, and instead are controlled by other units on their turn.

Actions

When a unit in your Squad is Activated on your turn, it gains 2   Actions and 1  Reaction to spend in any order or combination. Any unspent Actions are lost at the end of that RIZER's Activation, unspent Reactions are lost at the start of that Unit's next Activation.

- Move

The **Move** action is used to move your RIZER across the battlefield and over Terrain. Every RIZER has a  Speed statistic, noted on their Legs. A RIZER's Speed statistic is the maximum number of spaces that RIZER can move with a single Move action.

Additional restrictions on the Move Action are as follows:

- A RIZER may not MOVE while within 1 space of a hostile RIZER. (see, DISENGAGE.)
- When moving into a space with Terrain of Greater Elevation, spend extra spaces of Movement equal to the difference in Elevation Value between that Unit's starting space, and the space they are moving into.
- When moving into a space with Terrain of Lower Elevation, move as Normal.
- A RIZER may not move through a space occupied by another RIZER.
- If a RIZER's legs are Destroyed, its Speed Statistic is considered to be 2.

- Disengage

The **Disengage** action is used to retreat and reposition when in hostile areas. This is used most often when in close proximity to other RIZERS, when the Move action is not Available. When a RIZER Disengages, it moves up to a number of spaces equal to half its Speed Statistic, rounded up.

Even though a RIZER moves as part of a Disengage Action, it is not considered a Move Action for the purposes of Triggers or other card effects.

Additional restrictions on the Disengage Action are as follows:

- A RIZER may not end its Disengage within 1 space of an Enemy RIZER

- Attack ◆

Every RIZER is equipped with 1-2 Weapons which they use to make **Attack** Actions. Each weapon has at least 1 Attack Type, and each Attack Type has 4 Statistics: *Range*, *Attacks*, *Damage*, *Critical Damage*.

When a Unit makes an attack, the characteristics of that attack are determined by the weapon chosen for that attack, after applying any modifiers from active card effects. When making an Attack Action, follow these Steps:

Step 1: Weapon and Target

Pick a weapon attack to be used for that action, then pick a hostile unit within Range. If that unit is a RIZER, select one of that RIZERs parts, that part will be the Target of this attack action.

- The Range Statistic of a weapon determines the maximum number of spaces away a hostile unit can be positioned to be considered an eligible target. The Range statistic of some weapons includes a Minimum Range and a Maximum range. The minimum Range determines the minimum number of spaces away a hostile unit must be positioned to be considered an eligible target.
- When attacking a unit positioned at a Higher Elevation than the Attacking unit, the target unit counts as being an additional number of spaces away equal to the difference in Elevation Value. (Note this rule does not apply to Ranged Weapon Attacks)
 - When attacking a unit positioned at a Lower Elevation than the target unit, normal range rules apply.

Step 2: Attack Roll

Roll a number of dice equal to the Attacks Statistic of weapon attack being used. Each of these dice rolls are referred to as an Attack Roll.

Next, determine which of these dice resulted in a Miss, resulted in a Hit, or resulted in a Critical Hit.

Compare the die result against the Target Part's Toughness Statistic:

- if the result is lower than the target's Toughness, that roll resulted in a Miss.

- If the result is equal to or greater than the Target's Toughness, that roll resulted in a Hit
- If the result was a 6+, that roll resulted in a Critical Hit.

Step 3: Calculate Damage

- Each weapon attack has a Damage and Critical Damage statistic. For each resulting Hit from that Attack Roll, deal that weapon's Hit Damage to the Target of that Attack. For each resulting Critical Hit, deal that weapon's Critical Hit damage to that Target instead.
- Once the damage of the Attack Roll has been calculated, apply that damage to the Target Part. When a RIZER part takes damage, subtract the amount of instance of damage from that part's current HP.
 - When a RIZER part takes Damage, subtract that amount from that part's current Hit Points. When a RIZER part runs out of Hit Points, it progresses to the next stage, if it is Intact, flip that card over. That RIZER part is now Gonked.
 - If there is leftover damage from a source that reduces a part to the Gonked status, the excess damage carries over into the Gonked part's HP value.

- Gambit

Gambits are special actions that can be used to quickly alter the tide of battle. They have a variety of effects, and can be played at various times during the course of a match. Gambits have 3 primary elements to keep track of.

- The **Action Cost**:

-  0 Action Gambit: Two Empty Diamonds
-  1 Action Gambit: 1 Empty Diamond, 1 Solid Diamond
-  2 Action Gambit: 2 Solid Diamonds
-  Reaction Gambit: Reaction Symbol

- The **Solun Cost**: How many Soluns you must spend when a RIZER takes that Gambit Action.

- The **Gambit Effect**: The text found at the bottom of the card that details what happens once the Gambit Action is played. This text is resolved in the order that it is written, after the Solun Cost and Action Cost are paid.

- **Reaction Gambits**:

Reaction gambits are a special classification of Gambit that can only be played in response to a Trigger: specific actions or events that allow these gambits to be played. Unlike other Gambits, Reactions can be played on

any player's turn, but a Unit may only take 1 Reaction per round, even if they have multiple Reaction Gambits.

Other restrictions on Gambit Actions are as follows:

- A RIZER can take any number of Gambits on their turn, so long as you can pay the Solun and Action costs, but a RIZER can only use each Gambit once per turn. (i.e a RIZER could *Gas Out* and proceed to *Cash In* on the same turn, but could not *Gas Out* twice on a single turn.)
- The Gambits selected by a player when setting up their squadron can be used by any RIZER in their Squadron, the only exception to this being Signature Gambits, which can only be used by RIZERS equipped with the Pilot named in that Signature.

Signature Gambits

Some Gambits are subtitled 'Signature:' followed by the name of a Pilot; these gambits are referred to as Signature Gambits. During the match, these Gambits are only available to be played by the RIZER equipped with the Pilot who is named in that gambit's Signature subtitle.

- Toggle

The Toggle Reaction changes the states of your Pilot and Mech Tech Cards. When you take this reaction, flip over your Pilot and Mech Tech cards. If they are Offline, they become Online. If they are Online, they become Offline. This Reaction has no trigger, but can only be taken on your turn.

- Interact

The Interact Reaction allows your RIZER to interact with Match Objectives, pick up Resources, and use the effects of MECH TECH Stations. This Reaction has no trigger, but can only be taken on your turn.

Damage and Gonked

When a RIZER part takes Damage, subtract that amount from that part's current Hit Points.

When a RIZER part's HP drops to 0, flip that card over. It is now Gonked. Gonked parts have different statistics and effects from their base counterparts. When a Gonked part's HP drops to 0, it is Destroyed, and removed from play. When two or more of a RIZER's parts are Destroyed, that RIZER is considered Destroyed and removed from the game.

- If there is excess damage from a source that reduces a part to the Gonked status, the excess damage carries over into the Gonked part's HP.

Terrain

Determined by the Location, Terrain Pieces alter the battlefield and interact with RIZERS in varying ways, often related to their Terrain Elevation.

- When attacking a RIZER positioned at a Higher Elevation than the Attacking RIZER, the target RIZER counts as being an additional number of spaces away equal to the difference in Elevation Value.
 - When attacking a RIZER positioned at a Lower Elevation than the target RIZER, normal range rules apply.
- When moving into a space with Terrain of Greater Elevation, spend extra spaces of Movement equal to the difference in Elevation Value.
 - When moving into a space with Terrain of Lower Elevation, move as Normal.

Objectives and Resources

Certain match objectives require players to place 1 or more Objective and/or Resource Tokens.

Objective Tokens:

Objective Tokens represent key locations or positions for the Objective of the match. Objectives begin each match of SUNRIZE:Mechanite Uncontrolled. RIZERS cannot move through or stand atop Objective Tokens.

Controlling an Objective

Objectives are controlled by determining a player's Control Value around that objective. A player gains control of an objective when, at the end of a Round, they have a higher total Control Value across all Units within 1 space of that Objective:

- Determining a RIZERS Control Value: Control Value is determined by the total number of Intact parts a RIZER is equipped with. The current state of each part of a RIZER adds to this value, and the value of each of their parts is added together to determine that RIZERS Total Control Value
 - Intact Part: 2 Control Value
 - Gonked Part: 1 Control Value
 - Destroyed Part: 0 Control Value
 - Online Drone: 1 Control Value

Once a player gains control of an Objective, it remains under their control until another player takes control of it.

Supply Beacons

At the beginning of Rounds 3, 6 and 8, Supply Beacons spawn on the Battlefield, their starting positions on the Hex Grid being determined by the Mission Objective. On a Unit's Turn, it may use the Interact Reaction to consume the Supply Beacon for one of the following effects:

- You immediately gain 4 Soluns
- Restore 3d6 HP to the unit that Interacted with this Supply Beacon, if that unit is a RIZER, you may choose any 1 Part on that RIZER to restore that HP to. (This does not change the RIZERs state, if that part is Gonked, excess healing will not restore it to being Intact)
- You immediately remove 1 L from yourself.

Resource Tokens

Resource Tokens represent special objects that players can collect throughout a match. These are treated as part of the Battlefield, or Terrain. They can be moved through, and stood atop of.

Taking a Resource.

A RIZER may use an Interact Reaction to pick up a Resource Token within 1 space of them. That player then chooses to equip that Resource to one of their ARMs. Select a Resource Card of the corresponding type. That arm is considered to be Equipped with that card, for the purposes of determining weapon attacks. (i.e that arm is not eligible to be used for 2-Handed attacks. And if that arm is already equipped with a weapon, that weapon is not eligible to make attacks.)

- While a RIZER is carrying a Resource Token, that RIZER is subject to the effects of the corresponding Resource Card.

Dropping Resources.

A RIZER may use an Interact Reaction to Drop a Resource token at any time on their turn. If an Arm carrying a Resource Token is damaged by an Attack, that RIZER must spend its Reaction to keep hold of the Resource, or that RIZER immediately Drops it. Additionally, If an Arm carrying a Resource Token becomes Gonked or Destroyed, that arm Drops that Resource. When a Resource Token is Dropped, place the corresponding Token anywhere on the Battlefield within 1 Hex of the RIZER that Dropped it.

Winning the Game

During a match of SUNRIZE : MECHANITE, each Objective details the Rules followed at the end of a Round for distributing L's. L's persist between rounds, and are accumulated throughout the match. Once all Rounds of the match have been completed, the Player with the least amount of L's Wins the Game.

Keywords

Certain cards have shorthand Keywords printed in their effect text. The rules for these keywords are as follows.



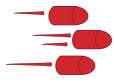
Anti-Armor [X] - When an attack with Anti-Armor [X] is made against a target, that target's Toughness Statistic is considered to be [X] lower when determining successful hits for that attack.



High Ground - When an attack with High Ground is made against a target, if the attacking RIZER is positioned at a higher elevation than the target, for the duration of that attack, die results of 5 count as Critical Hits instead of Hits.



Sweet Spot [X] - When an attack with Sweet Spot [X] is made against a target, if the attacking RIZER is positioned exactly [X] spaces away from that target, reroll attack results of 1 for the duration of that attack.



Oppressive Fire [X] - When a weapon attack with Oppressive Fire [X] is made against a target, if that target has previously been targeted with an attack from this weapon this turn, that weapon gains +X to its Attacks Statistic for the duration of that attack.



Momentum [X] - When a weapon attack with Momentum [X] is made against a target, that weapon gains +X to its Damage and Crit Damage statistics if the equipped RIZER has previously made a Move or Disengage action in that Round.

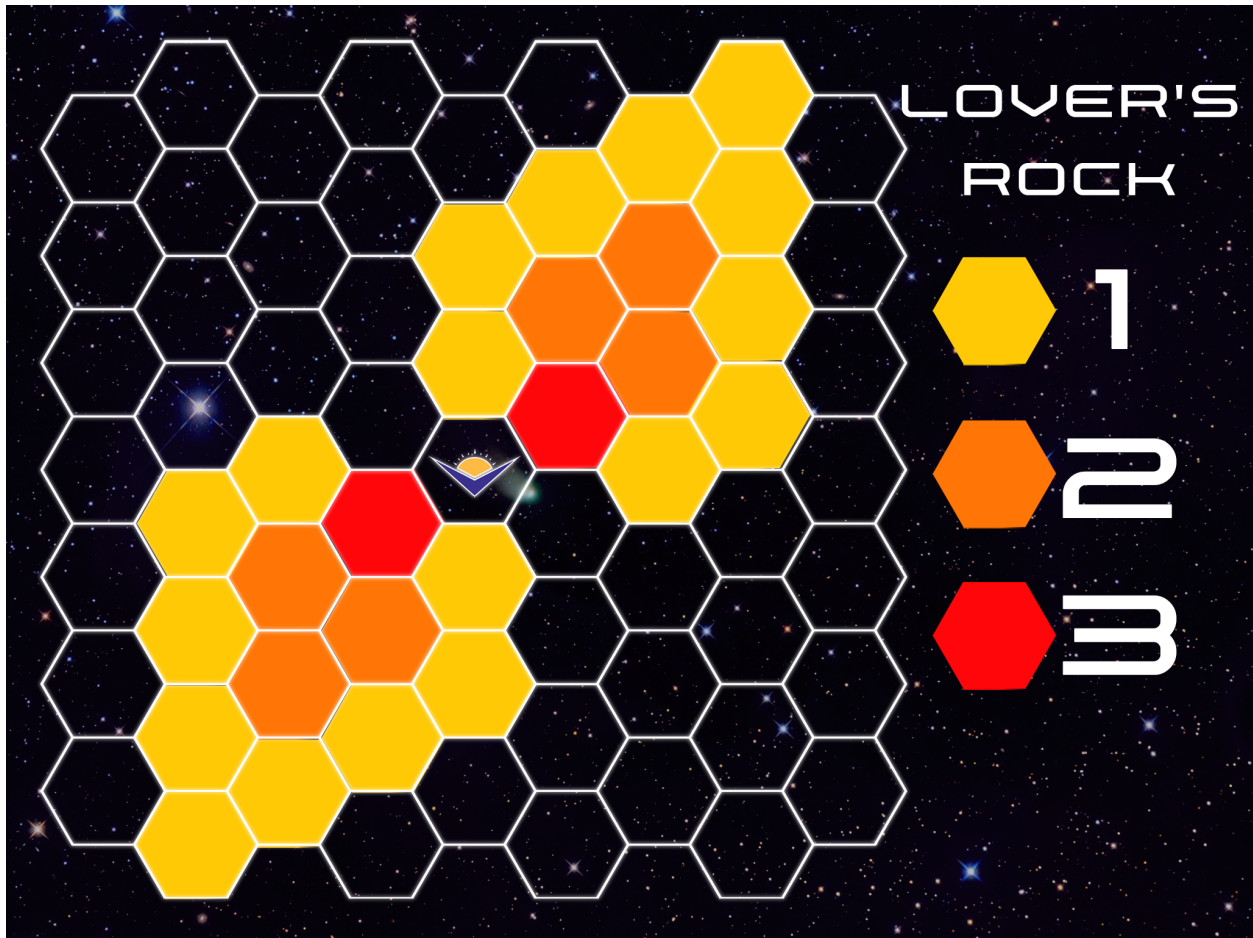


Gravity Well [X] - When a weapon attack with Gravity Well [X] is scores a hit against a target, that target Unit's Speed Statistic is lowered by [X] until the end of its Move or Disengage Action.

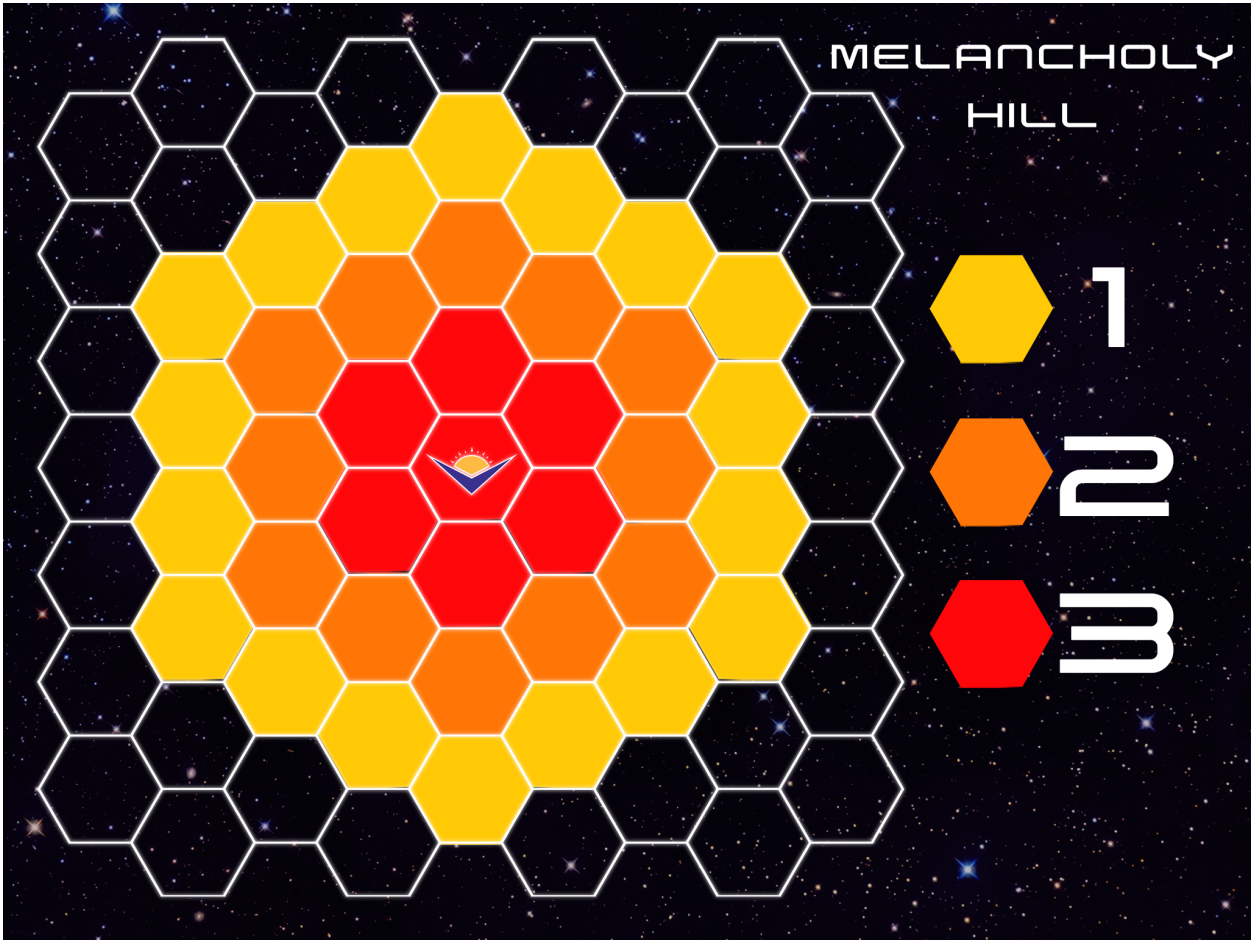
LOCATIONS

During the Location step of Setting the Scene for this match. Place Terrain pieces onto the battlefield according to the Location selected for that match.

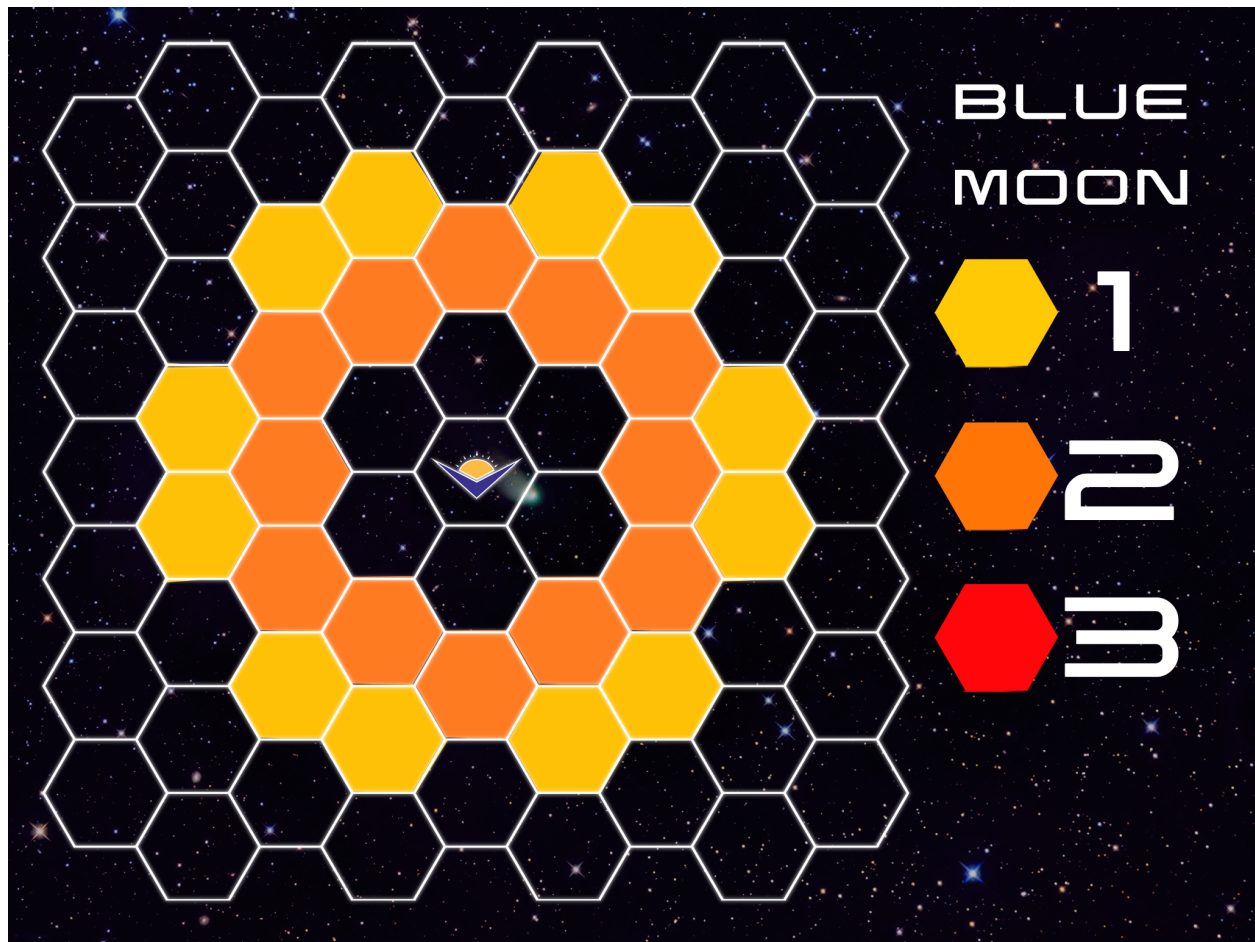
Lover's Rock



Melancholy Hill

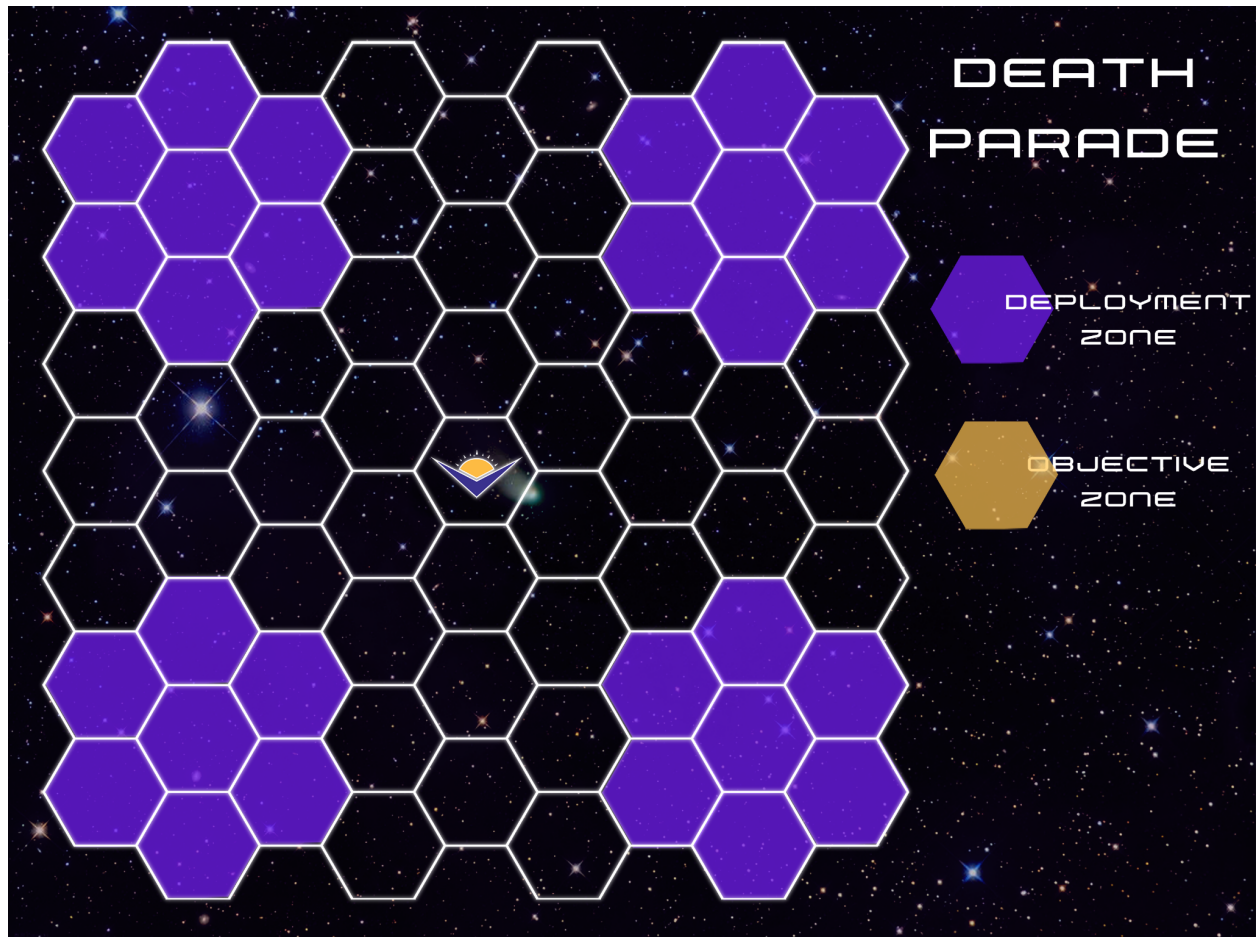


Blue Moon



OBJECTIVES

DEATH PARADE



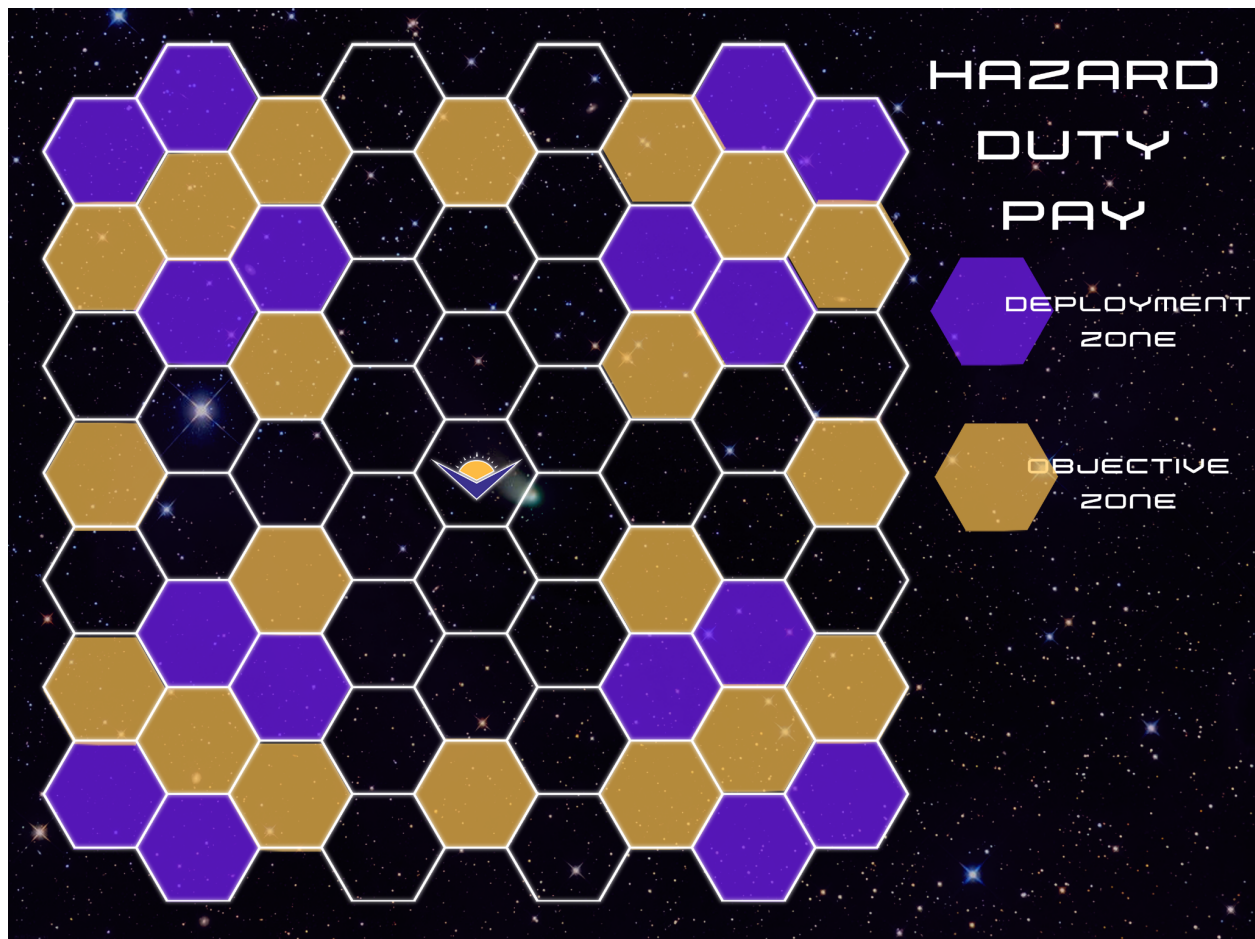
Description: A mad dash deathmatch. Dispatch hostiles in the area with extreme prejudice.

Duration: 8 Rounds

Directions: After completing the Deployment step, all RIZERS may move 1 space in any direction. This movement happens before the start of the first round, and does not trigger or interact with any card effects.

Round #	Rounds 1-5	Rounds 6-8
Objective Step	For each RIZER Part in your Squad that was Gonked: Gain 1 L. For each RIZER Part in your Squad that was Destroyed: Gain 2 Ls For each RIZER in your Squad that was Destroyed: Gain 3 Ls	For each RIZER Part in your Squad that was Gonked: Gain 1 L. For each RIZER Part in your Squad that was Destroyed: Gain 2 Ls For each RIZER in your Squad that was Destroyed: Gain 4 Ls

HAZARD DUTY PAY



Description: A megacorp transport fleet is moving heavy cargo to a distant moon. Market competitors are doing the same. Take out enemy freight ships while guarding friendly cargo as these trade routes intersect.

Duration: 8 Rounds

Directions: During the Match Objective step of Setting the Scene for this match, players take turns placing a number of Objective Tokens onto the battlefield. Players alternate placing tokens until EACH player has placed the specified number of Objective Tokens on the battlefield, (i.e, in a [MEDIUM] sized game, both players place 2 Objective Tokens) players may only place these tokens in the positions specified below. Objective tokens should be placed atop any terrain that would be occupying the position indicated, and may not be placed within 2 spaces of another objective token.

The number of Objective Tokens placed is determined by the Game Size.

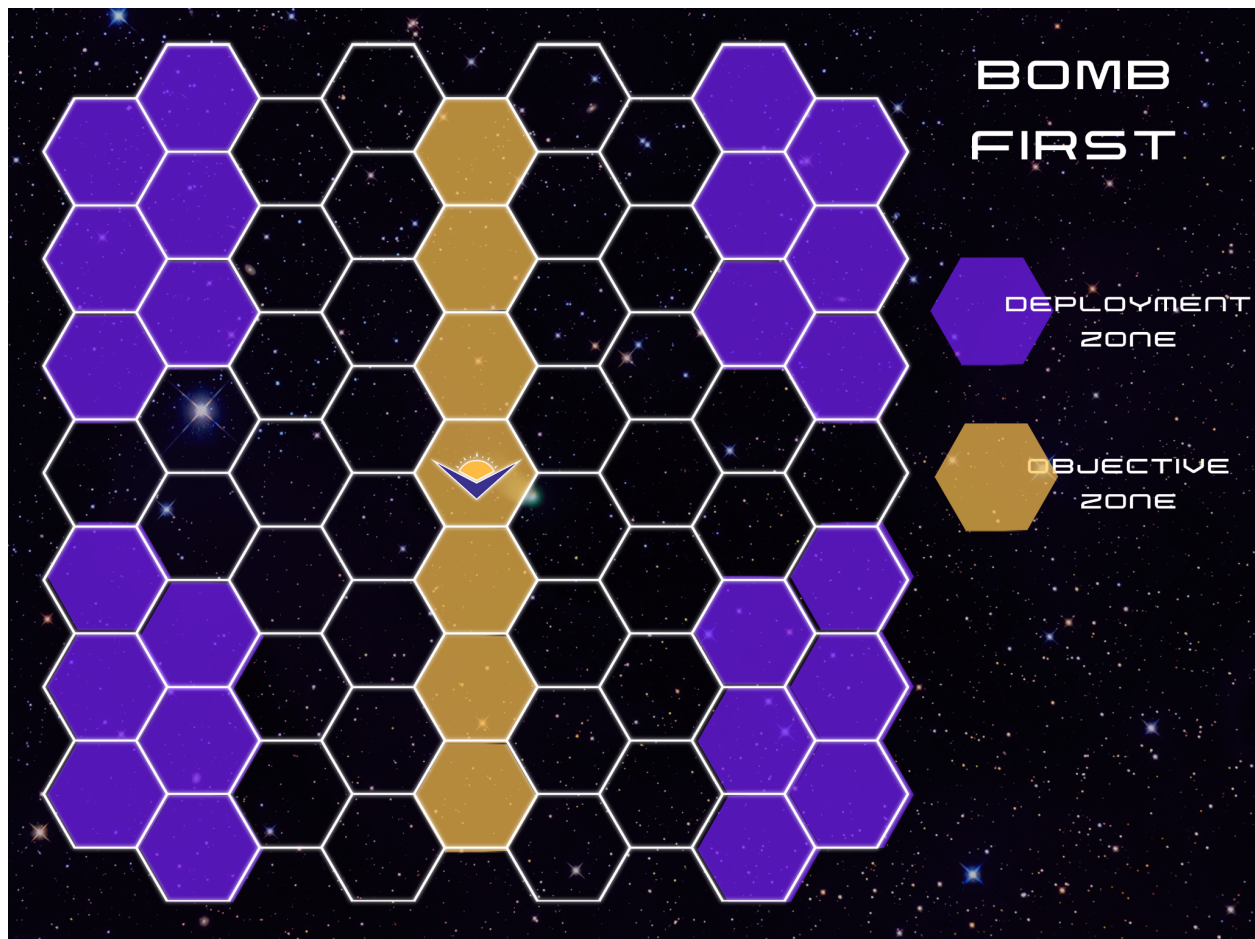
Game Size	Objective Tokens
[Small]	1
[Medium]	2
[Big] and [Huge]	3

Unlike normal Objective Rules, these objectives are placed onto the battlefield under the control of the Player who placed them, and remain under their control until the end of the Match.

These objectives can be targeted, Gonked, and Destroyed by Attack actions like RIZER parts. Their Toughness and HP statistics are listed below on the underside of the Objective Token for quick reference.

Round #	Rounds 1-8
Objective Step	For each Objective under your control, choose one opponent, that opponent takes 1 L. For each Objective under your control that was Gonked this round: Take 2 Ls For each Objective under your control that was Destroyed this round: Take 4 Ls For each RIZER in your Squad that was Destroyed: Take 1 L

BOMB FIRST.



Description: Our competitors are setting up operations in an area rich with volatile resources.

Deliver payloads into hostile territory.

Duration: 8 Rounds

Directions: During the Objective step of Setting the Scene for this match, and at the end of Each Round, players take turns placing a number of Resource Tokens onto the battlefield. Players alternate placing tokens until the specified number of Resource Tokens are present on the battlefield, or held by RIZERS on the battlefield. Players may only place these tokens in Objective positions specified below. Resource tokens should be placed atop any terrain that would be occupying the position indicated, and may not be placed within 2 spaces of another Resource token.

The number of Resource Tokens placed is determined by the Game Size.

Game Size	Objective Tokens
[Small] and [Medium]	2
[Big] and [Huge]	3

Round #	Rounds 1-6	Round 7-8
End of Round	For Each Resource Token on the battlefield in a hostile player's Deployment Zone, Remove that resource token, then that Hostile player takes 2 Ls. For each RIZER Part in your Squad that was Destroyed: Take 1 Ls For each RIZER in your Squad that was Destroyed: Take 1 L	For Each Resource Token on the battlefield in a hostile player's Deployment Zone, remove that resource token, then, that Hostile player takes 3 Ls.

QUOTAS

HOLY SPINAL FLUID - Core + Mtech

- Gonk all parts
- Destroy Supply Beacons