

ACTIVATIONS (PAGE 3)

A. PREPARATION STEP (PAGE 13)

1. The Active Character has zero Action Points and zero Movement Points.
2. Beginning of the Preparation Step. The Activation begins.
3. The Active Character gains as many Action Points as their ⚡ Energy.
4. If the Character was benched, place its model in the HexaDome.
5. End of the Preparation Step.

B. ACTIONS STEP (PAGE 3)

1. Beginning of the Actions Step.
2. During the Actions Step, the Active Character may spend Action Points to perform Actions.
3. End of the Actions Step.

C. STATES STEP (PAGE 17)

1. The Active Character loses all remaining Action Points and Movement Points.
2. Beginning of the States Step
3. During this step, remove all blue-side up tokens from the Active Character's card.
4. Flip all red-side up tokens from the Active Character's card so they are blue-side up.
5. End of the States Step.
6. End of the Activation. The Character is no longer the Active Character.

ACTIONS (PAGE 2)

1. REQUIREMENTS

Check that all requirements are met: Range, Line of Sight,...

2. DECLARATION

Pay the Action Points and declare the Action.

3. ROLL

Make the Roll.

4. EFFECTS

Apply ➤ Effects.

If you got at least one ★, apply → Effects.

5. RESOLUTION

End of the Action.

ACTIONS

X Action

May target **anyone**. By default, if it requires a roll, it will be a **Simple Roll**.

Results of ★ do not cause 🔴 (Damage).

X Attack

Cannot target Allies.

Make a **Face to Face Roll** against the Target's ♣ Defense.

Results of ★ cause 🔴 (Damage).

Automatic Skill

Its Effects are always available, even during Enemies' Activations.

ACCIONES COMUNES:

2 Move

➤ Gain as many Movement Points as your current ⚡ Speed.

3 Contender



ROUNDS (PAGE 14)

A. PLANNING PHASE (PAGE 13)

Players place their Initiative cards facedown on their Running Order slots, ordered from left to right.

B. TURNS PHASE (PAGE 18)

This phase repeats four times.

1. INITIATIVE

Both players reveal their leftmost Initiative card. The player with the highest ♠ Initiative decides the order. In the case of a tie, the Underdog decides the order.

2. ACTIVATIONS

Both Characters activate in turn.

C. OBJECTIVES PHASE (PAGE 12)

1. CHECK OBJECTIVES

Players gain Victory Points according to the Scenario.

2. CHECK END-GAME

If it's the end of the fifth Round, or if any player has 8 or more Victory Points, the game ends.

3. ASSIGN UNDERDOG STATUS

Give the Underdog token to the player with the fewest Victory Points. If both players are tied, the Underdog token changes hands.

D. RECOVERY PHASE (PAGE 14)

1. TERMINATE EFFECTS

All Effects that last 'until the end of the Round' end at this point.

2. NANOTHERAPY

Move all Characters in the Infirmary to the Bench, then impose each of those Characters a -2 ⚡ State token.

3. DRAW TACTICS

Each player draws one Tactic from their deck.

If you scored at least one Victory Point this Round, draw one additional Tactic.

ROLLS (PAGES 9 AND 16)

1. TACTICS

Both players may play Tactics to modify the Roll. The Underdog decides who goes first.

2. ROLL THE DICE

3. CRITICAL BLOCK

If a player rolled a 🎲, they may use it to Nullify one die from their opponent's Roll.

4. SWITCHES

Both players, in turn, may activate Switches using the symbols they rolled. The Active Player decides which player gets to activate Switches first.

5. RESULTS

Both players Nullify as many ★ from the opponent's roll as 🎲 they obtained.

For Combat Rolls, each Character involved receives as many 🔴 (Damage) as ★ remain on their opponent's roll.

STATES

Dazzled

Targets affected by this State **cannot** draw Line of Sight beyond the ● O-I Range.

Poisoned

Targets affected by this State suffer 1 🔴 when the blue side of the State token is revealed.

- Remove the 🟢 Poisoned State token immediately after showing its blue side.
- Unlike other States, Characters can suffer more than one instance of 🟢 Poisoned at the same time, gaining one 🟢 Poisoned token for each such instance.

Immobilized

Targets affected by this State **cannot** spend Movement Points.



Taunted

Characters affected by this State can only choose the Character that provoked it as the target for their Attacks.



Stunned

Targets affected by this State **must** Nullify a ★ before the Switches step of each of their Rolls.

REMEMBER: The symbol 🎲 is not affected by this State, as it's not a ★.



Focused

Targets affected by this State may remove this State **before** making a Roll to add a 🎲 to that Roll.



Smoke

Smoke tokens affect the visibility in the HexaDome, blocking the Line of Sight but not movement.

- All spaces, even Free Spaces, with a Smoke token block Line of Sight.
- Targets inside a space with a Smoke token **cannot** draw Line of Sight beyond Range ● O-I, or use their ♣ Defense Rolls' ★ to inflict 🔴 to Attackers outside Range ● I-I.
- Every Line of Sight to a space with a Smoke token is blocked.
- Free Spaces with a Smoke token don't provide Cover.
- Characters **always** have a Clear Line of Sight to an Adjacent Target, ignoring Smoke rules.
- Remove Smoke tokens at the beginning of the deploying Character's next Activation. If the Character is in the Infirmary, remove the Smoke tokens when that Activation would have taken place.
- The maximum quantity of Smoke tokens provided with the Character determine the maximum quantity of Smoke tokens they can deploy at the same time. Once a Character has deployed all their Smoke tokens, they cannot deploy more Smoke tokens until some of their Smoke tokens have been removed from the Hexadome.



Burning

Targets affected by this State suffer a random quantity of 🔴 Damage when the blue side of this State token is revealed.

When one or more 🔴 Burning State tokens are flipped blue-side up, roll a 🎲, for each flipped token:

- For each ★: The Character suffers 1 🔴.
- For each 🎲: Impose a new 🔴 Burning State token to the Character.
- Remove the 🔴 Burning State token immediately after showing its blue side.
- Unlike other States, Characters can suffer more than one instance of 🔴 Burning at the same time, gaining one 🔴 Burning token for each such instance.
- No Character makes this roll and, because of that, players **cannot** modify it by playing Tactics, or activating Switches. Also, as it's not a Roll, the limitation of 🎲🎲 doesn't apply.



Marked

Targets affected by this State may be targeted even with no Line of Sight.

- Targets affected by this State **cannot** Benefit from Cover.

REMEMBER: Defenders with no Line of Sight to the Attacker cannot use their ♣ Defence Roll's ★ to cause 🔴 Damage.



Hidden

You **cannot** have a Line of Sight to Targets affected by this State, except within Range I-I.

- Targets affected by this State **cannot** benefit from Cover.
- Remove this State token immediately after performing an Attack, after the end of the Action.
- Neither Enemies nor Allies can have Line of Sight to this Target.
- Targets affected by this State still block Line of Sight.

REMEMBER: Defenders with no Line of Sight to the Attacker **cannot** use their Defence ★ to cause 🔴 Damage.