HAVOC

RULEBOOK

YOU DON'T HAVE TO

BE NATIVE TO THIS VOID

TO BE A PART OF IT

YOU DON'T NEED TO BE HUMAN

HAVING A MIND IS ENOUGH

TO BE SWEPT

BY THE NYX

Contents

Introduction

The Terminus is a world adrift in the galaxy's heart, a riddle teetering at the edge of a black hole. Myth holds that the Hermits, the station's primordial architects, conceived this grand design to transcend the fabric of reality. Then, either swallowed by their own creation or accomplished in their goal, they vanished, abandoning The Terminus to its autonomous destiny.

The self-governing protocol they engineered to serve them grew and evolved in their absence and formed the Voidmind. It developed an identity, flourished, then shattered into multiple conflicted Aspects, each vying for the godhead's now vacant seat. Unseen tensions spiraled into existence and changed this world into a strange place, inhabited by even stranger creatures. But divinity grows bored without a game to play. For eons, the Voidmind had nothing but their mechanized horrors to shuffle around an empty board.

Then came the settlers, eight species of sentient life, summoned to The Terminus by the cryptic Ferryman, who lured them to this place and severed them from their far-off Homeworlds. With their coming to the station, monotony's shroud lifted, and the game was reborn.

Among the bands of orphaned aliens is you. And behind you follow your powerful allies. You command a Mech Shell — a vehicle for survival and an instrument of havoc. You choose your own path through this strange world.

The board is set and you hold all the pieces you need. Manipulate Reactors, mold their Biomes, deploy your armies and bend the board to your will, thwarting the rival Pilots. Annihilate your opponent before they do the same to you. Finally, the reset is complete, the Doomed Star is rising. It's HAVOC upon the Nyx!

PROTOTYPE

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PROTOTYPE

Prototype:
Terms of Use

We warmly invite you to participate in the playtesting experience, designed to refine and enhance our game before its public debut. We kindly remind you that the materials and experience you'll encounter are not final and should stay under the umbrella of confidentiality.

It is important for us to ensure that all information, including, but not limited to game components, game mechanics, artwork, and any other creative or business insights, remains within the trusted circle of this playtest. These elements are the intellectual property of Nyx Studios and are shared with you in a bond of trust.

The game may be played with your friends, but game components should not be photographed, shared on social media, or placed in the safekeeping of third parties before prior consultation with game designers.

We trust that your participation will be guided by respect for the creative process and an understanding of the significance of this confidentiality. We look forward to your contributions and to sharing this journey with you, within the safe confines of trust and respect for the shared vision that brings this game to life.

Yours,

Antek Krowicki
Zack Howe

Civilizations

Necrosites

A curious species of corpse-walker symbiotes, capable of reanimating the dead and converting them into host vessels.

Zetasimian

Natives to the Selweb system, a dual civilization of great ape predators, engaged in fratricidal deadlock.

Bot

Hailing from a forgotten place, an amnesiac species of deprogrammed robots clad in skin of metal.

Vatbipe

Evolved on the tidally locked world of Badaten, a species of extremophilic zealots, blindly loyal to their clergy.

Segoir

Emergent from intergalactic migration on the rogue planetoid Anoda, trivertebrates focused on rewriting their own genome.

Er'ax

Arriving from their home planet of Er, implant-augmented cruel and militaristic civilization of thick-skinned arthropods.

Weldakin

Born on Tarinax, an avian civilization of magneto-telepaths, heavily dependent on their fragile system of mass communication.

Human

Arguing over their myths of origin, a hominid genus of social engineers divided into isolated and conflicted dataomes.

Viromata

The settlers began their first forays beyond the walls of the Core and into the vast Nyx. Their steps fell on the alien soil, kicked up the ancient dust, and woke the slumbering beast. Viromata came burrowing out of the ground to roam the Nyxland and prey on the lost.

These strange living monstra follow commands of a hidden hand, an intelligent entity that hides somewhere in this world.

"And from the bacterial clay, there sprung a new form, coats of metal, veins of fusion, hyper-adapted organs — whispers of evolving life roar across the fields of Nyx."

Mech Shells

Mech Shells are survival tools that enable explorers to brave the extreme physical conditions found on the surface of Port Terminus. In a process known as melding a pilot's neural system intertwines with Shell fibers, allowing them to transcend boundaries that separate flesh and machine.

"Beneath the shadowed arches of forgotten Hermit domains, the empty Shells lay dormant, encased in hard exoskeletons. Once found, they became extensions of their pilots' physical forms and conduits for their ultimate ambitions. In the hands of some, the Shells charted trails of survival and discovery in the unforgiving landscape; for others, they became means to exert force, fear, and destruction."

The Basics

In HAVOC, with each turn, players passively earn energy units called EXA. The number of available units of EXA increases by one every turn – one EXA on turn 1, two EXA on turn 2, three EXA on turn 3, and so on. Unspent EXA does not carry over to the next turn.

Each card in the player's assembled deck has an associated cost. They will spend their available EXA to put these cards into the Field of Play (FoP). Any number of cards can be played in a single turn so long as the player can afford the total cost.

The Field of Play is represented as a 6x6 grid broken into three Territories: the two Bases on either end of the FoP (taking up twelve spaces per side) and the Unclaimed Nyx, a neutral area made up of an additional twelve spaces in the middle of the FoP.

Each player may put their cards into play in any of the twelve spaces in front of them, these spaces comprise that player's Base – they are the only player permitted to put Live cards into play in these spaces. Some card types may be played in the Nyx as well.

The Pilot's Life total indicated on the card is a representation of the player's own Life total.

If a player's Pilot is destroyed by any means, that player loses the match. The fundamental goal of HAVOC is to destroy your opponent's Pilot.

Pilot & Deck Selection

Before each match, both players will select one Pilot card and one Mech card. These cards exist as a pair at the start of the game and reside out of the Field of Play in the Pilot Zone until deployed.

Once Pilots and Mechs are selected, each player will then assemble their deck. Suggested format for your first game of HAVOC is Aggro Combat, which involves decks of 40 cards. It is advised that new players skip Deck Construction and begin by selecting one of the two Starter Decks.

Card Parts

Card Name

Cost
⟨10⟩
EXA cost required
for deployment

Biome Icon
Identifies Biome / Reactor
required to play if relevant

ABYSS OVERLORD

Attack
Damage dealt
when attacking

Life
Max damage
before destruction

Movement
Maximum
movement range
(spaces <u>not</u> rows)

1000
800

1   4 ⊕

Range
Max range of attack
(rows <u>not</u> spaces)

Card Type
Type describes the
rules of use
(see next page)

TIDAL COMBATANT | VIROMATON TIER 3

Terminate *(may destroy its Biome's Reactor
instead of attack)*

May **Pull 1*** with attack *(move Live card one row
toward this — If a Live card bars another's path,
deal 100 damage to both)*

*Abyss Overlord cannot Pull P/M out of Pilot Zone

Status Effect
& Abilities
Reserved for description of
unique Abilities that the card
is capable of

Deck Construction

40 CARD DECK (AGGRO COMBAT) MUST HAVE:
- No more than one copy of any card
- Exactly 18 total Combatants (including Viromata)
- No more than 1 Legend
- No more than 6 Equipment cards
- 6 Reactor cards (one of each type)
- At least 6 Biome cards (6 total, not one for each)

60 CARD DECK (FULL TACTICS) MUST HAVE:
- No more than two copies of any card
- No more than one copy of any Legend card
- No more than 27 total Combatants (including Viromata)
- No more than 2 Legends
- No more than 8 Equipment cards
- 6 Reactor cards (one of each type)
- At least 10 Biome cards (10 total, not one for each)

There are limited quantities of each card, so deck-building choices should be carefully considered.

Once each deck has 34 or 54 cards, players add an additional 6 Reactor cards (one of each type) to their decks and shuffle thoroughly to finalize the deck-building process.

HAVOC extends beyond the game table. Strategizing between matches is a fundamental part of the game. Players are encouraged to experiment with new card combinations and tactics.

Card Categories

MECH EQUIPMENT
— NOTES

Mech Equipment can be used by Mechs and Combatants with the Graft Ability, indicated by the (⚙) icon. The **number of icons** represents the maximum number of pieces of equipment that can be equipped simultaneously.

Equipment can be equipped on one's own Mech or on a Pilot possessing Graft while they are in the **Pilot Zone**.

Weapons are not automatically **discarded** after their ammo (🔋) is depleted. However, Equipment may be discarded by the player at no cost after it has been equipped, but only during the owner's Action Phase.

Discarding a Combatant's Equipment must occur before it uses Movement or Attack. For example, you cannot move or attack with one piece of equipment, then discard it and replace it with another for an additional attack.

Equipment categorized as a **Melee Weapon** is effective only within Melee Range, which includes any directly adjacent spaces: horizontal, vertical, or diagonal.

LIVE CARDS

Cards with a Life total — these are deployed into the FoP.

LEGENDS

Special Techs, Combatants, and other card types subject to limitations in deck construction.

MECH EQUIPMENT

Cards equipped to applicable Combatants, giving them stat boosts and/or alternative attacks.

TOXINS

Stimulants give a temporary status to chosen Combatants in the FoP, either your own or your opponent's.

REACTORS

When either player plays a Reactor, an associated Biome is activated (see p.).

TECH

Cards with abilities that generally do not enter the FoP; instead, they take immediate effect.

COMBATANTS

Cards that posses Attack, Life, and other abilities. They remain in the FoP until destroyed.

ARTIFACTS

Cards that posses only Life. They provide unique benefits and remain in the FoP until destroyed.

UNIVERSAL TECH

Tech Cards that affect the entire FoP, and both players.

PERMATECH

Cards that remain active for the rest of the game, and generally only affect one player.

HOMEWORLDS

Cards that boost Combatants of a specific civilization controlled by that player.

VIROMATON / VIROMATA

Cards that are neither Biotic or Robotic. They generally require an actve Reactor to be played.

BIOTIC

Combatants made of organic matter. They include most civilizations.

ROBOTIC

Combatants made of inorganic matter. They include only Bots and Droids.

PILOTS & MECHS

Two-card combo vital to the game (see p.). *Mechs are neither Biotic nor Robotic.

TECH ANOMALY

Cards that represent strange phenomena of Port Terminus. They are random and generally require dice to determine specific effect.

REACTIVE TECH

Cards that are played in response to specific conditions, even on your opponent's turn.

TECH TRAP

Cards that apply adverse effects to a space, affecting any Live card that occupies it.

VIROMATON
— NOTES

Tier 3 Viromata possess the **Terminate** ability, which allows them to destroy their associated Reactor.

Upon the destruction of their Reactor, Viromata of that Biome, currently in the FoP, remain in play, but no more Viromata of that Biome can be deployed unless that Reactor is played again. Tech Traps associated with that biome, currently in the FoP, are removed upon that Reactor's destruction.

TECH TRAP
— NOTES

Tech traps can be deployed both in your Base and the Nyx and may be placed on a space already occupied by a Live card.

The only way to remove a Tech Trap is by deactivating its respective Reactor.

Tech Traps cannot be deployed on a space that already contains a Tech Trap.

REACTIVE TECH
— NOTES

If you play a Reactive Tech during your opponent's turn, its EXA cost depletes units that would be available to you in your next turn. You cannot play a Reactive Tech if you wouldn't have enough EXA for that card on the following turn.

Reactors

Reactor cards represent the activation of the unique Auxiliary Reactors of The Terminus and their Biomes. Each player must have **every one** of the **six Reactors** present in their **decks** at the beginning of a match.

Deploying a Reactor card into a Reactor slot results in the creation of a **Biome**. This global effect allows cards specific to that Biome to be played by either player.

Playing Reactor cards is **free** (does not cost EXA).

A player may only play **one Reactor** card per turn unless another card played states otherwise.

Reactor cards that have already been played by the other player, may be **discarded** to draw a new card. Players may discard as many Reactor cards as they wish on any given turn.

If all six reactors are active at the same time, **Mechs** may be deployed into the FoP, even before Turn 8.

If all six Reactors are active and one player has played four or more Reactors, then **only that player** can deploy their **Mech** before **Turn 8**.
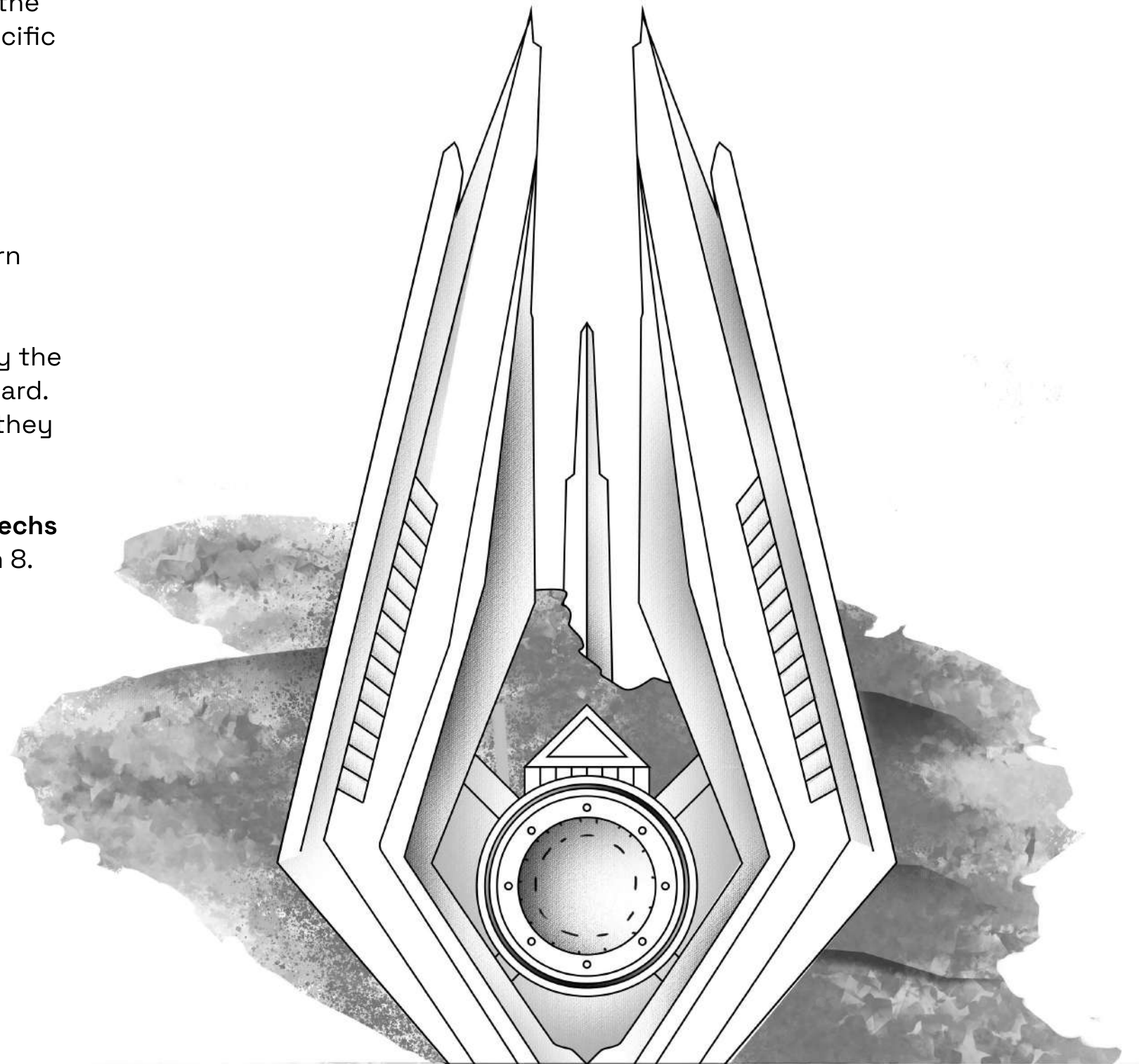
Biomes

Sulphuric Jungles

Beneath a yellow haze of hydrogen sulphide, the Jungles stretch skyward. The immense canopy plunges the ground into twilight, broken only by the organic glow of fungal matter. Microbial cards bring defensive and healing abilities.

Bronze Glaciers

The tall mountains remain iced over at 223.15K until Reactor spin-up. Biome activation initiates rapid orogenesis: molten bronze erupts through the cracks and seismic tremors roar across the land. Geothermal cards introduce Traps and area-of-effect abilities.

Stellar Desert

A vast expanse of shifting sand dunes and ergs in constant flux. It's a place where paths of cosmic radiation intersect with lost knowledge that hides underneath the shifting particles. Stellar cards offer destructive offensive abilities.

Arsenate Ocean

Once the Biome is activated, the Reactor fills the surrounding terrain with liquid arsenate compounds. The ocean's dark waters swirl with heavy metals and bizarre organic substances that hide below the surf. Tidal cards offer means for spatial manipulation.

Effluvial Marshes

The viscous colloidal pools that dot these marshes spume bizarre effluvial formations and spectacles that challenge the mind. Here, reality decays, inviting madness and hallucinatory corruption. Fossil cards bring status affliction and unpredictable effects.

Piezoelectric Plains

Self-powered and aware, the Grid captures motion from relentless winds and tremors, converting them into power. The persistent eerie soundscape sings of hidden realities and the shape of silicon consciousness. Crystal cards offer unique card synergies and boosts.

Set-up

With both players having made their selection of **Pilot** and **Mech** and finalizing the deck construction, it's time to play! In order to keep your playing space organized and each battle running as smoothly as possible, the below model of your ideal playing space has been illustrated:

EXA Draw

Starting on Turn 10, no more than twice per turn, players may spend half their total EXA (rounded down) to draw a new card.

Mech Deployment

Starting on **Turn 8**, Mechs may be deployed into the FoP, even if all 6 Reactors are not active.

Mech Equipment

Mech Equipment cards equipped to the mech can be placed here.

Pilot Zone (PZ)

This is where a player's Pilot and Mech (P/M) begin the game. P/M are dormant here and their abilities are not active. This area is not considered part of the Field of Play (FoP), but P/M can still be targeted here with attacks from the FoP if a Combatant has sufficient Range to reach beyond the last row of the FoP. If the Pilot and Mech occupy the Pilot Zone at the same time, the Pilot is considered to be inside the Mech. The opponent's Pilot Zone cannot be targeted with Tech or Toxins.

Scrapyard

Destroyed and used cards are placed here.

Permatech Slot

Permatech Cards are played here to remain for the duration of a match.

MECH EQUIPMENT

MECH STATUS

PILOT ZONE

DECK

SCRAPYARD

PERMATECH

8

10

BASE

REACT

NYX

Unclaimed Nyx — players may deploy Artifacts or Tech Traps to these spaces.

Base

Base: First 2 Rows in front of each player — players may deploy Live cards or Tech Traps in their own Base).

FoP

Field of Play:
The entire 6x6 Grid where cards interact — does not include Pilot Zone or Reactor Slots.

VOC

11 12 13 14 15 16 17 18 19 20

BASE

SCRAPYARD

DECK

PILOT ZONE

MECH STATUS

MECH EQUIPMENT

PERMATECH

Turn & EXA Tracker

At the beginning of each turn of Player 1's turns, move up the turn tracker. The turn tracker shows the number of available EXA.

Deck

Each player places their Deck here and draws cards from the top of their pile.

Mech Status

Damage cards and tech cards indicating status effects may be placed here to track Mech status.

Reactor Slots

Reactor cards are played here. Only one of each type of Reactor may be active at a time. When a Reactor is activated, it creates a global effect that allows both players to play its associated Biome cards. Tier 3 Viromata can attack and destroy their associated Reactor. No card may target active Reactors, unless specifically stated on the card (e.g., End of Cycle).

Gameplay

Matches of HAVOC consist of turn-based play, during which players will play cards by spending available EXA. Neutral EXA is gained passively, one unit per turn e.g., 1 unit of EXA on turn one, 2 EXA on turn two, 3 EXA on turn three, and so on. Unspent EXA is not carried over to the next turn. Reactor cards can be played to activate the various Biomes and play their associated Biome cards .

Players start each turn by drawing a card, then can play cards based on their total available EXA:

- Combatants may be played in a player's own Base.
- Artifacts and Tech Traps may be played in a player's own Base or the Nyx.
- Tech cards (except Tech Traps) may be played anywhere in the FoP as they don't occupy space. Tech cards can be played on own PZ, but not the opponent's PZ.

HAVOC is a game where victory is gained by careful consideration of card interactions. Best tactical decisions depend on the right timing and placement of cards played from your hand.

Mastering Combat is essential. Each Combatant has Range that shows how effective they are and where they should be placed for desired effect. Many Combatants can also move across the FoP. Additionally, playing Non-Combatant cards and Biome cards can significantly change the tides of battle. But remember, your most crucial resource is your Pilot and their powerful Mech. Use them wisely and protect them from destruction.

✦ **Life & Damage:** Live cards possess a Life value, which represents their total health. Damage is represented with red Damage tokens depicting values of 100, 200, 300, 400, 500, and 1,000. Cards in play that have taken damage will accumulate these damage tokens until destroyed. To track damage, simply place the damage token underneath the damaged card.

Game Start & Phases

At the **start of the match**, both players draw five cards from their decks to form their initial hands. Before the game officially begins, both players have the option to discard any number of cards from their initial hand. To do this, players remove the selected cards from their hand, draw an equal number of replacement cards from their deck, and then shuffle the discarded cards back into their deck.

At the start, Player 2 also receives The Core card in their hand, giving them a starting hand of six cards. Then, the match begins. Each turn is divided into phases that dictate what actions can be performed. The phases are: (1) Begin Phase, (2) Draw Phase, (3) Action Phase, and (4) End Phase.

1. **The Begin Phase** simply marks the beginning of a turn. This phase is when EXA is gained. The turn tracker indicates how many EXA Units are available to a Player. A player's own Combatants in the FoP lose their Battle Prep Status. Additionally, any effects from cards that specify "Begin Phase" would occur here as well.

2. **The Draw Phase** is when a player must draw a card from the top of their deck and place it into their hand. A player always draws a card in the Draw Phase (unless afflicted by Status).

3. **The Action Phase** is when a player is permitted to play cards from their hand, by spending their available units of EXA, as well as to engage in combat — in any order they wish. Combat includes movement, attack, and the use of Active abilities by Combatants in the FoP. A player can end their Action Phase at any time.

During the **Action Phase** a player can:
- Play cards from their hand, including Reactors.
- Deploy into the FoP their Pilot (cost: 4 EXA) and Mech (if Mech deployment has been made possible by either reaching Turn 8 or activating all six Reactors).
- Use Active Abilities of Combatants in the FoP.
- Move and attack (see next page).
- Discard Reactor cards to draw a new card
- Discard Mech Equipment equipped to Combatants before those Combatants move or attack.

4. **The End Phase** marks the end of the player's turn. This phase is when a player may need to discard a card if they have 10 or more cards in their hand. A player can hold up to 9 cards at any time, however if they hold more than 9 cards at the end of their turn, they must reduce their hand size to 9 before ending that turn. Any effects from cards that specify "End Phase" would occur here.

Movement and Attack

Combat actions are executed during Action Phase. They consist of Movement and Attack and use of Active abilities, in any order, and are completed by Combatants deployed in the Field of Play.

Once a single **Combat sequence** is started by a Combatant, no Combat actions by other Combatants or card plays can occur until it concludes. After a Combatant uses their Movement, Attack, and Active abilities, in any order, the player may play cards or initiate other Combat actions.

Immediately after deployment, Combatants suffer **Battle Prep**. During Battle Prep, they cannot use Combat actions (cannot move or attack). After deployment, Battle Prep lasts until the player's next Begin Phase.

Movement capability is defined by number of adjacent spaces. A Combatant with Movement 1 can move to any adjacent space — horizontally, vertically, or diagonally. Combatants cannot move into or through a space occupied by another Live card. A Combatant cannot move, attack, and move again as parts of one combat sequence.

A Combatant may choose to **move less** than their maximum Movement allows. For example, a Combatant with Movement 2 could move just one space, or not at all.

A Combatant with Movement 0 can use the **"Movement 0"** Ability to move one space right or left within the same row.

> ✦ Only combatants with no Movement value can use Movement 0 ability. A Combatant with Movement 1 or higher can still move to an adjacent space within the same row, but it counts as use of their Movement.

Combatants may attack any Live card within their **Range**. Range is described in number of rows (1-6).

Example: If a Combatant has Range 1, they may attack any Live card in their same row, or the row immediately ahead of them or immediately behind them, regardless of the column (A-F) that target is in.

Damage from attacks is dealt immediately when the attack is declared. If an attack destroys a Combatant in the FoP, that Combatant must be moved to the Scrapyard before any subsequent attacks can be made.

When a Combatant attacks another Combatant in an adjacent space, they engage in **Melee Combat**. The target of Melee Combat automatically **Retaliates**, dealing damage to the original attacker equal to their current Attack stat, even if they are destroyed in the attack.

Combatants who have **Mech Equipment** currently equipped to them must choose whether they declare a **standard attack** (based on current Attack value) or **equipped attack** — they cannot perform both in one combat action.

Some Combatants may be able to declare **multiple attacks** in one turn, either because of Equipment or Abilities. Combatant with multiple attacks may attack different Live cards with each attack. However, entire sequence of attacks must be completed in a single action. A player cannot attack, move, then attack again. They also cannot attack, play a card, then attack again.
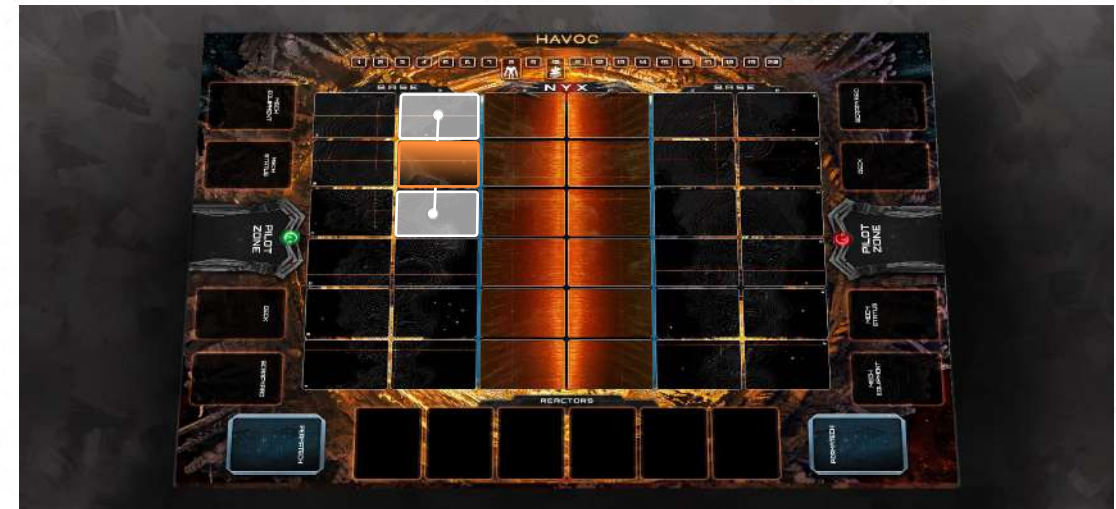
Combat —
Examples

Example 1: A **Combatant** with Movement 2 in [**B2**] may **move** across two adjacent spaces. They may reach any of the highlighted spaces.
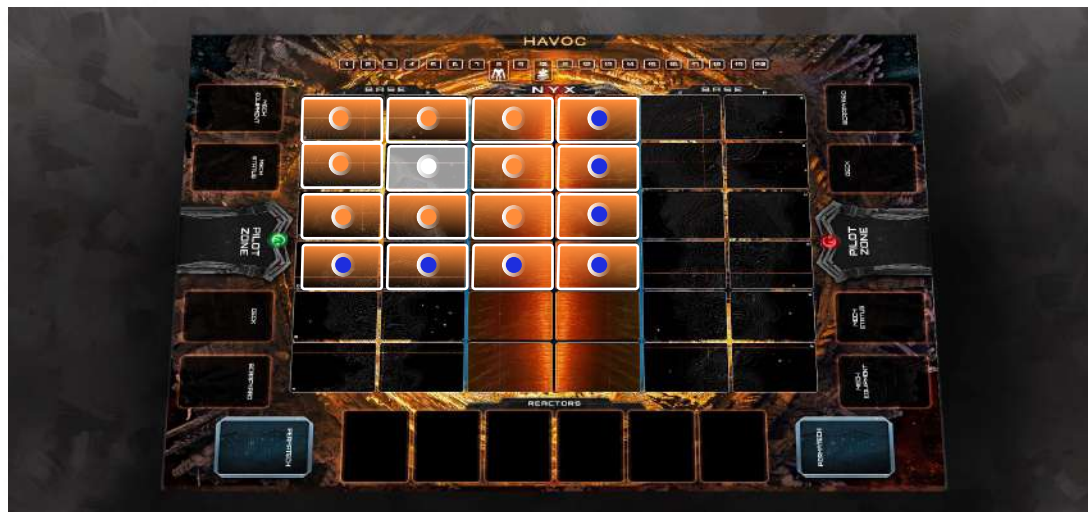

Example 2: A **Combatant** engages in **Melee Combat** if they attack from Melee Range, which includes any directly adjacent spaces: horizontal, vertical, or diagonal.
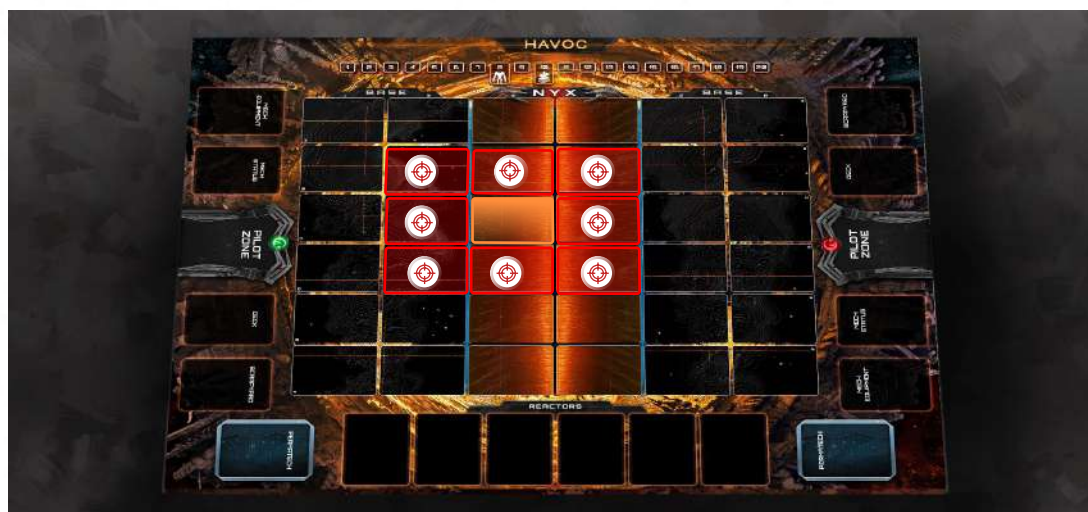
Example 3: A **Combatant** with no specified Movement (**Movement 0**) can move from [**B2**] to [**A2**] or [**C2**].

Example 4: A **Combatant** with Movement 1 and Attack 1 in [**C5**] may move to [**C6**] to have rows 5-6 and the Pilot Zone in their **Range** of attack.
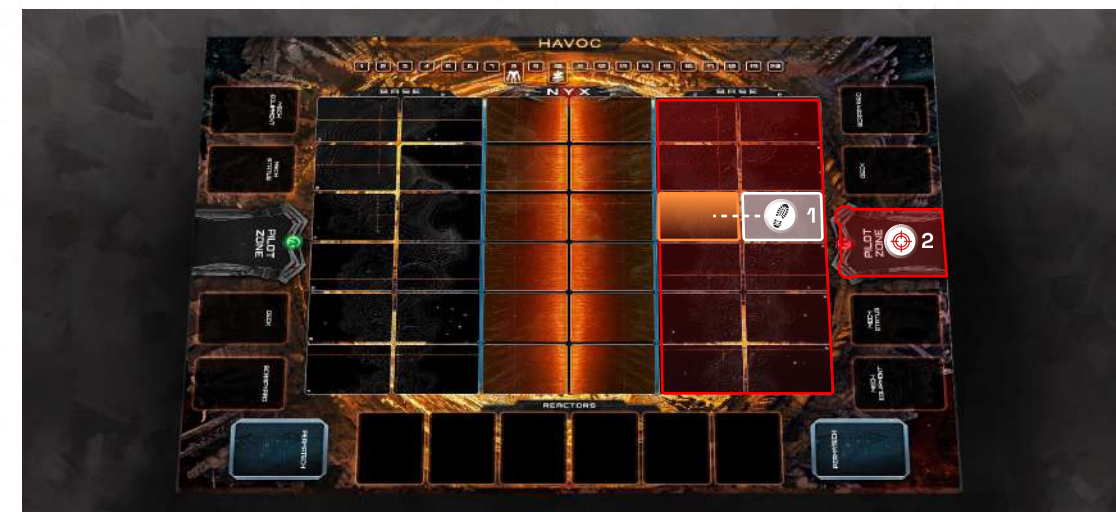
Example 5: A **Combatant** with Movement 1 and Attack 1 in [**C5**] can choose to first move and then attack. They are advised to do this to avoid suffering Retaliation from an adjacent **target Combatant** in [**D6**].
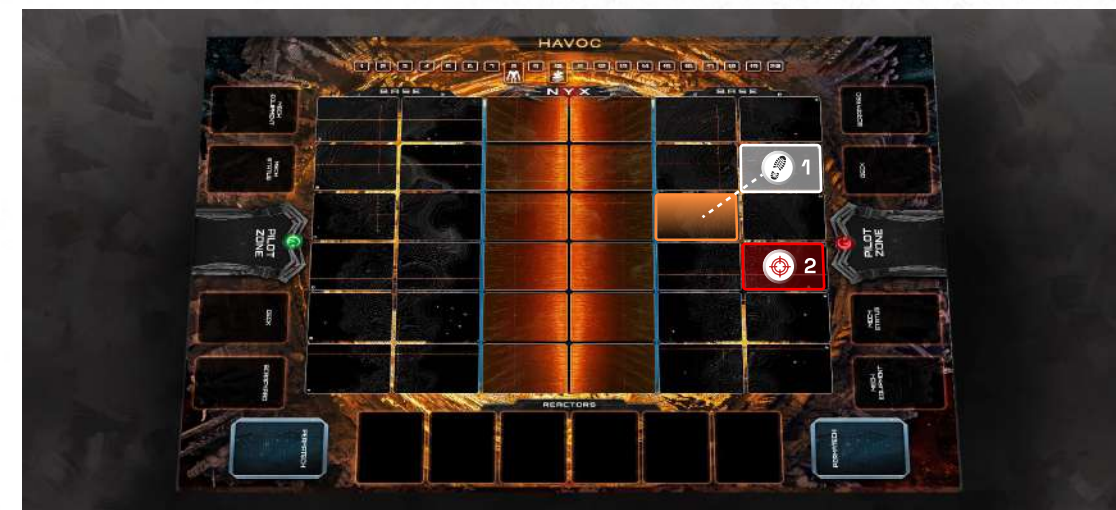
Pilots and Mechs

Pilots and Mechs start in the **Pilot Zone** as a **single unit**. The Mech is laid on top of the Pilot and functions as a shield for the Pilot inside the Pilot Zone.

Pilots all possess **special abilities** (passive or active) that may only be used and take effect when the Pilot is separated from their Mech in the FoP. They are considered separated when they do not occupy the same space.

A Mech separated from their Pilot is **dormant** — it cannot move or attack, but it can still be attacked and take damage.

A **separated** Pilot must find a way to return to their Mech by employing various cards that promote movement e.g. EXA Reserve, Regroup, or Push/Pull. Collision does not occur between Mech and its Pilot.

Any time while in the FoP a Pilot may be **Ejected** from their Mech. In this case the Pilot must be Ejected forward into an adjacent space in the row ahead of the mech. Ejection cannot occur in the last/sixth row.

If a Pilot moves or is moved to the space occupied by their dormant Mech, they are automatically **reconnected**, and become a single unit again. This applies to the Pilot Zone as well: if the Pilot and Mech are separated in the FoP and are targeted by a card that returns the Pilot and Mech to the Pilot Zone, they immediately become a single unit in the Pilot Zone.

Whenever the **Mech is destroyed**, it is Annihilated — which means it removed from the game and not put in the owner's Scrapyard. If the Pilot is in the Mech when it is destroyed, the Pilot remains in the space it had shared with the Mech.

When the **Pilot is destroyed**, the game is immediately over, and the player with the surviving Pilot wins.

For rules of **Mech deployment** see p. 17

✦ If a Pilot is moved to the Pilot Zone while their Mech remains in the Field of Play (FoP), or vice versa, a player may spend EXA to redeploy their Mech or Pilot into the space occupied by the other, reuniting them into a single unit. In such cases, the reunited Pilot/Mech (P/M) unit will be subject to Battle Prep.

Statuses

Status effects are inflicted on Live cards and may be permanent or temporary, as well as adverse or beneficial. Permanent Status effects must be cured, healed, or removed by playing cards that enable such actions.

Pilots in their **Mechs** cannot be inflicted by Status effects, unless the card inflicting Status specifies otherwise. However, a Pilot already inflicted by a Status outside their Mech remains inflicted even after returning to it.

Acid: Live card takes 100 damage during each of its owner's End Phases until it is cured or destroyed

Battle Prep: Combatants deployed into the Field of Play (FoP) cannot engage in combat on the same turn they are deployed, unless they possess the Initiative ability. This rule is similar to what is often referred to as 'Summoning Sickness' in some games.

Berserk: Damage doubled but Range is reduced to 1, zero if Combatant's base Range is 1

Bloodlust: Can only attack biotics, drain 100 health

Confusion: If attack is declared, roll coordinate dice to determine which space is targeted, Live cards on this space take full damage if it's within the attacker's Range, half damage if it's outside their Range
- Attacker can attack themself
- If the space is empty than there is no target for the attack

Debilitated: Cannot move or attack. If a combatant becomes debilitated during an attack, they cannot retaliate against that attack.

Decay: -100 Attack to target Combatant during each of its Begin Phases until it reaches zero

Erosion: -100 Life to target Combatant during each of its Begin Phases until it reaches zero. Incurable.

Haywire: Can attack twice but second attack has 50% chance of damaging self instead of target
- Roll D6 to determine outcome. 1-3 damages self, 4-6 damages target.

Madness: Cannot move and must attack a random space in its row at the start of its owner's Action Phase before any other card moves or attacks
- To determine space that is attacked roll D6; if the space is empty no damage is done. Combatant may inflict damage to itself.

Poison: Biotic card takes 100 damage during each of its End Phases until it is cured or destroyed

Radiation: Live card takes 100 damage during its first End Phase, then 100 damage compounding in each of its ensuing end phases i.e.200, 300, etc.

✦ **Random targets:** For any random effects, use a roll of D6. The dice is used to randomly select targets in the FoP — the first roll signifies row, and the second roll signifies column. It can also be used to randomly select among many targets — simply assign dice results to viable targets and roll.

Abilities

Active Abilities are specialized skills that can be used by Combatants to perform beyond their base Attack and Movement, usually during the Action Phase, unless specified otherwise. They are deliberately activated by the player.

Passive abilities are always active for Combatants in the Field of Play (FoP), even during Battle Prep. However, Pilots' passive and active abilities are only active when separated from their Mechs and are inactive while the Pilot is in the Pilot Zone.

Assimilation (Passive): Artifacts placed in spaces adjacent to a Live card with Assimilation cost one less

Blind: Your opponent skips their next draw step

Deconstruction: Once per turn a Combatant with Deconstruction may destroy an adjacent Live card's Equipment

Drain: Combatant heals by absorbing the Life it takes when attacking

Eject (Passive): Mechs may eject their Pilot into an adjacent space in the row ahead of them, even if debilitated or in Battle Prep. However, if the Pilot was deployed this turn, they will be in Battle Prep after ejection.

Evasion (Passive): Can only be targeted by an attacker when within their range -1

Execution: Attacks automatically destroy Biotic cards regardless of their Life total

Expedition (Passive): When a Combatant with Expedition enters the Nyx for the first time search your deck for any Reactor card and add it to your hand
- If a Combatant with Expedition enters the Nyx while still in Battle Prep (for example via Push or a similar movement mechanic), Expedition still takes effect

Expulsion: Non-P/M Live cards attacked by a Combatant with Expulsion are returned to their owner's hand — Pilot/Mechs are returned to their Pilot Zone
- Cards that have been expelled revert to their base Life and Attack when returning to their owner's hand

Fly (Passive): Immune to tech traps

Graft (Passive): May equip one piece of Mech Equipment
- Graft does not automatically reload a weapon if it has expended ammo through some other means before being Grafted

  Ex. Re/Dis Connector Droid steals and Grafts a Thermal Laser from a Mech, which used three of the weapon's five ammo — the Droid now has a Thermal Laser equipped with two ammo remaining

Hive Mind (Passive): Each Weldakin you control gains +100 Life for each other Weldakin you control in the FoP

Initiative (Passive): Combatant can attack, move, or use special abilities on the same turn it's deployed (some games call this Haste)

Lure (Passive): Friendly cards in the same row cannot be attacked by an opponent unless they have Lure (some games call this Taunt)

Plunder: When Combatant attacks the opposing Pilot or Mech (P/M) steal a non-Combatant card — opponent removes Combatants from hand, then you pick blindly

Pull 1/ Push 1: Move card one row toward the source / Move card one row away from the source
- In both cases, the card being moved may only be moved into the space directly in front of or behind it — it must remain in the same column
- If the source of Pull/Push is a Combatant, the "source" refers to that Combatant. If the source is a Tech card, the "source" is the Player themself and their Pilot Zone.

  Ex. If the Combatant in [4,4] with Pull attacked a card in [3,3], they could pull it to their own row [4]

- If a Live card bars another's path, both cards take 100 damage instead of being moved

  Exception: if a Pilot is pushed into its own Mech, neither takes damage, instead the two are paired and become a single unit again

- If a Combatant has the Pull/Push ability, it may only be used together with an attack, not as a separate action (however, a Combatant can attack a Live card they own, but they would need to damage that card)
- A Combatant cannot push or pull a live card in the same row
- If a Live card is destroyed when Pushed or Pulled, it still does 100 damage to another Live card if it's Pushed/Pulled into it

Rage of Er (Passive): When a Combatant with this attacks a Viromaton, it deals an additional 100 damage to the Viromaton beyond the Combatant's Attack stat

Rally (Passive): Same species can move to the card possessing the ability from anywhere in the FoP and may be deployed from hand directly into adjacent space anywhere in the FoP.

Siphon 1: Combatant absorbs one unit of EXA from the opposing Player by attacking their Pilot or Mech (P/M), increasing their own EXA total by one unit this turn, and depleting the opponent's EXA by one unit on their next turn

Stealth (Passive): Combatant cannot be targeted until after its first attack

- A Combatant with Stealth cannot be targeted in any way, meaning, while their Stealth is active, an opponent cannot attack it, play a tech card on it, nor steal an item from it (e.g. by using the Deconstruction Droid's ability)
- To play a targeted area effect card, there must be a visible Live card in the area of effect

Ex 1. Molten Cascade (400 damage to all cards in a row or column) cannot be played in Row 6 if the only card in that row is your opponent's Combatant with active Stealth — but, if there are other visible Live cards in that row (even your own) you could then play Molten Cascade, and damage the card with Stealth.

Ex 2. An untargeted area effect card like Incinerator can be played any time and may damage a lone Combatant with Stealth because its area of effect is random

Terminate: Combatant may destroy its Biome's Reactor instead of attack (all Tier 3 Viromata possess Terminate). Terminate may be activated from anywhere in the FoP.

Transference (Passive): A Combatant with Transference may be sacrificed from the FoP to search your deck for any Reactor and add it to your hand

✦ Some abilities are triggered only when the opposing Pilot is attacked (denoted on cards with "P/M") — in these cases, the ability takes effect when the Combatant attacks the Pilot or the Mech with the Pilot inside, but not a Pilot-less Mech.

Game End

The game ends when one player's Pilot is destroyed. The surviving Pilot wins. The only other way a game can end is if a player needs to draw a card but their Deck is empty — in this case, they have until the end of that turn to win by destroying the opposing Pilot, otherwise they lose.

If both Pilots are destroyed simultaneously (for example, in Melee Combat), the loser is the one whose Life drops furthest into the negative as a result of the final attack. If this would still result in a tie, the loser is determined by whoever has less Combatants in the FoP. If this would also result in a tie, the loser is determined by whoever has less active Reactors. If this would result in a tie yet again, Player 2 wins.

Alternative Game Modes

There are 3 main modes of play for HAVOC: Aggro Combat, Full Tactics, and 2v2. All these modes are supported in a single game with the cards provided in the Nyxwalker Set.

Alternative options to deck construction would be one of two draft methods: **1.** Players take turns choosing one card at a time until they reach 34/54 total (with the six Reactor cards automatically added at the end); or **2.** Players are presented three cards randomly selected from a single card category (eg Biomes, Techs, Drinks, etc) and choose one of the three — Player 1 chooses first from the first set of three, followed by Player 2, then they swap places for their second selection so that Player 2 chooses first from the next set of three cards, and so on (this format is known as a Snake draft)

players may choose to build their own decks from scratch with no restrictions beyond the deck construction rules. They must accept that their opponent may take both copies of a card, or each player could come with their own complete box and build a deck out of their own cards

Aggro Combat

Below are recommended decks for beginning players who want to introduce first changes to their Starter Decks. To construct your own Deck, follow the rules on

Pilot/Mech: Zikra (Er'ax) / Glider

COMBATANT

- Cybernetic Cartog, Th'us Expeditionist, Fall of Er Veteran, Viromatal Bane, Explorer Bot, Ecologist, Narki Weldakin, Theraphosan Segoir, Nyxian Scout, Wasteland Raider, Astralist Heretic, RC Mini Mech, Sweatshop Droid, Arsenal Droid, Re/Dis Connector Droid (Legend)

BIOME

- Stellar: Dying Star, Dune Crawler (Viromata)
- Geothermal: Rumbler (Viromata)
    Geothermal Anti-Biome: Frost Trap
- Tidal: Surf
- Microbial: Growth
- Fossil: Infectoid (Viromata), Corrosive Rot
- Crystal: Live Wire

NEUTRAL TECH

- EXA Reserve, Low G, Defensive Code, Reload

NEUTRAL ARTIFACT

- Missile Array, Fusion Force Field

HOMEWORLD

- Er

MECH EQUIPMENT

- Rocket Launcher, Railgun, Impactor Talonfist

Pilot/Mech: Iryx (Segoir)/Arsenal

COMBATANT

- Diguan Segoir, Metrion Segoir, Theraphosan Segoir, Explorer Bot, Expendable Bot, Stray Bot, Incipient Bot, Cybernetic Cartog, Th'us Expeditionist, Anurog Weldakin, Narki Weldakin, Viromatal Bane, Nyxian Scout, Deconstruction Droid, Sweatshop Droid, Arsenal Droid, RC Mini Mech

BIOME

- Geothermal: Molten Cascade, Mantlecore (Viromata) Deep Freeze (anti-biome)
- Crystal: Supercharged, Power Grid
- Tidal: Deep Spawn (Viromata)
- Fossil: Eternal Atrophy
- Stellar: Supernova, Shifting Sands
- Microbial: Rebirth

NEUTRAL TECH

- Expedition, EXA Reserve, Low G, Terminal Divine Code

NEUTRAL ARTIFACT

- Mechanic Crew

HOMEWORLD

- Anoda

MECH EQUIPMENT

- Impactor Talonfist, Thermal Laser, Jetpack

General guidelines

- 18 Combatants (including 2-3 Viromata)
- 6 Biome cards
- 4 Neutral Tech cards
- 3 Mech Equipment
- 2 Neutral Artifacts
- 1 Homeworld
- 6 Reactor Cards

Deck Recommendations
Full Tactics

Below are recommended decks for beginning players who want to build their first 60-card decks for Full Tactics. To construct a Deck of your own choice, follow the rules on

Mech: Juggernaut

COMBATANT

- Simple Bot, Explorer Bot, Expendable Bot, Incipient Bot, Ecologist, Solafide Director, Cybernetic Cartog, Fall of Er Veteran, Viromatal Bane, Nyxian Scout, Dalamian Warrior, Astralist Heretic, Theraphosan Segoir, Anurog Weldakin, Azhdarch Weldakin, RC Mini Mech, Sweatshop Droid, Deconstruction Droid, Arsenal Droid, Re/Dis Connector Droid (Legend)

BIOME

- Stellar: Meteorite, Dune Crawler (Viromata)
- Microbial: Vines, Tangle Stalker (Viromata)
- Geothermal: Steam Vent, Rumbler (Viromata)
- Crystal: Supercharged, Voltfang (Viromata)
- Tidal: Tentacles, Deep Spawn (Viromata)
- Fossil: Tar Pit, Corroder (Viromata)

NEUTRAL TECH

- Expedition, EXA Reserve, Shell Extraction, Singularity, Retreat, Low G, Time Dilation, Regroup, Mass Recall, Massacre on the Nyx, Incinerator, Terminal Divine Code, Weaponized Parasite, Omniway

NEUTRAL ARTIFACT

- Missile Array, Extractor

TOXINS

- Blitz Steam, Kyrenium K-12

MECH EQUIPMENT

- Jetpack, Punch Prop Booster, Rocket Launcher, Thermal Laser

Mech: Glider

COMBATANT

- Cybernetic Cartog, Anurog Weldakin, Narki Weldakin, Azhdarch Weldakin, Th'us Expeditionist, Fall of Er Veteran, Ecologist, Astralist Heretic, Chiral Priestess, Doomblade, Wasteland Raider, Dalamian Warrior, Diguan Segoir, Metrion Segoir, Explorer Bot, Expendable Bot, Incipient Bot, Deconstruction Droid, Sweatshop Droid, Arsenal Droid, Ro'kaza the Wanderer (Legend)

BIOME

- Stellar: Shifting Sands, Dark Sand Sentry (Viromata)
- Microbial: Rejuvenation, Ichor Hound (Viromata)
- Geothermal: Molten Cascade, Tremormass (Viromata)
- Crystal: Live Wire, Crystal Syllicate (Viromata)
- Tidal: Low Tide, Deep Spawn (Viromata)
- Fossil: Fuel Injection, Infectoid (Viromata)

NEUTRAL TECH

- Expedition, EXA Reserve, Retreat, Low G, Roaring Winds, Omniway, Regroup, Mass Recall, Incinerator, Terminal Divine Code, Weaponized Parasite, Well
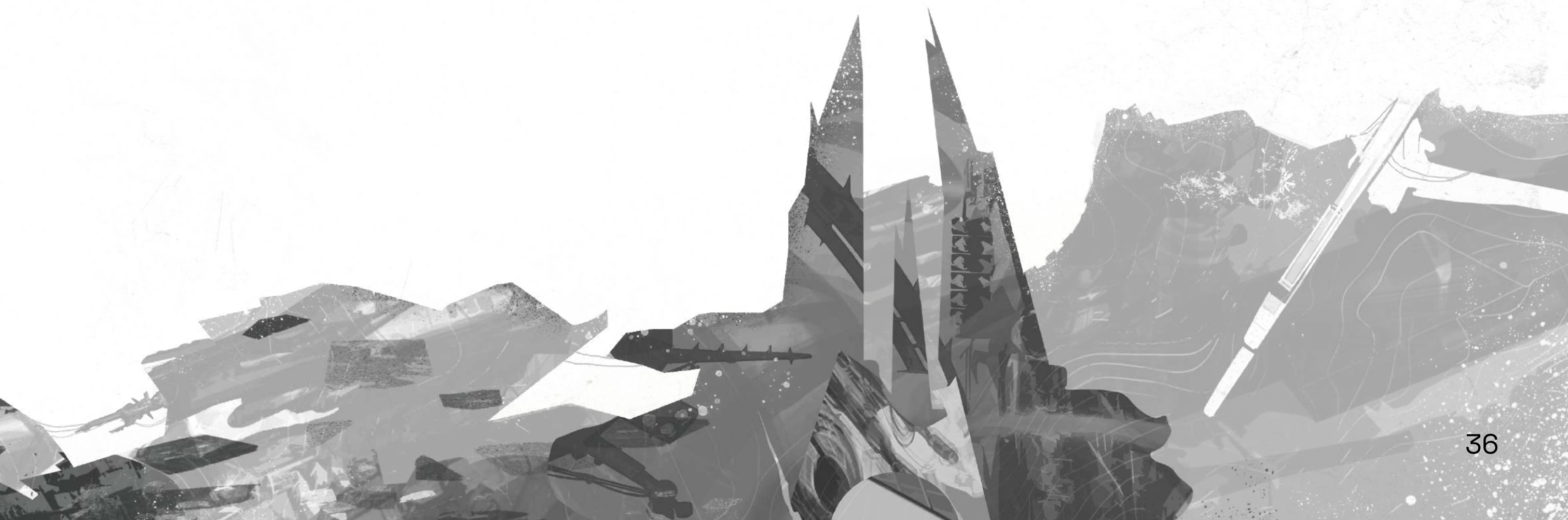
NEUTRAL ARTIFACT

- Missile Array, Mechanic Crew, Fusion Force Field, Scrap Sweep

TOXINS

- Blitz Steam

MECH EQUIPMENT

- Climbing Claw, Marksman Cannon, Impactor Talonfist, Railgun

Mech: Arsenal

COMBATANT

- Cybernetic Cartog, Anurog Weldakin, Narki Weldakin, Azhdarch Weldakin, Th'us Expeditionist, Fall of Er Veteran, Ecologist, Astralist Heretic, Chiral Priestess, Doomblade, Wasteland Raider, Dalamian Warrior, Diguan Segoir, Metrion Segoir, Explorer Bot, Expendable Bot, Incipient Bot, Deconstruction Droid, Sweatshop Droid, Arsenal Droid, Grin the Bartender (Legend)

BIOME

- Stellar: Shifting Sands, Dark Sand Sentry (Viromata)
- Microbial: Rejuvenation, Ichor Hound (Viromata)
- Geothermal: Lava Flow, Mantlecore (Viromata)
- Crystal: Live Wire, Crystal Syllicate (Viromata)
- Tidal: Low Tide, Abyss Overlord (Viromata)
- Fossil: Fuel Injection, Infectoid (Viromata)

NEUTRAL TECH

- Expedition, EXA Reserve, Retreat, Low G, Roaring Winds, Omniway, Mass Recall, Terminal Divine Code, Necroparasite, Well, Ammo Redux, Reload

NEUTRAL ARTIFACT

- Mechanic Crew, Extractor, Fusion Force Field

TOXINS

- Blitz Steam

MECH EQUIPMENT

- Climbing Claw, Deflective Shield, Marksman Cannon, Impactor Talonfist, Railgun

Mech: Stretch

COMBATANT

- Nyxian Scout (x2), Anurog Weldakin, Narki Weldakin, Azhdarch Weldakin, Th'us Expeditionist, Fall of Er Veteran, Ecologist, Astralist Heretic, Chiral Priestess, Wasteland Raider, Dalamian Warrior, Diguan Segoir, Metrion Segoir, Explorer Bot, Expendable Bot, Incipient Bot, Deconstruction Droid, Sweatshop Droid, Arsenal Droid, Nyx Queen (Legend)

BIOME

- Stellar: Meteorite, Dune Crawler (Viromata)
- Microbial: Regrowth, Tangle Stalker (Viromata)
- Geothermal: Bronze Pools, Rumbler (Viromata)
- Crystal: Short Circuit, Crystal Syllicate (Viromata)
- Tidal: Surf, Mangler (Viromata)
- Fossil: Blighted Breath, Corrorder (Viromata)

NEUTRAL TECH

- Expedition, EXA Reserve, Retreat, Low G, Roaring Winds, Omniway, Regroup, Mass Recall, Incinerator, Terminal Divine Code, Weaponized Parasite, Well, Shell Extraction

NEUTRAL ARTIFACT

- Missile Array, Mechanic Crew, Fusion Force Field

TOXINS

- Blitz Steam, Riot Needle

MECH EQUIPMENT

- Marksman Cannon, Impactor Talonfist, Railgun

General guidelines

If you're looking for more general guidelines, however, we recommend the following:

- 18 Neutral Combatants
- 12 Biome cards
- 8 Neutral Tech cards
- 6 Viromata
- 3 Mech Equipment
- Neutral Artifacts
- 2 Toxins
- 2 Legends
- 1 Homeworld

Alternative Game Modes —

2v2

In addition to the standard 1v1 format, HAVOC can also be played 2v2. The game functions similarly, but teams of two sit on the same side. Each team member has an individual Pilot Zone.

Teammates may view each other's cards but cannot exchange cards or share EXA. Turns alternate between teams: Player 1 from Team 1, followed by Player 1 from Team 2, then Player 2 from Team 1, and finally Player 2 from Team 2

Players can augment their teammate's cards with Techs, Drinks, and Mech Equipment, etc. This includes cards with indefinite or permanent effects, such as those providing a global or semi-global effect. For instance, cards that affect all of a player's cards or provide a passive boost will benefit both teammates

An example would be 'Homeworlds' or 'Permatech' cards that boost the Life or Attack stats of all members of a specific race—cards of that race will receive the boost for both players on the team

Each player may only control their own cards (generally meaning the Live cards that are in play). After one Pilot is destroyed, that player may continue to play as normal, but they would no longer be able to use their Pilot or Mech.

The game ends when both Pilots from one team are destroyed.

2v2 Deck Construction Rules

40 CARD DECK (AGGRO COMBAT) MUST HAVE:
- No more than one copy of any card
- No more than three Combatants with **Expedition**
- Exactly 18 total Combatants (including Viromata)
- No more than six Mech Equipment cards
- No more than 1 Legend
- 6 Reactor cards (one of each type)
- At least 6 Biome cards (6 total, not one for each)

60 CARD DECK (FULL TACTICS) MUST HAVE:
- No more than two copies of any card
- No more than five Combatants with **Expedition**
- No more than eight Mech Equipment cards
- No more than one copy of any Legend card
- No more than 27 total Combatants (including Viromata)
- No more than 2 Legends
- 6 Reactor cards (one of each type)
- At least 10 Biome cards (10 total, not one for each)

Deck Recommendations: 2v2

While it is possible to construct four decks from a single copy of HAVOC, these decks will by default be of a slightly greater complexity, perhaps more creative, and usually possess a theme, largely because there are just enough Combatants to make four decks viable. Here are four deck recommendations broken down into teams of two, each of which optimally support one another:

Team 1

COMBATANT
- Solafide Spy (x2), Ecologist (x2), Solafide Director (x2), Solafide Executive (x2), Nyxian Scout, Dalamian Warrior, Chiral Priestess (x2), Doomblade (x2), Astralist Heretic, Eren the Historian (Legend), Feya the Sentinel (Legend)

BIOME
- Stellar: Consumption, Ray Burst, Devil of the Oasis (Viromata)
- Microbial: Regrowth, Life Steal, Ichor Hound (Viromata)
- Geothermal: Armamelt, Bronze Blade Eruption, Mantlecore (Viromata)
      Geothermal Anti-Biome: Bronze Glacier
- Tidal: Fog, Hurricane, Deep Spawn (Viromata)
- Fossil: Phantom Grip, Tar Pit, Corroder (Viromata)

NEUTRAL TECH
- Hangar, Singularity, Retreat, Time Dilation, Regroup, Mass Recall, Roaring Winds, Well, Omniway, End of Cycle

NEUTRAL ARTIFACT
- Missile Array, Fusion Force Field

HOMEWORLD
- Badaten (x2), Earth (x2)

TOXINS
- Riot Needle, Fountain of Dalam

MECH EQUIPMENT
- Multicannon (x2), Railgun

COMBATANT
- Diguan (x2), Metrion (x2), Theraphosan (x2), Explorer Bot (x2), Expendable Bot (x2), Stray Bot, Incipient Bot, Arsenal Droid, Sweatshop Droid, Deconstruction Droid, RC Mini Mech, Nyxian Scout, Grin the Bartender (Legend)

BIOME
- Crystal: Crystal Lake (x2), Crystal Forest (x2), Crystal Spire (x2), Crystal Winds (x2), Lithophonic Arch (x2), Supercharged (x2), Power Grid, Crystal Syllicate (Viromata) (x2), Voltfang (Viromata), Gem Behemoth (Viromata)

NEUTRAL TECH
- EXA Reserve, Incinerator, Low G, Expedition, Ravenous Viromaton, Terminal Divine Code, Weaponized Necrosite

NEUTRAL ARTIFACT
- Extractor, Mechanic Crew

HOMEWORLD
- Anoda (x2)

TOXINS
- Thrashol Soup, Kyrenium K-12, Blitz Steam

Team 2

COMBATANT
- Cybernetic Cartog (×2), Th'us Expeditionist (×2), Fall of Er Veteran (×2), Viromatal Bane (×2), Arsenal Droid, Sweatshop Droid, RC Mini Mech, Nyxian Scout, Wasteland Raider, Astralist Heretic, Ro'kaza the Wanderer (Legend), Re/Dis Connector Droid (Legend)

BIOME
- Stellar: Dying Star, Dune Crawler (Viromata)
- Microbial: Vines, Tangle Stalker (Viromata)
- Geothermal: Rumbler (Viromata)
    Geothermal Anti-Biome: Freeze, Deep Freeze, Frost Trap, Bronze Glacier
- Tidal: Tsunami, Mangler (Viromata)
- Fossil: Infectoid (Viromata)
- Crystal: Voltfang (Viromata)

NEUTRAL TECH
- Reload (×2), Ammo Redux (×2), EXA Reserve, Low G, Roaring Winds, Kyrenium Injection, Sea of Fusion, Expansive Code, Defensive Code

NEUTRAL ARTIFACT
- Mechanic Crew, Scrap Sweep, Missile Array, Fusion Shield, Fusion Force Field

HOMEWORLD
- Er (×2), Daates

MECH EQUIPMENT
- Flamethrower, Climbing Claw, Railgun, Marksman Cannon, Dynamic Multicannon, Rocket Launcher

COMBATANT
- Anurog Weldakin (×2), Narki Weldakin (×2), Azhdarch Weldakin (×2), Nyxian Scout, Wasteland Raider, Dalamian Warrior, Dax the Engineer (Legend), Nyx Queen (Legend)

BIOME
- Stellar: Oasis, Dune Crawler (Viromata), Dark Sand Sentry (Viromata), Devil of the Oasis (Viromata)
- Microbial: Cure All, Tangle Stalker (Viromata), Endobion (Viromata)
- Geothermal: Bronze Pools, Rumbler (Viromata), Tectonic Golem (Viromata)
    Geothermal Anti-Biome: Frost Trap
- Tidal: Surf, Deep Spawn (Viromata), Abyss Overlord (Viromata)
- Fossil: Corrosive Rot, Arachnimare (Viromata)
- Crystal: Electrical Overload, Gem Behemoth (Viromata)

NEUTRAL TECH
- Regroup, End of Cycle, Retreat, Omniway, Well, Weaponized Necrosite, Expansive Code, Terminal Divine Code, Defensive Code, Sea of Fusion, Mass Recall, Incinerator, Expedition, Ravenous Viromaton, Shell Extraction

NEUTRAL ARTIFACT
- Scrap Sweep, Extractor

HOMEWORLD
- New Tarinax (×2), Daates, Dalam

MECH EQUIPMENT
- Flamethrower, Rocket Launcher

DRINK
- Fountain of Dalam, Kyrenium K-12

General Keywords

Adjacent: Adjacency means any space that is next to another either directly (above, below, left, or right) or diagonally. Most spaces have eight neighboring spaces, while spaces at the corners have just three neighbors.

Annihilate: Destroyed card is removed from the game, not just sent to Scrapyard

Attack (stat): The amount of damage a Combatant may inflict in Combat on a Live card (to locate on a card see p.13)

Battle Prep: Most Combatants enter Battle Prep right after being deployed into the FoP. They can't perform any Combat* actions this turn, except for Combatants with the Initiative ability, who can act immediately upon deployment.

- Abilities not marked as active (p.27-8) can be used while the Combatant is in Battle Prep.

Chain: Repeat the process if possible

Collision: If a Live card bars another's path when being Shifted, Pushed, or Pulled, the cards are subject to Collision, in which both cards take 100 damage instead of being moved

- If a card is destroyed by another during Collision, the surviving card does NOT take the destroyed card's place — it still takes the 100 Collision damage and remains in the space it had occupied

Coordinates: The Field of Play (FoP) is laid out as a 6x6 grid, where each space is identified by coordinates. Columns are labelled A to F and rows are numbered 1 to 6.

- Some cards, particularly Anomalies, necessitate rolling for coordinates, which can be achieved using specialized Nyxwalker Dice: one labeled A-F and the other 1-6. Standard Dice can be used but require specifying which roll represents columns and which represents rows.

Deconstruction: removing a piece of Equipment from another Combatant does not have to result from attack, it is a separate action which may be activated once per turn.

Deployment: When you place a Live card into the FoP it is Deployed — Mechs are the only cards without a deployment cost as they can only be played when paired with their Pilot, or be deployed directly on their Pilot.

Equipping/Equipment: These are various devices with their own attack capabilities and/or other items that boost a Mech's stats (or those of a Combatant with Graft)

- The number of items a Mech can equip is indicated by the gear icons in the lower right-hand corner (see Card Diagram p.13).
- Non-Mech cards with Graft may only equip one Mech item unless otherwise specified on the card
- Weapons are not automatically discarded after their ammo is expended, but equipped Equipment may be discarded for no cost during the owner's Action Phase

  Discarding a Combatant's equipment must be done before it uses Movement or Attack on any given turn e.g. you cannot move or attack with one piece of equipment then discard and replace it with another to then be used in an additional attack

- Weapons have their own Range and Attack stats, which are independent of the Combatant wielding them — as such, any effect on those stats applied to a Combatant, or even all Combatants in the FoP, do not alter the stats of weapons

  Ex. 1 - Berserk doubles a Combatant's Attack, but only their base Attack stat, not that of their weapon

  Ex. 2 - Bioluminescence increases Range for all your Combatants by 1, but that does not increase the Range of their weapons.

Expulsion: Whenever a card is returned from the FoP to the owner's hand, all of its statistics and statuses revert to its base state — this can be extrapolated to say that whenever a card leaves the FoP in any capacity (whether it goes to the scrapyard or back to the owner's hand) it reverts back to its original state.

Expulsion (cont.) If Expulsion is inflicted on a combatant with an equipped item, the equipment is also returned to the owner's hand

- in the case that this item is a weapon with expended ammo, the ammo would be automatically refilled to its original total as per the rule above.

Field of Play (FoP): The entire six by six grid between the two players on which Live cards and Tech Traps can be laid (the Pilot Zones are not considered part of FoP)

Life (stat): The health total of a Live card, or the amount of damage the card may withstand (see p.13)

Melee Combat: When a Combatant attacks another in the adjacent space it is known as Melee Combat and the attacker is subject to Retaliation (automatic counter-attack by the targeted Combatant in the same row)

- The target inflicts damage upon the attacker equal to the target's base Attack stat
- The Retaliation counter-attack cannot be done with equipment, only base Attack
- Damage is inflicted simultaneously, so even if the target is destroyed, the attacker still takes damage
- Exception: target does not counter attack if they are debilitated as part of the initial attack

Movement (stat): The distance a Live card may move measured in spaces

- The minimum Movement is 0; negative Movement cannot be applied.
- Cards with Movement cannot use their Movement ability to move into or through a space occupied by another Live card

Pilot Zone (PZ): The space behind the player's Base — this is not considered part of the FoP

- Your Pilot and/or Mech may be attacked in the PZ, but they cannot attack from there, nor can the PZ be targeted by an opponent through any other means — Universal Tech cards, which affect the entire FoP, do not affect the PZ. (See p.19)
- A Player may target their own PZ with Tech cards like Growth

Range (stat): The distance a Combatant or Equipment can attack, defined as the maximum number of rows between the Combatant and the chosen target.

Retaliation: Automatic counter-attack by a Combatant targeted by an attacker in the same row

- Damage is inflicted simultaneously, so even if the target is destroyed, the attacker still takes damage

Sacrifice: If a card says it may be Sacrificed, it means you may move it from the FoP to your scrapyard during your Action Phase, even during the same turn you played the card

Scrapyard: Where your cards go after they are used and/or destroyed — place these face up beside your Deck

- If your opponent takes control of one of your cards in game via Consumption or another such card that allows this, that card would go into their Scrapyard upon destruction until the end of the game

Shift: Move a Live card one space in any direction — if a Live card bars its path, both cards are subject to Collision, in which both cards take 100 damage instead of being moved

Shove: Move a Live card one space laterally — if a Live card bars its path, both cards are subject to Collision, in which both cards take 100 damage instead of being moved

Special Abilities: Most Live cards possess some kind of special ability, whether they be passive or active — Active special abilities may only be used during Action Phase and only when your card is in play

- Some such abilities like Push/Pull can only be used in conjunction with an attack, while others like the Deconstruction Droid's ability to remove equipped items from an adjacent Combatant is separate from its attack, it is in essence an additional action

Territories: The three Territories are the Nyx and the two Bases. Each base is made of two rows.

- Base: There are two Bases, each made up of two rows nearest each player
- Unclaimed Nyx (Nyx): Comprised of the two rows in the center of the FoP — these are essentially no man's land

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Anomaly Sensor: Play immediately after your opponent plays a Tech Anomaly — in the case of Anomalies that require Coordinate rolls, your Anomaly Sensor would preempt and nullify this roll, unless your opponent decides to pay the 2 extra EXA to use the Anomaly.

You cannot go into debt to play an Anomaly after Anomaly Sensor has been played — if you do not have 2 EXA remaining your Anomaly cannot be used and must be discarded.

If you have a card that reduces all costs by 1, this does affect the 2 EXA cost to play a Anomaly after Anomaly Sensor has been played, so in this scenario you would only have to pay 1 extra EXA to play your Anomaly.

Bronze Pools: One of the effects to a Combatant on Bronze Pools is that their base Attack is halved — this means that only their base Attack is affected; if they attack with an equipped weapon, it would still do full damage.

- When any damage is halved always round down to the nearest 100.

Consumption: After the card you've taken control of is destroyed it goes into your Scrapyard, not the original owner's Scrapyard.

Ecologist: When this Combatant enters the Nyx, you may search your deck for any Reactor, as with all Combatants that possess Expedition ability. The Ecologist can use this ability a second time upon entering the opponent's Base.

End of Cycle: Active Neutral Universal and/or Permatechs (e.g. Homeworlds) are not affected by this as they are not in the FoP, but such Techs that are Biome specific are removed as a result of their associated Reactors being destroyed.

- Equipped Mech Equipment is only destroyed if it's equipped by a Combatant in the FoP — a P/M with Mech Equipment in the Pilot Zone is unaffected.

Eren the Historian: The only way you may view your opponent's hand when Eren enters the FoP is via his Deployment (see Exhume below), but when he leaves the FoP in any capacity — eg. destroyed and put in the Scrapyard, sent back to your hand by a card like Viromatal Horror, etc. — you get to view your opponent's hand again.

There is no specific rule for how long you may view your opponent's hand.

Exhume: A card that is put into play from the scrapyard using Exhume hasn't technically been Deployed, so any language on that card or any other that triggers an effect or status upon "Deployment" would not be activated.

Flamethrower: An opponent's card without Lure in the same row as one of it's friendly cards with Lure may still be attacked if it is adjacent to the card with Lure as the Flamethrower can damage two adjacent cards — this is true even if there is a second card with Lure in the same row.

- When Flamethrower is used to attack two cards, the player is declaring an attack on both cards, and both cards take damage even if the player is attacking a Live card protected by an adjacent Artifact, but if that Artifact were to be Missile Array it would also preemptively damage the attacker.
- Adjacency refers only to the targets — Flamethrower has Range 1 and therefore can attack any card in the nearest row, even if it is more than one space away from the attacker.
- Melee and Retaliation rules still apply: the attacker can be counter-attacked by any adjacent target, and could be subject to two counter-attacks if both targets are adjacent to it.
    Ex. 1: Your Mech with Flamethrower equipped in [A4] may attack your opponent's Mech in [F4] even if your opponent has a Mangler (Viromata with Lure) in [E4].
    Ex. 2: Your Mech with Flamethrower equipped in [A4] cannot attack your opponent's Mech in [F4]if your opponent has a Mangler (Viromata with Lure) in [D4]
    — Mangler must be targeted because it has Lure, but your opponent's Mech is not adjacent to it.

Fog: This does not inflict Confusion on all Combatants in the FoP at the time it's played, rather any Combatant in the FoP has Confusion while this is in effect regardless of whether they were in the FoP when it was played.

Homeworld: These cards can stack, so if you have two Er cards, you may play them both and increase the Attack of all your Er'ax by 100 for each (200 total).

Incipient Bot: Incipient Bot is deployed with the Berserk status effect, meaning its stats are effectively 600/600 Range 1, but like other status effects, this can be cured with Cure All, which would revert Incipient Bot to its base stats 300/600 Range 2.

Iryx: Segoir Pilot Iryx has the ability to Pull the opposing P/M from their Pilot Zone into the FoP — when this ability is used, the P/M must be pulled into the back row as Iryx only has Pull 1, but attacking player can choose any empty space in the back row to place the P/M.

Live Wire: You can use this to damage as many Live cards as you want, as long as you can draw a single, non-repeating, contiguous line from the first to the last. You can use your own Live cards as a bridge to help extend the circuit.

- This cannot affect cards with active Stealth.

Mass Recall: When a player must return their cards to their hand, they must immediately discard down to 9 if their hand exceeds the 9-card limit. During your own turn, you can play cards before being forced to discard.

- The one caveat to this would be Reactive Tech cards — as long as the requirements specified on the card are met (if any) you may play Reactive Techs during your opponent's turn, and you could do this instead of discarding such a card in this scenario.
- If a Combatant with an equipped piece of Mech Equipment would be returned to your hand, the Equipment goes to your hand as well.

Mired Spirits Junction: When active, no damage can be dealt through attacks or tech cards that cause direct damage. But, ongoing status effects that deal damage each turn still apply.

Ex. If your Combatant is afflicted with Poison, it can't be attacked while Leaky Reactor is active, but it will still take 100 damage this turn due to the Poison status.

Missile Array: Attacker is immediately dealt 100 damage upon declaration of an attack against a card protected by Missile Array — this occurs before the target is attacked, so if the attacker does not survive the 100 damage dealt by Missile Array, the attack is nullified, meaning the original target does not take damage.

Missile Array and other Artifacts that depend on adjacency (Fusion Shield, Fusion Force Field) do not protect against Retaliation in Melee Combat because Retaliation is not a declaration of attack.

Oasis: Any player may deploy Stellar Viromata on Oasis, regardless of the card's owner — Tech Traps affect all players.

Omniway: If Omniway moves a paired Pilot/Mech to a space occupied by another P/M, both Mechs are destroyed. The Pilot from the originally targeted Mech returns to its original space without taking damage.

Phantom Grip: This card inflicts Decay. If the Fossil Reactor is destroyed after this is applied to a Combatant, that Combatant keeps Decay status until it is cured by other means (e.g. Cure All, etc.) — if it is cured, the Combatant's Attack stat returns to its base number.

- Ex. Nyx Queen destroys all Reactors in play when she is Deployed into the FoP, but she would not destroy all the Reactors again if she were to be Exhumed and returned to the FoP.

Piezoelectric Plains: Biome created by the Crystal Reactor

- Cards that affect "Crystal Combatants" (e.g., Electrical Overload) are referring to any Combatant native to the Piezoelectric Plains like the Crystal Viromata — if the Crystal Reactor is required to deploy a particular Combatant, you may consider them a "Crystal Combatant".

Regroup: If your Pilot ends up in the Pilot Zone while your Mech remains in the FoP, Regroup may still be played to return your Pilot to your Mech, in which case you would not need to pay the EXA cost of 4 to Deploy your pilot.

Regrowth: Combatant heals back to base Life unless Life total has been boosted through another means (e.g. Growth)

- Regrowth is not a status effect, so if the Microbial Reactor is destroyed while Regrowth is still actively healing a card, Regrowth is nullified and sent to the scrapyard and that card does not continue healing

Scrap Sweep: Any type of card other than Combatants may be retrieved from the Scrapyard with Scrap Sweep, including: Reactors, Tech Traps, Tech Anomalies, Universal Tech, Biome Tech and Permatech.

Singularity: You may play this on your own turn to avoid incurring the damage from any status effects which resolve specifically during your End Phase:

Ex. If your Pilot was inflicted with Radiation, which deals 100 more damage with each End Phase, playing Singularity skips your End Phase. This not only prevents Radiation damage but also delays its compounding effect since it still targets the earliest End Phase after being inflicted.

Tar Pit: Live card's on Tar Pit cannot use their own Movement capabilities, but may be moved by other means like Push/Pull, Fuel Injection, Shifting Sands, or any other card that physically moves a card.

Tectonic Shockwave: Pick one of the two outermost columns (A or F), then move all Live cards in that column inward laterally one space. If a Live card bars another's path both take 100 damage, but the normal rules of Collision do not apply — the first card takes the second card's place, the second card is moved inward (Shoved), and the process repeats.

- If a row is full, the outermost card will be destroyed (just like Push/Pull) — even if the moved card is destroyed by the card colliding with it, it still moves over to collide with and damage the card beside it before going to the Scrapyard.

- If a Mech with Pilot inside would be pushed off the side of the board, the Mech is destroyed and the Pilot is returned to the Pilot Zone.

Tsunami: if a card is destroyed by the damage it takes from Tsunami (or any Push/Pull Tech or Attack), it still deals 100 damage to any Live card it's Pushed into — after all, even if it's a corpse hitting you, it's still gonna hurt **Weaponized Parasite:** When you take control of an opponent's Combatant, you may use their movement/attack capabilities right away, even if your opponent just played the card on the previous turn

Zik'ra: Zik'ra can only equip one item, so if her Mech has two equipped when it is destroyed, one item has to be discarded; she must also be on or adjacent to the space on which her Mech is destroyed to use this ability (if her Mech is Pushed or Pulled from a space adjacent to her onto a non-adjacent space as it's destroyed, she will not be able to Graft its Equipment)

SCAN FOR FAQ

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Illustration and Concept Art: Mihai Panaitescu
Graphic Design: Tomislav Vidacek & Oxkis
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