

# SCISSION

45-60'



2-4



12+



A GAME BY  
ALEXANDRE LARRAIN  
& ELENA MARIMÓN MUÑOS

# GAME OVERVIEW

*Peace and order in the world are nothing but a distant memory. Opposing factions are competing mercilessly in an arms race to rebuild ancient technology and reclaim control of civilization.*

**Scission** is a last-person-standing, battle card game for two, three or four players 12 years old and up. A game lasts between 30 and 60 minutes.

You win the game by decreasing your opponent's Endurance Points to zero before they decrease yours. To accomplish this, players will be gathering resources to build an army, recover forgotten scientific knowledge and combat their adversaries.

Form alliances or play against each other: many different strategies exist to defeat your opponents.

## COMPONENTS

95x Arsenal cards



4x Mecha cards



30x Research cards



2x Dice set: d4, d6, d8, d12



4x Life counters



4x Racks



50x Scientist tokens



4x Turn cards - Helper



## Arsenal Cards - Ships



46x Ships



24x Tech I Ships

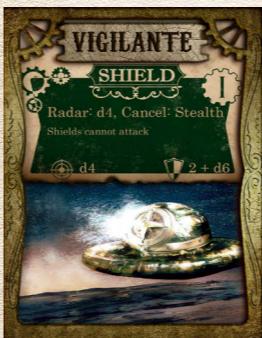


13x Tech II Ships



9x Tech III Ships

## Arsenal Cards - Shields



24x Shields



12x Tech I Shields



8x Tech II Shields



4x Tech III Shields

## Arsenal Cards - Missiles



25x Missiles



12x Tech I Missiles



9x Tech II Missiles



4x Tech III Missiles

## Research Cards



30x Research



15x Facilities



15x Projects

# BOARD OVERVIEW

## Two Players



## Three Players



## Four Players



**Scission** can be played by two, three or four players. Normally it's everyone against each other. In 4-player mode, you can also choose to form two opposing factions. In this case, allies should sit facing each other in a square. This is the recommended mode when four people are playing.

### Common Area

- Arsenal decks:
- ① Ships deck
- ② Shields deck
- ③ Missiles deck
- ④ Research deck
- ⑤ Junkyard discard pile
- ⑥ Archives discard pile
- ⑦ Scientist pool

### Player Area

- ⑧ Mecha
- ⑨ Dice d4, d6, d8 and d12
- ⑩ Base Endurance Points
- ⑪ Battlefield
- ⑫ Hand
- ⑬ Arsenal cards in play
- ⑭ Hangar
- ⑮ Recruited Scientists
- ⑯ Facility in play

## Common Area

- **Arsenal decks:**
  - **Ships deck:** Ships are drawn from this deck.
  - **Missiles deck:** Missiles are drawn from this deck.
  - **Shields deck:** Shields are drawn from this deck.
- **Junkyard:** Destroyed or discarded Arsenal cards go here.
- **Research deck:** Research cards are drawn from this deck.
- **Archives:** Destroyed or discarded Research cards go here.
- **Scientist pool:** Non-recruited Scientist tokens are placed here.

*Destroyed Arsenal cards enter the Junkyard in the order they are destroyed. Discarded Arsenal cards are placed in the Junkyard in whichever order the player chooses.*

*The same logic applies for Research cards and the Archives discard pile.*

*The supply of Scientists is unlimited. If you run out of tokens, use any available substitute.*

## Player Area

- **Battlefield:** Area where the Arsenal cards in play are placed. The cards are inserted in the card racks, in an upright position, facing you.
- **Hangar:** Area where cards that have been trained during your turn are placed until the end of the turn. Cards in the Hangar are placed facedown (see the illustration at the end of *Turn and Phases: Training – Upgrade*).
- **Available Scientists:** Area where your recruited Scientists are placed.
- **Research Area:** Area where your Research cards in play are located.
- **Hand:** Drawn Arsenal and Research cards that have not been played yet. The maximum hand size is 5 cards. If at the end of your turn your hand size is larger than this, discard excess cards to the Junkyard (Arsenal cards) or the Archives (Research cards).

*You are free to reorder cards in your Battlefield at any point so that your opponent cannot identify your cards by their position.*

*The number and the Technology grade of the cards in your hand and Battlefield, the number of available Scientists, the Facilities you've played, your Research Points in play and your current Endurance Points are all public information at all times.*

# COMPONENT ANALYSIS

## Arsenal cards

These cards are your army. Three types of Arsenal cards exist:

- **Ships:** Can attack and defend.
- **Shields:** Can defend only.
- **Missiles:** Can attack and defend, but are destroyed after one combat.

All Arsenal cards have a Technology grade (labelled as **I**, **II** or **III**), displayed both on the front and back of the cards. There are Ships, Shields and Missiles of each Technology grade.

Arsenal cards inflict and resist damage during combat, indicated on each card by their Power  and their Armor .

Arsenal cards are destroyed in combat if their Armor is reduced to 0 or less, and they will then be discarded into the Junkyard.

Most Arsenal cards have Combat Mechanics, which modify how combat occurs. This is explained in *Combat Mechanics*.

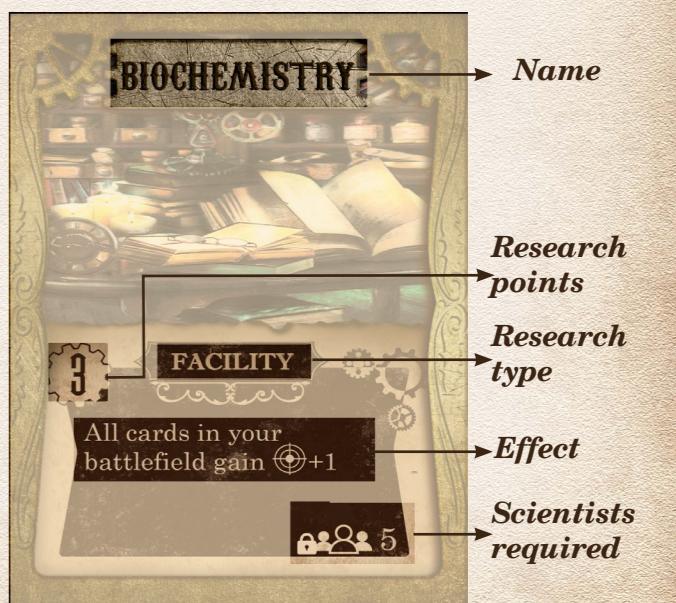


*Excess damage beyond what is needed to destroy an Arsenal card does not pass through to the Base. For an exception to this, see *Combat Mechanics: Passthrough*.*

## Research cards

- **Facilities:** Produce effects that last as long as the card is in the game. Facilities grant Research Points, necessary to activate Mecha.
- **Projects:** Trigger one-off effects and are then discarded into the Archives.

*Some Research cards have effects that affect more than one player. For an example, see card Advanced Warfare (Research Facility).*



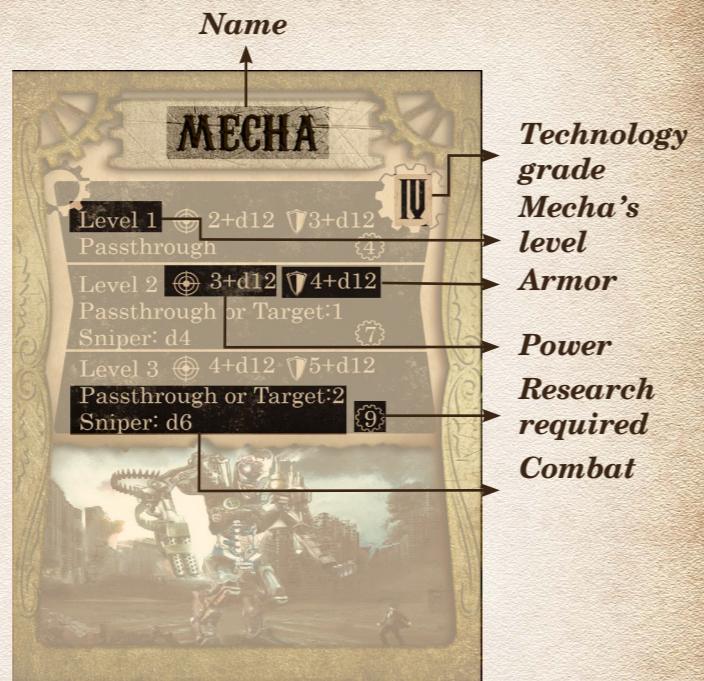
## Mecha cards

Mecha are gigantic robots whose technology has been forgotten; they are the only Technology grade IV card in the game.

Each player starts the game with an inactive Mecha, which will remain so until you have at least 4 Research Points, obtained by playing Facilities. Once activated, you play your Mecha just as the rest of the Arsenal cards (see *Turns and Phases: Training*). Mecha can be destroyed in combat.

Mecha have three levels. The level of your Mecha depends on the amount of Research Points (RP) you have in play:

- **4, 5 or 6 RP:** Mecha Level 1
- **7 or 8 RP:** Mecha Level 2
- **9 RP or more:** Mecha Level 3



Mecha adjust immediately to the amount of Research Points you control. If at any moment your Research Points in play drop below 4 (for example, if one of your Facilities is destroyed), your Mecha will immediately become inactive and go back to your Hangar.

## Dice

Each player gets a set of dice with 4, 6, 8 and 12 faces, which are indicated as d4, d6, d8 and d12 respectively. These dice are used to determine the outcome of combat and Combat Mechanics (see *Attack Phase* and *Combat Mechanics*).

In some cases, the die roll is accompanied with a fixed amount that is added or subtracted to the result – see the example below.

All Arsenal cards have Power  and Armor  amounts, indicating how much damage they inflict or resist in combat, respectively.

### Example: A Cloud Fighter attacks, a Watchtower defends.

The Cloud Fighter rolls its Power (a 6-faced die, indicated by d6) and gets 4. The Watchtower rolls its Armor ( $1 + d6$ ), resulting in a total of 4 ( $1 + 3$ ). The damage dealt by the Cloud Fighter is enough to reduce the Watchtower's Armor to 0, so the Watchtower is destroyed.

During the Attack phase, any player can force a re-roll by calling a Time Warp. In order to do so, the player needs to discard a card from his or her hand and destroy 3 Scientists under his or her control. See *Combat Mechanics: Time Warp*.

## Tokens

Scientists are represented by tokens. When you recruit Scientists, they leave the common area and go into your player area, becoming immediately available to be assigned to Research Projects or Facilities that turn.

## Racks

Racks are used to deploy your Arsenal cards; they represent your Battlefield. Only you can see the front of your cards. The back of the cards (where the Technology grade is indicated) is public information for all players.



## Life Counter

Players keep track of their Base's Endurance Points using a life counter. Whenever a player's Endurance Points drop to zero or below, that player loses the game.

## SETUP

1. Choose which player starts by rolling a d6 die – the highest goes first. Players will then take turns clockwise.
2. Shuffle all Arsenal cards together (Ships, Shields and Missiles), and randomly draw three Tech I cards for the starting player, and four Tech I cards for all other players.
3. Place the opening cards directly in each players' Battlefields (racks). Please note that this is an exception; during the game, the cards you draw go to your hand, not your Battlefield.
4. Once this is done, separate Ships, Shields and Missiles into three decks. Cut each deck, and place Ships, Shields and Missiles in the common area, facedown. If you want to be extra rigorous you can reshuffle each deck separately, instead of cutting.
5. Each player gets a Mecha, a set of four dice and a life counter starting with 20 Endurance Points.
6. Shuffle the Research deck and place it in the common area, facedown, to the right of the Missiles deck.
7. Place the scientific tokens to the right of the Research deck, leaving some empty space in between for the Archives, where discarded or destroyed Research cards will end up.

Four players: The suggested mode is two against two. Make sure each player is sitting facing his or her ally, in a square. Alternatively, you can play everyone against each other.

# TURN AND PHASES

Each player's turn consists of 6 phases, played in order. After phase 6, the turn is over and the next player's turn begins.

1. **Acquisition**
2. **Training \***
3. **Recruitment**
4. **Research \***
5. **Attack \***
6. **Recovery**

\* The **Training**, **Research** and **Attack** phases can be skipped if desired.

## Phase 1: Acquisition

In this phase you draw Arsenal or Research cards to your hand.

- Start by rolling a d4. If you get a 4, draw a “bonus” Research card.
- Irrespective of the roll’s result, choose to draw either two Arsenal cards (from any of the three Arsenal decks) or one Research card.

## Phase 2: Training

Training actions allow you to develop your technology, increase the size of your army or modify the balance between your army and your research. This is accomplished through **upgrades** or **expansions** of your Battlefield cards and hand cards, or **conversions** between either Battlefield cards and Scientists or Scientists and cards in your hand.

*Any number of training actions may take place in this phase. However, a given card or Scientist token can only participate in one training action per turn. The Hangar serves as a reminder: the card leaving the Battlefield must be placed face down in front of the card(s) coming in, to prevent players from unintentionally training cards twice.*

### Upgrades:

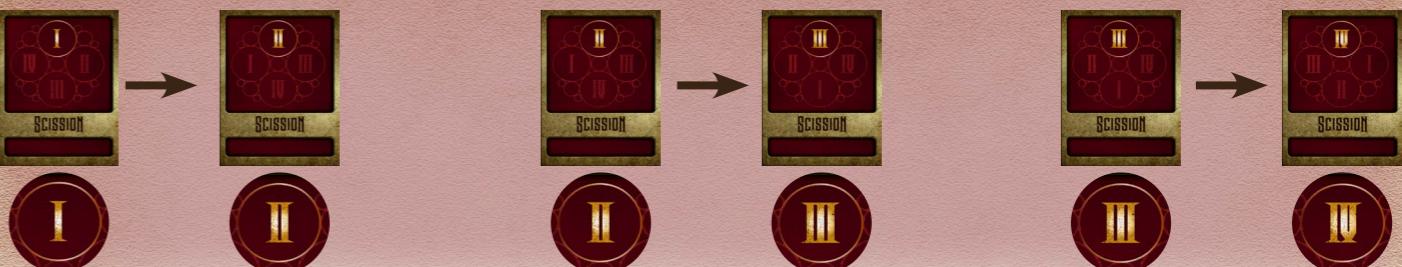
Cards in your Battlefield can be upgraded if you have in your hand a card with the next Technology grade (or an active Mecha, waiting to be played). The card upgraded is placed facedown in its Hangar until the end of the turn and replaced in the Battlefield by the selected card from your hand (or the Mecha).

*In order to upgrade a Tech III in the Battlefield into a Mecha, players need to have at least 4 Research Points in play, see Component Analysis: Research Cards.*

### Example: Training Phase – Upgrade Mechanic

*During her Training phase, Sarah upgrades a Tech I Ship in her Battlefield by replacing it with a Tech II Shield from her hand. The Tech I Ship is placed face down in the Hangar until end of turn, and the Tech II Shield enters the Battlefield in its place.*

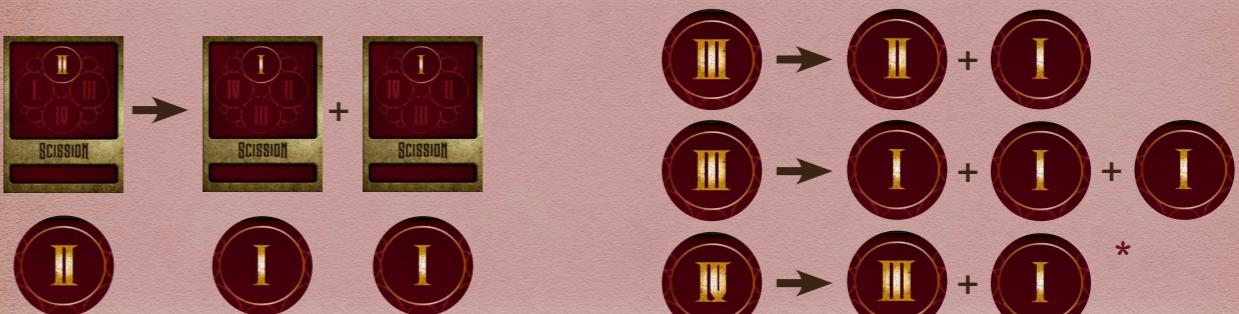
## Upgrade Mechanic



### Expansions:

Cards in your Battlefield with Technology II, III or IV can be expanded if you have in your hand cards of inferior grades whose total Technology equals that of the expanded card. The expanded card is placed face down in the Hangar until the end of the turn and replaced in the Battlefield by the selected cards from your hand.

## Expansion Mechanic



\* Technology IV cards can be expanded into any available combination following this rule.

### Example: Training Phase – Expansion Mechanic

*In his Training phase, Paul expands a Tech II Missile in his Battlefield by replacing it with two Tech I cards from his hand. The Tech II Missile is placed face down in the Hangar, while the two Tech I cards enter the Battlefield in its place.*

*Cards upgraded or expanded do not need to match the type of the cards entering play. You can upgrade a Tech I Shield into a Tech II Missile, for example.*

### **Conversions:**

1. Arsenal cards can be converted into Scientists at a rate of 2 Scientists for 1 Technology grade. When a Battlefield card is converted into Scientists, it is placed directly in the Junkyard.
2. Scientists can be converted into Battlefield cards at a rate of 2 Scientists for 1 Technology grade, thus allowing you to play cards from your hand without necessarily having to go through the *upgrade* mechanic. Converted Scientists are discarded into the Scientist pool and the card in your hand goes straight to your Battlefield.

### **Example: Training Phase – Conversion**

Sarah would like to play a Tech II card from her hand, but she has no Tech I cards in her Battlefield to upgrade it. She can choose to convert 4 of her available Scientists in order to play the Tech II card in her hand directly into her Battlefield. The 4 Scientists are sent to the Scientist pool.

## **Phase 3: Recruitment**

In this phase you choose to either play 1 Technology I Arsenal card from your hand into your Battlefield or recruit 3 new Scientists from the Scientist pool. These Scientists become immediately available.

## **Phase 4: Research**

In this phase you assign some of your Scientists to Research Projects or Facilities to advance your knowledge, obtain permanent abilities to strengthen your army or surprise your opponents with one-off discoveries.

Only one Research card from your hand may be played per turn, by allocating the indicated amount of Scientists to it.

### **Projects:**

Projects require Scientists, assigned to them until the end of turn, to be played. Projects will be sent to the Archives during the Recovery phase, and the Scientists allocated to them will become available again.

### **Facilities:**

Facilities need to have Scientists permanently allocated to them to be played (this is indicated in the cards with a Lock icon). These Scientists will remain allocated to the Facility while it is in play. Once played, place the Facility face up in your Facilities area and put the allocated Scientists on top of it.

Facilities produce permanent effects as long as they are in play. If at any point the amount of Scientists needed to maintain a given Facility is insufficient, the Facility is destroyed and sent to the Archives. This can happen if your Scientists have been bombed or you have de-allocated some of them to another Facility or Project (see *Combat Mechanics: Bomber*).

### **Example: Research Phase**

Paul obtained General Relativity in his last Acquisition phase, which requires 6 Scientists to be played. He only has 5 available Scientists, but he has Statistics in play (with the 3 required Scientists assigned to it). He chooses to re-allocate one of the Scientists in order to play General Relativity. Statistics is thus discarded into the Archives, and the extra 2 Scientists previously assigned to it become available.

Facilities grant Research Points, necessary to activate Mecha and then evolve them further.

If at some point you have more than one Mecha in play, only 4 Research Points are necessary to activate all of them. Although rare, this can happen (see *Research Project card: Topology*).

## **Phase 5: Attack**

The Attack phase is when you decide to launch your Arsenal cards into combat in order to weaken your opponent's army or reduce their Endurance Points.

When an attack is declared, the attacking card is revealed to all players by placing it face up. Only one Arsenal card may attack per turn. The attack is only directed against one chosen opponent.

Shields cannot declare attacks. For an exception to this, see *Research Facility card: Advanced Warfare*.

The first thing to do when an attack is declared is to resolve any Combat Mechanics (if any). See *Combat Mechanics* for more details.

Then the target opponent chooses to either defend with a Battlefield card or allow the attack to go straight to his or her Base. All types of Arsenal cards can be used as defenders. To declare a defender, reveal the card to all players by placing it face up.

Two scenarios can happen:

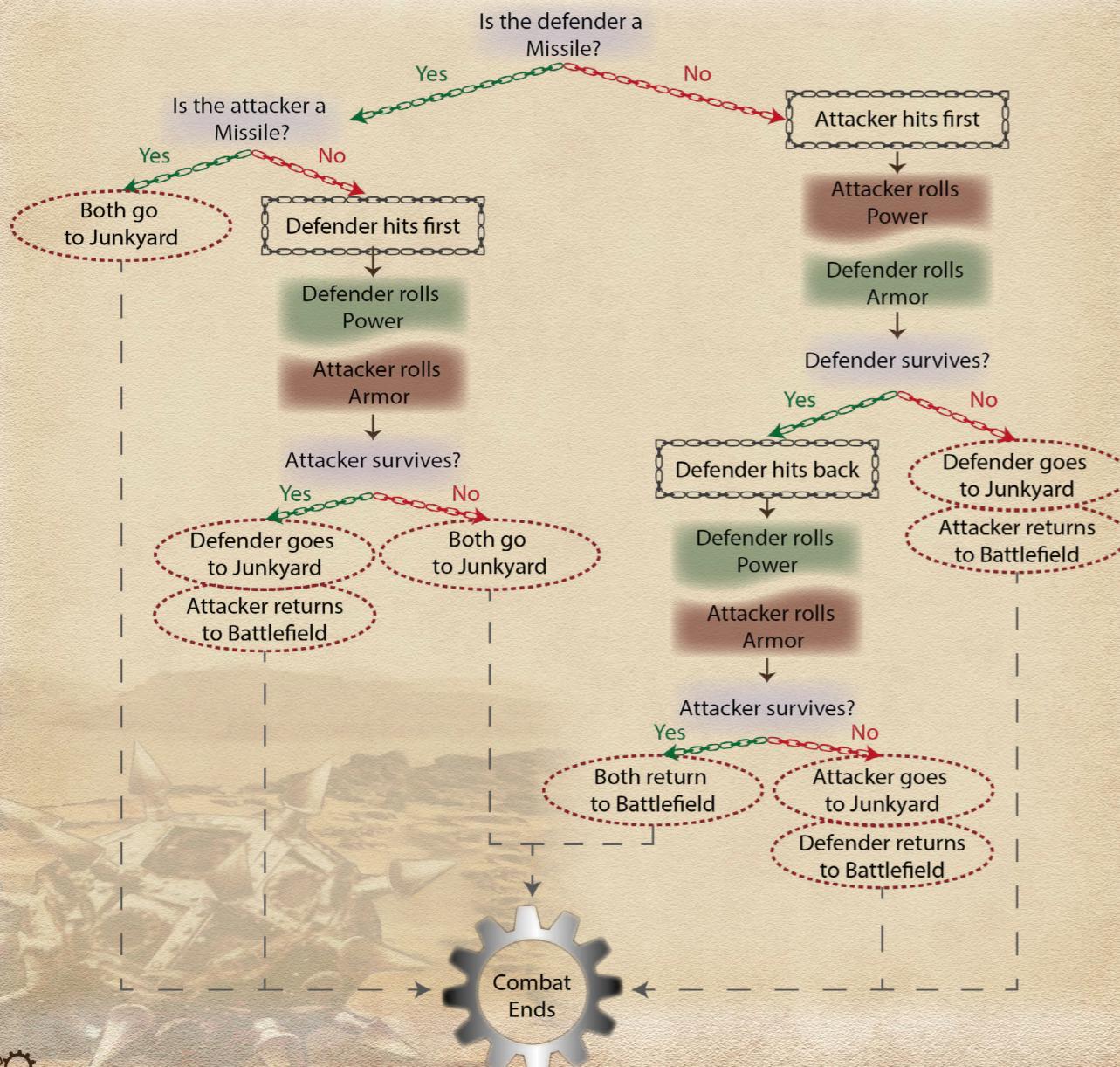
- **No Defender declared:** No combat occurs. The attacking card rolls its Power (indicated by  ) and the damage obtained is subtracted from the Endurance Points of the Base directly. Then the Attack phase ends.
- **Defender declared:** Combat begins.



## Combat Flow:

- Normally the attacking card hits first and rolls its Power. The defender rolls Armor and Power is subtracted from it.
- If the result is 0 or less, the defending card is destroyed and goes to the Junkyard. The attacking card is victorious and comes back to the Battlefield (except if it is a Missile, in which case it is sent to the Junkyard before the defending card).
- If the result is higher than 0, the defender survives and hits back. Now, the defender rolls Power and the attacking card rolls Armor, and the same logic applies. Note that Shields also hit back in this case.
- If the attacking card also survives (its Armor is higher than the defending Power), the combat result is a tie and both cards return to their Battlefields (again, except Missiles). No cards are declared victorious in this case (for details, see *Combat Mechanics: Draft*).

*Although Shields cannot declare attacks, they do hit back if they survive when defending.*



*When a Missile is declared as a defender against an attacking Ship, Shield or Mecha it will hit first, as Missiles are faster than other types of Arsenal cards. After the Missile hits, it is sent to the Junkyard as usual. If both the attacker and the defender are Missiles, they are both sent to the Junkyard instantly, with the attacking Missile entering the Junkyard first.*

## Phase 6: Recovery

This is the clean-up phase:

- All Arsenal cards surviving combat go back to their Battlefields and recover their full Armor.
- Scientists allocated to a Research Project become available again and Research Projects in play are sent into the Archives.
- Cards in the Hangar go back to the player's hand.
- If there are more than 5 cards in the hand, excess cards are discarded.

## WAR

Once a player or team has accumulated a combined total of at least 15 Tech Points in his or her Battlefield(s) or 10 Research Points in play, that player may declare War at the beginning of the Attack phase.

When a player declares War, he or she skips the Attack phase, while all other players get an exceptional Training phase which they all play simultaneously. Once this is done, cards in all Hangars and hands are discarded. The player who declared War starts, and turns continue in the same order as before.

During War, turns are reduced to the Attack phase only. Attacking is compulsory if possible (you cannot skip your Attack phase, unless you are left exclusively with cards that are unable to attack).

In addition, attacking cards get *Revenge*: if the outcome of combat is a tie, then the attacker gets a second chance to hit the defender (see *Combat Mechanics*). This, however, does not apply to attacking Missiles, which are destroyed as soon as they hit.

*During War, as soon as a player runs out of Battlefield cards he or she loses the game immediately. A tie is declared if the only cards left in play are unable to attack.*

*If at any point all Arsenal decks run out of cards, War is automatically declared at the beginning of the next Attack phase.*

## WIN CONDITIONS

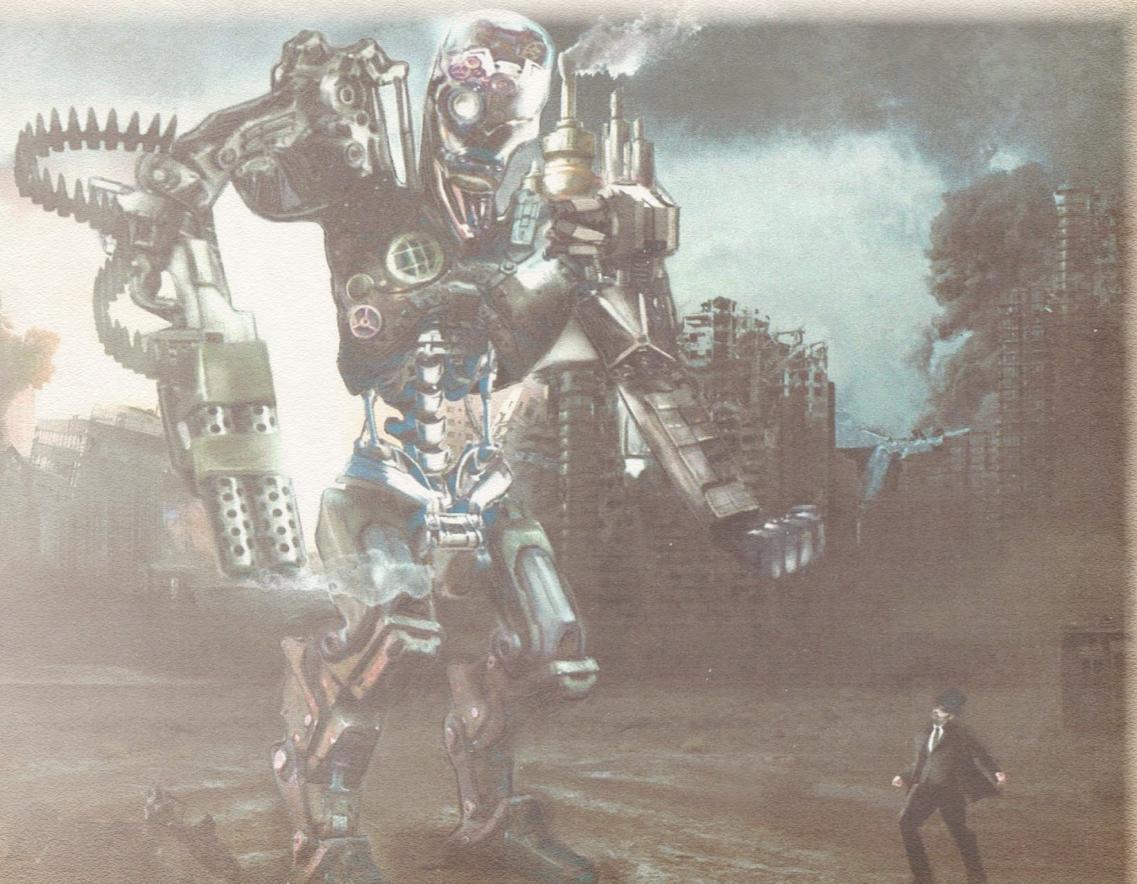
You win the game by reducing all of your opponent's Endurance Points to zero or less before they decrease yours. During War you can also lose the game if you run out of Arsenal cards in your Battlefield.

## FOUR-PLAYER MODE

When four people are playing, the recommended mode is to play two against two. In this case, allies should sit facing each other in a square (see *Board Overview*), and turns proceed clockwise. As long as all four players are in play, turns between factions must alternate—people in a team should not play turns consecutively. This is no longer valid if one of the four players has lost, as the turn order remains unchanged once this person leaves the game.

The rules of the game are fundamentally the same. One important change is that the Technology and Research Points are added together within a team for the purpose of declaring War. The Research Points necessary to activate Mecha, however, are not shared.

Any player can call for a *Time Warp* (see *Combat Mechanics – Time Warp*) at any point during an Attack phase, including cases where the player is neither attacking nor being attacked.



## COMBAT MECHANICS

Combat mechanics can only be triggered during the Attack phase. They modify its outcome. Most Arsenal cards have one or more Combat Mechanics, specified in their text. If a card has more than one mechanic, they resolve in order. The only exception is *Time Warp*, which is not written in any card as it is an available mechanic to all players during this phase.

*The text written in the cards refers to Technology grades as T1, T2 or T3 to save space.*

### Bomber/Anti-bomber/Hero

Cards with *Bomber* destroy Scientists when attacking. Some *Bomber* cards need to be paired with a Missile for the *Bomber* mechanic to trigger. In this case, the bomber card will attack as usual, while the Missile goes straight to the Junkyard.

The player being bombed chooses which Scientists are destroyed (either available or allocated to Research Facilities in play) and may then immediately re-allocate Scientists to prevent losing Facilities, whenever possible.

*Anti-bomber* defenders reduce the amount of bombed casualties in a *Bomber* attack. *Anti-bomber* defenders need to be declared before the bombed amount is known.

*Hero* cards can be sent to the Junkyard from the Battlefield to reduce the number of *Bomber* casualties. A *Hero* can be declared after the bombed amount is known.

#### Example: Bomber, Anti-bomber and Hero Mechanics

A Sky Fortress attacks, paired with an Arrow. The Arrow goes straight to the Junkyard and the bomber is triggered.

A Control Station is declared as defender. The Sky Fortress' Bomber mechanic ( $2 + d4$ ) is rolled and gets 5. The Control Station's anti-bomber mechanic triggers and reduces the casualties to 3.

The defending player has the Research Facility Neuroscience in play and 2 available Scientists. A Messenger is revealed and its *Hero* mechanic triggered to avoid losing Neuroscience. The Messenger goes to the Junkyard and casualties are reduced to 1.

The defending player chooses to destroy one of her available Scientists by sending it back to the Scientist pool. Neuroscience is preserved.

Combat between the Sky Fortress and the Control Station resolves as usual.

### Boost

Two cards in play with identical *Boost* mechanics can be sent to the Junkyard in exchange for a *Draft* of the specified Technology grade, see *Combat Mechanics: Draft*. *Boost* is a Combat Mechanic and as such can only be triggered during Attack phases (either yours or your opponent's).

### Example: Boost Mechanic

A Wing attacks. The opponent has two Messengers with Boost Tech II. The opponent triggers Boost and drafts a Technology II Shield. She gets a Silent Surveillance, which goes straight to her Battlefield.

She declares the Silent Surveillance as defender. Combat begins as usual.

### Cancel

Some cards have the ability to *Cancel* other cards' mechanics when they face each other in combat.

### Example: Cancel Mechanic

An Armored Falcon attacks and a Torpedo defends. The Torpedo is a Missile so hits first, despite being a defender. It rolls for Power ( $3 + d4$ ) and gets 5. The Armored Falcon rolls for Armor ( $3 + d12$ ) and gets 9 so it survives. The Torpedo cancels the Armored Falcon's passthrough and then is destroyed. No damage goes to the Base.

The Armored Falcon returns to its Battlefield. Combat ends.

### Draft

If an attacking card with *Draft* is victorious from combat (a defender is declared and destroyed), the *Draft* mechanic triggers. The attacker chooses one Arsenal deck and draws, without revealing it, the first card of the specified Technology grade in that deck, from the bottoms up. That card will go directly into the player's Battlefield. The chosen deck is not shuffled afterwards.

If the chosen deck has no Arsenal cards left of the specified Technology grade, *Draft* has no effect.

### Example: Draft Mechanic

A Wing attacks, a Watchtower defends. The Wing rolls d4 Power and gets 4. The Watchtower rolls for Armor ( $1 + d6$ ) and gets 3. The Watchtower is destroyed and Draft triggers. The attacking player chooses the Missiles deck and drafts a Tech I from it. The Wing returns to its Battlefield.

### Pair

*Pair* allows a card to attack or defend together with one or more additional cards, as specified in the card with *Pair*. Paired cards lose other Combat Mechanics while pairing is in place.

Paired Power is summed and paired Armor is distributed. If damage is inflicted on paired defenders, the player inflicting damage chooses the order in which it is assigned, before Power is rolled. If damage is enough to destroy the first defender in line, any remaining damage goes to the next one, and so on, until all damage has been assigned.

### Example: Pair Mechanic

A Flying Warship launches a paired attack, paired with a Wing and a Merchant. The Wing and the Merchant lose all mechanics this turn (Draft and Stealth). A Plasmatic Membrane defends.

Attackers roll for Power:  $(1 + d4) + d4 + d4$ ; they obtain  $2 + 2 + 1$ . Defender rolls a d8 for Armor and gets 7. The Space Membrane survives and hits back.

Before rolling Power, the Plasmatic Membrane chooses that damage will go first to the Wing, next to the Merchant and then to the Flying Warship. It rolls a d6 for Power and gets 6. The Wing rolls a d6 for Armor, gets 3 and is destroyed. The Merchant rolls for Armor ( $d6 - 1$ ) and gets 4, so it survives as its Armor is higher than the 3 damage left.

Combat ends. Surviving cards return to their Battlefields.

### Passthrough

When the Armor of a defender is reduced to less than 0 as a result of an attacking card with *Passthrough*, the excess damage beyond 0 is applied to the Base Endurance Points.

### Example: Passthrough Mechanic

An Armored Falcon attacks. A Meteor Shower defends. The Armored Falcon rolls for Power ( $3 + d8$ ) and gets 9. The Meteor Shower rolls a d8 for Armor and gets 5. The Meteor Shower is destroyed and the opponent's Endurance Points are reduced by 4 ( $9 - 5$ ). The opponent only has 3 Endurance Points left and loses the game.

### Sniper

When a defender is declared to an attacking card with *Sniper*, the defending player's Base will receive *Sniper* damage (its Endurance Points will be reduced) before combat begins.

### Example: Sniper Mechanic

An Autonomous Sniper attacks and an Amphibious Cruiser defends. Sniper damage of d6 is triggered. A d6 is rolled and 4 is obtained. The defender's Endurance Points are reduced by 4.

Combat begins as usual.

### Stealth/Radar

Cards with *Stealth* may trigger a stealth attack. The attacker rolls *Stealth* first:

- If the result is zero or less, *Stealth* doesn't trigger and combat takes place as usual.
- If it is positive, the opponent may reveal a card with *Radar* to detect it.

If the *Radar* is equal to or higher than *Stealth*, the stealth attack is detected. In this case, any card can be declared as defender and combat resolves as usual.

If no card with *Radar* is revealed or its value is lower than *Stealth*, the attacking player chooses an opponent's card of the specified Technology grade to be destroyed. Combat ends.

#### Example: Stealth and Radar Mechanics

A *Diplomatic Mission* attacks and launches a stealth attack. The *Diplomatic Mission* rolls for *Stealth* ( $d6 - 2$ ) and gets 3.

The opponent then reveals a *Vigilante* with *Radar*. The *Vigilante* rolls a  $d4$  for *Radar* and gets 2. *Stealth* goes through undetected.

The attacking player points to a Technology II card in the opponent's Battlefield to be destroyed. A *Guided Rocket* is revealed and sent to the Junkyard. The *Diplomatic Mission* returns to its Battlefield. Combat ends.

## Recovery

Cards with *Recovery* will increase your Base's Endurance Points by the specified amount when declared as defenders.

#### Example: Recovery Mechanic

A *Wing* attacks. An *Iron Curtain* defends. *Recovery* triggers and the defending player gains 2 Endurance Points.

Combat resolves as usual.

## Revenge

Attacking cards with *Revenge* hit a second time when combat results in a tie. The attacking card rolls Power and the defender rolls Armor again.

#### Example: Revenge Mechanic

War has been declared: all attacking cards (except Missiles) get *Revenge*.

A level 2 *Mecha* attacks. Target 1 is chosen as the Combat Mechanic, and a Technology II card is pointed at and will be forced to defend. The card is a *Diplomatic Mission*.

The *Mecha* rolls for Power ( $3 + d12$ ) and gets 5. The *Diplomatic Mission* rolls a  $d6$  for Armor and gets 6. It survives and hits back. The *Diplomatic Mission* rolls a  $d4$  for damage and gets 2. The *Mecha* doesn't need to roll for Armor as it will survive in all possible scenarios.

*Revenge* triggers; the *Mecha* hits again. It rolls for Power and gets 9. This time the *Diplomatic Mission* cannot survive so no Armor roll is needed. It goes to the Junkyard.

The *Mecha* returns to its Battlefield and combat ends.

## Target

*Target* allows the attacker to point at a given card in the opponent's Battlefield, which will be forced to be declared as defender. The opponent may shuffle his or her cards beforehand to prevent the *target* attacker from identifying a card by its position in the rack.

If a card with *Pair* is targeted, the pairing ability may be triggered and a paired defense can occur.

#### Example: Target Mechanic

An *Arrow* targets the only Technology II card in the opponent's Battlefield. The opponent is forced to reveal it and declare it as a defender: a *Guided Rocket*.

Both Missiles are destroyed and go to the Junkyard.

## Time Warp

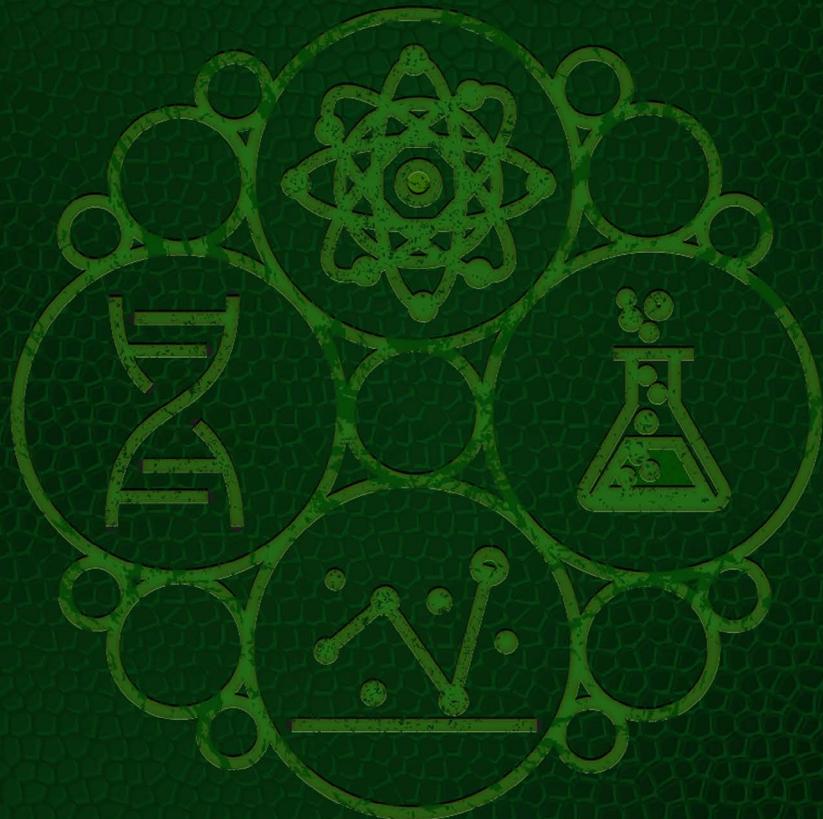
At any point during the Attack phase, any player can *Time Warp* any die roll (forcing a reroll), by destroying 3 Scientists he or she controls and discarding a card from his or her hand.

#### Example: Time Wrap Mechanic

An *Armored Falcon* attacks and an *Arrow* is declared as defender. The *Arrow* is a *Missile* and thus hits first. It rolls for Power ( $3 + d4$ ) and gets 7. The *Armored Falcon* rolls ( $3 + d12$ ) Armor and gets 6.

To avoid losing the *Armored Falcon*, the attacking player time warps the *Arrow*'s roll. She discards a *Messenger* from her hand and destroys three available Scientists she controls. The *Arrow* rerolls for Power ( $3 + d4$ ) and gets 5. The *Armored Falcon* survives.





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