

# PENANCE

## Combat & Damage System

Absolution Through Steel

Generated combat-system

# Combat & Damage System

## Penance: Absolution Through Steel

**Version:** 2.0 Base Rules (October 10, 2025) **v3.0 Enhancements:** Optional Dice Pool Advantage and Taint Exploitation available

## Core Concept: Dual-Layer Damage

Dual-layer damage system combining deck-as-HP mechanics with brutal permanent consequences

**Two Separate Systems:** 1. **Casket HP Deck** (26-50 cards, varies by Casket Class and equipment loadout) - Your mech's structural integrity 2. **Pilot Wound Deck** (10 cards) - Your pilot's physical/mental state

When **Casket HP Deck runs out** → Casket is destroyed (pilot may survive) When **Pilot Wound Deck runs out** → Pilot dies (Casket becomes inert)

## 1. Casket HP Deck (Variable Size)

### The 3-Pile System (CRITICAL CONCEPT)

Your Casket uses **THREE** separate card piles during battle:

1. **HP Draw Deck** (26-50 cards) - Your active deck, represents structural integrity
2. **Discard Pile** - Cards you've **played/used** during your turn (attacks, movement, abilities)

### 3. **Damage Graveyard** - Cards **destroyed by taking damage** (permanent loss, gone forever)

**Key Distinction:** - **Play a card** (attack, defend, move) → Goes to **Discard Pile** → Will reshuffle when draw deck empty - **Take damage** (enemy hits you) → Cards go to **Damage Graveyard** → **NEVER comes back** (death spiral) - Some factions can interact with Damage Graveyard (Ossuarium resurrect, Nomads scavenge, etc.)

**Example:** - You play “Faithful Thrust” (2 SP attack) → Card goes to **Discard Pile** - Enemy hits you for 5 damage → You discard 5 cards from deck/hand to **Damage Graveyard** (gone forever) - Later, your HP Draw Deck is empty → Reshuffle **Discard Pile** into new deck (Damage Graveyard stays separate)

## Major Wounds & DAMAGED Cards

**When you take major damage in a single attack:** - This is a **Major Wound** (threshold varies by Casket Class: Scout 3+, Warden 5+, Vanguard 7+, Colossus 9+) - Add 1 **DAMAGED card** to your **Discard Pile** immediately - That DAMAGED card will enter your HP Draw Deck on your next reshuffle - DAMAGED cards represent lingering injuries

### DAMAGED Card Text:

#### “DAMAGED”

This card persists in your hand (not discarded at end of round). Takes up 1 card slot.

**0 SP Action - Remove this card (choose one):** - **Sacrifice** (to Discard Pile): Roll Damage Die → Card will reshuffle back into deck later - **Purge** (to Damage Graveyard): Roll Damage Die → Card removed permanently

When discarded by damage: Roll 1 Damage Die (cascading failure).

### Damage Die (1d6) Results:

Roll	Result	Effect
1	Minor Strain	Gain 1 Heat
2	System Glitch	-1 SP at start of next turn
3	Internal Bleeding	Discard 1 card at start of next turn
4	Structural Weakness	Next attack against you: +1 Component Damage
5	Critical Malfunction	+1 Pilot Wound
6	Adrenaline Surge	Gain 1 SP immediately (rare good outcome!)

**Strategic Impact:** - **DAMAGED cards persist in hand** like a curse, taking up valuable card slots - **Tactical choice:** Keep it (clogs hand), Sacrifice it (comes back later), or Purge it (roll die but gone forever) - Drawing DAMAGED early = more control over when to deal with it - Getting hit while DAMAGED cards are in deck = cascading failures - After 3-4 Major Wounds in your hand simultaneously = crippling hand pressure

**Example Flow:** 1. **Round 1, Turn 3:** Church takes 7 damage from Dwarf (Major Wound!) - Discard 7 cards to **Damage Graveyard** (gone forever) - Add 1 **DAMAGED card** to **Discard Pile** - **End of Round 1:** Discard hand to Discard Pile (no DAMAGED in hand yet)

1. **Round 2, Turn 1:** Church's HP Draw Deck runs out during draw phase - Reshuffle **Discard Pile** into new HP Draw Deck - Draws 6 cards, one is the **DAMAGED card** - Hand: [Faithful Thrust] [Blood Offering] [DAMAGED] [Brace] [Feint] [Rally]

2. **Round 2, Turn 3:** Church plays 3 cards, DAMAGED card stays in hand - **End of Round 2:** Discard 2 useful cards to Discard Pile - **DAMAGED card persists in hand** (curse!)

3. **Round 3, Turn 1:** Church draws 4 cards (already has 1 DAMAGED in hand) - Hand: [DAMAGED] + 4 new cards = 5 cards total - **Decision time:** "I'll Purge this wound now" - Church uses 0 SP action: **Purge DAMAGED** → Roll Damage Die - Roll: **2 (System Glitch)** → -1 SP next turn - DAMAGED card goes to **Damage Graveyard** (gone forever!) - Hand now freed up, Church draws 1 more card to reach 6

## Deck Composition (v2.0 Modular Equipment)

Your HP Draw Deck represents your Casket's structural integrity.

**v2.0 Variable Deck System** (26-50 cards depending on equipment): - **10 Universal Cards** (mandatory, everyone has these) - **6 Faction Core Cards** (faction-specific foundation) - **Equipment Cards** (variable 3-30 cards: Weapon + Shield/Offhand + Accessories) - **2 Faction Tactic Cards** (chosen from 5 available, pick 2 before battle)

**Total: 26-50 cards** (Light Caskets ~26-32, Heavy Caskets ~38-50)

**NOTE:** This section shows **simplified v1.0 example** for teaching. See [deck-equipment-system.md](#) for full v2.0 modular equipment.

## Universal Core (10 Cards)

Everyone has these 10 cards (basic movement, defense, utility):

Card Name	Type	SP Cost	Effect
<b>Desperate Lunge</b>	Movement	1	Move up to 2 hexes
<b>Brace for Impact</b>	Defense (Reactive)	0	Reduce next damage by 2
<b>Emergency Vent</b>	Heat Management	2	Remove 3 Heat
<b>Sensor Sweep</b>	Utility	1	Reveal 1 enemy card in hand
<b>Overextend</b>	Movement	1	Move 3 hexes, gain 1 Heat
<b>Rally Cry</b>	Support	2	Ally within 3 hexes draws 1 card
<b>Survey the Field</b>	Utility	1	Draw 1 card
<b>Feint</b>	Combat	1	Next attack this turn: +1 damage
<b>Retreat</b>	Movement	2	Move 4 hexes, cannot attack this turn
<b>Breathe the Core</b>	Heat Management	1	Remove 1 Heat, draw 1 card

## Primary Weapon Cards (12 Cards)

**Faction-specific, defines your playstyle.**

This is your **main weapon system** built into the Casket. Cannot be changed mid-campaign (it's part of the Casket chassis).

**Example: Church Confessor - "Penitent Blades" (12 cards)**

Card Name	SP Cost	Effect
<b>Blood Offering</b> × 2	0	Discard 2 cards (self-harm). Next attack: +3 damage, ignore 1 Armor
<b>Faithful Thrust</b> × 3	2	Deal 4 damage. Rear attack: +2 damage
<b>Righteous Cleave</b> × 2	3	Deal 5 damage to primary target, 2 damage to adjacent enemy
<b>Martyrdom Protocol</b> × 2	1	Redirect 1 attack targeting ally to yourself this round
<b>Divine Judgment</b> × 2	4	If target has 10 or fewer cards in deck, deal 8 damage
<b>Consecrated Ground</b> × 1	3	Create healing zone (3-hex radius). Allies recover 2 cards/turn

**Design Notes:** - Some cards have **multiple copies** (Faithful Thrust × 3 = you can draw it more often) - Mix of offense, utility, and self-sacrifice - Total: 12 cards

## Secondary Weapon/Equipment Cards (6 Cards)

**Customizable loadout** chosen during deck construction.

Choose ONE of the following equipment sets (each adds 6 cards):

**Option A: Buckler Shield** - Deflect × 2 (Reactive, 0 SP: Reduce damage by 1) - Bash × 2 (1 SP: Deal 2 damage, push 1 hex) - Hunker Down × 2 (2 SP: +2 Defense this round)

**Option B: Tower Shield** - Wall of Iron × 2 (Reactive, 0 SP: Reduce damage by 3, gain 1 Heat) - Shield Wall × 2 (3 SP: Allies behind you get +2 Defense) - Advance × 2 (2 SP: Move 2 hexes, Defense +1 this turn)

**Option C: Repair Kit (Relic)** - Emergency Repair × 2 (2 SP: Recover 3 cards from discard) - Scrap Armor × 2 (1 SP: Gain 1 Armor until damaged) - Jury-Rig × 2 (3 SP: Shuffle discard into deck, do not add Damage card)

**Option D: Secondary Weapon (Pistol)** - Quick Shot × 3 (1 SP: Deal 2 damage, Range 3) - Dual Wield × 2 (2 SP: Deal 3 damage, then discard 1 card) - Suppressing Fire × 1 (3 SP: Deal 2 damage to up to 3 targets)

## Faction Tactic Cards (2 Cards)

**Choose 2 from 5 available before each battle** (customizable tactical loadout).

### Example: Church of Absolution Tactics

Available pool (choose 2): 1. **Blood Offering** (already in Primary, don't duplicate) 2. **Righteous Fury** (Passive: Each enemy killed this mission: +1 permanent damage) 3. **Martyrdom Protocol** (already in Primary, don't duplicate) 4. **Divine Judgment** (already in Primary, don't duplicate) 5. **Flagellant's Zeal** (Once per mission: Discard 5 cards, gain 5 SP immediately)

Wait, this creates duplication issues. Let me revise:

**Faction Tactics are UNIQUE cards not in Primary weapon.**

**Church Tactics** (choose 2 from 5): 1. **Righteous Fury** (Passive: Each kill: +1 damage to all attacks permanently this mission) 2. **Flagellant's Zeal** (4 SP: Discard 5 cards, gain 5 SP immediately) 3. **Last Rites** (0 SP, Reactive: When ally is defeated, recover 5 cards) 4. **Absolution** (5 SP: Remove all Heat, recover 3 cards, gain 1 Taint) 5. **Crusader's Vow** (Passive: While above 20 cards in deck, -1 SP to all attacks)

## 2. Attack Resolution (To-Hit System)

### Step 1: Declare Attack

**Attacker declares:** 1. Target enemy 2. Which attack card to play (sets base damage) 3. Which component to target:

**Targeting Methods (choose one):**



**A. Attacker Chooses (Tactical) - RECOMMENDED** - Attacker selects component: Head, Right Arm, Left Arm, Chassis, or Legs - Gives tactical control (target exposed components, focus fire, etc.)

**B. Random Hit Location (Chaotic)** - Roll **1d6** for hit location: - **1:** Head - **2:** Left Arm - **3:** Right Arm - **4-5:** Chassis (most likely, center mass) - **6:** Legs - Use for “wild” attacks or when card doesn’t specify - Creates unpredictability (might hit fresh or damaged components)

**C. Card Specifies** - Some cards have built-in targeting (e.g., “Leg Sweep” always targets Legs) - Card text overrides player choice

1. Range and facing

## Step 2: Calculate To-Hit Number

**Base To-Hit: 5+** (roll 2d6 Attack Dice, need 5+ total)

**v3.0 OPTIONAL:** Instead of static modifiers (+1/+2), use Dice Pool Advantage system. Roll 3d6 take 2 highest (Advantage) or 3d6 take 2 lowest (Disadvantage). See quick-reference.md for conversion table.

**Apply ALL applicable modifiers:**

### Range Modifiers

- **Short Range (0-3 hexes):** +0
- **Medium Range (4-6 hexes):** +1 to target number (need 6+)
- **Long Range (7-10 hexes):** +2 to target number (need 7+)
- **Extreme Range (11+ hexes):** +3 to target number (need 8+)

### Attacker Movement (This Turn)

- **Stationary (0 hexes moved):** +0

- **Moved 1-3 hexes:** +1
- **Moved 4-6 hexes:** +2
- **Sprinted (7+ hexes):** +3

### Defender Movement (Last Turn)

- **Stationary:** +0
- **Moved 1-3 hexes:** +1
- **Moved 4-6 hexes:** +2
- **Sprinted (7+ hexes):** +3

### Hex-Side Facing

- **Front Arc (Hex 1):** +0
- **Weapon-Side (Hex 2):** +0 (but +1 damage if hit)
- **Flanks (Hex 3, 5):** -1 (easier, need 4+)
- **Rear (Hex 4):** -2 (easier, need 3+)
- **Shield-Side (Hex 6):** +1 (harder, need 6+)

### Terrain Modifiers

- **Light Cover** (rubble, low walls): +1
- **Heavy Cover** (fortress walls, forest): +2
- **Obscured** (smoke, darkness): +2
- **Elevated** (attacker on high ground): -1 (easier)

**Example:** - Base: 5+ - Medium range: +1 (need 6+) - Attacker moved 4 hexes: +1 (need 7+) - Defender moved 2 hexes: +1 (need 8+) - Shield-side facing: +1 (need **9+**)

## Step 3: Roll Attack Dice

**Roll 2d6 Attack Dice** (custom dice with symbols):

## Attack Die Faces

Symbol	Value	Name
	3	STRIKE
	4	DOUBLE STRIKE
	5	DEATH BLOW
	1	GLANCE
	0	JAM
	2	BLOOD

Add both dice results, compare to target number:

### Hit Results

- **5-6 total = Hit** (standard damage)
- **7-8 total = Strong Hit** (standard damage +1)
- **9-10 total = Critical Hit** (standard damage +2, bypass 1 Defense)
- **10 (double ) = EXECUTION** (auto-destroy 1 Component, bypass ALL Defense)

### Miss Results

- **Below target number = MISS** (no damage, attack wasted)
- **2 (double ) = CATASTROPHIC FAILURE:**
  - Weapon jams (discard all Primary Weapon cards from hand)
  - +2 Heat (weapon overload)
  - Next attack -2 damage (weapon damaged)

## Step 4: Roll Defense Dice (If Hit)

If attack hits, Defender rolls Defense Dice:

## Roll 1d6 Defense Die per damage point

### Defense Die Faces

Symbol	Effect
<b>SHIELD</b>	Block 1 damage
<b>ABSORB</b>	Block 1 damage
<b>FLESH WOUND</b>	Take damage (discard 1 card)
<b>CRITICAL</b>	Take damage + 1 Component Damage
<b>PIERCE</b>	Take damage, cannot use reactive cards
<b>HEAT</b>	Take damage + 1 Heat

**Count results:** 1. Count **SHIELD** () and **ABSORB** () symbols → Reduce damage by this amount 2. Apply special effects from **CRITICAL** (), **PIERCE** (), **HEAT** () 3. Final damage = Original damage - Blocks

**Example:** Take 6 damage → Roll 6 Defense Dice - Result: - **2 blocks** = Reduce to 4 damage - **1 Critical** () = +1 Component Damage - **1 Heat** () = +1 Heat - **1 Pierce** () = Cannot use reactive defense cards - **Final:** Discard 4 cards + 1 Component Damage + 1 Heat

## Step 5: Apply Damage (Damage Graveyard)

**Defender chooses how to discard cards to Damage Graveyard:**

- **From Hand:** Lose tactical options but control what's lost
- **From Deck:** Keep hand intact but risk losing key cards randomly
- **Mixed:** Discard some from hand, some from deck

**Example:** Take 5 damage → Discard 3 from hand + 2 from deck top to **Damage Graveyard**

**Strategic Depth:** Do you burn your hand to avoid Component Damage? Or keep cards and risk it?

**Major Wound Check:** - If damage taken  $\geq 5$  in this single attack → Add 1 **DAMAGED card** to your **Discard Pile** immediately - If you discarded any DAMAGED cards from your hand/deck during this damage → Roll Damage Die for each

## Step 6: Check for Component Damage

**If you discarded any Primary Weapon equipment cards:** - Mark 1 Component Damage per Primary Weapon card to targeted component - Track separately: Right Arm, Left Arm, Legs, Head, Chassis - **Component destruction threshold varies by limb** (Head 3, Arms 4, Chassis 5, Legs 6)

**If Defense Dice showed CRITICAL symbols (○):** - Add +1 Component Damage per symbol to targeted component

**v2.0 NOTE:** “Primary Weapon cards” refers to your equipped weapon cards (e.g., Longsword, Greatsword, Pistol). These are the cards you discarded from your Primary Weapon slot equipment.

## 3. Component Damage (AP/Structure/Pilot Exposure System)

**COMPREHENSIVE RULES:** See [component-damage-system.md](#) for full AP/Structure/Pilot Exposure mechanics, SCRAP card rules, and complete examples.

### Quick Reference: Component HP Zones

**Each component has three defensive zones:**

**NOTE:** These values are for the **Warden** (standard) Casket class. Component HP varies by class - see [Casket Classes](#) for Scout/Vanguard/Colossus variants.

Component	Total HP	AP Zone	Structure Zone	Pilot Exposure Zone
<b>Head</b>	8 HP	0-3 dmg	4-5 dmg	6-8 dmg
<b>Right Arm</b>	8 HP	0-3 dmg	4-5 dmg	6-8 dmg
<b>Left Arm</b>	8 HP	0-3 dmg	4-5 dmg	6-8 dmg
<b>Chassis</b>	10 HP	0-4 dmg	5-6 dmg	7-10 dmg
<b>Legs</b>	10 HP	0-4 dmg	5-10 dmg	NEVER

**Zone Effects:** - **AP Zone:** Armor absorbs damage, no penalties - **Structure Zone:** Functional penalties begin (-1 to -2 damage, +1 SP costs, etc.) - **Pilot Exposure Zone:** **Every Component Damage = +1 Pilot Wound** (CRITICAL)

## Tracking Component Damage

**How it accumulates:** 1. Attacker declares target component (choose method): - **Tactical (recommended):** Attacker chooses component - **Random:** Roll 1d6 (1=Head, 2=L.Arm, 3=R.Arm, 4-5=Chassis, 6=Legs) - **Card-specified:** Some cards auto-target (e.g., "Headshot" → Head)

1. When **Primary Weapon or Shield/Offhand cards** are discarded from damage → 1 Component Damage per card
2. When Defense Dice show **CRITICAL ()** → +1 Component Damage (bypasses AP layer!)
3. Component Damage accumulates, moving through zones (AP → Structure → Pilot Exposure → Destroyed)

**Example Progression:** - Right Arm at 3/8 HP (AP zone, no penalties) - Takes 4 Component Damage → Now at 7/8 HP - Progression: 3 (AP) → 4 (enter structure, -1 dmg) → 5 (structure, -1 dmg) → 6 (enter pilot exposure, **+1 Wound**) → 7 (pilot exposed, **+1 Wound**) - **Total: +2 Pilot Wounds from this attack, arm near destruction**

## Component Effects by Zone

**AP Zone (Armor Plating):** - No functional penalties - Armor cracking, sparks flying, but fully operational - This is the “safe zone” - pilot protected

**Structure Zone (Frame Damage):** - Functional penalties begin: - Arms: -1 to -2 damage from attacks - Chassis: -1 to -2 SP maximum, movement penalties - Head: -1 ranged attacks, +1 Heat/turn - Legs: +1 to +2 SP per hex movement - Component degrading but still usable - Pilot still protected (no wounds yet)

**Pilot Exposure Zone (CRITICAL):** - **Every Component Damage taken = +1 Pilot Wound** - Capsule breached, pilot directly vulnerable - Component near total failure - Desperate situation - one more hit could destroy component

**Component Destroyed:** - All associated equipment cards → **SCRAP** (see component-damage-system.md) - SCRAP cards can be cannibalized (0 SP): Discard → Draw 1 card - Component unusable for rest of battle - **Final destruction wound:** +1 Pilot Wound (except Legs) - **Chassis destruction special:** +3 Pilot Wounds immediately, ejection save required

## 4. Deck Depletion (Running Out of HP)

**When your HP Draw Deck runs out mid-turn while taking damage:** - Continue taking damage by discarding from **Discard Pile** to **Damage Graveyard** - If Discard Pile is also empty, you're **Defeated** (structural collapse)

**When you would draw a card but HP Draw Deck is empty:** - **Reshuffle Trigger** - Shuffle your **Discard Pile** into a new HP Draw Deck - **Damage Graveyard stays separate** (those cards are gone forever) - Draw normally - **NOTE:** You do NOT add DAMAGED cards on reshuffle - only when taking Major Wounds (5+ damage)

**Death Spiral Mechanics:** - Every card in **Damage Graveyard** = permanent HP loss - DAMAGED cards in your deck = dead draws + cascading penalties - Factions can interact with Damage Graveyard (resurrect, scavenge, etc.) - After 20 damage taken + 3 Major Wounds, you might have: - 20 cards in Damage Graveyard (gone forever) - 3 DAMAGED cards in your remaining deck - Death spiral is inevitable but manageable

## 5. Pilot Wound Deck (10 Cards)

### Separate from Casket HP

**The Pilot has their own 10-card Wound Deck.**

This represents pilot physical/mental state inside the capsule.

**Starting Wound Deck** (10 cards, all face-down):

Card	Quantity	Type
Minor Injury	5	Recoverable
Severe Injury	3	Permanent effect
Trauma	2	Mental breakdown

### When Pilot Takes Damage

**Pilots take damage (flip Wound cards) in these situations:**

1. **Component Pilot Exposure** (NEW PRIMARY SOURCE) - Any Component Damage while component is in Pilot Exposure Zone → +1 Wound per damage - Can take 2-3 Wounds in single attack if component destroyed from exposure zone - See [component-damage-system.md](#) for full mechanics



2. **Chassis Destruction** (CRITICAL - INSTANT DEATH RISK) - Chassis destroyed → +3 Wounds immediately - Then roll ejection save: 1-2 = +2 more Wounds (likely death), 3-6 = survive
3. **Head Destruction** - Head destroyed → +1 Wound (neural feedback from sensor destruction)
4. **Neural Feedback** (Cumulative Strain) - When total Component Damage across ALL components  $\geq 15$  → +1 Wound - Check at end of each attack that adds Component Damage
5. **Casket HP Deck Empty** - Deck + Discard both empty → Roll save (1d6): 1-3 = +2 Wounds, 4-6 = survive extraction

**v3.0 OPTIONAL:** Use Taint Exploitation to spend Taint tactically (offensive debuffs, defensive power-ups). Taint becomes a resource, not just a threshold.

**When Pilot takes damage:** - Flip 1 Wound Card face-up per damage - Read effect immediately - Card remains face-up (permanent)

**v3.0 OPTIONAL:** Roll 1d6 + Pilot Grit to resist Wound. On 5+, ignore 1 Wound. Veterans (Grit 2-3) are mechanically tougher.

## Wound Card Effects

**Minor Injury** (5 cards): 1. **Concussion:** -1 to all SP until end of mission 2. **Broken Finger:** Cannot use 1 specific card type (roll d10 for which finger/thread) 3. **Internal Bleeding:** At start of each round, discard 1 card from Casket deck 4. **Dislocated Shoulder:** -2 damage to all attacks until end of mission 5. **Cracked Rib:** Each time you gain Heat, gain +1 additional Heat

**Severe Injury** (3 cards): 1. **Shattered Hand**: Permanently lose 2 Neural Threads. -2 SP maximum (PERMANENT, even after mission) 2. **Spinal Trauma**: Movement costs +1 SP per hex (PERMANENT) 3. **Ruptured Organ**: Start each mission at -5 Casket HP (discard 5 cards at deployment)

**Trauma** (2 cards): 1. **PTSD**: Cannot attack enemies from behind (triggers panic) 2. **Dissociation**: At start of each turn, roll 1d6. On 1-2, lose 1 SP this turn (pilot zones out)

## Pilot Death

**If all 10 Wound Cards are face-up → Pilot Dies**

- Casket becomes inert (stops moving)
- Pilot must be extracted (if allies present)
- Campaign: Pilot is dead, roll new character
- Arena: Match loss

## 6. Suffering Dice (Church & Event System)

**For Church of Absolution and brutal campaign events, use Suffering Dice (d6) for self-harm mechanics:**

## Suffering Die Faces

Symbol	Effect
<b>BLOOD PRICE</b>	Discard 2 cards (self-harm)
<b>MARTYRDOM</b>	Discard 3 cards, +3 damage to next attack
<b>ZEALOT'S FURY</b>	Discard 1 card, +1 damage to all attacks this turn
<b>DIVINE MERCY</b>	No self-harm
<b>PENANCE</b>	Discard 1 card, +1 Heat, +2 damage next attack
<b>ABSOLUTION</b>	Discard 1 card, recover 1 card from discard

## When to Roll Suffering Dice

**Church Faction Abilities:** - **BLOOD OFFERING** card: Instead of auto-discarding 2 cards, roll 1 Suffering Die - **Flagellant's Zeal** Tactic: Roll 2 Suffering Dice, apply both effects - **Martyrdom Protocol**: When redirecting damage, roll 1 Suffering Die per 3 damage redirected

**Campaign Events:** - **Penance Rituals** (settlement events) - **Taint Purging** (when Taint reaches 8+) - **Soul Bargains** (desperate deals with Bonelord Thresh)

## 7. SP Economy (Energy System)

### SP by Frame Type

SP (Soulstone Points) varies by Casket weight class:

Casket Type	SP Maximum	Deck Size Range	Philosophy
<b>Scout (Light)</b>	6 SP	26-32 cards	Speed & efficiency (minimal equipment)
<b>Assault (Medium)</b>	5 SP	30-38 cards	Balanced (moderate equipment)
<b>Heavy</b>	4 SP	35-45 cards	Endurance (heavy equipment)
<b>Fortress</b>	3 SP	38-50 cards	Power over finesse (maximum equipment)

**Why decreasing SP for heavier frames?** - Heavy Caskets are slower, less energy-efficient - Forces different playstyles (Light = many small actions, Assault = few powerful actions) - Balances high armor/HP with lower action economy

## SP Refresh

**At start of your turn:** - Restore SP to maximum - Exception: If in **Danger Zone** (5+ Heat), roll Strain first

**SP costs examples:** - Movement: 1 SP per hex - Attacks: 1-5 SP (varies by card) - Reactive defense: 0 SP (interrupt opponent's turn) - Utility: 1-3 SP

## Heat System (Limits SP)

**Heat represents Engine strain and limits your SP effectiveness.**

**Heat Zones:** - **Safe Zone** (0-4 Heat): No penalties - **Danger Zone** (5+ Heat): Roll Strain at start of turn - **Critical** (10+ Heat): Automatic system failures

**Strain Roll** (1d6 + Heat): - 1-5: Gain 1 Heat - 6-8: Lose 1 SP this turn - 9-11: Take 2 damage (discard 2 cards) - 12+: Component malfunction (lose 1 random Component)

**Heat Management:** - Vent actively (Emergency Vent card, Breathe the Core) - Stand in water hexes (remove 2 Heat/turn) - Pass your turn (remove 1 Heat)

## 8. Card Draw & Hand Management

### Starting Hand: 6 Cards

**At start of battle:** - Shuffle your Casket HP deck (26-50 cards depending on equipment loadout) - Draw 6 cards - Mulligan: May shuffle hand back and draw 6 new cards (once)

### Drawing Cards

**Draw Phase** (end of your turn): - Draw until hand = 6 cards - If deck empty, trigger Reshuffle (add 1 Damage card)

**Mid-Turn Draw:** - Some cards have “Draw 1 card” effect - Draw immediately from deck

## 9. Victory Conditions

### Arena/Skirmish

**Win by:** - Reducing enemy Casket to 0 HP (deck empty + discard empty) - Killing enemy pilot (10 Wounds) - Enemy surrenders

**Defeat:** - Your Casket destroyed - Your pilot dies - You surrender

### Campaign

**Mission Success:** - Achieve primary objective - At least 1 pilot survives

**Partial Success:** - Primary objective failed - But pilots survived (can retreat)

**Mission Failure:** - All pilots dead or captured

## 10. Deck Construction Summary

### Template: Church Confessor (Light Casket)

**Total Deck: 30 cards**

1. **Universal Core** (10 cards) - MANDATORY - Desperate Lunge, Brace for Impact, Emergency Vent, Sensor Sweep, Overextend, Rally Cry, Survey the Field, Feint, Retreat, Breathe the Core
2. **Primary Weapon: Penitent Blades** (12 cards) - FACTION-SPECIFIC - Blood Offering × 2 - Faithful Thrust × 3 - Righteous Cleave × 2 - Martyrdom Protocol × 2 - Divine Judgment × 2 - Consecrated Ground × 1
3. **Secondary Equipment: Buckler Shield** (6 cards) - PLAYER CHOICE - Deflect × 2 - Bash × 2 - Hunker Down × 2
4. **Faction Tactics** (2 cards) - CHOOSE 2 FROM 5 - Righteous Fury - Flagellant's Zeal

**SP Maximum:** 6 (Light Casket) **Pilot Wound Deck:** 10 cards (separate)

## 11. Core Design Features

### Deck-as-HP System:

- Your deck represents HP (discard cards when damaged)
- SP (Soulstone Points) refresh each turn
- Primary vs Secondary weapon split
- Pre-built decks (no mid-game deck-building)
- Fixed hand size of 6 cards

### Brutal Consequences:

- Component damage tracking (arms, legs, head can be destroyed)

- Permanent pilot injuries (Pilot Wound deck)
- Death spiral (Damage cards added to deck on reshuffle)
- Losing Primary Weapon cards = permanent component damage

## Unique Mechanics:

- **Heat System:** Risk/reward pushing into Danger Zone for extra power
- **Dual-Layer Damage:** Separate Casket HP and Pilot Wound systems
- **Neural Thread Damage:** Pilot takes damage when components are destroyed
- **Asymmetric Factions:** Each faction has completely different Primary Weapon cards and abilities

## 12. Example Combat Sequence (With Dice)

### Setup:

- **Player A:** Church Confessor (28-card deck, 6 SP, 6 cards in hand)
- **Player B:** Dwarven Ironclad (36-card deck, 4 SP, 6 cards in hand)

### Round 1

**Player A Turn** (Confessor): 1. Refresh to 6 SP 2. Play **Desperate Lunge** (1 SP) → Move 2 hexes toward enemy (total moved: 2 hexes) 3. Play **Faithful Thrust** (2 SP) → Declare attack for 4 damage, Range: Melee - **To-Hit Calculation:** Base 5+ | Moved 2 hexes +1 | Front arc +0 = **Need 6+** - **Attack Roll:** (3) + (4) = **7 total** → **STRONG HIT** (+1 damage) - Final damage: 4 base + 1 (Strong Hit) = **5 damage** 4. Player B rolls **5 Defense Dice:** - **1 Shield block** → Reduce to 4 damage - **1 Critical ()** → +1 Component Damage to Right Arm - **1 Heat ()** → +1 Heat 5. Player B discards 4 cards (chooses: 2 from hand, 2 from deck) - Discarded from hand: 1× Primary Weapon card → +1 Component Damage - **Total Component Damage to Right Arm: 2** (1 from , 1 from Primary card) 6. Player A has 3 SP remaining → Passes 7. Draw Phase: Draw 2 cards (hand back to 6)

**Player B Turn** (Ironclad): 1. Refresh to 4 SP, currently at 1 Heat (safe) 2. Play **Advance** (2 SP) → Move 2 hexes toward enemy 3. Play **Hammer Strike** (3 SP) → Declare attack for 6 damage, ignore 1 Armor - **To-Hit Calculation**: Base 5+ | Moved 2 hexes +1 | Attacking front +0 = **Need 6+** - **Attack Roll**: (5) + (3) = **8 total** → **STRONG HIT** (+1 damage) - Final damage: 6 base + 1 (Strong Hit) = **7 damage** 4. Player A rolls **7 Defense Dice**: - **1 Shield block** → Reduce to 6 damage - **2 Critical ()** → +2 Component Damage to Right Arm - **1 Heat ()** → +1 Heat - **1 Pierce ()** → Cannot use reactive defense cards 5. Player A discards 6 cards (chooses: 3 from hand, 3 from deck) - Discarded from hand: 2× Primary Weapon (Penitent Blades) → +2 Component Damage - **Total Component Damage to Right Arm**: 2 (from ) + 2 (from Primary cards) = **4 Component Damage** - Right Arm has **REACHED 4 HP THRESHOLD** → **RIGHT ARM DESTROYED!** - Player A discards all remaining Penitent Blade cards from hand (cannot use Primary Weapon) 6. Player B has 0 SP → Turn ends 7. Draw Phase: Draw 3 cards

## Round 2

**Player A Turn**: - Now has NO Primary Weapon cards in hand (all discarded) - Must rely on Universal cards + Secondary Equipment (Buckler) - Desperate situation → Might use **Blood Offering** (discard 2 cards for +3 damage boost)

This creates **brutal, desperate combat** where Component Damage matters and losing your Primary Weapon mid-fight is catastrophic.

## END OF DOCUMENT

“Your deck is your life. Every card you lose brings you closer to death. When your Primary Weapon cards are gone, you’re just a broken puppet swinging fists in the dark.”