

PENANCE

PENANCE: QUICK REFERENCE

Absolution Through Steel

Generated quick-reference

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TURN STRUCTURE

Player Turn (4 Phases)

- 1. REFRESH** - Restore SP to maximum - If Heat 5+: Roll Strain (1d6 + Heat)
- 2. ACTION PHASE** - Play cards (costs SP) - Move (1 SP per hex) - Rotate facing (free, once per turn) - Continue until out of SP or pass
- 3. DRAW PHASE** - Draw to hand size 6 - If deck empty: Reshuffle + add 1 Damage card
- 4. END TURN** - Resolve end-of-turn effects - Next player goes

SP MAXIMUM (by Casket Type)

Casket Type	SP Max
Light	6 SP
Medium	5 SP
Heavy	4 SP
Assault	3 SP

Modified by destroyed Chassis (-1 SP) or Leg-Skimming (+1 SP)

COMBAT RESOLUTION (WITH DICE)

Attack Sequence

1. **Play attack card** (spend SP), declare target component
2. **Calculate To-Hit Number:** - Base: **5+** (roll 2d6 Attack Dice) - + Range (Short +0, Medium +1, Long +2, Extreme +3) - + Attacker movement (1-3 hexes +1, 4-6 +2, 7+ +3) - + Defender movement (1-3 hexes +1, 4-6 +2, 7+ +3) - + Hex-side (Front +0, Weapon +0, Flank -1, Rear -2, Shield +1) - + Cover (Light +1, Heavy +2) - + Elevation (Higher -1, Lower +1)
3. **Roll 2 Attack Dice**, add values: - **5-6** = Hit | **7-8** = Strong Hit (+1 dmg) - **9** = Critical (+2 dmg, bypass 1 Def) | **10** = EXECUTION (destroy component) - **<5** = Miss | **2** = Catastrophic Failure (weapon jams)
4. **If hit**, Defender plays reactive card (optional, 0 SP)
5. **Defender rolls Defense Dice** (1d6 per damage): - Count blocks: SHIELD, ⚙️ ABSORB (each blocks 1 dmg) - Apply effects: CRITICAL (+1 Component Dmg), HEAT (+1 Heat), ✕ PIERCE (no reactives)
6. **Defender discards** final damage (original - blocks) from hand/deck

Component Damage

- Primary Weapon cards discarded → +1 Component Damage
- Defense Dice CRITICAL → +1 Component Damage
- **3 Component Damage = Component Destroyed**

COMPONENT DESTRUCTION EFFECTS

Component	Effect
Right Arm	Lose all Primary Weapon cards from hand
Left Arm	Lose all Secondary Equipment cards
Legs	Movement costs +1 SP per hex
Head	-1 to ranged attacks, no Sensor Sweep
Chassis	-1 SP maximum (permanent)

RANGE & LINE OF SIGHT

Range Bands

- **Melee:** Range 1 (adjacent only)
- **Close:** Range 2-3
- **Medium:** Range 4-6
- **Long:** Range 7+

LOS Blocked By

- Walls

- Large terrain (buildings)
- Dense forests (marked)

Cover (To-Hit Penalty)

- Light cover (forest, rubble): +1 to target number
- Heavy cover (fortress walls): +2 to target number
- Behind other Caskets: +1 to target number

FACING MODIFIERS (6-HEX SYSTEM)

Hex-Side	To-Hit Mod	Damage Bonus	Def Penalty	Shield Blocks?
1 (Front)	+0	+0	0	Yes
2 (Weapon)	+0	+1	-1	No
3 (Flank-R)	-1	+2	-2	No
4 (Rear)	-2	+3	-3	No
5 (Flank-L)	-1	+2	-2	No
6 (Shield)	+1	+0	+1	Yes

Rotating: Free action, once per turn. 1 SP per additional rotation.

HEAT SYSTEM

Heat Zones

Heat	Zone	Effect
0-4	Safe	None
5-9	Danger	Roll Strain at start of turn
10+	Critical	Auto-fail Strain

Strain Table (1d6 + Heat)

Roll	Effect
1-5	+1 Heat
6-8	-1 SP this turn
9-11	Take 2 damage
12+	Component malfunction

Removing Heat

- Emergency Vent card (2 SP): Remove 3 Heat
- Water hexes: Remove 2 Heat per turn
- Pass entire turn: Remove 1 Heat

MOVEMENT

Action	SP Cost
Move 1 hex (clear)	1 SP
Move 1 hex (difficult)	2 SP
Climb up 1 level	2 SP
Climb down 1 level	1 SP
Rotate facing	Free

Cannot move through: Enemies, walls, obstacles

PILOT WOUNDS

When Pilot Takes Damage

- Capsule breach
- Neural feedback (5+ Component Damage total)
- Thread snap
- Taint overload (10 Taint)
- Casket destruction (roll save)

Wound Types

- **Minor Injury** (5 cards): Temporary debuff
- **Severe Injury** (3 cards): PERMANENT effect
- **Trauma** (2 cards): Mental breakdown

10 Wounds = Pilot Death

COMMON ACTIONS

Action	SP Cost	Notes
Play attack card	Varies	1-5 SP typically
Play reactive defense	0 SP	During enemy turn
Move 1 hex	1 SP	+1 SP if difficult terrain
Vent Heat	2 SP	Remove 3 Heat (card)
Rotate	Free	Once per turn
Draw extra card	Varies	Some cards grant this

DECK & HAND

Starting Hand

- **6 cards**
- **Mulligan:** Once at start, shuffle hand & redraw 6

Hand Size

- **Maximum 6** (discard down at end of turn)
- Draw to 6 every Draw Phase

Deck Depletion

- Deck empty → **Reshuffle** discard pile
- **Add 1 Damage card** when reshuffling
- Damage cards do nothing (dead draws)

Defeat

- Deck AND discard both empty → **Casket destroyed**

REACTIVE CARDS

Timing

- Played during **opponent's turn**
- Must have **[—] Initiative** keyword
- Cost **0 SP** (doesn't use your pool)

Limits

- **1 reactive per attack**
- Must be in hand
- Played **BEFORE** damage is calculated

Examples

- Brace for Impact: Reduce damage by 2
- Deflect: Reduce damage by 1
- Unyielding Bulwark: Reduce damage by 3, gain 1 Heat

VICTORY CONDITIONS

Arena

- Reduce enemy Casket to 0 HP (deck empty)
- Kill enemy pilot (10 Wounds)
- Scenario-specific objectives

Campaign

- Complete primary objective
- At least 1 pilot survives

KEYWORDS

Keyword	Meaning
Melee	Range 1 only
Reactive	Play during enemy turn
[–] Initiative	Reactive card
Aura X	Affects X-hex radius
Ignore Armor	Bypass Defense entirely
Self-Harm	Discard from your deck
Component Target	Choose which component to damage

TERRAIN TYPES

Terrain	Movement	LOS	Cover	Special
Clear	1 SP	Yes	No	—
Forest	2 SP	Yes	+1 Def	—
Rubble	2 SP	Yes	+1 Def	—
Wall	Impassable	BLOCKED	N/A	—
Water	1 SP	Yes	No	Remove 2 Heat/turn
Elevated	2 SP (up)	Yes	No	+1 dmg if higher

CASKET DECK COMPOSITION (30 cards)

- **10 Universal Core** (mandatory, everyone has)
- **12 Primary Weapon** (faction-specific, cannot change)
- **6 Secondary Equipment** (player choice)
- **2 Faction Tactics** (choose 2 from 5 available)

DICE QUICK REFERENCE

Attack Dice (2d6)

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

Results: 5-6 Hit | 7-8 Strong Hit (+1) | 9 Critical (+2) | 10 EXECUTION | 2 Catastrophic Failure

Defense Dice (1d6 per damage)

Symbol	Effect
	SHIELD - Block 1 dmg
⚙	ABSORB - Block 1 dmg
	FLESH WOUND - Take dmg
	CRITICAL - Take dmg + 1 Component Dmg
×	PIERCE - Take dmg, no reactives
	HEAT - Take dmg + 1 Heat

Suffering Dice (Church/Events, 1d6)

Symbol	Effect
	DIVINE MERCY - No harm
	BLOOD PRICE - Discard 2
✕	ZEALOT'S FURY - Discard 1, +1 dmg all attacks
	PENANCE - Discard 1, +1 Heat, +2 dmg next
	MARTYRDOM - Discard 3, +3 dmg next
⚙	ABSOLUTION - Discard 1, recover 1

COMMON MISTAKES

Don't: Draw cards during Action Phase (only Draw Phase) **Don't:** Discard from hand when damaged (discard from DECK) **Don't:** Stack cover bonuses (max +1 Defense from cover) **Don't:** Attack targets outside your front 180° arc **Don't:** Forget to roll Strain at 5+ Heat

Do: Rotate before attacking rear targets (free action) **Do:** Use reactive cards to mitigate damage **Do:** Track Component Damage separately per component **Do:** Add Damage card when reshuffling deck

SAMPLE TURN (WITH DICE)

Church Confessor (6 SP, 2 Heat, 24 HP)

1. **REFRESH:** 6 SP, Heat check = Safe Zone (skip)
2. **ACTION:** - Rotate (free) → Face enemy - Move 2 hexes (2 SP) - Play Blood Offering (0 SP) → Discard 2 cards, buff active (+3 dmg) - Play Faithful Thrust (2 SP) → Attack

for 4 dmg + 3 buff = 7 dmg - **To-Hit:** Base 5+ | Moved 2 hexes +1 = Need 6+ -

Roll: $\times(3) + (5) = 8 \rightarrow$ Strong Hit (+1 dmg) = 8 total dmg - **Enemy rolls 8**

Defense Dice: $\times = 2$ blocks, 1 Critical, 1 Heat - Final: 6 damage + 1

Component Damage to enemy - Pass (2 SP unused)

3. **DRAW:** Draw 2 cards (hand back to 6)

4. **END:** Next player's turn

Result: 22 HP remaining, enemy took 6 dmg + 1 Component Dmg + 1 Heat

PRINT THIS PAGE FOR TABLE REFERENCE

"Refresh. Fight. Draw. Endure."