

Rules:

Note: All rules can be bent by a buff, research, or an adaptation. The following are the baseline, unchanged rules.

Setup Rules:

1. Areas and research must be placed at least 4 spaces away from one another.
2. After drawing one research tile to apply immediately, each player draws from the stack of research tiles to place them on the board. When placing, the player can read the details of the research and the ability it provides.
3. Each player lays down 3 research tiles. The player can only place one tile in their zone, the closest section of their corner of the map. One must be placed in another player's zone, and the other can be placed in any other zone, even if other research has been placed there by another player. In those zones, research can be placed on any spot.
4. Once all of the setup is finished, players spawn their parts on any spot within the first row on the corner facing the player's satellite. Players cannot spawn any parts combined as clouds.

Nanobot Part Basic Rules:

1. Only 4 parts per player are allowed on the board at once and each active part gets 1 action (basic attack, ability use, combine, separate, or launch) per turn, or it can move up to 3 spaces.
2. Reinforcements spawn on the satellite with the player's choice of adaptation and unapplied research. Each player starts with 2 reinforcements.
3. Launch -- Launching takes up one turn for one part. The player can launch to their satellite from anywhere on the planet, but they can only launch from their satellite to their corner of the board or to an area they have captured. The player cannot launch more than 2 parts to a contested area per turn.

Nanobot Cloud Basic Rules:

1. A part can take a turn to combine with another adjacent part or parts to form a cloud. A part in a cloud may take a turn to separate from the cloud back to a single part, landing on an adjacent space upon separation. (Clouds are represented by stacking the tags of multiple parts on a single pawn piece.)
2. In a cloud, each part still gets its individual turn, but all movement is limited to 2 spaces per part and all parts move together. This includes knockback from combat and movement from abilities. Cloud parts also share damage.

Area Adaptation Rules:

1. To adapt to an area, leave the desired part there for 1 turn. If only friendly parts are in the area, the buff will be applied and the area will be captured. Staying in a captured area for another turn requires enemy players to stay in the area for 2 turns to capture it instead of one. When a player captures an area, they should place one of their stones on the area.

Research Rules:

1. To pick up a research tile, a part or cloud must stop on a space adjacent to or on top of the tile. Research modifications can only be applied to one part at a time. Some abilities have cooldowns and other specific rules of use. Be sure to read their definitions carefully and adhere to them.

Reference Sheets:

Glossary of terms:

- **Adaptation:** An ability or buff acquired from area capture
- **Area:** One of the colored sections of hex representing a biome
- **Cloud:** A combination of nanobot parts
- **Defense Option:** An ability that can be used instead of knockback to keep a part/cloud safe from further attacks or to counterattack
- **Knockback:** Forced movement of a part/cloud away from where it was attacked
- **Launching:** Refers to sending back a part to the satellite, or sending a part back to the board
- **Parts:** An individual nanobot unit; A pawn
- **Research modification:** An ability acquired through a research token
- **Satellite:** The safe area where research is applied and reinforcements respawn; off the board
- **Zone:** The sections of the map divided by the board's lines

Tags:

- Adaptations are represented by tag color, with each color signifying the part's possession of that color rea's adaptation.
- A white tag signifies an unmodified part.
- Health is also represented on tags. The side facing up shows the health of the part it is on.
- Research should also be indicated on tags; use a pencil to write the number of the part's research buff preceded by an R (ex. R13)
- Clouds are represented by stacking the tags of multiple parts on a single pawn piece. (2 tags=2 part cloud, etc.)

Combat Rules:

- The basic attack hits for 1 damage in 1 adjacent space
- Knockback is the act of moving 1 space in the opposite direction of the attack for every 1 hit of damage.
- If a part moves 1 less space than your maximum movement, it can do a basic attack before it ends its turn
- Instead of being knocked back the defender can use a Defense Option enabled ability. Damage dealt by Defense Options cannot trigger a Defense Option.
- If you use an ability on your turn, it cannot be used again until your next turn.
- If you use an ability on an opponent's turn as a Defense Option, you may not use it again until their next turn.

Adaptterra Rules One-Shot

[Picture for setup]
(Adaptations and tags separate)

[Picture for parts/tag]

