

### Turn Structure

Phase	Description	Key Actions
1. Draw	Refresh hand, resolve start effects	Draw up to 5 cards
2. Action	Play cards, move, attack, build, program	All actions in one phase
3. End	Status cleanup, shield refresh	Reset energy, process programs

### Standard Actions

Action	Cost	Effect
Melee Attack	1E	Base attack dmg, adjacent studs
Ranged Attack	1E	Base attack -1 dmg, 2-3 studs
Defend	1E	+2 Defense until next turn
Move	Free	Move up to Movement stat
Repair	1E	Restore 2 HP to self/ally

### Combat Resolution

- Determine Base Damage** → Card/weapon damage
- Apply Height Bonus** → +1 dmg per level (max +2)

- Add Attacker Modifiers** → Cards, upgrades
- Subtract Armor + Cover** → Damage reduction
- Apply Shield First** → Temporary HP
- Apply to HP** → Permanent damage
- Resolve On-Hit Effects** → Status, reactions

### Armor & Cover

AR	Typical Source	Effect
0	Trickster	Vulnerable
1	Light armor / partial cover	Negates chip damage
2	Standard bot	Strong vs small hits
3+	Fortified structure / boss	Requires piercing or burst

#### Special Rules:

- Pierce X** → ignore X armor
- Armor Break** → ignore all armor
- Ignore Cover** → bypass +1 cover bonus
- Cover** → +1 AR vs ranged if line passes through low wall

### Terrain & Brick Economy *(Tabletop Only)*

**Turn Start:** +2 bricks from shared pool

#### Spend Bricks in Build Phase:

- Raise walls (2–4 bricks)
- Build turrets (5+ bricks)

- Fortify positions
- Custom structures

#### Brick Pool Scaling:

- 2-3 players:** 6 bricks each, 50 shared
- 4-5 players:** 4 bricks each, 70 shared
- 6+ players:** 3 bricks each, 100 shared

**Destruction:** Destroyed structures return bricks to pool

### Reaction Windows

Trigger	Timing	Examples
On Targeted	Before attack resolves	Parry, Dodge
On Enter Tile	Triggers trap	Snapjaw Floor
On Hit	After damage applied	Counter-attack
On Destroy	When ally/structure destroyed	Last Stand

### Common Status Effects

Status	Effect
Prone	−1 SPD, +1 dmg from ranged, stand costs 1 stud
Immobilized	SPD 0
Stunned	−1 Action next Action Phase
Burning	1 dmg at End Phase, +1 Heat
Marked	Next attack vs target +1 dmg
Shield X	Temporary HP, expires next turn
Overheated	−1 Action this turn, can't Overclock

Most statuses expire end of round unless stated.

### NPC AI






**Target Priority:**

- Lowest HP in LOS
- Closest target
- Objective holder

**Actions:** 2 per turn (move, melee, ranged) **Behavior:** Use programmed behavior if scripted

### Common Icons

Icon	Meaning	Icon	Meaning
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	Damage		Armor/Shield
	Heal		High Ground
	Trap		Reaction/Energy

