

ARSENAL

The background is a dynamic illustration of a mecha battle. In the foreground, a white mecha with red and black markings is shown in a state of explosion or impact, with bright orange and yellow flames and debris erupting from its chest area. The mecha has a large, circular, glowing orange sensor or eye in the center of its face. To the right, a blue mecha is partially visible, with the name 'Arturus' written vertically on its side. In the background, a large crowd of spectators is visible in a stadium-like setting, with a sign that reads 'loadmotion'.

A FAST PACED CARD GAME OF TACTICAL MECH COMBAT

OFFICIAL RULEBOOK

CREATED BY
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Arsenal: Arena Combat

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INTRODUCTION

Arsenal: Arena Combat is a 2-to-6-player card game with a fast-paced, explosive style of play. *Arsenal* is about strategy and tactics; it's how you build your deck, and how you play your cards, that will lead you to victory.

You take on the role of a pilot in a combat Mech arena. This arena is represented by a small hex grid. You move your Mech around on this grid to gain an advantage against your opponent, and then play cards from your hand to attack or defend. You will manage your energy levels (the resource used to play cards), and use all manner of subterfuge, electronic warfare, deployable drones, maneuvers and mobility, or sheer firepower to win out against your opponent.

Arsenal Mechs come in a wide variety of weight classes, body types, and combat profiles. The Mech you choose determines which cards you can have in your deck. Will you roll out the heavy assault Mech, and pummel your foe with relentless attacks? Will you choose a light Mech built for mobility, and run circles around your opponent, dodging their every strike. Or perhaps you'll pilot a Mech designed to wage electronic warfare on your enemy, draining his energy and stripping his defenses?

Your Mechs fight it out in sanctioned tournaments, in special arenas, and crowded stadiums. In the world of *Arsenal*, the Mechs and their pilots are celebrities, with rivalries and reputations. Big name sponsors fund these giant war machines by painting their logos all over them and paying for their ammunition, repairs and upgrades. Pilots represent their country of origin, with displays of national pride, participating in regional and national leagues. In the world of *Arsenal*, these Mechs are big business and popular sport.

WHAT YOU NEED TO PLAY

- This rulebook
- The official *Arsenal* gameboard*
- Each player will need the following items:
 - 1 token (or miniature) to represent your **Mech**
 - A few paired tokens to represent your **Autonomous Objects** in the arena
 - A pile of tokens to represent damage to your **Mech** and **Objects**
 - About 20 6-sided dice
 - 8 double-sided **Energy** cards
 - 1 **Mech** card
 - A deck of exactly 40 cards (rules for deckbuilding can be found on page 5)

* The official *Arsenal* gameboard represents a small arena, ideal for short, brutal engagements. However, once you're comfortable with the rules, feel free to experiment with *Arsenal* on any **hex** map of your choosing. *Arsenal* **Mechs** are close to *Battletech* scale, and will play just as well on any map made for that classic war game.

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OVERVIEW

To play *Arsenal*, each player first chooses a Mech, then they each build a deck from the cards available to that Mech (not all Mechs are created equal). For help with this, see *Building Your Deck* on page 5.

Next you and your opponent(s) shuffle your decks, grab 8 energy cards, a handful of 6-sided dice and damage counters, and put a token on the board that matches your Mech. Then you figure out who's going first, and start playing!

Players take turns moving their Mech around the arena, and playing cards from their hand to represent things like lock-ons, deployable objects, or any number of actions and reactions.

All cards have an energy cost. You have 8 energy to spend on every player's turn, but you also have the option to "burn" any or all of your 8 energy. Doing so could pay off big, but "burned" energy comes back at a much slower rate, leaving you open to counter attack.

On your turn, you play attack cards from your hand that represent both your weapons and your ammunition, provided your target is within the attack's effective range.

When an attack is played, all players have a chance to react to it, by playing their own cards that represent things like taking evasive maneuvers or bracing for impact.

After everyone has had a chance to react, the attack is resolved: the attacker and defender both roll a number of dice determined by the attack card, range, and other variables. Both players then count the number of 1's and 6's they rolled.

The defender must meet or beat the attacker's roll in order to dodge the attack. If they don't, it hits, and their Mech takes damage! Repeat until only one Mech (or team) is left standing.

BUILDING YOUR DECK

Before you can play *Arsenal*, each player must have a **Mech** card, 8 **Energy** cards, and a 40-card play deck. Your deck must have exactly 40 cards, with no more than 2 copies of any one card. You ultimately choose which cards make up your deck, but those cards must meet certain restrictions set by the **Mech** card you've chosen. Each **Mech** has three **aspects** listed on the right side of the card (the orange icons). These are *weight class*, *body type*, and *combat profile*. If any card in your deck lists an **aspect**, that same **aspect** must be listed on your **Mech** card. Each of these **aspects** represents a certain style of play, and you should take this into account when choosing your **Mech**, and building your deck.

Your **Attack** cards represent all of your offensive abilities; your weapons *and* your ammunition. If you don't have enough **Attack** cards in your deck, you may not be able to deal enough damage to destroy your opponent's **Mech**. You should have somewhere between 12 and 16 **Attack** cards in your deck. The remaining cards should be chosen to supplement these **Attacks**, or defend against your opponent's.

As you play *Arsenal*, you will constantly discover new card combinations, and learn the best strategies that work for your desired style of play. Don't be afraid to experiment!

Weight Classes

Light (LIT)
Medium (MED)
Heavy (HVV)

Body Types

Hover (HOV)
Humanoid (HUM)
Multi-Legged (MUL)
Reverse-Joint (REV)
Tracked (TRA)
Wheeled (WHE)

Combat Profiles

Acquisition (ACQ)
Assault (AST)
Close-Combat (CLO)
Defense (DEF)
Electronics (ELE)
Maneuver (MAN)

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THE MECH CARD

CARD NAME

ATK, EVA, ARM

This is how many dice you have in your **attack pool (ATK)**, **evasion pool (EVA)**, and **armor pool (ARM)** at the start of every turn.

SPD (your **Mech's** speed)

This is how many **hexes** your **Mech** can move around the arena on your turn.

HP (your **Mech's** hit points)

When your **Mech** receives this many damage counters, you lose the game.

ASPECTS

These three icons limit which cards you can put in your deck.

FLAVOR TEXT

This text is for entertainment purposes, and has no effect on gameplay.



THE ACTION CARD



An **Action** card produces a one-off effect. After the body text (or "**function**") is resolved, the card is **scrapped**.

ENERGY COST

This is how much **Energy** you must spend to play this card.

KEYWORDS

The card type (the types are **Mech**, **Action**, **Attack**, **Lock-On**, **Object**, and **Protocol**), and whether it is an **Instant** or not.

BODY TEXT

This describes what happens when you play the card. Also referred to as a **function**.

CREDITS

Artist credits and copyright information.

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THE ATTACK CARD

An **Attack** card represents both your weapons and your ammunition. When you play an **Attack**, you must be within **range** of the target (a **Mech** or **Object** in play). You and the defending player roll dice to determine the success of the **Attack**. After it is resolved, the card is **scrapped**.

ACCURACY

Add this many dice to your **attack roll** when you play this card.

DAMAGE

Put this many damage counters on the target **Mech** or **Object** if the **Attack** hits.

RANGE & RANGE BONUS

This is the number of **hexes** your **Mech** must be from the target before you can play this card. If the target is in the yellow **ranges**, the **Attack** may be played; otherwise, it cannot. The number is the defender's **range bonus** to his **evasion roll**.



THE LOCK-ON CARD



A **Lock-On** card represents your **Mech's** radar, target tracking, and fire control systems.

When you play a **Lock-On**, it remains in play on the table next to your **Mech**. You may only have one **Lock-On** in play. If you ever have more than one, choose one to remain in play, and **scrap** the others.

All **Lock-Ons** provide a way to give you a “**lock**” on one or more **Mechs** or **Objects** (a temporary effect that usually lasts until the end of the turn), as well as an added benefit that applies whenever you have a **lock**, whether derived from this card, or otherwise. Having a **lock** is required to play **Attacks** that have the **Guided** function. If you play a **Guided Attack**, and lose your **lock** before the **Attack** is resolved, it automatically misses.

*“You may only have one **Lock-On** in play.”*

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THE OBJECT CARD

An **Object** is any of the equipment, devices, or gear, deployed and used by your **Mech**. When you play an **Object**, it remains in play on the table next to your **Mech**. You may have any number of **Objects** in play (within **placement** limitations).

Objects may be targeted by **Attacks** and dealt damage just like **Mechs**. **Personal Objects** are always in the same **hex** as your **Mech**. **Autonomous Objects** play to the **hex** your **Mech** is currently in and never move.

HP (this **Object's** hit points)

When an **Object** receives this many damage counters, **scrap** it from play.

ASPECT RESTRICTION

Your **Mech** must have this **aspect** icon.

PLACEMENT RESTRICTION

Every **Personal Object** has a **placement**, and every **placement** has a quantity limit. You can only have a number of matching **placements** in play as the number listed next to it.



THE PROTOCOL CARD



A **Protocol** card represents your **Mech's** routine behaviors or procedures. It is essentially a programmed series of actions and responses that allow your **Mech** to consistently perform complex processes, while freeing up the pilot to focus on other activities.


When you play a **Protocol**, it remains in play on the table next to your **Mech**. You may only have one **Protocol** in play. If you ever control more than one, choose one to remain, and **scrap** the others.

Many **Protocols** have **functions** that allow you to **scrap** them for a temporary bonus. They are otherwise difficult for your opponent to remove from play.

"You may only have one Protocol in play."

KEY CONCEPTS

MARKING CARDS

In *Arsenal*, you will be **marking** and **unmarking** cards every turn. To **mark** a card, simply rotate it on its side. To **unmark** a **marked** card, simply rotate it back to the upright position. You will need to **mark Energy** cards to pay the costs of other cards. You will also need to **mark Lock-Ons**, **Objects**, and **Protocols** to use their **functions**. If a card requires you to **mark** it, you will see the **mark** symbol () before an arrow in the body text of the card. This means you must **mark** the card as a cost for using its **function**. Each card may be **marked** only once each turn. After a card has been **marked**, you must wait until the beginning of the next player's turn to **unmark** it, making it available for use again.



Mark



Unmark

ENERGY COSTS

In order to do many things in *Arsenal*, you will need to pay **Energy**. It is the basic resource your **Mech** uses to get things done. You can generate this resource in one of two ways: You can **mark Energy** cards (only if they're on the blue side), or **burn Energy** cards (flip them over to the orange side). Both actions will give you (1) **Energy** to spend. **Burned Energy** is discussed in more detail on page 16.

Playing cards from your **Hand** costs **Energy**. The **Energy** necessary to play a card is listed at the top left of the card, below the title. Additionally, some **Mechs**, **Lock-Ons**, **Objects**, or **Protocols** require an **Energy** cost to use their **functions**. If a card requires additional **Energy** to use its **function** once it's in play, you will see a number before an arrow in the body text of the card. This means you must generate that much **Energy** (by **marking** or **burning Energy** cards) as a cost for using its **function**.

DICE POOLS

Arsenal: Arena Combat uses 6-sided dice to resolve attacks. These dice come from three “pools” (basically just a pile of dice in close proximity), the **attack pool**, the **evasion pool**, and the **armor pool**. The number of dice you have in each pool is determined by your **Mech’s ATK, EVA, and ARM**, respectively.

When you play an **Attack** card, you’ll have the option to pull some or all (or none) of the dice from your **attack pool**, and roll those along with the others, increasing your chance of hitting the **target**. You similarly may pull dice from your **evasion pool** when your **Mech** or **Personal Object** is the **target** of an **Attack**, then once more from your **armor pool** if the **Attack** hits.

Using dice from one of your pools is always your choice. You can use one, two, all, or none, whatever you want. This is far from a frivolous decision, however, because your dice pools do not replenish used dice until the beginning of the next turn. When the next turn starts (the start of every player’s turn), all unused dice are lost (including additional dice you may have added with a card or **function**), and your pools go back to having a number of dice equal to your **Mech’s ATK, EVA, and ARM**.



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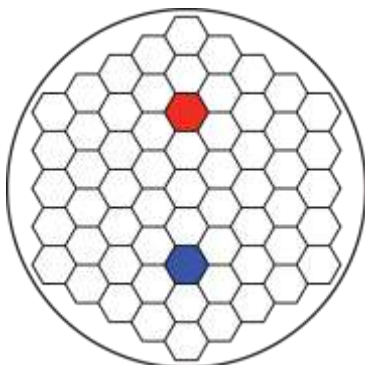
SETTING UP THE GAME

THE ARENA

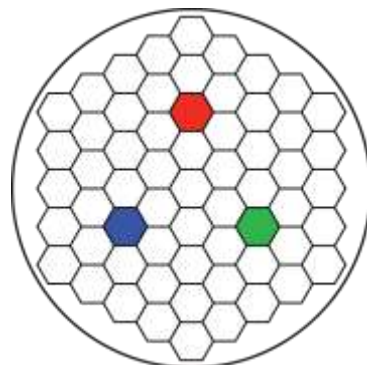
Place the arena game board on the table within reach of each player.

Each player should have a **Mech** token or miniature that is used to keep track of his or her position in the **Arena**. These markers should be placed in the **Arena** in a specific **hex** determined by the number of players (see next page), this is where they begin play.

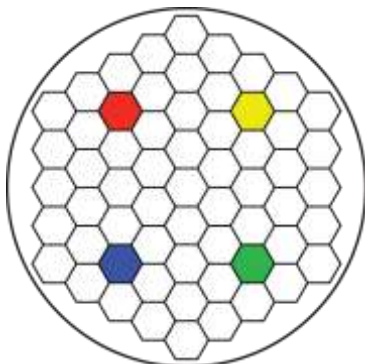




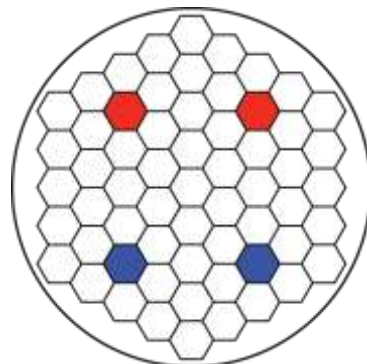
2 PLAYERS



3 PLAYERS



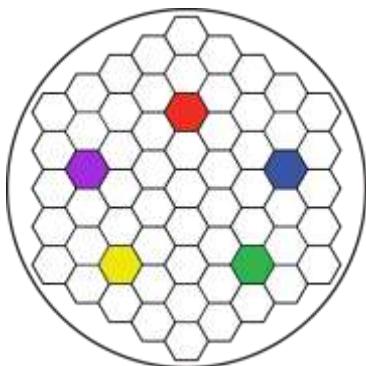
4 PLAYERS



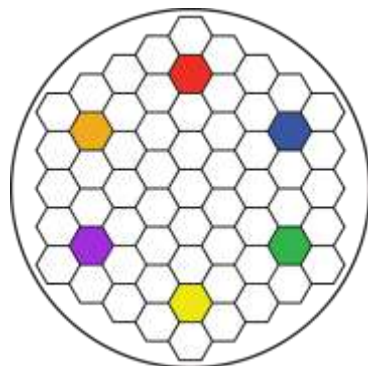
4 PLAYERS
(2 teams)

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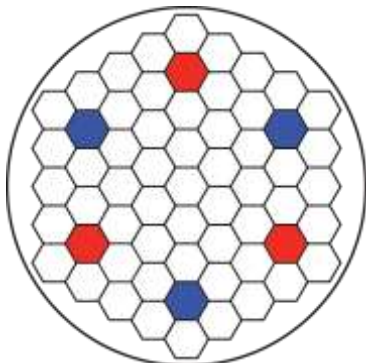
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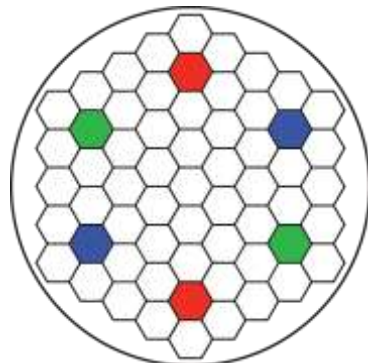
5 PLAYERS



6 PLAYERS



6 PLAYERS
(2 teams)



6 PLAYERS
(3 teams)



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RESERVE

Each player's deck is referred to as their **Reserve**. Each player's **Reserve** must contain exactly 40 cards when the game starts. This does not include your **Mech** card, or **Energy** cards. Before play, shuffle your **Reserve** and ask your opponent to cut it. Place your **Reserve** face-down on the table to your right.

SCRAPHEAP

Your **Scrapheap** is formed during gameplay, and should be placed next to your **Reserve**, face-up. When you **scrap** a card, either from play or from your **Hand**, it goes into your **Scrapheap**. When **Action** or **Attack** cards are resolved, they go into your **Scrapheap**. When multiple cards enter your **Scrapheap**, they enter one at a time, with each card visible to all players as they are placed there. The contents of each player's **Scrapheap** are not a secret. Any player may request to look through another player's **Scrapheap**, provided they don't change the order of the cards or use too much game time doing so.

MECH CARD

Each player has one **Mech** card. This card is not shuffled into your **Reserve**, but placed face-up next to your **Reserve**. The information on your **Mech** card dictates and limits which cards you may have in your **Reserve**, and gives your opponents a general idea of what to expect from you during the game.

CARDS IN PLAY

Whenever you play a **Lock-On**, **Object**, or **Protocol** card from your **Hand**, it goes here, face-up, and remains here until **scrapped** from play.

ENERGY CARDS

Each player has 8 **Energy** cards. They are not shuffled into your **Reserve**, but placed on the table in front of you for all players to see. **Energy** cards begin the game face-up (blue side) and **unmarked**.

Energy cards are **marked** (turned on their side) to pay the cost to play cards in your **Hand**, or to use **functions** on cards already in play. Marking one **Energy** card gets you 1 **Energy**. At the start of each player's turn, every player's **marked Energy** cards are returned to the **unmarked** position.

If an **Energy** card is already **marked** (and even if it's **unmarked**), you may **burn** it (flip it over to the orange side) for 1 additional **Energy**. **Burned Energy** cards do not **unmark** regularly each turn. Instead, you **refresh** (flip it back to the blue side, **unmarked**) only one **burned Energy** at the beginning of each player's turn.

Burned Energy cannot be **marked** to pay costs. You must wait until that **Energy** is **refreshed** before you can **mark** it again.

DICE & COUNTERS

You'll need 8 to 10 dice for each player, then around 20 more for everyone to share, and a pool of tokens you'll use to keep track of damage on your **Mech** and **Objects**. You must also have tokens to represent the location of your **Autonomous Objects** in the arena, which occupy a **hex** just like **Mechs**.

ORDER OF PLAY

Choose a player to start at random. After each player's turn, play proceeds to that player's left (clockwise). If you're playing a team game, the players should be positioned around the table to alternate team turns and prevent any unfair advantages.

GAMEPLAY

QUICK REFERENCE

1) **Recharge phase** (in listed order, all players)

*a) **Unmark** (all cards)*

*b) **Refresh** (one **Energy**)*

*c) **Restore** (all dice in your **attack pool**, **evasion pool**, and **armor pool**)*

*d) **Draw** (until you reach your maximum **Hand** size, default is 8)*

2) **Action phase** (a, b, and/or c, in any order)

*a) **Standard moves** (free, then paid)*

*b) **Play cards from your Hand***

Actions: Resolve then go to **Scrapheap**.

Attacks: Roll attack/evasion, roll armor, deal damage, then go to **Scrapheap**.

Lock-Ons, Objects, Protocols: Remain in play on the table.

*c) **Play functions on cards already in play***

3) **Discharge phase** (in listed order, all players)

*a) **Discard** (forced, down to your maximum **Hand** size)*

*b) **Discard** (optional, as many as you want)*

RECHARGE PHASE

(applies to every player on every turn, moving clockwise around the table, starting with the active player)

- 1) **Unmark** all of your **marked** cards (**Mechs**, **Objects**, **Lock-Ons**, **Protocols**, and **Energy**).
- 2) **Refresh** one (yes, only one) of your **burned Energy** cards.
- 3) **Restore** each of your dice pools (**attack pool**, **evasion pool**, and **armor pool**) to a number of dice equal to your **Mech's ATK**, **EVA**, and **ARM**, respectively. Excess dice unused from the previous turn are lost.
- 4) Draw cards one at a time from the top of your **Reserve** until you reach your maximum **Hand** size. This is not optional. If you go to draw a card and your **Reserve** is empty, your **Mech** powers down and you lose the game.



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ACTION PHASE

Initiative

When the action phase begins on your turn, you have **initiative**. You must have **initiative** before you can take any actions in the game, whether it's moving your **Mech**, playing cards from your hand, or using a **function** on a card in play. Whenever a player with **initiative** declares an action, **initiative** passes around the table clockwise from that player. Only when **initiative** returns to that player does the action take effect. Any **instant** card or **function** played before another card has resolved must be resolved first. In effect, all cards and **functions** are resolved in a “last played, first resolved” order.

Start of your turn

This is the point when your turn officially begins. Any cards in play that read “at the start of your turn” or “at the start of each player's turn” automatically take effect now. All “start of turn” effects are triggered and resolved in **initiative** order, but may be interrupted by **instant** cards or **functions** just like any other action.



Standard movement (SPD)

A **Mech's SPD** (or “speed”) is a reflection of its general mobility.

Each **Mech** has a number of “standard moves,” equal to its **SPD** (listed on the **Mech** card). This is the number of **hexes** this **Mech** can move on the map each turn. A **Mech's SPD** is displayed in the form of two numbers, separated by a slash. The first number is how many standard moves a **Mech** can make at no cost. The second number is how many additional standard moves a **Mech** can make at a cost of (1) **Energy** apiece.

Standard moves can only be made on a player's turn, during his or her action phase, while he or she has **initiative**. Standard moves are declared and resolved one at a time. A player cannot make multiple standard moves as a singular action. Declaring and resolving standard moves follows these steps:

- 1) Standard move declared (you don't have to declare where you will move to), **Energy** cost paid.
- 2) **Initiative** passes around the table (players may react to the declaration).
- 3) Standard move resolved, **Mech** moves one **hex**.

Because standard moves use **initiative**, they can be reacted to, or even prevented, by other players. Before each standard move is resolved, **initiative** passes to each other player, who may play cards that prevent that **Mech** from moving. If that is the case, once the standard move resolves, it automatically fails, and the **Mech** does not move, though any **Energy** cost is still paid.



How many hexes a Mech can move at no cost: _____

Additional hexes a Mech can move for (1) Energy apiece: _____

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Non-standard movement

Some cards allow for other types of movement that do not count as standard moves. When movement is an effect of a card, the entire span is treated as one action, rather than one **hex** at a time, like standard moves.

*For example: You play a card that says “Move your **Mech** three **hexes**.” After every player has had an opportunity to react to the card being played and **initiative** returns to you, the full effect of the card is resolved. You would move your **Mech** three **hexes** all at once, with no player able to react at any point during that movement.*

Some cards refer to “**retreating**” or “**advancing**.” They will always name a target to **retreat** from or **advance** to, such as another **Mech**. If a **Mech** “**retreats**,” it must move away from the named **Mech** or **Object** with every single hex it moves as part of that **retreat**. If it “**advances**”, every hex it moves as part of that action must be one hex closer to the named **Mech** or **Object**.

There is no limit to how many hexes a **Mech** may move in a turn when utilizing non-standard movement.

Playing cards

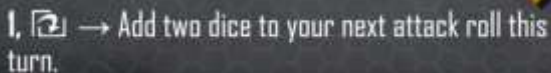
Whenever you have **initiative**, you may play cards from your hand. Unless it has the keyword “**Instant**”, it can only be played on your turn, while no other cards or **functions** are waiting to be resolved. Almost every card has an **Energy** cost, printed in the top left of the card. You must **mark** this much **Energy** (or **burn** the **Energy** if it’s already **marked**) as part of playing the card. If you cannot **mark** or **burn** enough **Energy**, the card is never played, and stays in your **Hand**.

Playing functions

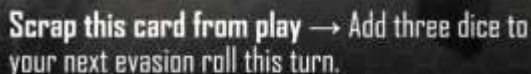
Functions are the effects written on cards in play (**Mechs**, **Objects**, **Lock-Ons**, **Protocols**) that must be triggered in some way in order to take effect. Some are triggered at certain times, such as the start or end of your turn; others require you to take some sort of action before they'll do anything. These will have an arrow (→) and are formatted like this:

Triggering action → Triggered effect

Many such cards must be **marked** (turned on their side) as the triggering action. Some have an **Energy** cost (expressed through a number). Unless otherwise stated, all **functions** are “**instant**” and can be triggered (or “played”) any time you have **initiative**, provided you can pay the cost.



I, [icon] → Add two dice to your next attack roll this turn.



Scrap this card from play → Add three dice to your next evasion roll this turn.

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Playing an Attack

Attacks are played like other cards, but have a different resolution process. Here is a brief summary:

- Step 1) Declare **Attack** and **target** (must be in a legal **hex** range), **Energy** cost paid.
- Step 2) **Initiative** passes around the table (players may react to the declaration).
- Step 3) Attacker makes **attack roll** (optionally using dice from his **attack pool**).
- Step 4) Defender makes **evasion roll** (optionally using dice from his **evasion pool**).
- Step 5) Compare dice with 1's and 6's (**evasion roll** must have same or more to evade).
- Step 6) Defender makes **armor roll** (optionally using dice from his **armor pool**).
- Step 7) Damage is dealt.

Before you can play an **Attack**, you must first be in a legal range from the **target**. Count the number of **hexes** from your **Mech** to the **target Mech** or **Object** (all **Personal Objects** are considered to be in the same **hex** as the controller's **Mech**). The number of **hexes** determines the range to the **target**:

0 hexes (in the same hex)	Melee range	(defender adds no dice to the evasion roll)
1 hex	Short range	(defender adds one die to the evasion roll)
2 hexes	Medium range	(defender adds two dice to the evasion roll)
3 hexes	Long range	(defender adds three dice to the evasion roll)
4, 5, or 6 hexes	Extended range	(defender adds five dice to the evasion roll)

Targets farther away than six **hexes** are out of range from any **Attack** (unless you have a card in play that increases your **extended range** to farther than six **hexes**).

Each **Attack** card has an array of blue and yellow **hexes** on the left side that shows which ranges you can play the **Attack** at. The ranges with yellow **hexes** are the playable ranges for that **Attack**. Blue hexes are ranges that **Attack** cannot be played at (for example, **Melee Attacks** are typically only able to be played at **melee range**). The numbers are bonus dice added to the defender's **evasion roll**, and are called the **range bonus**.



Attack rolls and evasion rolls

Like any other card, when you play an **Attack** card, you pay the cost, then **initiative** goes around the table to give each other player a chance to react before the **Attack** is resolved. Once the **Attack** resolution begins (die rolling and damage dealing), no player has **initiative**. That means any cards or **functions** that add dice to an **attack roll**, **evasion roll**, or **armor roll** must be played before any rolls are made. Some of these cards apply to “your next” **attack roll**, **evasion roll**, or **armor roll**. These effects just apply to the NEXT roll that’s made (usually during one player’s turn), and no subsequent rolls. Once all cards or **functions** have been played, rolls are made in the following order:

- 1) The attacker collects a number of dice equal to the **Attack’s accuracy**, plus any dice that may have been added as a result of cards or **functions** played. He may then (optionally) pull any number of dice from his **attack pool**, and add them to this roll (the number of available dice in the **attack pool** is diminished by this choice, but they will be **restored** next turn). The attacker then rolls all of the dice, and looks for any 1’s and 6’s. This is called an **attack roll**.
- 2) Next the defender collects a number of dice equal to the **Attack’s range bonus**, plus any dice that may have been added as a result of cards or **functions** played. He may then pull any number of dice from his **evasion pool**, and add them to this roll (the number of available dice in the **evasion pool** is diminished by this choice, but they will be **restored** next turn). The defender then rolls all of the dice, and looks for any 1’s and 6’s. This is called an **evasion roll**.
- 3) If the number of 1’s and 6’s in the **evasion roll** is equal to or greater than the number of 1’s and 6’s in the **attack roll**, the **Attack** misses, otherwise, it hits.

*“...any cards or functions that add dice to an **attack roll**, **evasion roll**, or **armor roll** must be played before any rolls are made.”*

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Damage and armor rolls

When an **Attack** hits, its damage is dealt to the target **Mech** or **Object** (put a number of damage counters on it equal to the **Attack's** damage value). If any cards were played before the **Attack** was resolved that would prevent any of that damage, reduce the number of damage counters before putting them on the **Mech** or **Object** card. Lastly, the defender may choose to pull any number of dice from their armor pool and roll them to try and prevent any incoming damage. Every 1 and 6 rolled prevents 1 damage from an **Attack**. This is called an **armor roll**.

Attack example:

*John and Mike are playing Arsenal. John's **Mech** is Eagle Eye, and on his turn he plays the **Attack** card "Heavy Beam," **targeting** Mike's **Mech**, Stone Helix, which is 3 **hexes** from Eagle Eye, putting it at **long range**. **Long range** is highlighted yellow on Heavy Beam, so the **Attack** is legal. Heavy Beam has an **accuracy** of 6, so that's how many dice John will get for his **attack roll**. Mike plays the card "Range Advantage," doubling the **range bonus** for his **evasion roll**. Mike's **range bonus** for a **long range Attack** is three dice, so this card brings his **range bonus** to six dice.*

*When both players pass on initiative, the **Attack** is resolved. First John makes his **attack roll**: He starts with 6 dice from Heavy Beam's **accuracy**, and decides to take three dice from his **attack pool** of six dice (saving the other three for a follow-up **Attack**). He rolls all nine dice and gets two 1's and a 6 (the other numbers are ignored). That means Mike must roll at least three 1's or 6's in his **evasion roll** to evade the **Attack**. Mike starts with six dice from his doubled **range bonus**, then pulls both dice out of his **evasion pool** (leaving him with none). He then rolls all eight dice, getting only one 1 and one 6. He needed a total of three to evade the **Attack**, so that means Heavy Beam hits!*

*Heavy Beam will deal 5 damage to Stone Helix, but fortunately Mike has four dice in his **armor pool**. He decides to roll all of them (reducing his **armor pool** to zero dice) to try and prevent some of the incoming damage. He rolls all four dice and gets two 6's, preventing two of the damage from Heavy Beam, which then deals only 3 damage to Stone Helix.*

Attacking Objects

Objects are **targeted**, **Attacked**, and damaged the same way **Mechs** are, but there are some differences in the die rolls.

Evasion rolls:

When one of your **Personal Objects** is the **target** of an **Attack**, add one die to your **evasion roll**. Otherwise, proceed as normal.

When one of your **Autonomous Objects** is the **target** of an **Attack**, your **evasion roll** includes only your **range bonus** and two extra dice. No other cards or **functions** may add dice to the **evasion roll** for an **Autonomous Object** (unless explicitly noted), and you may not pull dice from your **evasion pool** to add to the **evasion roll**.

Armor rolls:

Objects do not get **armor rolls**, whether **Personal** or **Autonomous**, and you may not pull dice from your **armor pool** to make one. Other cards and **functions** may be played to prevent damage to an **Object**, but you may never make an **armor roll** to prevent any.

As soon as an **Object** has damage on it equal to its **HP**, it is **scrapped** (removed from play and sent face-up to the **Scrapheap**).

*“When one of your **Personal Objects** is the **target** of an **Attack**, add one die to your **evasion roll**.”*

*“When one of your **Autonomous Objects** is the **target** of an **Attack**, your **evasion roll** includes only your **range bonus** and two extra dice.”*

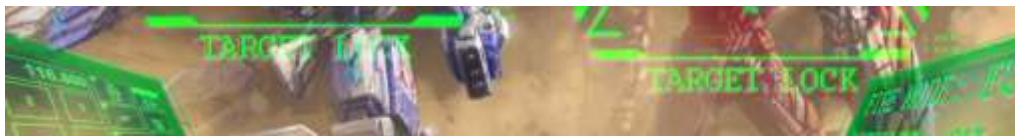
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Movement and Attacks

When an **Attack** is played, each player has a chance to play cards and **functions** before the **Attack** resolves. Some **Instant** cards and **functions** allow a **Mech** to move out of turn. If a player moves their **Mech** to a different **hex** than it was in when the **Attack** was played, any unresolved **Attack** against that player's **Mech** or **Personal Object** is automatically **disrupted** (cancelled, but still technically played and paid for).

The exception to this rule is **Guided Attacks**. **Guided Attacks** are not automatically **disrupted** when the **target** moves to a new **hex**. Instead, if the new **hex** is in a different range, check the **Attack** to see if it is still a valid **target**. If it is, then the **Attack** proceeds as usual, but possibly with a different range bonus for the defender's **evasion roll**. If the **Attack** is no longer valid because the **target** moved to a range too close or too far for the **Attack** to be played, then the **Attack** is **disrupted**. However, **Guided Attacks** also require a **lock**, so if the **lock** is lost somehow (not necessarily the **Lock-On** that created the **lock**), then the **Attack** would be **disrupted**, no matter what range the **target** is in.



*“If a player moves their **Mech**... any unresolved **Attack** against that player's **Mech** or **Personal Object** is automatically **disrupted**.”*

End of your turn

If it is your turn and you have **initiative**, with no cards or **functions** waiting to be resolved, you may end your turn at any time.

When you declare that you are ending your turn, any cards you have that read “at the end of your turn” take effect now. **Initiative** is passed around the table, and players may react just like the rest of the turn. Only **Instants** or **functions** may be played by any player during the “end of turn” step.



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DISCHARGE PHASE

(applies to every player on every turn, moving clockwise around the table, starting with the active player)

- 1) If you have more cards in your **Hand** than your maximum **Hand** size, **scrap** cards from your **Hand** one at a time until you reach your maximum **Hand** size.
- 2) *Optional:* **Scrap** any number of additional cards from your **Hand** one at a time.

It will be easy to **scrap** and refill your **Hand** every turn in order to find the cards you're looking for, but be very careful with this strategy. If the card you want is at the bottom of the deck, or if you simply suffer a series of bad die rolls, you can find yourself quickly drawn out of the game. Once all players have **scrapped** their cards (both forced, and optional), your turn is over. Play then proceeds to the next player on your left, and that player begins his recharge phase.

WINNING OR LOSING THE GAME

If your **Mech** has damage counters on it equal to its **HP**, your **Mech** is destroyed, and you lose the game. Every card you control leaves the game with you. If another player managed to take control of a card you own during play, and the game is not yet over, that card remains in the game until that card is **scrapped**, or returned to a player's hand, at which point it leaves the game.

If you are required to draw a card from your **Reserve** (such as during the **recharge phase** if you have less than your maximum **Hand** size, or if a card requires you to draw) and you can't because there are no cards in your **Reserve**, then you lose the game. In effect, your **Mech's** power reserves are drained. It shuts down and surrenders the match.

In a game with more than two players, the game continues until only one player remains. In a team match, the game is over when the winning team has no more opponents.

GLOSSARY

Action	A card type. Action cards are resolved immediately and then scrapped.
Action Phase	The second phase of each player's turn. During the action phase you can play cards from your hand, and move your mech. You can do these things in any order.
Advance	A term that refers to a Mech or Object's movement on the hex board. When a Mech or Object advances to another Mech or Object , it must move one space closer with every hex .
ARM (Armor)	A value found on every Mech card. At the start of every turn, you have a number of dice in your armor pool equal to your Mech's ARM . No more, no less. If you use them to add to an armor roll , they are not restored until the start of the next player's turn.
Armor Pool	A collection of dice that represents your Mech's defensive readiness. When you make an armor roll , you may pull any number of dice from your armor pool and add them to the roll. Once rolled, they do not return until the start of the next player's turn.
Armor Roll	Any time your Mech is dealt damage, you may pull any number of dice from your armor pool and roll them to attempt a mitigation of damage. If you wish to make an armor roll in response to taking damage from an Attack , you must play any cards that modify your armor roll or add dice to your armor pool before the attacker makes his attack roll . When you make an armor roll , count up any dice that rolled a 1 or a 6, and prevent that much damage to your Mech . You may not make an armor roll to prevent damage to an Object .
Aspect	Icons found on the right side of the card. Mech cards have three: weight class , body type , and combat profile . If a non- Mech card has an icon, it must match one of your Mech icons before you can put it in your deck.
ATK (Attack)	A value found on every Mech card. At the start of every turn, you have a number of dice in your attack pool equal to your Mech's ATK . No more, no less. If you use them to add to an attack roll , they are not restored until the start of the next player's turn.

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Attack	A card type. When you play an Attack , you must declare a target , and the target must be within legal range for that Attack . Before an Attack is resolved, the attacker must make an attack roll and the defender must make an evasion roll . If the Attack hits, the defender may then make an armor roll to try and prevent some damage.
Attack Pool	A collection of dice that represents your Mech's attack readiness. When you make an attack roll , you may pull any number of dice from your attack pool and add them to the roll. Once rolled, they do not return until the start of the next turn.
Attack Roll	Whenever you play an Attack card, you must make an attack roll . You start with a number of dice equal to the Attack card's accuracy , then pull as many dice as you wish from your attack pool . Other cards may also add to your attack roll . All modifications to this roll must be played before the dice are rolled. Pulling from your attack pool is the very last thing you do before the roll. Once you roll all the dice, you count the number of dice that rolled a 1 or a 6. The player you are attacking must roll an equal or greater number of 1s or 6s on his evasion roll to evade the Attack . If he does not, the Attack hits, and damage is dealt to the target Mech or Object .
Autonomous (Auto.)	An Object card type that represents equipment your Mech deploys to the battlefield, but doesn't carry with it. When one of your Autonomous Objects is being attacked, you roll only two dice and the range bonus for your evasion roll , and nothing else. You cannot add dice to this roll, or pull from your evasion pool as normal.
Body Type	An aspect symbol found on each Mech , and some other cards. There are six body types : Hover, Humanoid, Multi-Legged, Reverse-Joint, Tracked, Wheeled. If you want to put a card in your deck that has a body type icon, the Mech you choose must also have the same icon.
Burn	The act of flipping an Energy card over from its blue to orange side. At the start of every turn, only one of your burned Energy cards is refreshed (flipped back over to the blue side); no matter how many are burned .

Combat Profile An **aspect** symbol found on each **Mech**, and some other cards. There are six **combat profiles**: Acquisition, Assault, Close-Combat, Defense, Electronics, and Maneuver. If you want to put a card in your deck that has a **combat profile** icon, the **Mech** you choose must also have the same icon.

Damage Types On every **Attack** card, there is an icon next to the damage value, used to symbolize the type of damage that **Attack** deals. They are Ballistic, Canister, Chemical, Cryo, EMP, Incendiary, Laser, Melee, and Missile. These are damage types for **Attack** cards, and have no immediate impact on gameplay. Some other cards might create effects that only apply to **Attacks** of a certain damage type.



Discharge Phase The last phase of each player's turn. During the **discharge phase** you **scrap** cards from your **Hand** if you have more than your maximum **Hand** size, then you may **scrap** as many additional cards from your **Hand** as you like.

Disrupt Causing a **disrupt** is a way of cancelling a card or **function**. A card may only be **disrupted** while it is being played, before it has resolved. A **disrupted** card is **scrapped**, and has no effect, but any costs are still paid. Non-**Guided Attacks** will be **disrupted** if the **target** moves at least one hex. **Guided Attacks** will be **disrupted** if the attacker loses their **lock** on the **target**. All **Attacks** are **disrupted** if the **target** moves out of the **Attack's** effective range.

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Energy	A card that represents your Mech's power supply. Every player has eight Energy cards. You must mark Energy to play cards. Marking an Energy card while it is on its blue side generates (1) Energy to pay the cost of a card or function . Burning Energy (flipping an Energy card from its blue to orange side), whether it has been marked or not, also generates (1) Energy . At the start of every turn, all of your marked Energy cards become unmarked , but only one burned Energy card is refreshed (flipped back over from the orange to blue side and unmarked).
EVA (Evasion)	A value found on every Mech card. At the start of every turn, you have a number of dice in your evasion pool equal to your Mech's EVA . No more, no less. If you use them to add to an evasion roll , they are not restored until the start of the next player's turn.
Evasion Pool	A collection of dice that represents your Mech's evasive readiness. When you make an evasion roll , you may pull any number of dice from your evasion pool and add them to the roll. Once rolled, they do not return until the start of the next turn.
Evasion Roll	Whenever your Mech or Object is the target of an attack , you must make an evasion roll . You start with a number of dice based on the target's range from the attacker (melee = 0, short = 1, medium = 2, long = 3, extended = 5), then, if the target is your Mech or Personal Object , pull as many dice as you wish from your evasion pool . Other cards may add dice to this roll. If the target is a Personal Object , add one die. If the target is an Autonomous Object , add two dice. All modifications to this roll must be played before the dice are rolled. Pulling from your evasion pool is the very last thing you do before the roll. First the attacker makes his attack roll , counting up the number of dice that rolled a 1 or 6. Then you decide how many dice to pull from your evasion pool and make your evasion roll . Count up the number of dice that rolled a 1 or 6. If this number meets or beats the number rolled by the attacker, the Attack is evaded; otherwise, it hits, and damage is dealt to the target Mech or Object .
Explosive X	This is an Attack card function typically found on Canister Attacks , and some Missile Attacks . This type of Attack explodes when it hits the target , dealing additional damage to a Mech's Objects . An Attack with Explosive X deals X damage to each of a player's Personal Objects if it deals damage to their Mech .

Extended Range	A number of hexes from your Mech to the target Mech or Object . Any target that is between four and six hexes from your Mech is considered to be at extended range . When the target is at extended range , the defender adds five dice to his evasion roll .
Function	Any effect described in the body text of a card.
Guided	This is an Attack card function found on most Missile Attacks . You cannot play a Guided Attack unless you have a lock on the target . These Attacks typically have higher accuracy . If you play a Guided Attack , and then lose your lock on the target before the Attack resolves, that Attack is disrupted ; however, if the target moves to a different hex before your Attack resolves, Guided Attacks are the ONLY Attacks that are not disrupted .
Hand	The cards held in your hand during the game. Your base maximum Hand size is eight cards. At the end of every turn, you must scrap (discard) cards from your Hand if you have more than eight. You may then continue to scrap any cards you don't want to have in your Hand . At the start of every turn, you draw back up to your maximum Hand size.
Hex	The hexagonal spaces that make up the game board.
HP (Hit Points)	A value found on Mech and Object cards. When a Mech or Object receives damage counters equal to or greater than its HP value, it is destroyed (scrapped from play). When this happens to your Mech , you lose the game.
Initiative	A concept that helps to manage when players may play cards and take actions. Only one player may have initiative at any one time, and only a player with initiative may do anything at all. When a player begins his turn, he has initiative . Initiative only passes when that player does something. As soon as that player does something, initiative passes clockwise around the table, giving every other player a chance to react before it actually happens.
Instant	A card type that can be played at any time, even when it is not your turn. Playing an Instant interrupts all other currently unresolved cards, and must be resolved before those. The last Instant played is always the first one resolved.

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Lock	Having a lock on a Mech or Object is not the same as having a Lock-On card in play. The Lock-On is a card, the lock is a function . Most Lock-On cards have a function that allows you to have a lock on a target Mech or Object . Having a lock is a concept that represents your Mech's targeting system zeroed in on a target , increasing its chances of hitting with Attacks . If a card says you have a lock on target Mech or Object , with no other conditions, then the lock is a result of the card being in play, and scrapping the card ends the lock effect. If a card says you have a lock on target Mech or Object this turn, that means you keep that lock effect for the remainder of the turn, even if the card that created it is scrapped from play. The only way to end that kind of lock is by playing a card or function that says a player "loses" or "cannot have" a lock .
Lock-On	A card type. Lock-On cards are played to the table next to your Mech and remain in play until scrapped . You may only have one Lock-On card in play at a time. Lock-Ons may not be targeted by Attacks like Mechs and Objects .
Long Range	A number of hexes from your Mech to the target Mech or Object . Any target that is three hexes from your Mech is considered to be at long range . When the target is at long range , the defender adds three dice to his evasion roll .
Mark	The act of turning a card over on its side to show that it has been used. You can only mark a card that is currently in play, and it can only be done once each turn. At the start of every turn, all your cards unmark (return to their normal state).
Mech	A card type. Every player has a Mech , which has aspect icons to limit which cards he can put in his deck.
Medium Range	A number of hexes from your Mech to the target Mech or Object . Any target that is two hexes from your Mech is considered to be at medium range . When the target is at medium range , the defender adds two dice to his evasion roll .
Melee Range	A number of hexes from your Mech to the target Mech or Object . Any target that is in the same hex as your Mech is considered to be at melee range . When the target is at melee range , the defender adds no dice to his evasion roll .

Move	Moving your Mech from one hex to another. Basic movement using your Mech's SPD (speed) can only be done on your own turn, and never as an Instant . Each movement is declared and resolved one hex at a time, with other players free to play Instant cards or functions as a reaction to each declaration, but before the movement actually happens. Movement as an Instant or during another player's turn can only be achieved through the use of certain cards. If your Mech or Personal Object is the target of an Attack , moving to a new hex will disrupt the Attack , unless the Attack has Guided .
Object	A card type. Object cards are played to the table next to your Mech and remain in play until scrapped. You can have many Objects in play following placement restrictions. Objects may be targeted by Attacks and damaged in order to be scrapped from play.
Personal (Pers.)	An Object card type that represents equipment carried around and used by your Mech . When one of your Personal Objects is being attacked, you add one additional die to your evasion roll .
Placement	A restriction found on Object cards that limits what you can have in play: Head (1), Core (1), Spinal (1), Shoulder (2), Arm (2), Back (2), Flank (2), and Leg (2). Placement restrictions do not limit what you can have in your deck, only what you can have in play at any given time.
Protocol	A card type. Protocol cards are played to the table next to your Mech and remain in play until scrapped . You may only have one Protocol card in play at a time. Protocols may not be targeted by Attacks like Mechs and Objects .
Radius X	Typically found on Autonomous Objects , this sets a radius of X hexes around the Object . That radius will then be referenced in body text on the same card. This latter text will explain what happens to any Mechs or Objects within that radius .
Range Bonus	When an Attack is played, this is how many dice the defender will add to his evasion roll , based on his range from the attacker. Melee range : no dice, short range : one die, medium range : two dice, long range : three dice, extended range : five dice.

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Rapid-Fire X	Rapid-Fire is an Attack card function used to represent a machine gun style Attack , typically found on Ballistic or Laser Attacks . An Attack with Rapid-Fire X will copy itself every time it hits, up to X times. Each copy is an exact duplicate of the original Attack (minus the Rapid-Fire function , of course), and both players must make new attack rolls and evasion rolls for each one. Any one-time attack roll or evasion roll modifiers do not apply to the copies. Each copy also has the same target as the original Attack .
Recharge Phase	The first phase of each players turn. During the recharge phase you unmark all of your cards, refresh one Energy , then draw cards until you reach your maximum Hand size.
Refresh	The act of flipping a burned Energy card over from its orange side to the blue side. You can do this once for only one card at the start of every player's turn.
Reserve	The deck you draw cards from. It must have exactly 40 cards before you begin the game.
Restore	During the recharge phase of every turn, you make sure your attack pool , evasion pool , and armor pool have a number of dice in them equal to your Mech's ATK, EVA, and ARM (respectively). This is called restoring.
Retreat	A term that refers to a Mech or Object's movement on the hex board. When a Mech or Object retreats from another Mech or Object , it must move one space farther away with every hex .
Scrap	Discarding a card, and placing it in your scrapheap (discard pile) face up, either from play or from your Hand .
Scrapheap	Where cards go when they are scrapped (discarded). Cards in your scrapheap are always face up, and any player may look at them at any time (provided they do not take too much time and disrupt the game).
Short Range	A number of hexes from your Mech to the target Mech or Object . Any target that is one hex from your Mech is considered to be at short range . When the target is at short range , the defender adds one die to his evasion roll .

SPD	A value found on every Mech card expressed as two numbers separated by a slash: ##/. The first number is the number of standard moves your Mech can make at no cost. The second number is the number of additional moves your Mech can make at the cost of (1) Energy each.
Swarm X	Swarm is an Attack card function typically found on Missile Attacks . A Swarm Missile Attack is actually multiple missiles launching simultaneously. The Swarm value is the number of duplicate missiles that also launch when you play this Attack . An Attack with Swarm X copies itself X times when it is played. Each copy is an exact duplicate of the original Attack (minus the Swarm function, of course), and both players must make new attack rolls and evasion rolls for each one. When you play a Swarm Attack , you may choose the same or different targets for each copy (provided they are still valid targets ; many Swarm Attacks are also Guided , which require you to have a lock on each target).
Target	The subject of an Attack , typically a Mech or Object .
Unmark	The act of returning a marked card from its used state to its ready state. At the start of every turn, you must unmark all of your cards that were marked during the turn.
Weight Class	An aspect symbol found on each Mech , and some other cards. There are three weight classes : Light, Medium, and Heavy. If you want to put a card in your deck that has a weight class icon, the Mech you choose must also have the same icon.
X	A variable value found as the cost of some cards. X is whatever you wish it to be, but the effect will vary depending on what you choose. If you spend (3) Energy on a card with cost X, then look for any other instances of X on the card, and replace them with a 3. You declare what X will be as you play the card, and cannot change it later.

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EXPANDING THE GAME

Arsenal is a living game, with unlimited expandability. As new cards and decks are released, you'll be able to add these to your collection to change your experience in new and interesting ways. All *Arsenal* products are compatible with each other, so be on the lookout for new releases and special promotions.

You can visit the official *Arsenal* website for custom deck recommendations, updated errata for this rulebook, or news of upcoming releases.

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Thanks for playing!

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