

ROBOTECH – BATTLECRY

SETUP

Before playing, set up the game as follows:

1. Choose a Faction: Players agree on which factions to control. Each player chooses one of the three many factions: UEDF, Zentraedi, Robotech Masters, Army of the Southern Cross, Invid Regis, Invid Regent, Malcontents or Independant.

All components belonging to a player's own faction are considered friendly, and all components belonging to his opponent's faction are considered enemy.

2. Gather Forces: Both players choose Mecha and Upgrade cards from their faction.

3. Assemble Mecha: Both players find the mecha tokens and models that match their chosen mech cards. Players assemble their mecha if needed.

4. Establish play area: Choose a play area on a table or other flat surface. Players may use a playmat, a tablecloth, or some other means to mark the edges of the play area (see "The Play Area"). Players sit opposite from each other across the play area. The side of the play area closest to each player is referred to as his edge.

5. Place Forces: Place each mecha in the play area in order of pilot skill (orange number), from lowest to highest (i.e. the mecha with the lowest pilot skill is placed first; the mecha with the highest pilot skill is placed last). If multiple mecha have the same pilot skill value, the player with initiative places his mecha with that pilot skill first (see "Initiative").

To place a mecha, its owner lays the range ruler straight out from his edge of the play area and

places the mecha anywhere that is entirely within the Range 1 section, facing any direction.

6. Prepare gathered cards: Each player takes the cards matching his forces and places them faceup outside the play area in view of all players.

7. Collect Hero Points: Place a number of heroic tokens on each mecha card equal to its heroic value (blue number). A mecha cannot have more heroic tokens than its hero value.

8. Prepare other components: Shuffle the Damage deck and place it facedown outside the play area within reach of all players. Place the other components outside the play area within reach of all players.

THE GAME ROUND

Battlecry is played over a series of game rounds.

During each game round, players perform the following four phases in order:

1. Planning Phase: Each player secretly chooses one maneuver for each of his mecha by using its maneuver dial.

2. Activation phase: Each mecha moves and performs one action. In ascending order of pilot skill, reveal each mecha's maneuver dial, and execute the chosen maneuver. Then each mecha may perform one action.

3. Combat Phase: Each mecha may perform one attack. In descending order of pilot skill, each mecha can attack one enemy mecha that is inside its firing arc and within range.

4. End Phase: Players remove unused action tokens from their mecha (except target locks) and resolve any “End Phase” abilities on cards.

After resolving the End Phase, a new game round begins starting with the Planning phase. This continues until one player destroys all of his opponent’s mecha.

Each of these phases is discussed in greater detail over the next few pages.

SPEED

Speed is indicated by the numbers on the maneuver dial and varies between “1” and “6,” depending on the options available on its dial. The higher the speed, the more distance the mecha travels during its maneuver. Note that a mecha’s speed will grant it a bonus to Agility. A move of 1-3 will grant a +1 Agility bonus. A move of 4-5 will grant a +2 Agility bonus. A move of 6 will grant a +3 Agility bonus, but imparts a penalty of -1 to Weapons.

DIFFICULTY

Some maneuvers are more difficult to execute than others. The color of the bearing arrow indicates each maneuver’s difficulty. Most arrows are white, which represents a standard maneuver. Some arrows are red or green, which represent that the maneuver is either difficult for the pilot to execute (red) or extremely simple (green).

During the Activation phase, mecha may receive or remove stress tokens based on the color of the maneuver executed.

Note: Some maneuvers may be modified or restricted by other factors, such as a stress token or the text on a faceup Damage card.

PLANNING PHASE

During this phase, each player secretly chooses one maneuver on the maneuver dial for each of his mecha.

The selection on the dial dictates how his mecha move during the next Activation phase. Players must assign a dial to each mecha, even if it will be standing still. After all mecha have been assigned maneuver dials, continue to the Activation phase.

CHOOSING A MANEUVER

To choose a maneuver, the player rotates the faceplate of the mecha’s maneuver dial until the window shows only the desired maneuver. The player then assigns the maneuver to a matching mecha in their force by placing the dial facedown near its corresponding mecha inside the play area.

A player may look at their own facedown maneuver dials at any time, but cannot look at their opponent’s facedown dials. A player controlling more than one mecha may assign maneuvers to mecha in any order.

Each selection on the maneuver dial has a corresponding maneuver template, which measures the mecha’s movement during the Activation phase.

During the Planning phase, players cannot use maneuver templates in order to “test” where mecha will end up. Instead, they must plan their maneuvers by estimating their mecha’s movement in their heads.

Note: Since different types of mecha in the Robotech universe vary in their maximum speed and maneuverability, the dial for each type of mecha is unique. Thus, not all mecha are capable of using every maneuver template included in the game, and some mecha can execute maneuvers that others cannot.

TYPES OF MANEUVERS

Each maneuver consists of three elements: the bearing (arrow), the speed (number), and the difficulty (arrow color).

BEARING

The arrows on the maneuver dial indicate bearing. Mecha can travel in six possible bearings, depending on the options available on its dial:

Straight: Advances the mecha straight ahead, without changing its facing.

Bank: Allows the mecha to execute a shallow curve that advances the mecha ahead, slightly to one side, and changes its facing by 45°.

Turn: Allows the mecha to execute a tight curve that advances the mecha ahead, sharply to one side, and changes its facing by 90°.

Immelman: Advances the mecha straight ahead, changing its facing by 180°.

LANDED MANEUVERS

Mecha that have used an action to land can only use the 1 straight to move or green stand still, but may move or turn to face in any direction. The player may choose the direction to move and the mecha's end facing when the maneuver is performed

ACTIVATION PHASE

During this phase, each mecha is activated one at a time. Starting with the mecha with the lowest pilot skill, resolve the following steps in order:

- 1. Reveal Dial:** Reveal the active mecha's maneuver dial by flipping it faceup.
- 2. Set Template:** Take the maneuver template that matches the chosen maneuver on the dial and slide the template between the front guides of the mecha's base (the two small bumps). Insert it so that the end of the template is flush against the base.
- 3. Execute Maneuver:** Holding the template firmly in place, grip the side walls of the base and lift the mecha off the play surface. Then place the mecha at the opposite end of the template, sliding the rear guides of the mecha into the opposite end of the template. Exception: To execute a maneuver, see "Immelman." If the mecha has any tokens assigned to it (such as action

tokens or stress tokens), move these tokens along with the mecha.

Note: If a mecha executes a maneuver that causes either its base or the maneuver template in use to physically overlap with another mecha base, see "Moving Through a Mecha" and "Overlapping Other Mecha".

- 4. Check pilot Stress:** If the mecha just executed a red maneuver, place one stress token near the mecha. If the mecha just executed a green maneuver, remove one stress token from the mecha (if any) and return the token to the miscellaneous token supply.
- 5. Clean up:** Return the used template to the pile of maneuver templates. Place the revealed dial outside the play area, near the mecha's corresponding Mecha card.
- 6. Perform action:** The mecha may perform one action. Actions provide a wide range of benefits and are described below. A mecha with one or more stress tokens cannot perform actions .

The mecha currently resolving a phase is known as the active Mecha. After the active mecha resolves the final step, the mecha with the next lowest pilot skill becomes the active mecha and resolves these same steps. Players continue activating mecha in order of ascending pilot skill until each mecha has activated.

BREAKING TIES

When multiple mecha have the same pilot skill value, the player with initiative must activate all of his mecha with that pilot skill first. Unless otherwise specified, the imperial player has initiative.

MANEUVER TEMPLATE

Maneuver templates precisely measure distance and angle to ensure that all mecha movements are consistent. The ends of a maneuver template display one arrow (the bearing) and one number (the speed). After a player reveals his dial during the Activation

phase, he finds the template matching the bearing and speed of the revealed maneuver and uses that template to move his mecha. Note: Mecha must bank or turn using the exact same maneuver chosen on their dial. In other words, if a player reveals [3], he cannot rotate the template to execute a [3].

IMMELMAN

The Immelman maneuver ↓ uses the same movement template as a straight ↑ maneuver. The only difference between these maneuvers is that after executing a maneuver, the player rotates his mecha 180° (so that the guides on the front of the mecha's base fit securely with the maneuver template).

ACTIONS

During the Activation phase, each mecha may perform one action immediately after moving. A mecha may perform any action shown in the action bar of its Mecha card. Additionally, certain pilot abilities, Upgrade cards, Damage cards, or missions may allow mecha to perform other actions. Each of the possible actions is described in detail over the next few pages.

If an ability allows a mecha to perform a "free action," this action does not count as the one action allowed during the "Perform Action" step.

EVADE

Mecha with the Evade icon in their action bar may perform the evade action. To perform this action, place one evade token near the mecha.

The player can choose to spend the evade token later during the Combat phase to cancel one damage rolled by the attacker. Unspent evade tokens are removed from all mecha during the End phase.

FOCUS

Mecha with the icon in their action bar may perform the focus action. To perform this action, place one focus token near the mecha.

The player can spend the focus token later during the Combat phase to increase its chances of hitting when attacking or decrease its chances of getting hit when defending (see "Spending a Focus Token"). Unspent focus tokens are removed from all mecha during the End phase.

BARREL ROLL

Mecha with the Barrel Roll icon in their action bar may perform the Barrel roll action, which allows them to move laterally and adjust their position while still facing the same direction. To barrel roll, follow these steps:

1. Take the [1] maneuver template.
2. Place one end of the template against either the left or right side of his mecha's base. (The template may be placed anywhere along the side of the mecha's base as long as no part of the template goes beyond the front or back edge of the base.)
3. Holding the template firmly in place, lift the mecha off the play surface. Then place the mecha at the opposite end of the template, making sure no part of the template goes beyond the front or back edge of the base. The front of the mecha must face the same direction it was facing when it started the barrel roll.

A mecha cannot perform a barrel roll if this would cause its base to overlap another mecha or obstacle token. The player may measure to see if his mecha can perform a barrel roll before committing to this action.

ACQUIRE A TARGET LOCK

Mecha with the Target Lock icon in their action bar may perform the acquire a target lock action to place a pair of target lock tokens (see below). The player can choose to

spend the target lock tokens later during the Combat phase to increase his chances of hitting the targeted mecha (see "Spending Target Lock Tokens").

To acquire a target lock, follow these steps:

1. Determine if the enemy mecha is within range by taking the range ruler and measuring the distance from any point on the active mecha's base to any point on the enemy mecha's base.
2. If the enemy mecha is at Range 1, 2, or 3, the active mecha may acquire a target lock on that mecha.
3. Place one red target lock token near the enemy mecha to indicate that it is targeted.
4. Place the blue target lock token that matches the red token's letter near the active mecha to indicate that it is locking.

When measuring range for a target lock, the player may measure 360° from the active mecha. The active player may measure to see if an enemy mecha is within range before committing to this action.

Each mecha capable of performing this action can maintain only one target lock (i.e., each mecha can have only one blue target lock token assigned to it). However, multiple mecha can target the same mecha, so it is possible for a mecha to have several red target lock tokens assigned to it. Target lock tokens are only removed if the locking mecha either acquires a target lock on a different mecha or spends the target lock during the Combat phase.

Exception: Certain abilities may also allow a targeted mecha to remove a target lock. Some secondary weapons, such as missiles, have special uses for target locks (see "Secondary Weapons").

TRANSFORM

Mecha with the Transform icon have the ability to transform from one mode to another, the most common being Veritechs. The transform ability will list which mode the mecha can switch to from its current mode.

When the mecha transforms, replace the current card with the appropriate card for

the new mode. Any damage, upgrade or tokens (friendly or enemy) active on the current mode are transferred to the new mode. After the card has been updated, carefully replace the model on the board with a new model displaying the correct, current form positioned facing the same direction as the original model.

LAND

Mecha with the Land icon can fight as conventional ground units. Landing takes an action to activate or deactivate, but does not need to be maintained from round to round, allowing a grounded mecha to perform other actions in its action bar. A mecha that has Landed cannot perform a Barrel Roll or Boost action. A mecha cannot use its Land ability unless the map contains a solid surface to land on (Asteroids, planetary surfaces, large starships, etc.). A mecha cannot Land on another mecha or on debris.

HAND-TO-HAND

Mecha with the Hand-to-Hand icon can attack other mecha they are in Hand-to-Hand range (use the 1 Straight maneuver to measure distance, the attack must be in the mecha's firing arc). Roll an attack dice. On a Hit or a Crit, the opposing mecha takes 1 point of damage (See "Damage" and "Critical Damage"). The defender may not roll Defense dice, but may use an Evade token to negate a hit.

A landed mecha cannot use a hand-to-hand attack against a flying target, even if the target is in range.

PASS

A mecha may pass, choosing not to perform any action.

OTHER ACTIONS

Some card abilities include the “action:” header. A mecha may resolve this ability during its “Perform Action” step. This counts as that mecha’s action for the round.

Card abilities without the “action:” header may be resolved when specified on the card and do not count as the mecha’s action. However, a mecha cannot perform the same action more than once during a single game round (not even when the action is a “free action”).

COMBAT PHASE

During this phase, each mecha may perform one attack against one enemy mecha that is inside its firing arc and within range. Starting with the mecha with the highest pilot skill, players resolve the following combat steps in order:

1. **Declare Target:** The attacker chooses which enemy mecha he wishes to attack.
2. **Roll attack Dice:** The attacker rolls a number of attack dice equal to his mecha’s primary weapon value (red number), unless using a secondary weapon (see “Secondary Weapons”).
3. **Modify attack Dice:** Players can spend action tokens and resolve abilities that reroll or otherwise modify attack dice results.
4. **Roll Defense Dice:** The defender rolls a number of defense dice equal to his mecha’s agility value (green number).
5. **Modify Defense Dice:** Players can spend action tokens and resolve abilities that reroll or otherwise modify defense dice results.
6. **Compare results:** Players compare the final attack and defense dice results to determine if the defender was hit and how much damage it suffers.
7. **Deal Damage:** If the defender was hit, it loses shield tokens or receives Damage cards based on the damage it suffers.

After resolving the final step, the mecha with the next highest pilot skill resolves these

same steps. Players continue resolving combat for mecha in order of pilot skill, from highest to lowest, until all mecha have had the opportunity to perform one attack.

If a single player owns multiple mecha with the same pilot skill value, he may resolve their attacks in the order of his choosing.

If both players have mecha with the same pilot skill value, the player with initiative resolves

his mecha’s combat steps first (see “Initiative” and “Simultaneous Attack Rule” on page 16). note: Each mecha may attack only once per round.

The seven steps of combat are described in detail over the next few pages.

1. DECLARE TARGET

During this step, the attacker(the active mecha) must declare its target(the mecha he wishes to attack). The target mecha must be inside the attacker’s firing arc and within range. A player may measure to verify that these conditions are met before declaring a target.

A mecha cannot target a mecha if their bases are touching (see “Overlapping Other Mecha”).

Once declared, the target mecha is now the defender, and players proceed to the “Roll Attack Dice” step.

FIRING ARC.

At the front of each mecha token is a wedge shape (green for Imperials, red for Rebels). This area shows the angle from which the mecha’s weapons can fire. An enemy mecha is inside the active mecha’s firing arc if any part of the enemy mecha’s base falls inside the angle defined by the wedge shape.

Other mecha do not obstruct firing arcs. For example, if a mecha has multiple enemy mecha inside its firing arc, it can target any one of them. Thematically, this represents that mecha can

attack above or below the other mecha in a 3D space.

RANGE

Range is measured using the range ruler. The range ruler is divided into three sections: Range

1 (close), Range 2 (medium), and Range 3 (long).

Some weapons and abilities provide bonuses or are restricted based on the range (distance) from another mecha (see “Upgrade Card Anatomy”).

Each mecha’s primary weapon can target mecha at Range 1–3 (i.e., at Range 1, 2, or 3).

To measure range, place the Range 1 end of the range ruler so that it touches the closest part of the attacker’s base. Then point the ruler toward the closest part of the target mecha’s base that is inside the attacker’s firing arc. The lowest section (1, 2, or 3) of the ruler that overlaps the target mecha’s base is considered the range between the mecha.

If the ruler is not long enough to reach the target mecha, the mecha is considered out of range and cannot be targeted. A mecha may be within range, but still fall outside the attacker’s firing arc.

Note: When determining firing arc and measuring range, ignore all guides (the two small bumps on the front and rear of each base).

RANGE COMBAT BONUSES

Depending on the range between the mecha, the attacker or defender may roll additional dice during this attack (see “Roll Attack Dice” and “Roll Defense Dice”). Range combat bonuses only occur when a mecha is attacking with its primary weapon.

2. ROLL ATTACK DICE

During this step, the attacker calculates how many attack dice to use and then rolls the dice.

The primary weapon for each mecha is its main weapon. For example, on a Veritech, this would represent its GU-11 Gun pod, while on a Regult battle pod this would represent the pod’s particle cannons. The player rolls a number of attack dice equal to the mecha’s primary weapon value (the red number shown on its Mecha card and mecha token).

Instead of attacking with its primary weapon, the attacker may choose to use a secondary weapon Upgrade card that his mecha has equipped (see “Upgrade Cards”).

The attacker resolves any card abilities that allow him to roll additional (or fewer) dice. Also, if he is targeting a mecha at Range 1 with his primary weapon, he rolls 1 additional attack die. If the attacker has performed a speed 6 maneuver, the attacker rolls 1 less attack die.

After calculating the number of attack dice, the attacker takes that number of red attack dice and rolls them.

3. MODIFY ATTACK DICE

During this step, players may resolve abilities and spend tokens that allow them to modify attack dice.

This includes adding die results, changing die results, and rerolling dice (see “Modifying Dice Results”).

If a player wants to resolve multiple modifying abilities, he resolves them in the order of his choosing. If the attacker and defender both have abilities that can modify attack dice, the defender resolves all of his abilities before the attacker.

SPENDING TARGET LOCK TOKENS

If the attacker has a target lock on the defender, he may return his pair of assigned target lock tokens to the action token supply to choose any number of attack dice and reroll them once.

The attacker may spend target lock tokens only when he is attacking a mecha that his lock is targeting (i.e., the red target lock token near the targeted mecha must match the letter on the blue target lock token near the attacker).

SPENDING A FOCUS TOKEN

If the attacker has a focus token, he may return it to the action token supply to change all results on the attack dice to results.

COMBAT BONUSES

There are several factors that may modify a mecha's attack. All dice modifiers are cumulative. If modifiers would reduce the attacker's dice to zero or less, then the attack causes no damage.

4. ROLL DEFENSE DICE

During this step, the defender calculates how many defense dice to use and then rolls the dice.

The defender rolls a number of defense dice equal to the mecha's agility value (the green number shown on its Mecha card and mecha token).

The defender resolves any card abilities that allow him to roll additional (or fewer) dice. Also, if he is targeted at Range 3 by the attacker's primary weapon, he rolls 1 additional defense die. Remember that a mecha that has moved 1-3 rolls 1 additional defense die, a mecha that has move 4-5 rolls 2 additional defense dice and a mecha that has moved 6 rolls 3 additional defense dice.

After calculating the number of defense dice, the defender takes that number of green defense dice and rolls them.

5. MODIFY DEFENSE DICE

During this step, players may resolve abilities and spend tokens that allow them to modify defense dice.

This includes adding die results, changing die results, and rerolling dice (see "Modifying Dice Results").

If a player wants to resolve multiple modifying abilities, he resolves them in the order of his choosing. If the attacker and defender both have abilities that can modify defense dice, the attacker resolves all of his abilities before the defender.

SPENDING A FOCUS TOKEN

If the defender has a focus token, he may return it to the action token supply during this step to change all results on the defense dice to results.

SPENDING AN EVADE TOKEN

If the defender has an evade token, he may return it to the action token supply to add one additional result to his defense roll.

6. COMPARE RESULTS

During this step, players compare their dice results to determine whether the defender was hit.

To determine whether the defender was hit, compare the number of , , and results in the common

area. For each result, cancel (remove) one or result from the attack roll. All results must be canceled before any results may be canceled.

If there is at least one uncanceled or result remaining, the defender is considered hit.

If all and result are canceled, the attack misses and the defender does not suffer any damage.

CANCELING DICE

Each time a die result is canceled, a player takes one die displaying the canceled result and physically removes the die from the common area. Players ignore all canceled results during this attack.

All abilities that allow players to cancel dice must be resolved at the start of the “Compare Results” step.

MODIFYING DICE RESULTS

When players roll dice during combat, these dice are rolled into a common area. The faceup side of each die is considered its result.

Dice in this common area may be modified in a variety of ways, and their final results determine how much damage the target mecha suffers (if any).

Add: Some effects add a specific result to the combat. To resolve this, the player places a token or unused die displaying this result into the common area.

Change: Some effects change one die result to a different result. To resolve this, the player physically picks up the die from the common area and rotates the die so that its faceup side displays the new result.

Reroll: Some effects allow players to reroll certain dice. To resolve this, the player picks up the appropriate number of dice from the common area and rolls those dice again.

Important: When a die is changed or rerolled, ignore its original result.

7. DEAL DAMAGE

During this step, hit mecha suffer damage based upon uncanceled results.

The hit mecha suffers one damage for each uncanceled result, and then suffers one

critical damage for each uncanceled result. For each damage or critical damage suffered, the mecha must lose one heroic token.

If it has no heroic tokens, it must receive one Damage card instead (see “Suffering Damage”).

When the number of Damage cards dealt to a mecha equals or exceeds its hull value (yellow number), that mecha is destroyed (see “Destroying Mecha”).

After resolving the final step, the mecha with the next highest pilot skill value takes its turn resolving the combat steps.

After each mecha has had the opportunity to attack, the Combat phase ends and players proceed to the End phase.

END PHASE

During this phase, players remove all evade and focus tokens assigned to mecha and return them to the action token supply. Target lock tokens and stress tokens remain in play until certain conditions are met.

Some card abilities or missions may instruct players to resolve certain effects during the End phase. If this is the case, do so at this time.

After completing the End phase, the round is over. If neither player has destroyed all of his opponent’s mecha, a new round begins, starting with the Planning phase.

WINNING THE GAME

When one player destroys all of his opponent’s mecha, the game ends and that player wins. If playing a mission, refer to its victory conditions.

In the unlikely event that each player’s final mecha is destroyed at the same time, the player with initiative wins.

RESOLVING RULE DISPUTES

Situations may arise that are too close to call (such as a mecha being within a certain range, etc.) If players cannot agree on the correct ruling, follow these steps:

1. One player takes three attack dice while the other player takes three defense dice.
2. Both players roll. The player who obtains the most results wins the dispute (count any non-blank results).

The player who wins the dispute determines the correct ruling for this situation. If this situation arises again during this game, apply this same ruling.

Remember that what is most important when playing a game of Battlecry is having fun!

ADDITIONAL RULES

This section explains all rules not previously addressed.

SUFFERING DAMAGE

Mecha can suffer damage from different sources, such as being hit during combat or by an effect or card ability. Damage cards track how much damage each mecha has suffered and are used to determine if the mecha has been destroyed (see “Destroying Mecha”).

When a mecha suffers damage or critical damage, it suffers them one at a time following these steps. The mecha must suffer all normal damage before suffering any critical damage.

- 1. Reduce Shields:** If there are any heroic tokens remaining on the mecha’s card, remove one of the tokens and skip Step 2. If there are no heroic tokens, proceed to Step 2 below.
- 2. Damage hull:** Deal one Damage card to the mecha based on the type of damage it suffered.

If the mecha suffered damage (such as from a result), place the Damage card facedown next

to the mecha’s card. If the mecha suffered critical damage (such as from a result), place

the Damage card faceup next to the mecha’s card (see “Critical Damage” below).

Note: If the Damage deck runs out, shuffle the discard pile to create a new deck.

CRITICAL DAMAGE

When a mecha suffers damage, players deal the Damage card facedown and ignore the card’s text.

However, when a mecha suffers critical damage, players deal the Damage card faceup. The text on faceup Damage cards is resolved as instructed on the card. Listed above this ability is a trait (either Mecha or Pilot). The trait has no effect, but it may be referenced by other cards or abilities.

When a mecha is dealt a damage card faceup, place a critical hit token near the mecha. This token reminds players that this mecha is affected by an ongoing effect. If a mecha somehow manages to remove the ongoing effect (e.g., by flipping that card facedown, by discarding that card, etc.), return the critical hit token to the supply.

DESTROYING MECHA

When the number of Damage cards dealt to a mecha is equal to or greater than its hull value, the mecha is immediately destroyed (faceup and facedown cards count toward this total). Immediately remove the destroyed mecha from the play area, discard all of its Damage cards to a faceup discard pile next to the Damage deck, and return all of its tokens to their respective supplies.

Exception: See “Simultaneous Attack Rule.”

Note: Because mecha are destroyed immediately after receiving Damage cards, mecha with low pilot skill values may be destroyed before having an opportunity to attack.

SIMULTANEOUS ATTACK RULE

Although mecha perform their attacks one at a time, mecha with a pilot skill value equal to the active mecha's pilot skill value have the opportunity to attack before being destroyed.

If such a mecha would be destroyed, it simply retains its Damage cards without being removed from the play area. It may perform an attack as normal during the Combat phase, although any faceup Damage cards just dealt to it may affect this attack.

After this mecha has had its opportunity to attack this round, it is immediately destroyed and removed from the play area.

Example: Regult Blue Squadron Pilot (pilot skill "4") attacks Vermillion Squad Pilot (pilot skill "4"). From this attack, the Vermillion Squad Pilot suffers damage equal to its hull value. Vermillion Squad Pilot will be destroyed, but since it has the same pilot skill as the active mecha, it first has the opportunity to resolve its combat steps. After Vermillion Squadron Pilot resolves its combat steps, it is destroyed and removed from the play area.

INITIATIVE

One player always has initiative, a distinction used to resolve timing conflicts. Unless using the squad building rules, the alien player has initiative. Initiative remains with a player and does not change during the game.

When mecha of equal pilot skill value are activated, the player with initiative activates all of his mecha with that pilot skill value first. Then the opposing player activates his mecha. Initiative also applies during the Combat phase; the player with initiative resolves combat steps for his mecha with that pilot skill value before his opponent (see "Simultaneous Attack Rule" above).

If multiple abilities resolve at the same time, the player with initiative resolves his abilities first.

STRESS

There are several factors that can cause pilots stress, such as executing difficult (red) maneuvers (see Step 4, "Activation Phase"). While a mecha has at least one stress token, it cannot execute red maneuvers or perform any actions (even free actions).

If a mecha already has a stress token assigned to it and it reveals a red maneuver during the Activation phase, the opposing player chooses any non-red maneuver on that mecha's dial for the mecha to execute.

After a mecha executes a green maneuver, remove one stress token from it (see Step 4, "Activation Phase").

FLEEING THE BATTLEFIELD

If a mecha executes a maneuver that causes any part of its base to go outside the play area (beyond any edge), then that mecha has fled the battlefield. Unless specified by a mission overview, mecha that flee the battlefield are immediately destroyed.

MOVING THROUGH A MECHA

Mecha can move through space occupied by other mecha without penalty; it is assumed the mecha have sufficient time and room to maneuver around them in a 3D environment.

To execute a maneuver through another mecha, the player should hold the movement template above the mecha and make his best estimation of where the mecha should end its movement. Then he picks up his mecha and moves it to its final location. Both

players must agree on the mecha's final position and facing.

OVERLAPPING OTHER MECHA

There are a few situations that may arise where mecha overlap other mecha, and they are explained below.

PLASTIC BASES OVERLAPPING

If a mecha executes a maneuver that would cause the final position of its base to physically overlap another mecha's base (even partially), follow these steps:

1. From the opposite end of the template, move the active mecha backward along the top of the template until it no longer overlaps another mecha.

While moving the mecha, adjust it so that the template remains centered between both sets of guides on the mecha's base. Place the mecha so that the bases of both mecha are touching.

2. Skip this mecha's "Perform Action" step.

Mecha whose bases are touching cannot declare each other as a target during the Combat phase while their bases remain touching. As soon as either of these mecha moves away (so that the bases are no longer touching), this combat restriction no longer applies.

Important: If the active mecha is executing a maneuver that causes it to overlap another mecha, instead treat its maneuver as a maneuver with the same speed and color revealed on the dial.

PLASTIC FIGURES OVERLAPPING

Some mecha figures extend beyond the edge of their base. If this part of the figure would touch another figure or obstruct its movement, simply add or remove one peg from the base to prevent this situation and continue moving as normal.

ADVANCED RULES

This section explains advanced rules that can enhance the Battlegry experience. Before starting a game, players must agree which advanced rules they would like to use during the game (if any).

SQUAD BUILDING

All Mecha cards and Upgrade cards display a number in the lower-right corner. This lists the Squad point cost of the mecha or upgrade.

During the "Gather Forces" step of setup, both players must first agree on a number of squad points per faction. It is recommended that each faction field 100 points, although players are welcome to choose any point total.

Note: If playing with more than 100 squad points per player, be sure to check the "Component Limitations" section.

After choosing a point total, both players secretly and simultaneously build their squads. They do this by choosing any number of Mecha cards and Upgrade cards with combined squad points equal to or lower than the agreed upon point total.

After both players are satisfied with their choices, they simultaneously reveal their chosen Mecha and Upgrade cards. Players then resume the steps of setup, continuing with the "Assemble Mecha" step.

INITIATIVE WHEN SQUAD BUILDING

When using squad building rules, the player with the lowest point total has the initiative. If the players' squad point totals are equal, the Alien player has the initiative (see "Initiative").

ADJUSTING THE PLAY AREA

If playing with more than 100 squad points per player, players may wish to expand the size of their play area beyond 3' x 3'. Players are free to use any play area size that they agree on.

UNIQUE NAMES

Famous characters are represented by a card with a unique name, which is identified by the bullet (•) to the left of the name.

A player cannot field two or more cards that share the same unique name. In a team game, this limit applies to each team (see "Team Play Rules").

Example: On the "Roy Fokker" card, there is a bullet to the left of the pilot's name. The UEDF player can field only one card titled "Roy Fokker."

There is no bullet on the "Wolf Squadron Pilot" card, so the Rebel player can field VF-1S with as many Wolf Squadron Pilots as he wants (within the squad point limit).

ID TOKENS

When using multiple copies of the same non-unique mecha (such as "Wolf Squadron Pilot"), players use ID tokens to identify which plastic mecha corresponds to which Mecha card. This is important, especially when tracking damage for the different mecha. To distinguish the different mecha from each other, follow these steps during Step 8 of setup:

1. Take three ID tokens showing the same number and color (white or black background).

2. Place one ID token near the Mecha card.
3. Insert the two remaining ID tokens into the tower of the base. The sides facing outward must match the color of the faceup token near the Mecha card.

UPGRADE CARDS

There are different ways to customize a mecha, such as adding a modification, a secondary weapon, or an elite talent. However, each mecha is limited in which upgrades and how many of each upgrade it can equip.

The upgrade bar along the bottom of the Mecha card displays icons that represent which upgrades the mecha can equip. For each icon shown in the upgrade bar, the mecha can equip one Upgrade card with the matching icon. Upgrade cards may be used by mecha of any faction, as long as the icon appears in the mecha's upgrade bar.

Some abilities may require the player to discard an Upgrade card. Return discarded Upgrade cards to the game box; they cannot be used for the remainder of the game.

SECONDARY WEAPONS

Several mecha may equip secondary weapons, such as Light Missiles. This section explains a few rules related to secondary weapons.

Mecha may perform only one attack during the Combat phase. Secondary weapon cards show the header "attack:" as a reminder that a mecha attacks with either its primary weapon or one of its secondary weapons.

In addition to being inside the attacker's firing arc, the closest point of the target mecha's base must fall within the weapon range shown on the card (see "Upgrade Card Anatomy" below). If both of these conditions are met, then the player rolls the number of attack dice equal to this card's attack value (instead of the mecha's primary weapon value).

Example: Reflex Missiles can only be used to attack an enemy mecha that is at Range 2–3. They cannot be used to target mecha at Range 1 or beyond Range 3.

Some secondary weapons specify other requirements in parentheses after the word “attack.”

Example: The “Reflex Missiles” card specifies “attack(target lock):” In order to attack with this secondary weapon, the attacker must have already acquired a target lock on the defender.

ADVANCED MISSILES

This is an optional rule, and should be agreed to before play begins.

If this rule is in effect, when the target of a missile Evades all hits from the missile attack, place a missile token beside the target.

Until the target performs a red maneuver, the missile is struck by a hit or critical from a weapon with Anti-missile, or the missile scores one or more hits, the token remains with the target. A model may be engaged by more than one missile token.

Missile tokens can be targeted by weapon attacks that are within range 1 of the model affected by the missile. Targeted missile tokens do not roll Evade dice. A single hit or critical result removes one missile token.

At the end of each combat phase, make an attack roll for the missile against the target. If the missile scores at least one uncanceled hit or critical, allocate the damage and remove the missile token.

OBSTACLES

Combat contains many hazards including tall buildings, asteroids and debris. Some missions call for obstacles, and players can use obstacles to add variety to the standard game.

ADDING OBSTACLES TO A STANDARD GAME

During setup, before the “Gather Forces” step, both players can agree to use obstacles for this game. Starting with the player who has initiative, each player takes a turn placing one obstacle inside the play area.

Obstacles cannot be placed within Range 1–2 of any edge of the play area. After placing all of the obstacles, the player without initiative chooses which edge of the play area is his. The other player’s edge is on the opposite side of the play area.

Players may agree to increase the size of their play area to account for these extra elements.

MOVING INTO AND THROUGH OBSTACLES

When a mecha executes a maneuver in which either the maneuver template or the mecha’s base physically overlaps an obstacle token, follow these steps:

1. Execute the maneuver as normal, but skip the “Perform Action” step.
2. The player rolls one attack die. The mecha then suffers any damage or critical damage rolled (see “Suffering Damage”).

Important: When overlapping an obstacle token, the mecha stays where it lands (on top of the token).

A mecha that is overlapping an obstacle token during the Combat phase cannot attack any mecha but may be targeted by other mecha as normal.

ATTACKING THROUGH OBSTACLES

Obstacles represent space features that are difficult to fire through.

When measuring range during combat, if the edge of the range ruler between the closest points

of the two mecha overlaps an obstacle token, the attack is considered obstructed. Because of this obstruction, the defender rolls one additional defense die during the “Roll Defense Dice” step of this attack.

Remember that range is always measured as the shortest distance between the two mecha’ bases.

The attacker cannot attempt to measure range to a different part of a base in order to avoid obstructing obstacles.

TEAM PLAY RULES

Although a game of Battlecry always consists of two sides, usually one alien and one earth force, it is possible to play the game with more than two players. To play with more than two players, the players divide themselves as equally as possible into teams. One team plays the alien side while the other team plays the human forces.

It is recommended that players use the squad building rules when playing with teams. Each team receives the same number of squad

points regardless of the number of players on that team.

Each player takes ownermecha over a number of mecha on his team, as agreed on by the other players on his team. Each player plans maneuvers for his own mecha and makes all decisions for his actions and attacks.

Abilities that affect mecha belonging to the same team (for example “Ben Dixon’s” ability) affect all mecha on that team, regardless of who the owner is.

Players win (and lose) together as a team. It is possible for all of one player’s mecha to be destroyed, but for his team to win if his teammate manages to destroy all of the opposing team’s mecha.

SHARING INFORMATION

Players on the same team may strategize against their opponent(s). Players are free to discuss any information with teammates (and opponents), but all discussion must take place in public (i.e., their opponent(s) must be able to hear all discussion). Also, teammates cannot show each other the maneuver chosen on their dial(s).

STATS

The following sections contain summaries of card abilities (full cards pending). This is a list of the meaning of the following abbreviations:

P: Piloting skill

FP: Firepower; the number of attack dice rolled to make an attack

AG: Agility; the number of defense die rolled to defend against an attack

HU: Hull; the amount of damage a mecha can take. Susceptible to Critical hits

SH: (Shields) Hero Points; skill and luck exceptional pilots can use to avoid taking damage or perform special stunts. When used to soak damage, does not suffer Critical effects

Dial: Shorthand for the mecha's maneuver dial. The first number listed is the distance, the second letter is "turn" (right or left). If the maneuver is colored green, it is a Green maneuver, a red color indicates a Red maneuver. Black signifies a White maneuver.

- T: a 90 degree turn
- B: a 45 degree bank
- S: straight forward
- R: a 90 degree turn in place
- U: a 180 degree reversal

UPGRADE CARDS

Listed below is a summary of the basic upgrade cards

Missiles (General): If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

Light Missile: Missile; R1-2, FP 4, Anti-missile 1 (When attacked by a missile, roll 1 Attack Die. On a crit, treat it as an evade; Exhaust on use). If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

Medium Missile: Missile; R1-3, FP 4. If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

Heavy Missile: Missile; R2-3, FP 5. If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

Cluster Missile: Missile; R1-3, FP 3. Target evades at -1 AG. If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

Mini Missile: Mini-Missile; R1-2, FP 2, Anti-missile 2 (When attacked by a missile, roll 2 Attack Die. On a crit, treat it as an evade; Exhaust on use). If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

Mini Missile Swarm: Missile; R1-2, FP 3, Anti-missile 3 (When attacked by a missile, roll 3 Attack Die. On a crit, treat it as an evade; Exhaust on use). If you expend a target lock, the missile is not exhausted. You cannot expend a target lock while you are stressed when firing missiles.

VF-1A Head Laser: Head Slot; VF-1A only; R1, FP 1, Anti-missile 1 (When attacked by a missile, roll 1 Attack Die. On a crit, treat it as an evade).

VF-1J Head Laser: Head Slot; VF-1J only; R1, FP 1, Anti-missile 2 (When attacked by a missile, roll 2 Attack Die. On a crit, treat it as an evade)

VF-1S Head Laser: Head Slot; VF-1S only; R1, FP 2, Anti-missile 3 (When attacked by a missile, roll 3 Attack Die. On a crit, treat it as an evade)

VF-1R Head Laser: Head Slot; VF-1A or VF-1J only; R1, FP 1, Anti-missile 3 (When attacked by a missile, roll 3 Attack Die. On a crit, treat it as an evade), HULL +1

Machine Gun Battery: Head Slot; Tomahawk only; R1, FP 1, Anti-missile 1 (When attacked by a missile, roll 1 Attack Die. On a crit, treat it as an evade)

Laser Battery: Head Slot; Tomahawk only; R1, FP 1, Anti-missile 2 (When attacked by a missile, roll 2 Attack Die. On a crit, treat it as an evade)

MVAS-1 Fastpack: Modification; Veritech only; HU +1, Boost, Add Mini-Missile slot

GBP-1S Armor-Missile Pack: Modification; Veritech only; Battloid mode only. HU +2, Add Missile slot x2, Add Mini-Missile slot, Lose Transform. It may be exhausted to regain Transform.

UEDF MECHA

VF FIGHTER

VF Fighter

P2 FP3 AG2 HU 3 SH1. Focus, Target Lock, Barrel Roll, Head Slot. Transform (Guardian, Battloid), Missile slot X2; Dial: 1B, 2T, 2B, 2S, 3T, 3B, 3S, 3U, 4S

VF Guardian

P2 FP3 AG2 HU 3 SH1. Focus, Hand-to-Hand, Target Lock, Evade, Hover, Land, System (Head) Slot. Transform (Fighter, Battloid), Missile slot X2; Dial: 0S, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

VF Battloid

P2 FP3 AG1 HU 3 SH1. Focus, Hand-to-Hand, Hover, Land, System (Head) Slot. 360 arc. Transform (Fighter, Guardian), Hand-to-Hand. You lose any Missile slots in this mode; Dial: 0S, 0R, 1T, 1B, 1S, 1U, 2S

VF-1A title: VF-1A head laser

VF-1J title: VF-1J head laser; PS 3+; add Elite Pilot Talent; +1SH

VF-1S title: VF-1S head laser; PS 5+; add Elite Pilot Talent; +2SH

VF-1R title: May give target lock to friendly at Range 1-2

ROBOTECH EXPEDITIONARY FORCE MECHA

VFA-6I ALPHA

Fighter

P2 FP3 AG3 HU3 SH1. Focus, Boost, Barrel Roll, Target Lock. System (Head) slot, Transform (Guardian, Battloid), Missile slot X2; Dial 1B, 2S, 2B, 2T, 3S, 3B, 3T, 3I, 4S, 5S

Guardian

P2 FP3 AG3 HU3 SH1. Focus, Evade, Hand-to-Hand, Hover, Land, Target Lock. System (Head) slot, Transform (Fighter, Battloid), Missile slot X2; Dial 0S, 1S, 1B, 1T, 1U, 2S, 2B, 2T, 3S, 3B, 3T

Battloid

P2 FP3 AG1 HU3 SH1. Focus, Hand-to-Hand, Hover, Land, Target Lock. System (Head) slot, Transform (Fighter, Guardian), Missile slot X2; Dial 0S, 1S, 1B, 1T, 1U, 2S

VFA-6I title:

VFA-6H title: +1SH (Blue); add Elite Pilot talent

VFA-6X title: +Evade (Black)

VFA-6Z title: +1AG (Red)

VQ-6X Shadow Drone title: +1HU, +1 Missile slot, cannot be placed on PS 4+

Scott Bernard: PS8; You may turn one blank into a Crit; +2SH

Rand: PS5; An enemy ship you are touching is -1AG

Rook Bartley: PS7; An enemy ship you are touching takes 1 damage

Lance Belmont: PS6; If you are not in the enemy's fire arc, you may change one Focus to a Crit

Jim "Lunk" Austin: PS4; At the beginning of the Combat Phase, you may assign one Evade to a friendly ship at Range 1

Jonathan Wolfe: PS5; If you are not stressed, during the Combat Phase treat your Pilot skill as 12

T.R. Edwards: PS8; You may transfer 1 damage you would receive per attack to a friendly ship at Range 1

Jack Baker: PS5; If you take one or more damage in a turn, you gain 1 additional Attack die

Karen Penn: PS6; When you perform a barrel roll, you may use the 1B template

Maia Sterling: PS9; If you are stressed, you may reroll any number of Attack dice

Marcus Rush: PS6; You may reduce your AG by 1 to add 1 Attack die

VFB-9 BETA

Fighter

PS 2 FP 4 AG 1 HU 5 SH 1. Focus, Target Lock. Transform (Guardian, Battloid), Missile slot X3, Bomb slot X1;

Guardian

PS 2 FP 4 AG 1 HU 5 SH 1. Focus, Hand-to-Hand, Target Lock. Transform (Fighter, Battloid), Missile slot X3, Bomb slot X1;

Battloid

PS 2 FP 4 AG 0 HU 5 SH 1. Focus, Hand-to-Hand, Target Lock. Transform (Fighter, Guardian), Missile slot X3, Bomb slot X1;

TOMAHAWK

P2 FP4 AG1 HU 4 SH 0. Focus, Hand-to-Hand, Land. 180 arc. System (Head) slot, Missile x3, Mini-Missile; Dial: OS, OR, 1T, 1B, 1S, 2S

DEFENDER

P2 FP3 AG1 HU 4 SH 0. Focus, Hand-to-Hand, Target Lock, Land. 180 arc. System (Head) slot, Mini-Missile. You can transfer Target Lock to a friendly mecha within Range 1; Dial: OS, OR, 1T, 1B, 1S, 2S

SPARTAN

P2 FP2 AG1 HU 4 SH 0. Focus, Hand-to-Hand, Land, Hand-to-Hand. 180 arc. System (Head) slot, Missile x2; Dial: OS, OR, 1T, 1B, 1S, 2S

Combat Hands: When making a Hand-to-Hand attack, roll 3 Attack dice

Battle Baton: When making a Hand-to-Hand attack, roll 4 Attack dice

PHALANX

P2 FP1 AG1 HU 4 SH 0. Focus, Hand-to-Hand, Target Lock, Land. 180 arc. Missile x2, Mini-Missile; Dial: OS, OR, 1T, 1B, 1S, 2S

MONSTER

P2 FP5 AG1 HU7 SH0. Focus, Hand-to-Hand, Land. 180 arc. Large model; Dial: OS, OR, 1T, 1B, 1S, 2S

UEDF Minor Ace: +1 PS; SH +1

UEDF Ace: +2 PS; SH +1

UEDF Major Ace: +3 PS; SH +1

Roy Fokker: VF-1S only; PS8; You may reduce your AG by -1 to gain FP +1; +2 SH; Elite Pilot Talent slot

Rick Hunter: VF-1A, VF-1J or VF-1S; PS7; When you lose a HU, you immediately regain a SH; +1 SH; Elite Pilot Talent slot

Max Sterling: VF-1A or VF-1J only; PS9; After performing an action, you perform a different action for free; +2 SH; Elite Pilot Talent slot

Ben Dixon: VF-1A only; PS5; Enemies in Range 1-2 must target you if possible; +1 SH; Elite Pilot Talent slot

Miriya Sterling: VF-1A or VF-1J only; PS8; You may reroll any blank results when attacking or defending; +2 SH; Elite Pilot Talent slot

Jack Archer: VF-1J or VF-1S only; PS6; If you have Target locked an opponent, treat your PS as 12 in the Combat Phase if you attack that opponent; +1 SH; Elite Pilot Talent slot

ZENTRADI MECHA

REGULT BATTLE POD

P1 FP3 AG2 HU3 SH0. Evade, Hand-to-Hand, Land. 180 arc ; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

ARTILLERY REGULT (GLUUHAUG SERAUHAUG)

P2 FP1 AG2 HU3 SH0. Evade, Hand-to-Hand, Target Lock, Land. 180 arc. Missile slot x2; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

RECON POD

P1 FP0 AG2 HU3 SH0. Evade, Hand-to-Hand, Target lock, Land. 180 arc. You can transfer Target Lock to a friendly mecha within Range 1; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

GLAUG OFFICER'S POD

P5 FP4 AG2 HU3 SH1. Focus, Hand-to-Hand, Evade, Land. 180 arc. Mini-Missile slot; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

Improvised Punch: When making a Hand-to-Hand attack, roll 2 Attack Dice

GNERL AEROSPACE FIGHTER

P2 FP3 AG3 HU3 SH0. Focus, Boost, Barrel Roll, Evade; Dial: 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S, 4S, 5S

ZENTRAEDI LIGHT INFANTRY

P1 FP2 AG1 HU2 SH0. Land, Hand-to-Hand. 360 arc. Dial: 0S, 0R, 1T, 1B, 1S, 2S

Improvised Punch: When making a Hand-to-Hand attack, roll 2 Attack Dice

ZENTRAEDI HEAVY INFANTRY

P1 FP3 AG1 HU2 SH0. Focus, Land, Hand-to-Hand. 360 arc. Dial: 0S, 0R, 1T, 1B, 1S, 2S

Improvised Punch: When making a Hand-to-Hand attack, roll 2 Attack Dice

Combat Hands: When making a Hand-to-Hand attack, roll 3 Attack dice

NOUSJAEDUL-GER (MALE) BODY ARMOR

P3 FP3 AG2 HU3 SH0. Evade, Hand-to-Hand, Focus, Land. 180 arc. Dial: 0S, 0R, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

Improvised Punch: When making a Hand-to-Hand attack, roll 2 Attack Dice

Combat Hands: When making a Hand-to-Hand attack, roll 3 Attack dice

QUAEDLUUN-RAU (FEMALE) BODY ARMOR

P4 FP3 AG3 HU3 SH0. Evade, Barrel Roll, Hand-to-Hand, Focus, Land. 180 arc. Missile slot, Mini-Missile slot; Dial: 0S, 0R, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S, 4S

Improvised Punch: When making a Hand-to-Hand attack, roll 2 Attack Dice

Combat Hands: When making a Hand-to-Hand attack, roll 3 Attack dice

Generic Minor Ace: Glaug, MBA or FBA only; +1 P; SH +1

Generic Ace: Glaug, MBA or FBA only; +2 P; SH +1; Elite Pilot Talent slot

Generic Major Ace: Glaug, MBA or FBA only; +3 P; SH +1; Elite Pilot Talent slot

Azonias: Glaug or FBA only; PS7; Once per turn you may remove a token or blue Target Lock from an enemy in Range 1-2; SH +2; Elite Pilot Talent slot

Miriya: FBA only; PS8; You may attack after you move in the Movement Phase. If you do so, you do not attack during the Combat Phase; SH +2; Elite Pilot Talent slot

Khyron: Glaug or MBA only; PS7; You may deal 1 HU to a friendly unit with Range 1-2 of an enemy to deal +1 Critical damage; SH +2; Elite Pilot Talent slot

INVID MECHA

INVID SCOUT (IIGAA)

P1 FP3 AG2 HU2 SH0. Evade, Barrel Roll, Focus, Land, Hand-to-Hand. 180 arc; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

INVID SHOCK TROOPER (GARUB)

P3 FP4 AG2 HU3 SH0. Focus, Land, Hand-to-Hand. 180 arc; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

INVID PINER COMMAND UNIT (GAMO)

P3 FP4 AG2 HU4 SH1. Focus, Land, Hand-to-Hand. 180 arc; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

INVID POWER ARMOR (MALAR)

P2 FP1 AG 1 HU1 SH1. Focus, Land, Hand-to-Hand. 180 arc; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S

INVID ROYAL COMMAND BATTLOID (GOSU)

P5 FP4 AG2 HU4 SH1. Focus, Target Lock, Land, Hand-to-Hand. 180 arc. Elite Pilot Talent slot, Missile slot x2; Dial: OS, OR, 1T, 1B, 1S, 2T, 2B, 2S, 3T, 3B, 3S, 4S

Invid Minor Ace: +1 P; SH +1

Invid Ace: +2 P; SH +1

Invid Major Ace: +3 P; SH +1; Elite Pilot talent

Corg: PS9; When you make an attack with your primary attack and score at least one hit, you may make a second attack with a secondary weapon system; SH +2; Elite Pilot Talent slot

Sera: PS7; Against a second or subsequent opponent in a single Combat phase, you immediately gain an Evade token. You can never have more than one Evade token at a time; SH +2; Elite Pilot Talent slot