

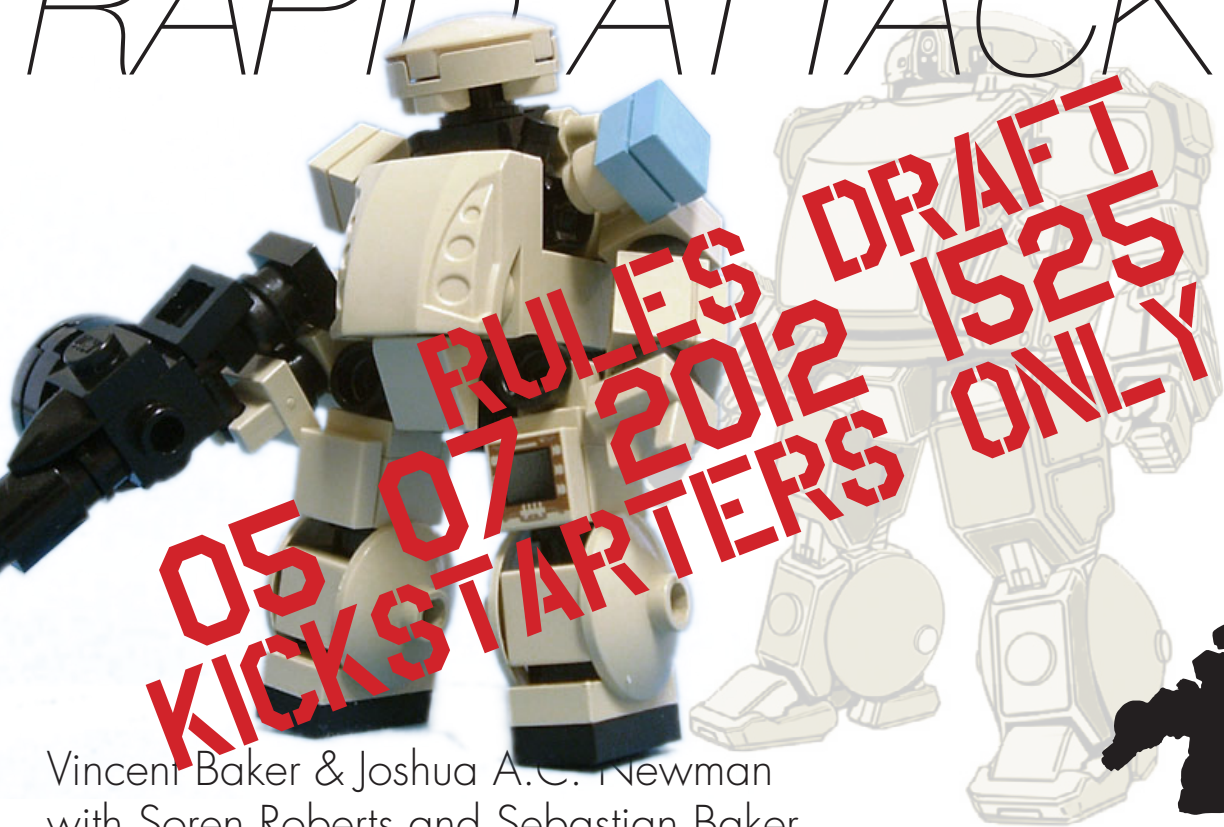
RAPID ATTACK 001

05-07-2012
KICKSTARTERS ONLY
RULES DRAFT 1525

NEPRO

MOBILE FRAME

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with Soren Roberts and Sebastian Baker



This is a draft

This document is a chapter from the upcoming tabletop wargame Mobile Frame Zero: Rapid Attack. It was produced specially for the Kickstarter backers of the project. The rules are complete but the text almost certainly has editing errors and it's missing a great deal of context.

It represents less than half of the complete text which will be available for sale starting in the **summer of 2012**.

The illustrations contained herein are by and ©:

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Emilee Denich (character design),

and **Lester Ward** (mobile frame digital renderings).

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Want to contact the publisher? I'm easy!
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OBJECT & OVERVIEW

Kickstarter Backer Draft

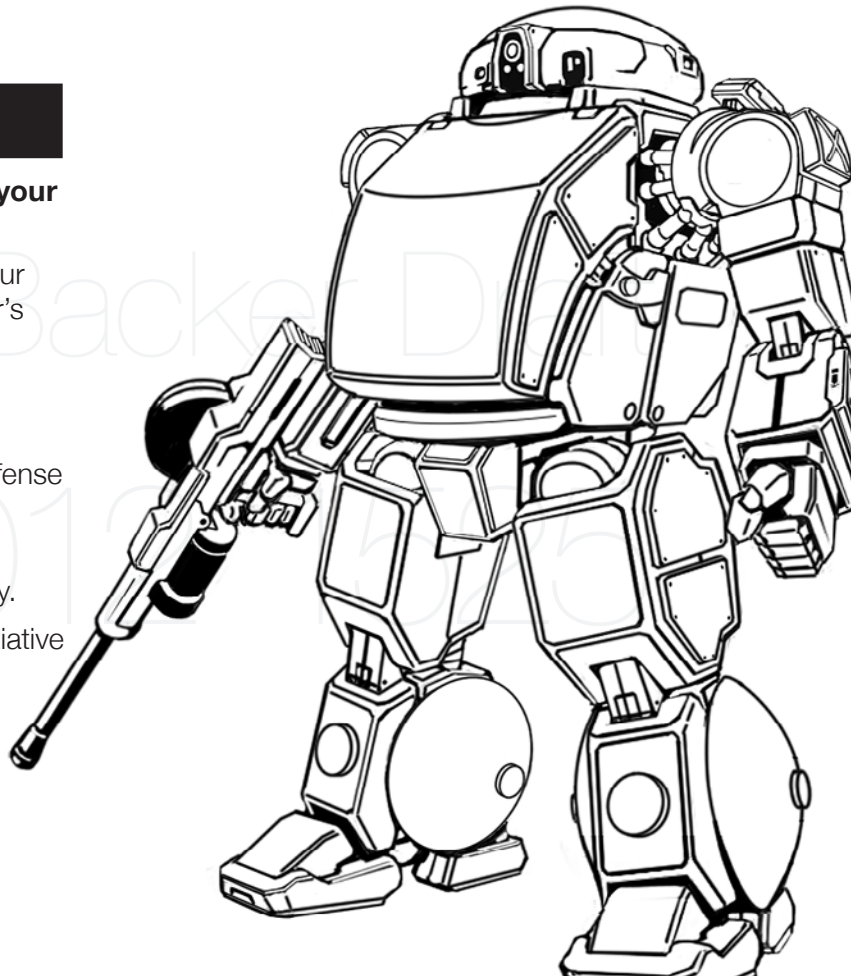
The object of the game is to have the most initiative points at doomsday. To win, you'll need to **destroy** your opponents' Mobile Frames and **seize** their stations, while preserving your own.

You'll need:

- » Companies.
- » Terrain.
- » A ruler.
- » Many 6-sided dice, in white, blue, red, yellow and green.
- » A few 8-sided dice, in red and green.
- » A distinctive 12- or 20-sided die.

TIMELINE

1. In the days before you play, **create your company.**
2. When you meet to play, compare your companies to determine each player's asset value and tactical position.
3. When you meet to play, set up the battlefield.
4. Field your companies: defense to offense to defense.
5. Play the battle out over a number of rounds, counting down to doomsday.
6. At doomsday, the player with the initiative wins.



CREATING YOUR COMPANY

In the days before you play, create your company.

and whether you're playing a **skirmish** or **battle**.

Company Size

Your company is made of two kinds of units: **stations** and **mobile frames**. The minimum and maximum number of units in your company depends on the number of players



For a **Skirmish**

If you've got **2 players**, your company must have 3 stations and 4-6 mobile frames.

If you've got **3 players**, your company must have 2 stations and 3-5 mobile frames.

If you've got **4 players**, your company must have 2 stations and 3-4 mobile frames.

If you've got **5 players**, your company must have 1 station and 3-4 mobile frames.

Your company must also carry **3 one-shot rockets**.

For a **Battle**

If you've got **2 players**, your company must have 3 stations and 5-8 mobile frames.

If you've got **3 players**, your company must have 2 stations and 4-7 mobile frames.

If you've got **4 players**, your company must have 2 stations and 4-6 mobile frames.

If you've got **5 players**, your company must have 1 station and 3-5 mobile frames.

Your company must also carry **3 one-shot rockets**.

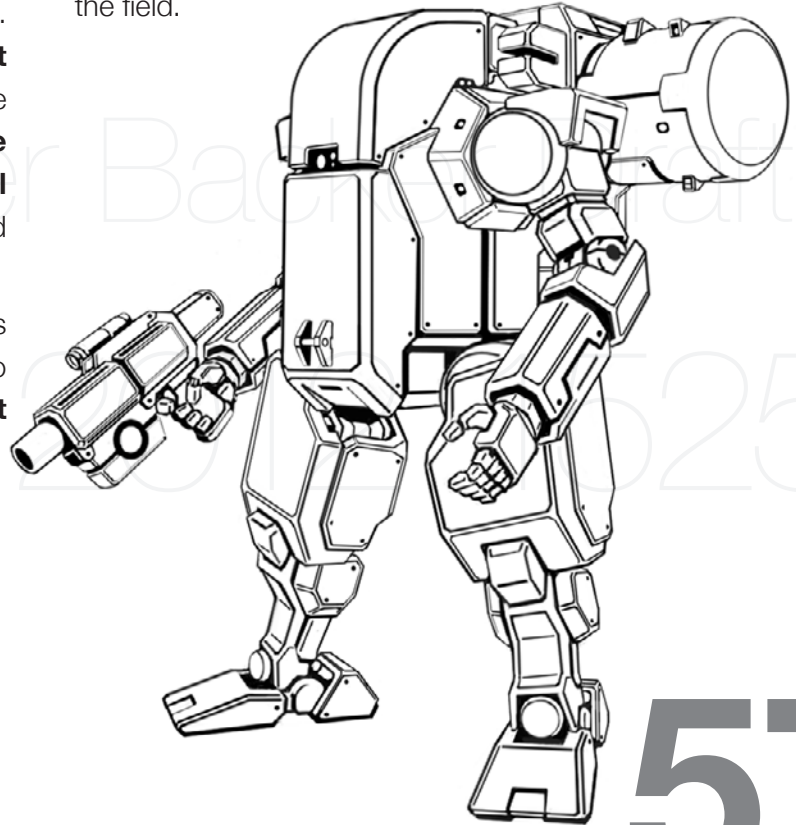
When you bring your company to the field, you'll compare it with your fellow players'.

The player with the smallest, weakest company gets an initiative point advantage and starts the battle on the defensive. **The player with the largest, most powerful company** gets an initiative point penalty and starts the battle on the offensive.

You'll have to second-guess your opponents while you're designing your company to get the position you hope for. **The most advantageous companies** are:

- » very slightly smaller and weaker than your opponent's, so that you seize the point advantage at little cost; or
- » much larger and stronger than your opponent's, so that you cede the point

advantage but at a great advantage on the field.



Stations

A station must:

- » be **stationary**, hence the name and
- » be **distinct** from the local terrain, so nobody will get confused about what is and what isn't and
- » have a place to clip on a little flag.

A station might be a supply, command or observation station. It might be a crashed satellite, it might be an ammo dump, it might be a jeep with a flat tire and a load of fresh peaches. Whatever: it's something worth fighting over.

Mobile Frames

A mobile frame consists of a **frame** and a variety of **systems**. In action, the mobile frame's systems give you the dice you roll.

The dice:

- » **Red dice** are for **attacking**.
- » **Green dice** are for **moving**.
- » **Blue dice** are for **defending**.
- » **Yellow dice** are for **spotting** targets for other mobile frames to attack.
- » **White dice** are **wild**; use them for any of the above.

Each mobile frame provides **2 white dice**.

A mobile frame can carry 0-2 **defensive systems**: armor, a shield, camouflage, stealth composite surfacing, ECM. The first defense system adds 1 blue die. The second defense system adds a second blue die, and allows the mobile frame to act as cover to other mobile frames without risking damage itself.

A mobile frame can carry 0-2 **movement systems**: jumpjets, wings, wheels. Each movement system adds 1 green die. Using any movement system at all allows the mobile frame to move through cover; otherwise, it has to go around it.

A mobile frame can carry 0-2 **surveillance/**

communications systems: a radio, a targeting laser, spotlights, a rifle scope. Each comms system adds 1 yellow die. Without any comms systems, the mobile frame can spot targets only within direct fire range and out of cover. With one comms system, the mobile frame can spot targets within direct fire range, but in cover. With two comms systems, the mobile frame can spot targets anywhere on the battlefield.

A mobile frame can carry 0-2 **hand-to-hand weapon** systems: a shock baton, a combat knife, a repurposed jackhammer. The first adds 2 red dice at hand-to-hand range. The second adds 1 red 8-sided die at hand-to-hand range.

A mobile frame can carry 0-2 direct fire weapon systems: an assault rifle, a grenade launcher, a flamethrower, a beam weapon. The first adds 2 red dice at direct fire range. The second adds 1 red 8-sided die at direct fire range.

A mobile frame can carry 0-2 **artillery range weapon** systems: a mortar, a sniper rifle, a railgun. The first adds 2 red dice at artillery range. The second adds 1 red 8-sided die at artillery range.

A mobile frame can carry **at most four systems**.

It doesn't count as a system, but **a mobile frame with no direct fire or artillery**

range weapons systems gets 1 green 8-sided die as well.

1-Shot Rockets

In addition to its frame and systems, **a mobile frame can also carry up to 3 1-shot rockets**.

A 1-shot rocket provides **1 red d8 at direct range**, once only. Discard it after you use it.

Your company must carry 3 1-shot rockets.

(example MFs)

COMPARING COMPANIES

When you meet to play, **compare your companies** to determine each player's asset value and tactical position.

Asset Value

Your **assets** are **your own undestroyed mobile frames**, plus the **stations you control** (your own or seized from your

enemies). Each asset you hold is worth a certain number of initiative points to you, your **asset value**. Your asset value depends upon the relative size and strength of the company you've brought to the field.

Set your asset value by comparing your company with your opponents' before play.

Count up:

1. the total number of Mobile Frames in your company, and
2. the total number of systems they're carrying.

Then calculate:

1. Your asset value starts at **5**.
2. **Company size:** Does your company have **the most Mobile Frames**? Subtract 1 from your asset value. Does your company have the **fewest Mobile Frames**? Add 1 to your asset value.
3. **Systems carried:** Does your company have the **most systems**? Subtract 1 from your asset value. Does your company have the **fewest systems**? Add 1 to your asset value.

In case of ties, both players adjust their asset value.

(example asset values)

Starting Initiative

Assets x Asset Value = Initiative

Before play starts, the assets you hold are **your own mobile frames** and **your own stations**. Each one is worth a number of initiative points equal to your **asset value**. This is your starting initiative.

Tactical Position, Initiative, Offense & Defense

The player with the **highest starting initiative** has the strongest tactical position — to win the game, you need only to hold on to what you have — and so starts play **on the defensive**.

All the other players start play on offensive.

The player with the **lowest starting initiative** has the weakest tactical position — to win the game, you have the most to

accomplish — and so starts play on the **primary offensive.**

Compare starting initiative and note your tactical position. Battlefield setup follows your tactical positions, defense to offense to defense: the defensive player starts, the offensive players alternate turns, and the defensive player finishes.

(example tactical positions)



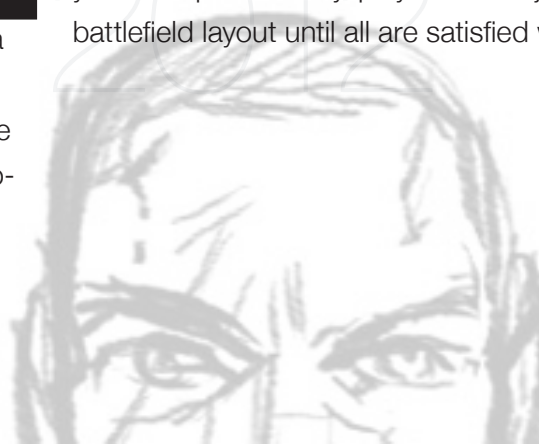
SETTING UP THE BATTLEFIELD

When you meet to play, set up the battlefield.

Terrain

Cover your table with terrain. Give it a good mix of cover and rubble, with some wide avenues, some snipers' nests, some culs-de-sac, some killing grounds and no-man's-lands.

Every player has to approve the layout of the battlefield before you begin fielding your companies. Any player can adjust the battlefield layout until all are satisfied with it.



The Ruler, Ranges, and Cover

By default, for typical dining room tables, play with **a ruler 8 units long**, with each unit being 5 studs, 5cm, or 2".

Your table should measure 4-6 rulers' lengths on the diagonal, so if it's bigger or smaller, adjust accordingly:

If your table is bigger, increase each unit to 6 or 7cm, 6 or 7studs, or 3", or else tape off the edges or corners of your table.

If your table is much smaller, decrease

the ruler to 6 units long.

- » **Hand to hand range** is 1 ruler unit.
- » **Direct fire range** is from 2 ruler units out to the length of the ruler.
- » **Artillery range** is any distance outside the length of the ruler.

Ranges are exclusive. You can't use a direct fire weapons system at hand to hand range (that is, at a distance of only 1 ruler unit), nor an artillery weapon system at hand to hand or direct fire range (that is, at any distance within the length of the ruler).

Any structure on the battlefield is cover if it's 3 bricks or more high, except stations. All standing mobile frames count as cover.

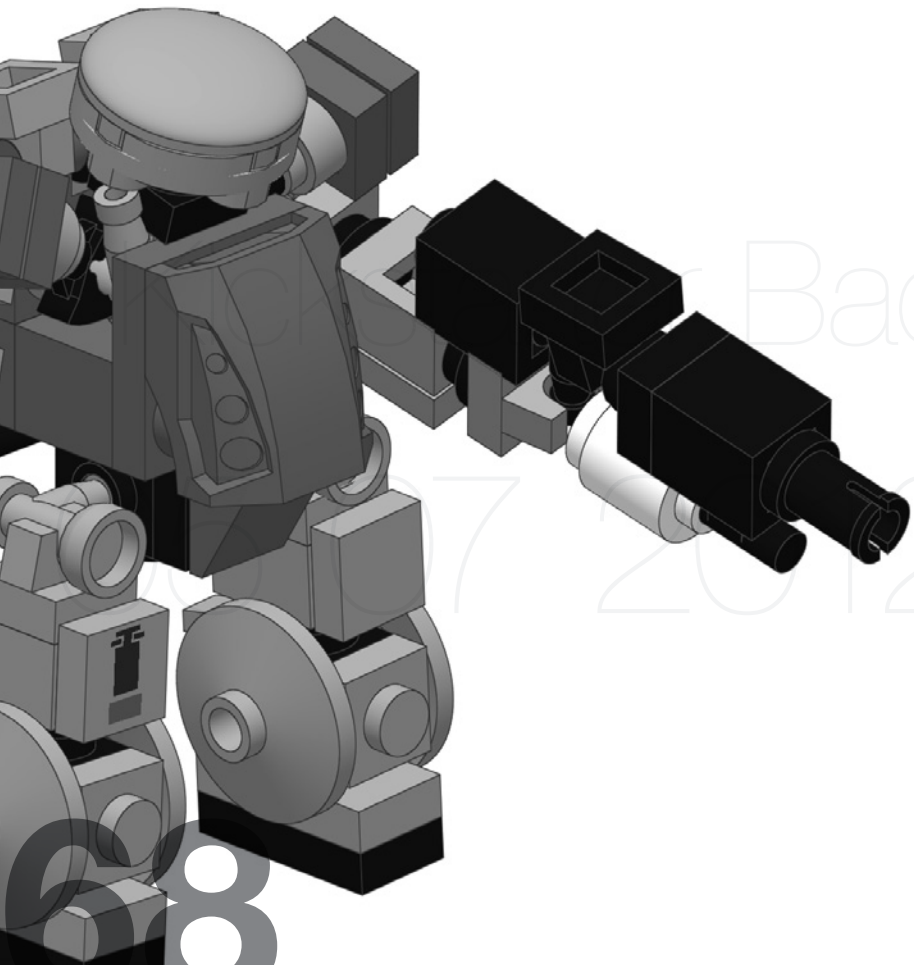
A mobile frame is in cover against an attacker if:

- » it is **within hand to hand range of cover**, and
- » the cover is **between it and its attacker**, in whole or in part.

Don't consider cover that is near the attacker or at some distance between them, only cover immediate to the defender.

(example battlefield illustration)





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FIELDING COMPANIES

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Field your companies: defense to offense to defense.

Initial Defense

Place your stations on the battlefield. Place them wherever you want, but **within direct fire range of one another.**

You have a **defensive perimeter**: only you can place your mobile frames within direct fire range on any of your stations.

Place two of your mobile frames. Place them within your perimeter, but otherwise, wherever you like.

It's probably to your advantage to place them at the advance edge of your perimeter.

Initial Offense

The primary offensive player goes second.

Place one of your mobile frames. Place it:

- » **outside** the defensive player's perimeter
- » **at the limit of – but within – direct fire range** of one of the defensive player's mobile frames
- » out of cover.

This is the **point mobile frame**.

Continuing Offense

All offensive players alternate, mobile frame by mobile frame, until all the offensive players' mobile frames are on the field.

On each of your turns, place one of your mobile frames. Place it:

- » outside the defensive player's perimeter,
- » outside direct fire range of any of the defensive player's mobile frames
- » otherwise, wherever you like.

Once all the offensive players' mobile frames are on the field, alternate again, placing your stations.

On each of your turns, place one of your stations. Try not to place it within direct fire range of any opponents' mobile frames, but this might not always be possible.

Final Defense

The player with the initiative finishes.

Place your remaining mobile frames on the battlefield. **Place them wherever you want**, but if you place them outside of your perimeter, place them in the best cover you can.

The battle starts now, at the moment the point mobile frame exposed itself to fire.

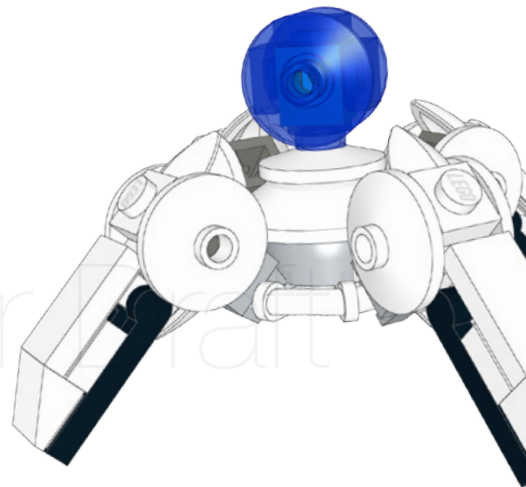
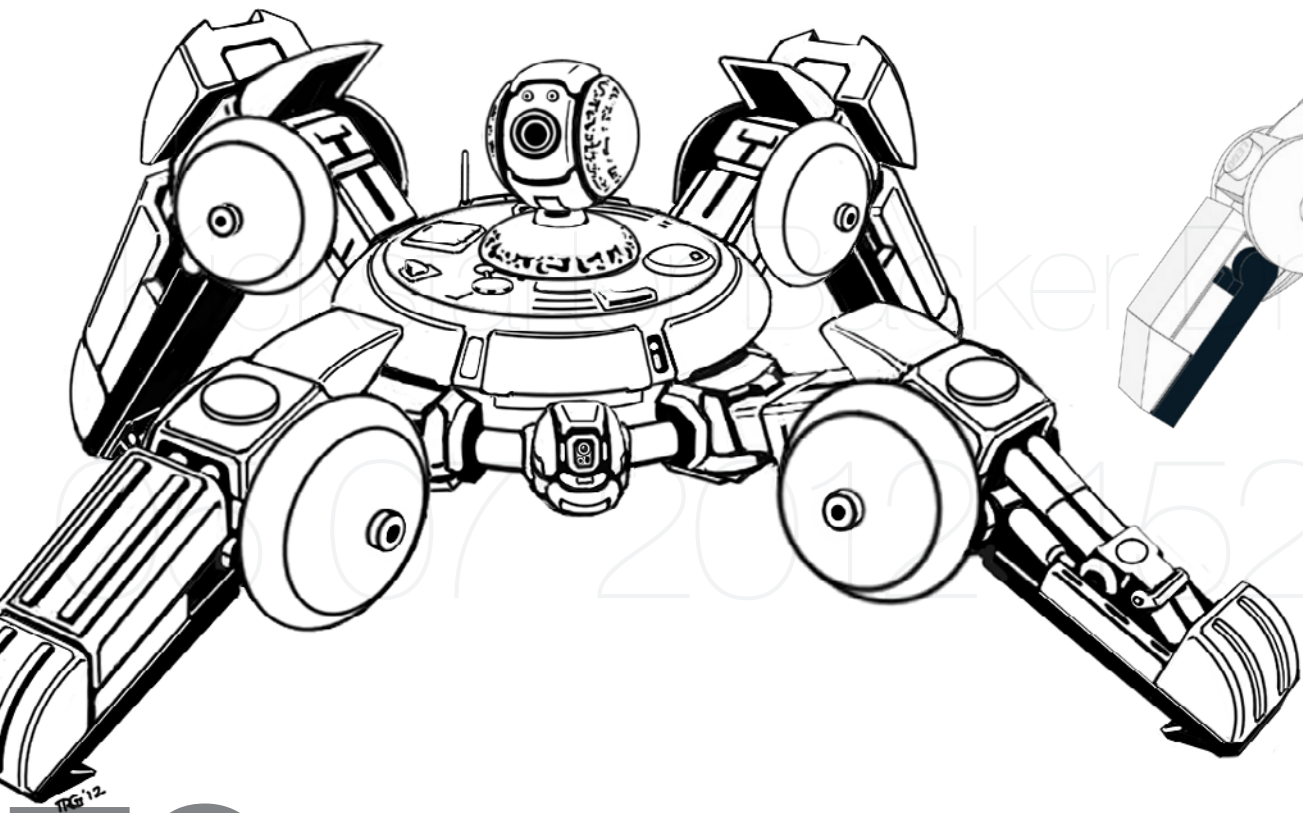
(example company fielding, narrative & illustrations)

DOOMSDAY

The battle ends after a variable number of rounds.

Place a distinctive d12 or d20 somewhere safe, where everyone can see it, set to 11. This is the doomsday clock.

At the end of every round, the doomsday clock counts down by 1 or more. When it reaches 0, doomsday, the battle ends, and the player with the highest victory score wins. Ties are possible, but unlikely.



TRG '12
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STRATEGY

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If you're attacking:

To win, you'll have to **destroy your enemies' mobile frames** and **seize their stations**, without losing many or any of your own.

Attack immediately, hard, and follow through as strongly as you are able.

Pay close attention to everyone's

current victory scores. Odds are that the player with the initiative will change midbattle. Be prepared.

If you find yourself suddenly with the initiative, you'll need to play defense now, because you'll be the big target on the battlefield. If you see it coming, you can **try to consolidate your position beforehand.**

If you find an erstwhile ally suddenly with the initiative, you'll need to **switch your attack** to that player's company. **Continuing the fight against your old enemy will only help your new enemy to win.** If you see it coming, you can **try to conserve your momentum by setting up your new assault beforehand.**

If you're defending:

To win, you won't strictly have to hold onto everything you have, you'll only have to **inflict losses as great as you suffer.**

It might be to your advantage to lose one asset earlier in the game, and shift

the initiative to another player, than several assets at once later in the game. **Consider making an early sacrifice** to preserve your strength for a comeback.

When you lose your initiative advantage and initiative shifts to another player, announce it to the table! Get those attackers off your back.

ROUNDS

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Play the battle out over a number of **rounds**, counting down to **doomsday**.

In a Round

Each Mobile Frame gets one turn. During the round, you'll **switch back and forth between initiative order and combat order**. The round ends when the last mobile

frame's taken its turn.

As you destroy each others' mobile frames and seize each others' stations, keep running victory scores: Initiative Score = Assets x Asset Value. The player with the highest initiative score has the initiative.

After each Mobile Frame has taken its turn, end the round by tidying the battlefield and counting down to doomsday.

Initiative Order

The round begins in initiative order.

Call on each player in order from highest current victory score to lowest.

Each player has the option to **take one of their mobile frames' turns, or to pass.**

However

- » if all of your mobile frames have already taken their turns this round, **you have to pass**, and
- » if you are the player with the lowest current initiative, while you have available mobile frames, you must take a turn.

When a mobile frame takes its turn, resolve it — this may include switching to combat order — and then **return to initiative order, beginning again with the player with the highest current initiative.**



Combat Order

When one mobile frame attacks a mobile frame that hasn't taken its turn yet, **switch to combat order**.

In combat order, the attacking and defending mobile frames' turns overlap.

1. The **attacker takes the first** part of its turn
2. The **defender takes the first** part of its turn
3. The **attacker finishes its turn**
4. Then the **defender finishes its turn**.

This counts as the defending mobile frame's turn for this round, naturally.

As defenders in turn attack targets of their own, combat order can cascade through a series of mobile frames' turns.

Once the cascade is done, return to tactical order to continue the round.

Running Initiative

The moment that **any mobile frame is destroyed**, recount that player's initiative.

The moment that **any mobile frame seizes a station**, recount both players' initiatives.

Initiative = Assets x Asset Value.

Your assets, recall, are your undestroyed

Mobile Frames and the stations you control.

Destroying someone else's mobile frame costs them initiative points equal to their asset value.

Seizing their station costs them initiative points equal to their asset value, and gains you initiative points equal to your own asset value.

Tidying the Battlefield

During the round, you'll be placing defense dice and spot dice next to the mobile frames.

At the end of the round, pull them all off the field.

Leave the debris and carnage, though.

Counting Down To Doomsday

At the end of the round, count the doomsday clock down 1.

Call on each player again in order from highest current initiative to lowest.

Each player has the option to **count the doomsday clock down 1 more**, or to pass.

If you're winning — or think you'll be winning soon — you can speed the battle toward its end. If you're losing, it's not to your advantage to do so.

A MOBILE FRAME'S TURN

- 1. Name** your target.
- 2. Roll** your dice.
- 3. Assign** your dice.
- 4. Defend** yourself.
- 5. Move** then **attack** or **attack** then **move**.
- 6. Spot**
- 7. Seize** a station.

1. Naming Your Target

Name one mobile frame to be the target of your attack.

If you have an artillery weapon system, you can name a target at artillery range.

If you have a direct fire weapon system, you can name a target at direct fire range.

You can name a target at hand to hand range

even if you have no hand to hand weapon system.

You can name no target, if you prefer not to make an attack.

You can name a piece of terrain as a target, instead of a mobile frame, if you like. You can't name a station as a target, however.

Since you'll have the option to move before you attack, you can name a target that is currently out of range. When the time comes, if you manage to cross the necessary distance, you get the attack, but if you fail to cross the distance, you forgo the attack.

2. Rolling Your Dice

Recall that:

- » **Your mobile frame** gives you 2 white dice.
- » Each **defensive system** adds 1 blue die.
- » Each **movement system** adds 1 green die.
- » Each **surveillance/communications system** adds 1 yellow die.
- » One **weapon system at the appropriate range** adds 2 red dice.
- » A **second weapon system at the appropriate range** adds 1 red 8-sided die.
- » Each **1-shot rocket you're firing** adds 1 red 8-sided die.

If your mobile frame has no direct fire or artillery weapon systems, add 1 green 8-sided die.

Pick up the appropriate assortment of dice and **roll them all at once**.

3. Assigning Your Dice

The principle is this: **red to attack, blue to defend, green to move, yellow to spot, and white are wild**.

First, assign a blue die or a white die to your **defense**.

Second, assign a red die or a white die to your **attack**.

Third, assign a green die or a white die to your **movement**.

Fourth and finally, assign a yellow die or a white die to your **spot**.

If you don't have enough dice, **assign a 0 instead**.

Discard all the dice you haven't assigned.

4. Defending Yourself

Place a blue die on the battlefield next to the mobile frame, turned to your defense die.

This is this mobile frame's defense for the entire round; you won't change it until next round.

If you assigned no die to defense, your defense is 0.

If you have an attack outstanding against you, resolve it now. Wait for your attacker to finish its turn before you continue yours.

5. Moving Then Attacking, or Attacking Then Moving

You choose whether to attack before you move, or move before you attack.

When you move:

Move a number of ruler units equal to your movement die or less.

If you assigned no die to movement, you can't move.

If you have any movement systems, you can pass through cover as though it weren't there. Otherwise, you have to go around it.

Recall that any structure on the battlefield at least 3 bricks high counts as cover, including mobile frames, but excluding stations.

When you attack:

Does your target have a defense die already?

If it does, resolve your attack now, against its standing defense, and continue with your turn.

If it doesn't, switch now to combat order. Put your turn on hold here until your target has its defense die. Once it does, resolve your attack and continue with your turn.

Special cases:

If you assigned no die to your attack, you don't make one.

If you are in the correct range to your declared target, proceed with your attack.

Otherwise, forgo it.

If you are attacking a piece of cover, its defense is 0 and it is not in cover (even if there is cover available to it).

6. Spot

Declare the mobile frame you're spotting.

If you have no surveillance/comms systems, it must be:

- » within direct fire range, and
- » out of cover to you.

If you have one surveillance/comms system, it must be within direct fire range, but it can be in cover to you.

If you have two surveillance/comms systems, it can be any mobile frame on the field.

(Recall that a mobile frame is in cover against

an attacker if it is within hand to hand range of terrain or a structure on the battlefield that is between it and its attacker, in whole or in part.)

Place a yellow die next to your spotting target, turned to your spot.

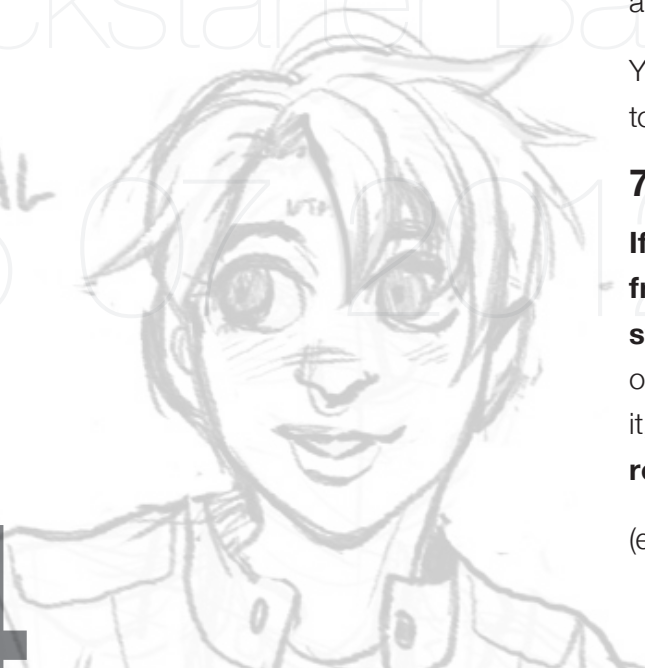
Always **spot after you've made and resolved your attack**. You cannot spot first and follow it up with your own attack.

You can spot a piece of terrain, if you want to. You can't spot a station.

7. Finally, Seize Stations.

If this mobile frame is the only mobile frame within hand to hand range of a station, it seizes it. Mark it as yours. The opponent you seized it from **loses** points for it, and you **gain** points for it, so both of you **recalculate your initiative now**.

(example of a round, with turns)



RESOLVING ATTACKS

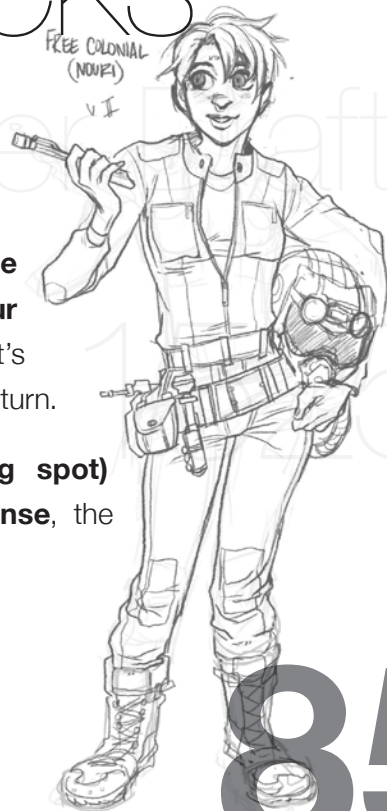
Does the Attack Strike Home?

If there is a spot on your target, you may choose to **add it directly to your attack**. Remove that spot die from the field.

Compare your attack to your target's defense.

If your target's defense equals or beats your attack, the attack misses. It's resolved; continue with your turn.

If your attack (including spot) beats your target's defense, the attack hits.



How Much Damage?

Roll a number of damage dice equal to your attack (including spot) minus your target's defense. For damage dice, color doesn't matter.

Each die you roll might inflict damage.

Choose the appropriate damage chart.

Recall that a mobile frame is in cover against an attacker if it is within hand to hand range of terrain or a structure on the battlefield that is between it and its attacker, in whole or in part.

Damage chart 1:
hand to hand attacks

Hand to hand attacks ignore cover.

Damage Die	Effect
4,5,6	TARGET TAKES DAMAGE
1,2,3	NO DAMAGE

Damage chart 2:
ranged attack, no cover

For direct fire or artillery attacks, target not in cover

Damage Die	Effect
5,6	TARGET TAKES DAMAGE
1,2,3,4	NO DAMAGE

Damage chart 3:
ranged attack, normal cover

For direct fire or artillery attacks, target in cover

Damage Die	Effect
6	TARGET TAKES DAMAGE
4,5	COVER TAKES DAMAGE
1,2,3	NO DAMAGE

Damage chart 4:
ranged attack, covered by a
mobile frame

For direct fire or artillery attacks, when a
mobile frame covers the target

Damage Die	Effect
6	TARGET TAKES DAMAGE
5	COVER TAKES DAMAGE
1,2,3,4	NO DAMAGE

**If the covering mobile frame has two
defensive systems, it takes no damage.**

A second defensive system allows a mobile
frame to provide cover without risking
damage.

Damage chart 5:
attacks against terrain

For any attack whose target is not a mobile
frame

Damage Die	Effect
3,4,5,6	TARGET TAKES DAMAGE
1,2	NO DAMAGE

When terrain takes damage:

**For each damage it takes, it loses 6
pieces.** The attacker chooses which pieces.
Recall the structures less than 3 bricks high
do not count as cover.



When a mobile frame takes damage:

For each damage it takes, it loses one of its systems. Its **owner** chooses which system it loses. Pop it off the frame and drop it on the field. Since that system's gone, it doesn't provide its die or dice anymore.

If it has no systems left, it loses one of its white dice.

If it loses its second white die, it's destroyed.

If it is within hand to hand range of a station, its owner can choose to ignore one

damage and instead move the mobile frame 1 ruler unit further away from the station.

When one of your mobile frames is destroyed:

You lose points for it, so **recalculate your initiative now.**

The attack's resolved! Continue with your turn.

Principled Judgments

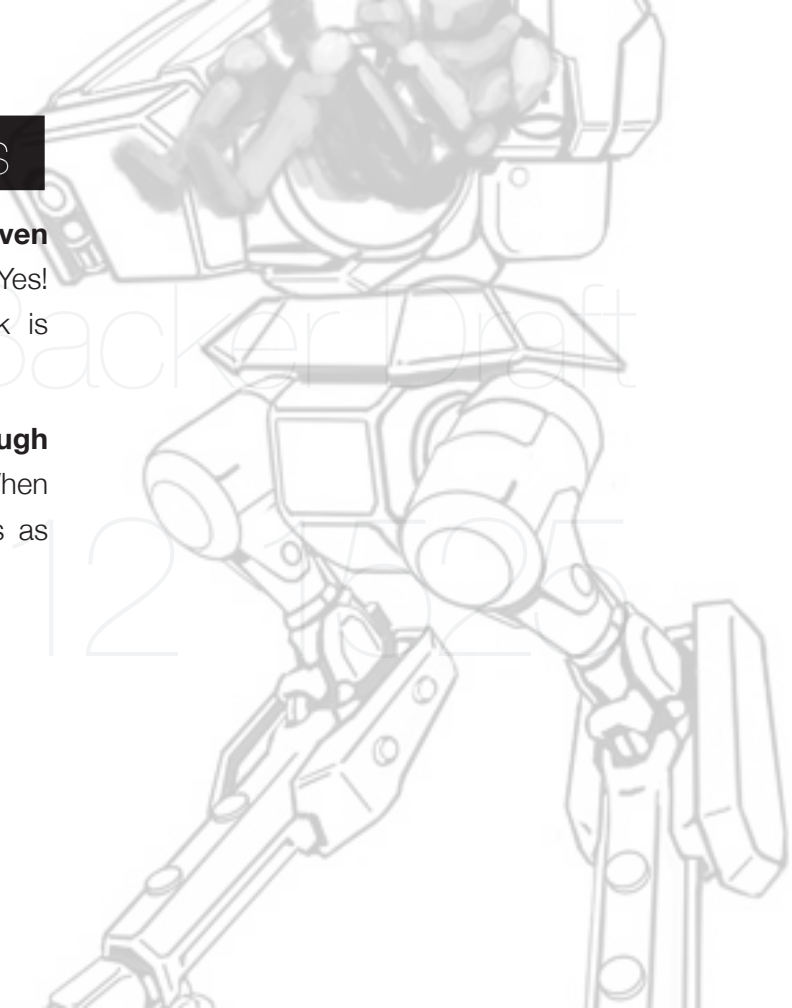
Can the attacker make the attack, even though it's a close judgment call? Yes!

When it comes to whether an attack is legitimate, be generous to the attacker.

Is the defender in cover, even though it's a close judgment call? Yes!

When it comes to whether something counts as cover, be generous to the defender.

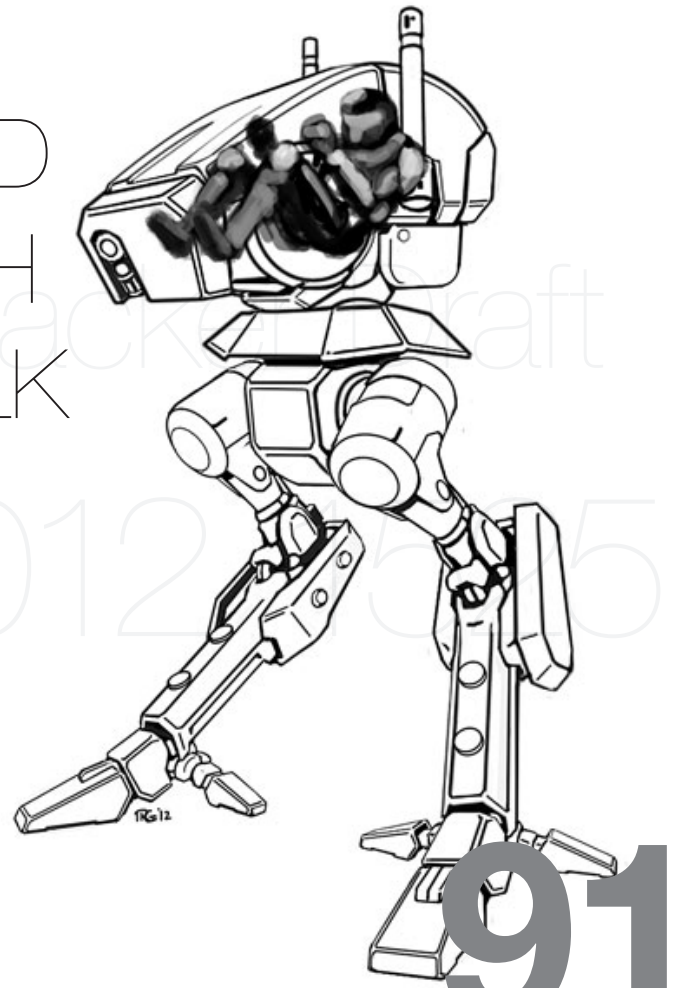
(example of an attack)



SLOGANS, SOUND EFFECTS & TRASH TALK

You know it,

**I DO TO YOU NOW THE ENORMOUS
HURT! SPAKITA SPAKITA KABOOM!
YOU'RE JUST A HURDY GURDY MAN!**





SPECIAL CASES AND ADVANCED RULE OPTIONS

Ties for Defense

When you compare your companies during setup, you might **tie for the highest** starting initiative. When this happens, call odds-evens and roll a die.

If you're the winner, choose whether to

- » add a mobile frame to your company or
- » remove a mobile frame from your company, or
- » force the loser to make the same choice instead.

Recompare companies to recalculate asset value, then recalculate starting initiative.

Proceed.

Ties for Offense

When you compare your companies during setup, you might **tie for the lowest** starting initiative. When this happens, call odds-evens and roll a die.

If you're the loser

- » you have to place the point mobile frame, and
- » you go last in initiative order, until initiatives change so that there's no longer a tie.

Proceed.

Split-range Weapons

With everyone's approval, you can declare your weapon systems to be **split-range**. A split-range pistol, for instance, might add 1 red die at direct fire and 1 red die at hand to hand, instead of 2 red dice at either. A split-range assault rifle with a scope might add 1 red die at direct fire range and 1 red die at artillery range.

You sacrifice maximum effect for flexibility.

1-shot Rockets

Every company must carry the same number of 1-shot rockets. By default, every company must carry 3.

Before you create your companies, you can agree as a group to some other number. Fewer, down to 0, will make the battle closer and harder-fought, with the attacker at the disadvantage. More, up to say 6 or 8, will make the battle bloodier and more uncertain, with the attacker at the advantage.

Climbing, Elevation and Falling

Before you field your companies, you can agree as a group to allow climbing.

Mobile frames can climb up onto structures if they're at least 6 bricks high, and at least 4x4 studs in area.

When a mobile frame moves, climbing up or down 6 bricks' height counts the same as moving one ruler unit horizontally. To climb, a mobile frame has to have at least one appropriate movement system. A mobile frame with no movement systems can climb

stairs or a ladder, if it's built into the structure.

A higher mobile frame is in cover to all lower mobile frames. A lower mobile frame is out of cover to any higher mobile frames, unless it's under a roof. Mobile frames at the same elevation determine cover normally.

Don't consider elevation differences of less than 6 bricks' height.

If a mobile frame falls — if, for instance, the structure it's standing on is destroyed underneath it — it can take damage. Roll 1 damage die for every 3 bricks' height it's fallen, and use damage chart 1: hand to hand attacks.

Exotic Terrain and Environmental Systems

Before you create your companies, you can agree as a group to include hostile terrain — deep water, tangleweed, the vacuum of orbit — in your upcoming battlefield.

When you build your mobile frames, you can give them the appropriate environmental system. It counts against your limit of 4 systems per mobile frame.

In order to function effectively in hostile terrain, a mobile frame needs the appropriate environmental system. Without it, when you roll dice, set one of your white dice aside unrolled.

Per-unit Turn Order

As a group, you can decide to play with per-unit order instead of initiative order.

At the beginning of the round, roll 20-sided dice for your mobile frames' turn order.

A fully-fitted mobile frame — one with 4 systems — gets 1 20-sided die for turn order.

An underfitted mobile frame — one designed with 3 or fewer systems — gets 2 20-sided dice for turn order.

Roll the dice in order and place them out on the battlefield next to their mobile frames.

The round starts at turn order 1 and counts up to 20. A mobile frame takes its turn when its turn order comes (or in combat order, as always).

A mobile frame with 2 initiative dice gets its turn at whichever you prefer, case by case, as they come. It still gets only one turn in the round.

Per-unit turn order adds significant time to the game, but also adds interesting tactical constraints.

CREDITS

Earlier versions of this game were in publication, as “Mechaton: Giant Fighting Robots,” from 2003-2012.

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