UNIVERSAL CODE:

Airborne
This model may move through occupied or impassable squares. This model also ignores the CS penalties for resistors, fragmented terrain, and evasive movement while on Schemas. This model cannot end its movement in an occupied or impassable square.

Burnout
At the start of the affected model's activation, roll 1 dice and record damage accordingly:

| 1 | 2 | 3 | 4 |

If a disruption symbol is rolled, apply damage first, then the burnout expires. If no disruption symbol is rolled, then the model continues to suffer burnout at the start of its next activation.

Capacitor Purge
This model cannot be overclocked during its next activation.

Cover
When this model is attacked by an enemy program, the attacking program rolls 1 less dice than normal.

Dodge
This model ignores the CS penalty for evasive movement.

Fast
For every CS this models spends, it may move 2 squares instead of 1. A fast model only spends 1 CS for evasive movement and resistors instead of the usual 2, but still only moves 1 square.

Firewalls
Firewalls adhere to the following rules:
1. Any square that contains a firewall is considered to be occupied.
2. Any square that contains a firewall counts as an obstruction.
3. All squares adjacent to a firewall count as resistors.

Forward Deployment
This model can deploy at any uncontrolled Node or Pylon just as if it were a starting Node or Pylon.

Inefficiency
This model suffers -2CS during its next activation.

Interference
This model cannot spend CS to use .EXE abilities during its next activation.

Lag
This model cannot spend CS to move during its next activation.

Materialize
Remove this model from its current square and place it in any unoccupied square within range.

No Uplink
This model cannot spend CS to capture Nodes or Pylons.

Quantum Noise
If a model ever suffers quantum noise damage, roll 1 dice and record damage accordingly.

| 3 | 5 | 7 |

the model is immediately deleted. If the model is part of a linked program, all remaining models are deleted.

Rattled
This model cannot trigger disruption effects during its next activation.

Shift
Move this model a number of squares indicated. This movement ignores evasive movement and resistors, but must move through unoccupied squares. The model cannot change its facing while shifting.

Stun
This model cannot make any attacks during its next activation.

Voltacic Aegis
This model cannot be targeted or affected by enemy disruption effects.
Movement Penalties

Evasive Movement: +1CS
Moving out of a square that is adjacent to 1 or more enemy models.

Resistors: +1CS
Moving into a square that is designated as a resistor.

Capturing Nodes & Pylons

Nodes: 4 CS to capture, +1 if enemy controlled.

Pylons: 3 CS to capture, +1 if enemy controlled.

Schema Manipulation

\textit{Shift} any sized Schema 1 square = 1 RAM

\textit{Rotate a small} Schema = 3 RAM

\textit{Rotate a medium} Schema = 5 RAM

\textit{Rotate a large} Schema = 7 RAM

Terrain

\textbullet Obstruction: Blocks Line of Sight.

\textbullet Fragmented: Counts as a resistor.

\textbullet Impassable: Models may never enter.

\textbullet Open: Does not block LoS or hinder movement

Squares

Occupied
Contains a model, Node, Pylon, or firewall.

Unoccupied
Does not contain a model, Node, Pylon, or firewall.

Dice Symbols

\begin{itemize}
\item Switch
\item Chip
\item Short
\item Crash
\item Disruption
\end{itemize}

Re-Calibration

During each re-calibration reset your RAM to the new total. Unspent RAM is lost.

1. Starting RAM from your Avatar if the Avatar is still in play.

2. 2 RAM for every Node you control.

3. 1 RAM for every Pylon you control.

4. 2 RAM for ever Function of yours that is deleted.

5. 1 RAM for every Subroutine of yours that is deleted.

The Golden Rules

\textbf{Can't Overrides Can}

When a rule/ability says that something can or will happen and another rule/ability says that it can't happen, the can't rule/ability takes precedence.

\textbf{Cards Override Rulebook}

In cases not resolved by 'Can't Overrides Can', the rule/ability on a card takes precedence over a rule/ability in the rulebook.

Combat

1. Check range and LoS

2. Roll 3 combat dice (+1 for rear attacks)

3. Determine hits & successes, trigger Disruptions

4. Determine damage

5. Trigger Safeguards

Check out our Living Errata and FAQ at anvil-eight.com