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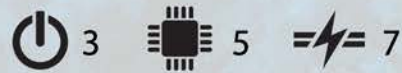This model cannot spend CS to move during its next activation.

### 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.

### Voltaic 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

*Shift* any sized Schema 1 square = 1 RAM

*Rotate* a *small* Schema = 3 RAM

*Rotate* a *medium* Schema = 5 RAM

*Rotate* a *large* Schema = 7 RAM

## Terrain

**Obstruction:** Blocks Line of Sight.

**Fragmented:** Counts as a *resistor*.

**Impassable:** Models may never enter.

**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

Switch  Chip  Short  Crash  Disruption

## 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 Goldn Rules

**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.

**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 Safegaurds

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