

Components

8 Bot
Action
cards



6 Wildfire
Cards



14
Upgrade
Cards



5 Cubes 10 Power Tokens



2 Bot
Cards



6 Power Up
Cards

Setup

Game Setup:

- Place 3 Power Up cubes on Range S, M and L (as shown to the left).
- Shuffle the Upgraded Power tokens and place 3 face-up next to the Range tracker.
- Shuffle the new Upgrade cards into the Upgrade decks.

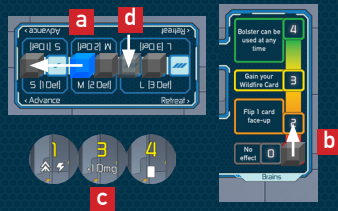
Player Setup:

- Place your Bot's Power Up card to the right of your Bot Card.
- Place a Power Up cube on the 0 space of your Power Up card.
- Take your Bot's Wildfire card and set it aside.

Power Up

Power Up introduces some new mechanisms, along with two new bots (Brains and Flash).

- Power Up cards
- Upgraded Power tokens
- Wildfire cards
- New mechanism: Augment
- New mechanism: Disable



When you end movement on a space with a Power Up cube:

- Remove the Power Up cube from the Range tracker.
- Raise your Power Level by 1 (if able). You may gain that benefit.
- You may take a face-up Power token from the supply, then set aside your Power token with the same number. The new token's state matches the original (ready or exhausted). Replenish the supply, - if you cannot, reshuffle discarded Upgraded Power tokens.
- Your opponent replaces the Power Up cube anywhere that does not already have a cube.

Wildfire Cards

Wildfire cards (↔) can be played to either the 🔥 or 🌱 row.









The initiative value is calculated as 10 times your current Armour (10*🛡️). In the event of a tie, each player chooses and reveals a card from their hand, with the lowest revealed initiative going first.



The Attack action uses either 🔥 or 🌱. This does not need to match the row the card is played to.

Power Tokens

Upgraded Power tokens may be discarded for their bonus immediately when revealed during combat. The attacking player's bonus triggers first.

-  - Place your Boost cube on your Bot card
-  - Augment 1 card
-  - Augment 1 card then Recall 1 card from the same row
-  - Gain 1 Upgrade card
-  - Flip 1 card face-up
-  - Gain 1 Armour
-  - Gain 1 Energy
-  - Gain 1 Damage or Defence respectively

Keywords

Augment: Reveal a card from your hand and place it face down in your matching row.

Disable: Your opponent chooses one of their cards from the specified row and removes it. It is set aside until picked up with Recall or Recharge.

Recall: Return a card (including Disabled cards) to your hand.

Flip: Flip a card face-up. Note the card must have a Held Action.



FAQ

What if I am at Power Level 4 and pick up a Power cube?
You cannot move past Power Level 4, however you may still take a new Power token.

Do I have to take an Upgraded Power token?
No, it is optional.

When is the Power Level 2 ability resolved?
Immediately as part of step (b) of Power Up. Resolving the ability is optional.

Do I regain my original Power token when I discard an Upgraded Power token?
Yes, the regained token matches the discarded token's state (ready or exhausted).

What if a card in the  or  row is moved during an Attack?
Recalculate Damage and Defence.

What if I Recall a card that is currently being resolved?
Remove it from the row, and then return it to your hand at the end of the turn.

Instructions



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