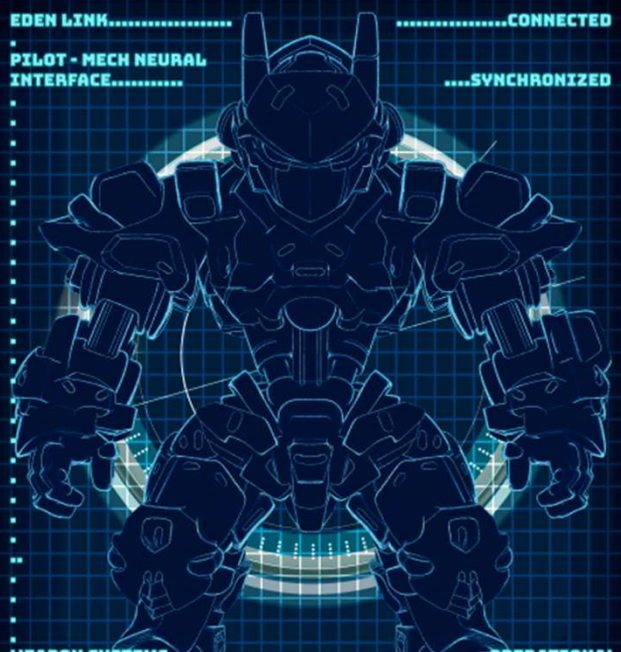
IGNITION:CORE™

CORE RULEBOOK



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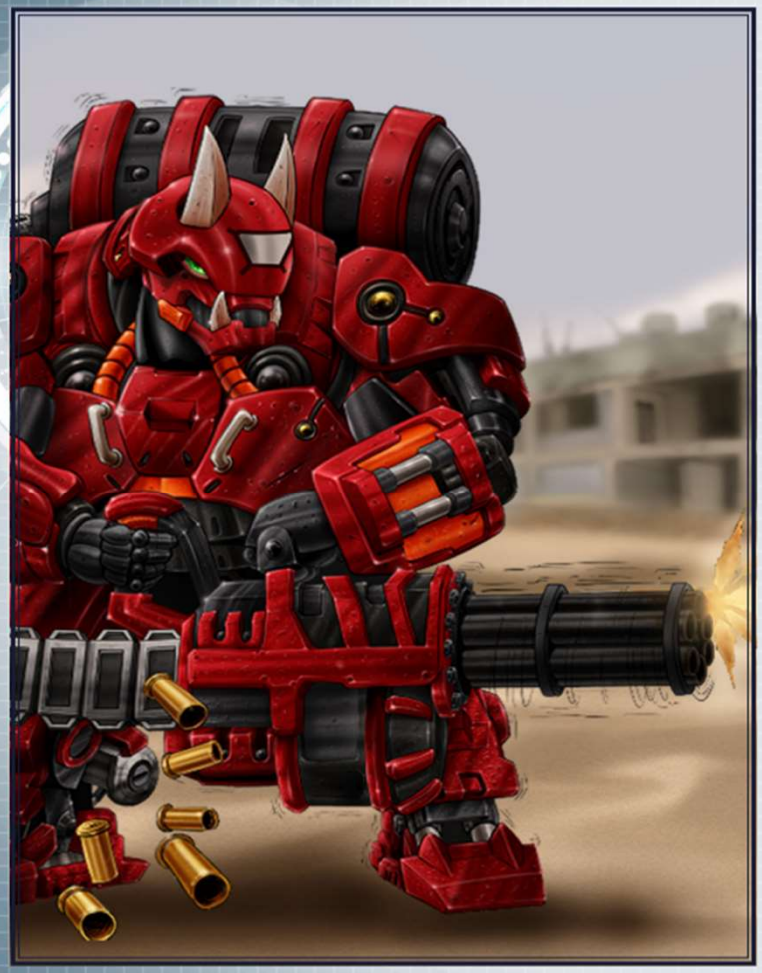
RULES



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Update Chronology

Update Chronology

27 October: Started Update Chronology. Separated Rules, Components and Mission Packs

3 December 2020 removed 'build guide' and added it to 'Paladin Freelance Armored Fireteam Datacards'

16 December 2020 made the following corrections to 'Flying' keyword:
Flying: Models with this keyword may move over terrain and models as if they were not there, provided they have enough movement points to end their movement completely past the terrain feature or model. (IE they may not finish their movement on a square occupied by terrain or another model.)
4 March 2021 clarified how to resolve shooting attacks with clearer diagrams and examples.
Changed the rules for Line of Sight (LOS).

Game Terms and Granular Rules

Friendly: All models in a player's Freelance Armored Fireteam are considered friendly to each other

Hostile: All models in the opposing player's Freelance Armored Fireteam are considered hostile to your models

Defending Model: When an attack is declared, the model being attacked is the "Defending Model"

Attacking Model: When an attack is declared, the model making the attack is the "Attacking Model"

DMG: Abbreviation for **Damage**.

Terrain: Terrain effects are specified in each scenario.

Line of Sight (LOS): Two different types of LOS exist in ignition:core. Full LOS and Partial LOS. If a model has Full LOS to their target they may attack without any penalty. If a model has Partial LOS to their target it must subtract (1) from all dice rolls (Burst and Hit) made against that target. ***LOS examples are provided on the FAQ page at the end of this rulebook.***

Full LOS: The Attacking Model can draw a straight line from the center of it's base to the center of the Defending model's base without it crossing LOS blocking terrain.

Partial LOS: The Attacking Model can draw a straight line from the center of it's base to any portion of any square occupied by the Defending model's base without it crossing LOS blocking terrain but cannot draw such a line to the center of the defending model's base.

A **model** can block **LOS** to another model in the same manner as terrain if its base is the same size as, or larger than, the target model. IE: a Support MECH on a 50mm base block **LOS** to models on 50mm and 25mm bases. It does not block **LOS** to a model on a 75mm base.

All movement and distances in this game are measured orthogonally (not diagonally).

Aditional Required Items

In additional to the miniatures listed on the following page, you will need some common gaming items not sold on our store, listed below.

- 10-sided dice (D10s) 3 per player (6 total).
- 8-sided dice (D8s) At least 8 total.
- A method for tracking ammo and damage. We use an additional 10 D10s and 30 six-sided dice (D6s) but you can use whatever method works best for you/your gaming group.
- A gaming mat with at least 24x30 25mm squares, or a gaming surface with at least 24"x30".
- Wargaming terrain. Use your own or print ours on cardstock (images provided for free at https://www.ignitioncoregames.com/game-downloads)

GAME SETUP

To play a game of Ignition:Core first gather your Freelance Armored Fireteams and lay out your datacards so that they are easy to read.

Then chose a Scenario and set up the board in accordance with the scenario instructions.

This may require the players to draw cards from the Objective Deck. (coming in a later release) If so, the Scenario will instruct players when to draw cards, how many and whether each player keeps them secret from their opponent.

- Players deploy their units in accordance with the Scenario instructions.
- The Scenario will specify when the game ends.

In ignition:core zero edition, the typical roster for each Freelance Armored Fireteam is as follows:
(1) Pilot
(1) Warlord Class Mech
(2) Support Class Mechs
(3) Infantry models
(1) Drop Ship.

If this is your first time playing, we recommend you play the Scenario "First Contact"

If the Scenario is specified as a Matched Play Scenario each player must use an equal number of each type of models (e.g. player A one has one Support Class Mech in their collection and the scenario being played is a Matched Play Scenario. Player B is now limited to using one Support Class Mech in their roster.)

If the Scenario is specified as a Narrative Play Scenario each player can bring whichever models they want, provided both players agree the game will still be fun, fair and balanced.

Game Structure

1. Setup: The board is set up in accordance with the selected scenario. This may require the players to determine which player takes a certain deployment zone, or role (e.g. attacker or defender).

2. Deployment: Players alternate placing their models in their respective deployment zones.

3. The first battle round begins.
   1. Initiative phase
   2. Tactical phase
   3. Activation phase
   4. Scoring phase
   5. Reinforcement phase

4. The second battle round begins following the same structure as the first. This process repeats until the game is over. Most games have the option to play for three, five or seven rounds.

5. Once the final round is played, the winner is determined based on the victory conditions of the selected scenario.

Battle Round Sequence

1. Initiative Phase: Each Player rolls 3D10s to determine initiative order
2. Tactical Phase: Tactical Abilities are declared during this phase, starting with unit-types at the lowest initiative steps, then moving up in ascending order.
3. Activation Phase: Models are activated in accordance with the rules for activation, starting with the models at the highest initiative steps then moving down in descending order.
4. Scoring Phase: Points are assigned to each player in accordance with the scenario being played.
5. Reinforcement Phase: Players alternate returning out of play models to the board in their respective deployment zones.

Initiative phase

Each player rolls three D10. All unique results are locked into their respective number on the initiative tracker. If two or more dice have the same result only one is kept. Re-roll the duplicate dice result(s) until all six dice are unique results.

- If both players roll the same number, both D10s must be re-rolled. (however if one player has rolled the same number on more dice than their opponent, e.g. Player A rolls two 7s and Player B rolls one 7, and that number has not been locked in yet, Player A may lock one D10 into that number. Then the remaining duplicates are re-rolled.)
- If one player has locked in all three D10s, the other player gets two more attempts to roll numbers that are not already locked in. If they cannot do so, their opponent gets to select which available numbers any remaining dice are assigned to.

Each player then assigns each die result to one of the three following unit-types by placing their respective token on the initiative tracker (starting with the lowest initiative result and working up):

- Pilot
- Infantry/Dropship
- Support Mechs.

Roll 1: Both players rolled off. The (3) is 'unique' and gets locked in. The (1)s are not unique and are both re-rolled. The (5)s are not unique, but one player rolled more (5)s, so that player locks in a (5) and the other two are re-rolled.

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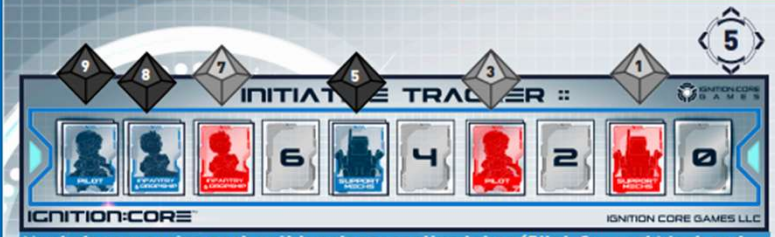
Roll 2: After re-rolling, the (1) and (7) are unique. They are both locked in. The (9)s are not unique, but both were rolled by the same player so one is locked in and the other is re-rolled. The player rolling the white D10s now has all their dice locked in. The player rolling Black D10s now has two more rolls to get a unique result or the other player chooses a result for them.

Roll 3: This time a (5) is rolled. This is not unique and must be re-rolled. The player has one more roll to get a unique number or their opponent chooses an available number for this dice.

Roll 4: This time an (8) is rolled. This is unique and is locked in.



Next players assign each unit type's respective token (Pilot, Support Mech and Infantry/Dropship) to an initiative step they have locked in, starting with the lowest number. Once all unit type tokens are assigned, the initiative phase is complete.

Tactical Phase

During this phase, Tactical Abilities are declared for each player's respective models.

In ascending order, starting with the unit type at the lowest initiative step, players declare any Pre-Activation abilities they wish to use.

Activation Phase

Models are activated in descending initiative order (starting with the highest initiative number first, then moving to the next highest and so on). When an initiative step is reached, the controlling player activates all models of the model type at that initiative step. Activations are covered in more detail on the following page.

Scoring Phase

Victory points are awarded during this phase. Check the scoring section of the scenario being played and adjust each player's score accordingly.

Reinforcement Phase

Any models not in play are returned to the battlefield in the deployment zone of the controlling player. Players alternate returning models to play, starting with the last player to activate a model in the previous Activation Phase.

Activations

When a model activates it must complete its entire activation before another model is activated. During its activation, the model may spend its movement and action points in any order and may alternate freely between spending action points and movements points, either until all points are spent, or the controlling player no longer desires to spend any more movement or action points.

MOVEMENT: A model may spend a movement point to move a single square. This movement must be orthogonal (diagonal movement is not permitted). Models may not move through any terrain or other models (friendly or hostile). A model may make any number of available actions before, after, or in between spending movement points.

Note: Certain models occupy several squares. When counting their movement, the whole base shifting over one row of squares costs one movement point as depicted

ACTIONS: A model may take as many actions as they have action points. All actions cost one action point unless otherwise specified. Any model equipped with a weapon has the attack action. Other actions and their details may be listed on datasheets or gear cards.

When making an attack action:

1. Ensure line of sight requirements (see Game Terms) are met. Unless an attack specifies line of sight is not required the attacking model must have line of sight to the target model.

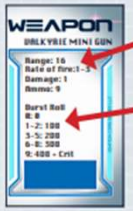
2. Ensure the target model is in range of the attacking model by counting the number of squares in between the Attacking Model and the Defending Model. The Defending Model must occupy a square that is within range of the attacking model's weapon in order to be attacked.

3. Decide how many shots (or strikes) the model will take based on the rate of fire of the weapon they are using, deduct that amount from the weapon's ammo then roll that number of D10s . In this case the attacker may take 1, 2 or three shots. Note: a weapon with zero ammo remaining cannot be used to make an attack. A weapon cannot take any more shots (or strikes) than its remaining ammo.

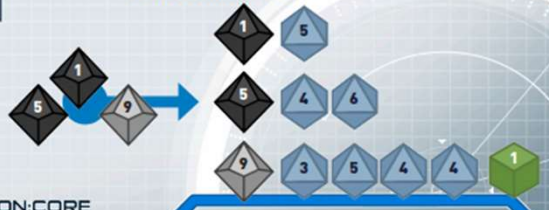
4. Resolve any effects generated by the Burst Roll (like PushX or Crit; in this case a Burst Roll of 9 generates a single Crit.) then for each D10 result, consult the Burst Roll chart of the weapon they are using

and roll the directed number of D8s. Consult the Hit Roll chart of the Defending Model and apply the respective damage amount (one damage in this case) to each hit location rolled based on the D8 rolls. If you roll the same location multiple times in a single attack, you apply damage for each time you rolled that result. (In this case, if the HIT Roll had three results of four, the torso would suffer 3 damage.)

Attack action:Roll the attack



A- In this case the player decides to fire at maximum rate of fire, three bursts.
B- Three units of ammo are deducted from the total.
C- Three D10s are rolled.
D- Compare the results to the Burst Roll chart and gather the respective number of d8s for each d10 rolled. In this case there is also one Crit. Keep track of it however you feel is best (we used a d6 and set it to (1) in this case)



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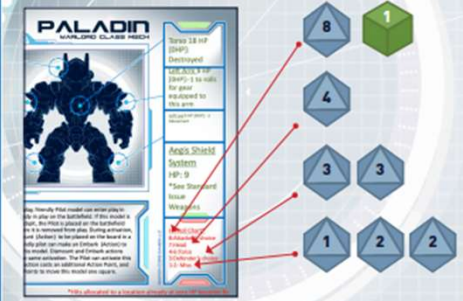
Attack action:determine hit locations

In this case let's assume the controller of the Attacking Model chooses to assign this damage to the Head.



In this case let's assume the controller of the Defending Model chooses to assign this damage to the Left Arm and Right Leg.

E- The gathered d8s are rolled then compared to the hit roll chart of the target model.

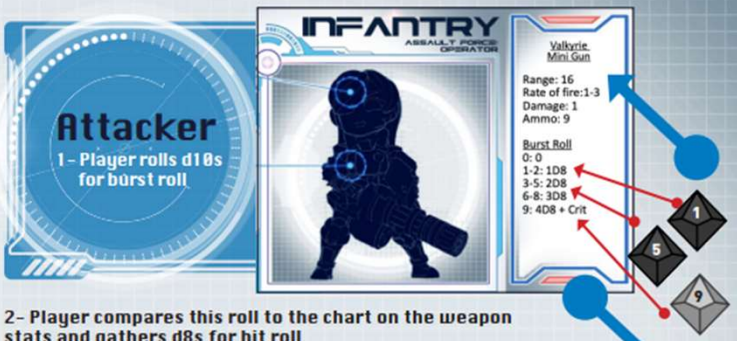
Then, for each location hit, the target model loses HP equal to the damage stat of the weapon fired. In this case the target model loses one HP to its torso, 1 HP to its left arm and 1 HP to its right leg.

Additionally, it has one critical hit (Crit) to resolve. A Crit generates an additional hit result of (8). In this case the controller of the Attacking Model gets to decide which location to assign this damage.

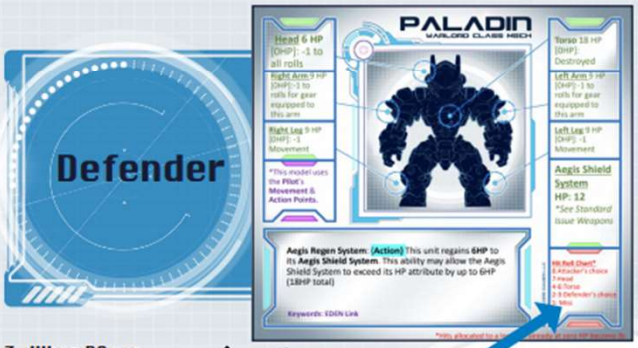
Once damage is decided, record it on the model's datacard. We recommend using small six-sided dice so as not to mark your game materials. Be sure to let your opponent know if you are counting up (damage inflicted) or counting down (HP remaining). When a hit location has damage equal to or greater than its HP, it is considered to be at zero HP

Note: the datacards will list the consequences of a hit location being reduced to zero HP. This may destroy the model (resulting in it being removed from the battlefield), or it may simply apply a penalty to the model. Additionally, in this case any hits assigned to a location already at zero HP are treated as a result of (8) allowing the player controlling the Attacking Model to choose the location the damage is suffered.

1- Player rolls d10s for burst roll



2- Player compares this roll to the chart on the weapon stats and gathers d8s for hit roll



3- When D8 are rolled they are compared to the Hit Roll Chart on the defending model

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Frequently Asked Questions (FAQs)

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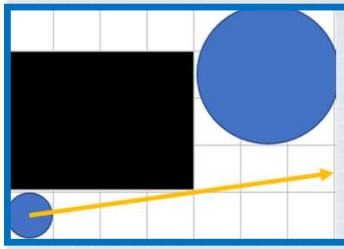
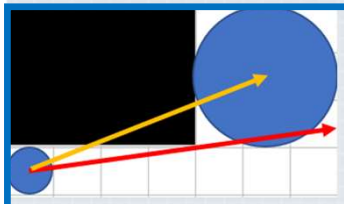
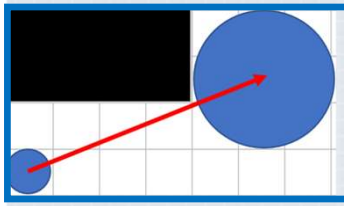
LOS Examples



No line of sight: A straight line cannot be drawn from the center of the Attacking Model to any portion of any square occupied by the Defending Model



Partial line of sight: A straight line can be drawn from the center of the Attacking Model to any portion of any square occupied by the Defending Model, but no such line can be drawn from the center of the Attacking model to the center of the Defending Model without it passing through LOS blocking terrain



Full line of sight: A straight line can be drawn from the center of the Attacking Model to the center of the Defending Model.

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