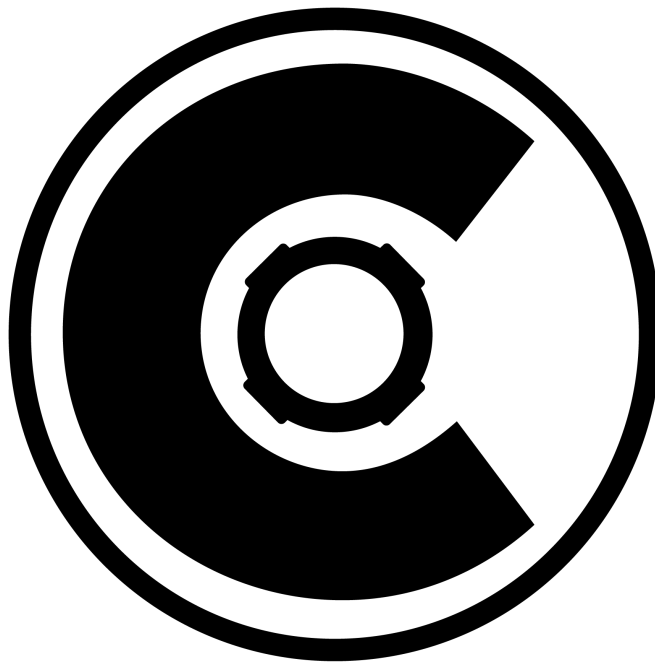


Chrono Core

Comprehensive Rules

V.2.1



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0 - Preface

0.1 - Using This Document

0.1.1 - This document is intended to support referencing and understanding all of the rules necessary to play *Chrono Core*. It is not intended for players to learn the game; “How to Play” documents are recommended for that purpose.

0.2 - Golden Rules

0.2.1 - Cards Over Rules — If a card or effect’s text would contradict the rules contained within this document, the operation of the card or effect takes precedence.

0.2.2 - Can’t Beats Can — If an effect or rule would allow a player to perform an action or resolve an effect, and another effect would restrict that player from performing the action or resolving the effect, the restriction will take precedence.

1 - Core Concepts

1.1 - Chrono Core

1.1.1 - *Chrono Core* is a trading card game in which two or more players take the role of pilots engaging in battle inside towering mechs. Each player will equip a variety of weapons and configurations in order to battle to the death with their opponents.

1.2 - Victory and Defeat

1.2.1 - A player is declared victorious when any of the following conditions are met:

1.2.1a - That player meets the conditions of an effect that states they win the game.

1.2.1b - All other players have been eliminated from a game due to meeting a loss condition.

1.2.2. - A player is eliminated from the game if they meet any of the following loss conditions:

1.2.2a - That player's pilot is reduced to 0 life.

1.2.2b - That player attempts to draw a card from their deck during their draw phase, and their deck is empty.

1.2.2c - That player meets the conditions of an effect that states they lose the game.

1.2.3 - If a player meets any of the conditions to be eliminated from the game, any effects that are still waiting to resolve are resolved before the player is eliminated. If the conditions for the player to be eliminated are still met after all effects have resolved, the player is then eliminated from the game.

1.2.4 - When a player is declared victorious, they are recorded as the winner of that game. If a player has won 2 games, they are declared the winner of the match. If neither player has won 2 games, and less than 3 games have been played, a new game is started.

1.2.4a - If 3 games have been played and no player has won 2 games, the match is declared a draw.

1.3 - Round Structure (Matches, Sideboards, and Decks)

1.3.1 - A match of *Chrono Core* is divided into a set of up to 3 games, with a player required to win 2 out of 3 games in order to be declared the winner of a match.

1.3.2 - If no player has won 2 games at the end of a match, the player who has won the most games is declared the winner. If no player has won more games than any other player, the match is declared a draw between all players who have won the most games.

1.3.3 - Between games, a player may modify their deck using cards that are included in their sideboard.

1.3.3a - A player's deck must be returned to its original composition (card names and quantities) at the end of a match.

1.4 - Players (Active and Non-Active, Player, and Opponent)

1.4.1 - A game of *Chrono Core* is played by two or more people, referred to as players.

1.4.2 - Each player is required to provide their own deck, sideboard, starting pilot/core/weapons/equipment, and any other materials (such as tokens, dice, sleeves, etc.).

1.4.3 - A player's opponents include all players who are not that player, or—in the case of team-based formats—all players who are not allied with that player.

1.4.4 - A player and the pilot they elect to play are considered to be the same. Any effect referring to "you" refers to both the player and their pilot.

1.4.5 - A player is considered the active player when it is their turn.

1.4.5a - A player is considered a non-active player when it is not currently their turn.

1.5 - Objects

1.5.1 - An object is any item that contains one or more object properties described in [3 - Object Properties](#).

1.5.2 - An object may be a card, ability, token, or status effect.

1.5.3 - An effect that does not specify a class of object may choose any object as its target.

1.5.3a - Any effect that targets a specific class of object (e.g., "target card," "target token") may only choose the specified class of object as its target.

1.5.4 - Objects may have properties, such as printed abilities that contain effects. Abilities contained within a card are treated as both a part of the card object and as a sub-object themselves. Effects refer to the text within an ability and are not an object or sub-object, but are a part of the object and sub-object that contain them.

1.5.4a - An object may have a printed ability on it declared as the target for an effect. Any effects applied are only applied to the ability targeted this way.

1.6 - Cards

1.6.1 - A card is an object represented by an official *Chrono Core* card.

1.6.2 - A card can be one of the following types: pilot, core, equipment, weapon, support, or configuration.

1.6.3 - Cards are referred to as their type by rules effects and this document.
e.g., An *"equipment"* refers to a card with the *"equipment"* type.

1.5.3a - Cards with subtypes are also referred to in this way.
e.g., A *"<beam> weapon"* refers to a card with the *"weapon"* type and the *"<beam>"* damage type.

1.6.4 - A card may be included in a player's deck, their sideboard, or as part of their starting loadout. Where these cards may be located depends on their card type and MK value.

1.6.5 - Each card has two sides:

1.5.5a - The front side of a card is the side of the card featuring all card properties present on the card (with the exception of dual-face cards), as well as any legal or set information not relevant to gameplay.

1.5.5b - The back side of a card is the side of the card featuring the card back art and the *Chrono Core* logo (with the exception of dual-faced cards).

1.6.6 - Dual-faced cards are cards that feature card properties on both sides of the card. The front and back side of these cards are identified differently.

1.6.6a - The front of a core card is signified by having the card type "core."

1.6.6b - The back side of a core card is signified by having the card type "overclocked core."

1.6.7 - Cards that are face down have the back side of the card visible to players. Cards that are face up have their front side visible to players.

1.6.8 - A player brings a collection of cards to each game of *Chrono Core* that constitute their deck, sideboard, and starting loadout.

1.7 - Ownership and Control

1.7.1 - A player can be the owner and/or the controller of any objects, abilities, or effects.

1.7.2 - A player is considered the owner of any objects that began the game in their deck, sideboard, starting loadout, as well as tokens generated by effects they control.

1.7.3 - A player is considered the owner of an effect if they are the controller of the source that generated the effect.

1.7.4 - By default, a player is the controller of any object that they create, play, or activate.

1.7.5 - A player is the controller of an object as long as that object is in the arena. Cards not in the arena do not have a controller.

1.7.6 - A player is the controller of an effect if they are the player that controls the object that created the effect.

1.7.7 - A player who controls an object, ability, or effect is responsible for choosing any targets, paying any costs, and making any decisions that are associated with the object, ability, or effect.

1.7.8 - If an object would move from the arena to the scrap pile, void, hand, or deck, it always moves to the corresponding zone of its owner, regardless of the current controller.

1.8 - Slots

1.8.1 - A player's arena consists of a series of slots that hold pilots, cores, weapons, equipment, configurations, and support cards.

1.8.2 - A slot may only hold cards of the applicable type, as well as configuration cards that may be attached to that slot.

1.8.3 - If an effect would deplete a slot, it depletes all cards contained in that slot.

1.8.3a - If an effect would deplete a card in the support zone, it only depletes the single support slot containing the card.

1.8.4 - If an effect would shut down a slot, it shuts down all cards contained in that slot.

1.9 - Deck

1.9.1 - Each player owns a collection of face down cards used in each game of *Chrono Core*. A player's deck is shuffled at the beginning of each game and placed in a random order in that player's deck zone.

1.9.2 - A player may only change the order of their deck when instructed.

1.9.3 - Whenever a player draws a card from their deck, either as a result of an effect or game procedure, that player takes the top card of their deck and adds it to their hand.

1.9.4 - If an effect would instruct a player to search the deck, the deck must be shuffled at the conclusion of the search before the effect is considered to be fully resolved.

1.9.5 - If a player is instructed to search their deck for an object, that player is required to perform the search and subsequent shuffle.

1.9.5a - If a player is instructed to search their deck for a card with a specified quality (e.g., cost, type, trait, etc.), that player is not required to successfully find a card meeting that quality and may declare that they have failed to find a card. A player that fails to find a card must still shuffle their deck.

1.9.5b - If a player is instructed to search their deck for a card but does not specify a quality, the player must perform the search and must choose a card. The player may only fail to find a card if there are no cards remaining in their deck.

1.10 - Priority

1.10.1 - Priority represents a player's opportunity to take actions. A player may play cards, declare attacks, and activate abilities only while they have priority.

1.10.2 - Players receive priority at the following points:

- At the end of each phase.
- During their Main Phase.
- At the end of each step during an Attack Subphase.
- Whenever a player plays a card, activates an ability, or an ability is triggered.
- Whenever a card or ability resolves.

1.10.2a - Whenever priority is received by players, it is always given to the active player first.

1.10.3 - When a player receives priority, they may choose to take any action that may legally occur based on its timing restrictions and speed (see [8 - Timing Restrictions](#) and [1.11 - Card and Ability Speeds](#)). Alternatively, a player may choose to pass their priority.

1.10.3a - If a player elects to take an action other than passing their priority, the action is declared and follows the associated procedure (playing a card, activating an ability, etc.) before being added to the flux.

1.10.3b - Once a player takes an action other than passing their priority, that player may continue to declare further actions before passing priority to the next player. This is referred to as holding priority.

1.10.3c - If a player elects to pass their priority, priority is passed to the next player in turn order.

1.11 - Card and Ability Speeds

1.11.1 - The timing at which a card or activate ability can occur is defined by its speed. This may either be a slow or quick speed.

1.11.2 - All cards and activated abilities may only be played or activated while you have priority, regardless of their speed.

1.11.3 - A card or activated ability that may be used at slow speed may only be played or activated while you are the active player, it is your Main Phase, and the flux is empty.

1.11.4 - A card or activated ability that may be used at quick speed may be played or activated at any time you have priority.

1.11.5 - Any abilities that contain a timing restriction must still adhere to the limitations of that timing restriction in order to be activated, regardless of speed.

1.12 - Abilities

1.12.1 - Cards may contain one or more abilities in their text box, which may be activated abilities, triggered abilities, or continuous abilities.

1.12.2 - Abilities will often be referred to with their timing restriction by effects and this document.

e.g., An ability with the [On Attack:] timing restriction is referred to as an "[On Attack:] ability."

1.12.3 - Each ability is considered its own sub-object, contained within its source object.

1.12.3a - An ability may be targeted by an effect as though it were an independent object (as long as the effect may legally target the ability).

1.12.4 - Activated abilities are denoted by having a cost on their left side, preceding any timing restriction, keyword, or ability text.

e.g., (1) [Active Main:] [Decode 2].

1.12.5 - When an activated ability is used, the slot that contains it is depleted as part of its cost. If the slot containing an ability is already depleted, the ability may not be activated.

1.12.5a - [Overclock:] abilities are an exception to this rule and do not inherently require their slot to be depleted when activated during a player's Main Phase (see [8.9 - Overclock](#)).

1.12.6 - Continuous abilities are denoted by not having a cost printed on their left side, and are always active.

1.12.6a - Using a continuous ability does not cause a slot to deplete.

1.12.7 - Triggered abilities are similar to continuous abilities; however, they occur as a result of an event occurring. A triggered ability will state what event causes it to trigger. *e.g., Duskwulf Core V.1 has the ability "Once per turn, when you play a [Gadget] card, you may draw a card."*

1.12.7a - A triggered ability may require a player to pay a cost contained within the text of the ability.

1.12.7b - Using a triggered ability does not inherently cause a slot to deplete.

1.13 - Costs

1.13.1 - Most cards and activated abilities require a cost to be paid in order for the card to be played or ability to be activated.

1.13.1a - Whenever a card or effect refers to a "cost," it refers to spending an amount of current core charge, unless another method of paying that cost is specified.

1.13.2 - To pay a core cost, a player reduces their current core charge by an amount equal to the cost of the card being played or ability being activated.

1.13.3 - If a player does not have enough current core charge to play a card or activate an ability, they may not play the card or activate the ability.

1.13.4 - Some cards or abilities may require a player to pay an alternative or additional cost.

1.13.5 - If an alternative cost is required, a player must perform the indicated action(s) in order to successfully play the card or activate the ability, instead of paying an amount of current core charge.

1.13.6 - If an additional cost is required, a player must perform the indicated action(s) in addition to paying the listed amount of current core charge.

1.13.7 - If an additional cost is required, that cost must be able to be fully performed in order for the effect to occur.

1.14 - Status Effects

1.14.1 - Several cards and abilities apply status effects to an ability or slot.

1.14.2 - When a status effect is applied, the player places an appropriate token or reminder to represent the status effect on the affected ability or slot.

1.14.3 - A status effect applies its effect continuously while it remains in play. If a status effect is removed or destroyed, its effect is also removed.

1.14.4 - If a status effect is applied to an ability, and a new card would replace the card containing the ability (such as a new equipment card being played on top), any status effects will not transfer to the new card. Status effects applied to the slot would remain, however.

1.14.5 - Each ability or slot may only have one copy of each status effect with the same name applied to it at once, unless otherwise specified by an effect.

1.14.5a - More than one copy of a status effect may be present within a slot, providing they have been applied to different abilities of objects within the slot. *e.g., If SHUT DOWN has been applied to a slot, it may still be applied to an ability that is present in that slot.*

1.14.5b - If a status effect would be applied where another status effect of the same type is already present, the new status effect is not created.

1.14.6 - All status effects are removed at the end of each player's turn, unless otherwise stated by the effect.

1.15 - Shut Down

1.15.1 - SHUT DOWN is a common status effect applied by several keywords and abilities.

1.15.2 - While SHUT DOWN is applied to an ability or slot, a player may not activate the affected ability or the activated abilities within the affected slot.

1.15.2a - If only an ability has been shut down, other abilities on the same slot may still be activated as normal.

1.15.3 - While SHUT DOWN is applied to a weapon slot, that weapon may not be used to declare an attack.

1.15.4 - If an ability is currently resolving or waiting to resolve, and becomes shut down before it has fully resolved, the ability is negated (see [1.22 - Negate](#)).

1.15.5 - If an attack has been declared and the weapon slot performing the attack becomes shut down during the Attack Subphase, the attack is negated.

1.16 - Incoming Damage

1.16.1 - Some effects refer to "incoming damage."

1.16.2 - Incoming damage is defined as abilities currently in flux that, if not prevented, will deal damage to the player who controls the source that mentions “incoming damage,” as well as weapon attacks that are currently occurring during an Attack Subphase that have selected the player who controls said source (see [1.21 - The Flux and 7 - Attack Subphase](#)).

1.16.3 - If a prevention effect has been applied to incoming damage, either through a continuous effect or the resolution of an ability, and that damage is currently reduced to 0, then that damage is no longer considered “incoming.”

1.17 - Damage

1.17.1 - Attacks and some abilities and effects deal damage to a player.

1.17.2 - Damage dealt by an object with a “damage type” is considered to be of that damage type.

e.g., Heaven’s Gaze has the <beam> damage type. Any damage dealt by this weapon is “<beam> damage.”

1.17.2a - Damage types include <ballistic>, <beam>, <strike>, and <plasma>.

1.17.3 - Damage dealt during the damage step of an Attack Subphase as a result of a successful attack is referred to as “attack damage.”

1.17.3a - Damage that is dealt during an Attack Subphase but that is not the result of a successful attack is not “attack damage.”

1.17.4 - Damage is always dealt to a player’s shield before their life. If a player's shield is at 0, then damage will be dealt to their life.

1.17.4a - If an attack deals more damage to a player than they have shield, their shield is reduced to 0 and any additional damage is lost.

1.17.5 - Damage may be referred to as “shockwave damage.” When shockwave damage is dealt to a player’s shield, any excess damage is also dealt to that player’s life.

1.17.5a - If a prevention effect that only pertains to damage to shield is applied to an attack or effect dealing shockwave damage, the damage from that attack must exceed the damage prevented to apply damage to the defending player’s life.

1.17.5b - A prevention effect that only pertains to damage dealt to life may only prevent excess damage from an attack or effect dealing shockwave damage that would be applied to the defending player's life.

1.18 - Tokens

1.18.1 - Some effects may generate tokens as a result of their resolution. These tokens may be placed on a card to signify an effect, or may enter the arena as a card.

1.18.2 - If a token is generated, it is given the object properties as described by the effect that generated the token.

1.18.3 - If a token would leave the arena for any reason, it instead ceases to exist and is removed from the game.

1.19 - Active, Depleted, and Reset

1.19.1 - A card can be in one of two states while in play: either active or depleted.

1.19.2 - A card is considered active if it is in an upright position (with the card's name facing towards the opponent's play area, and all text aligned vertically).

1.19.3 - A card is considered depleted when it has been rotated to a sideways position (90 degrees from its active position).

1.19.4 - When a card is reset, it is changed from its depleted position into its active position, and is now considered active.

1.19.4a - A card cannot be reset if it is already active.

1.20 - Core Charge

1.20.1 - Core charge is the primary resource a player uses in order to play cards and activate abilities.

1.20.2 - A player has a max core charge and a current core charge.

1.20.2a - Max core charge is the maximum amount of current core charge that a player may have. A player's default max core charge is 0, but may be increased by cards in that player's arena.

1.20.2b - Current core charge is the amount of core charge currently available for a player to spend.

1.20.2c - When referring to a player spending their current core charge, it may often be abbreviated to "core charge" or simply a number. "Core charge" and digits without another context will always refer to a player's current core charge.

1.20.3 - Most cards and activated abilities will contain a core charge cost shown on the card or to the left of the ability. This is the amount of current core charge that a player must spend in order to play the card or activate the ability.

1.20.4 - When a player spends core charge, they reduce their current core charge by the amount specified by the cost being paid.

1.20.5 - A player may never reduce their current or max core charge below 0. If an effect would cause a player's current or max core charge to be reduced below 0, it is reduced to 0 instead.

1.20.6 - A player may never increase their max core charge above 10. If an effect would cause a player's max core charge to be increased above 10, it is increased to 10 instead.

1.20.7 - A player may not increase their current core charge above their max core charge. If an effect would cause a player's current core charge to be increased above their max core charge, it is increased to be equal to their max core charge instead.

1.20.8 - If a player would need to spend core charge to play a card or activate an ability, and that expenditure would reduce their current core charge below 0, that player may not play the card or activate the ability.

1.21 - The Flux

1.21.1 - When a player plays a card, activates an ability, or an ability is triggered, the card enters the flux to allow players to respond to the action with their own effects.

1.21.2 - When a card is played or an ability is activated/triggered, it is added to the flux as a "layer." Each effect subsequently added to the flux is added as its own separate layer.

1.21.3 - When a card is played or an ability is activated/triggered, each player—starting with the current active player—has the opportunity to reveal and play a face down card or activate an ability that meets timing restrictions and add it to the flux, above the card/ability that was just played/activated/triggered (see [1.10 - Priority](#)).

1.21.3a - Abilities may have restrictions on when they can be activated based on their timing restrictions (see [8 - Timing Restrictions](#)).

1.21.3b - If a player does not wish to activate any further abilities or reveal and play additional face down cards, that player may choose to pass. A player that passes may continue to take further actions on the flux if another player activates additional abilities or reveals face down cards.

1.21.4 - When all players pass consecutively on playing or activating cards into the flux, the topmost (or most recently added) layer is resolved. If this is a card, the card enters play in the appropriate zone. If this is an ability, the ability's effect is resolved following any applicable rules.

1.21.5 - Once a layer has been resolved, each player once again receives the opportunity to activate abilities and/or reveal face down configuration cards in turn order, starting with the current active player.

1.21.6 - When all players elect to pass consecutively, and there are no cards or abilities remaining in the flux, play moves to the next step in the turn.

1.21.7 - Cards that are on the flux are considered to be "in flux." They have not yet resolved and are not considered to be in the arena. They are not able to be targeted by abilities or effects that would destroy a card.

1.22 - Negate

1.22.1 - Some effects will specify that a card or ability is negated. This effect refers to the playing of the card, activation of the ability, or continuation of the attack being prevented.

1.22.2 - When a card or ability that has been negated attempts to resolve from the flux, it is instead removed from the flux without resolving any of its effects. Any costs that were paid are not refunded to the player.

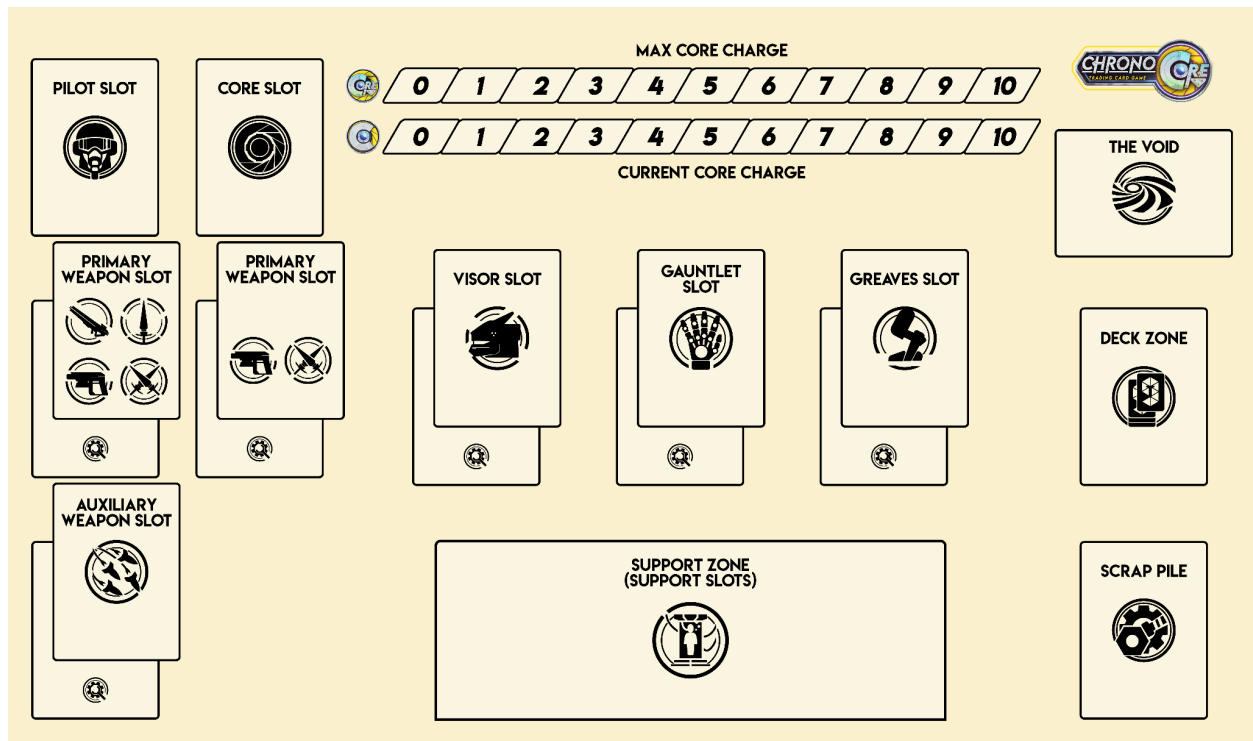
1.22.3 - A card that is negated does not enter the arena and is instead sent to the scrap pile when it attempts to resolve.

1.22.4 - When an attack that has been negated attempts to move to the next step of the Attack Subphase, the attack instead ends and play returns to the active player's Main Phase.

2 - Zones, Slots, and Layout

2.1 - Game Layout

2.1.1 - *Chrono Core* uses a game layout made up of a series of zones and slots, as shown below:



2.1.1a - The arena refers to all of a player's equipment, weapon, pilot, core, and support slots. Cards present in each of these slots are considered to be "in the arena" or "in play."

2.1.2 - Each slot (with the exception of a support slot) is a discrete location that may include any number of cards unless specified otherwise.

2.1.2a - The support zone consists of an unlimited number of discrete locations that may only contain a single card. When a new card is placed into the support zone, it is placed in a new discrete slot created within the support zone.

2.1.3 - If an object would move from one slot to another, and that object is not allowed to move into the destination slot, the object fails to move and stays in its current slot.

2.2 - Slot Information

2.2.1 - Objects can exist in three possible states of visibility: public, private, and hidden. The visibility of an object is determined by its slot and current state.

2.2.1a - Public objects have all information about them viewable by all players.

2.2.1b - Private objects have all information about them viewable only to the controller of those objects.

2.2.1c - Hidden objects have all information about them hidden from all players.

2.2.2 - The visibility state of a slot or zone determines the state that cards are placed in by default, unless an effect or rule would specify otherwise.

e.g., Cards entering a public slot would enter in public visibility.

2.2.3 - A player may view any objects in a private slot that they control at any time.

2.2.4 - A public slot may include private objects if an object is placed into that slot while private.

e.g., Setting a configuration card face down in an equipment slot.

2.2.5 - When a card is moved from one slot to another, its visibility is changed to match the slot that it has moved into, unless otherwise specified.

e.g., A card moving from an equipment slot to the deck zone will have its visibility changed to hidden.

2.2.6 - If an object moves from a public slot into a private or hidden slot, it becomes a new copy of that object and does not carry with it any properties that it inherited beyond its base properties.

2.2.7 - If a card states that it would enter the arena, it must be placed into a slot that it would be allowed to enter based on its properties.

e.g., If a Gauntlets equipment card enters the arena, it must be placed in an applicable Gauntlets equipment slot.

2.2.8 - A slot may have a configuration card in play in addition to any other cards that may occupy that slot.

2.2.8a - Unless otherwise specified, only one configuration card may be present in a slot. If a new configuration card would be played into a slot, the configuration card currently present is scrapped (see [2.12 - Scrap Pile](#)).

2.2.8b - A configuration card may not exist in a slot by itself. If a configuration card would be left in a slot with no other cards present, it is scrapped as a result of state-based actions.

2.3 - Slot Stacks

2.3.1 - All non-configuration cards contained within an equipment or weapon slot are referred to as that slot's stack.

2.3.2 - Cards that are in a slot's stack but are not the top card of that stack are not considered to be equipped or in the arena, and their abilities are not active and cannot be triggered.

2.3.2 - All cards contained within a stack are placed into a single pile. The cards in a stack all share the information type of their slot (see [2.2 - Slot Information](#)).

2.3.3 - When a non-configuration card is added to a slot, it becomes the top card of that slot's stack.

2.3.4 - When a card is added to a Slot Stack, it is added in the same orientation (Active or Depleted) as the current cards in the slot.

2.3.4a - If the card being added is added into more than one slot, and any of the slots it would be added to are depleted, the card will enter depleted.

2.3.5 - When a card is removed from a slot, if it was the top card of the stack, the new top card of the stack becomes the card equipped to that slot.

2.3.5a - When a card that was previously underneath another card in the slot's stack becomes the new equipped card, it is considered a new card.

2.3.6 - When a configuration card is placed into an equipment or weapon slot, either by being played or being set face down, it is placed underneath that stack but offset and revealed. It is considered to be attached to the currently equipped card at the top of the stack.

2.4 - Pilot Slot

2.4.1 - The pilot slot is a public slot, and is a part of the arena.

2.4.2 - A card may only be placed into the pilot slot if it has the type "pilot" or if it is a configuration with the equip requirement "pilot."

2.4.3 - A card with the type "pilot" may begin the game in the pilot slot.

2.5 - Core Slot

2.5.1 - The core slot is a public slot, and is a part of the arena.

2.5.2 - A card may only be placed into the core slot if it has the type "core," "overclocked core," or if it is a configuration with the equip requirement "core."

2.5.3 - A card with the type "core" may begin the game in the core slot, with its "core" side face up.

2.6 - Gauntlets Slot

2.6.1 - The Gauntlets slot is a public slot, and is part of the arena.

2.6.2 - A card may only be placed into the Gauntlets slot if it has the subtype "Gauntlets," or if it is a configuration with the equip requirement "Gauntlets."

2.6.3 - A card with the type "equipment," subtype "Gauntlets," and a MK value of 1 may begin the game in the Gauntlets slot.

2.7 - Greaves Slot

2.7.1 - The Greaves slot is a public slot, and is part of the arena.

2.7.2 - A card may only be placed into the Greaves slot if it has the subtype "Greaves," or if it is a configuration with the equip requirement "Greaves."

2.7.3 - A card with the type "equipment," subtype "Greaves," and a MK value of 1 may begin the game in the Greaves slot.

2.8 - Visor Slot

2.8.1 - The Visor slot is a public slot, and is part of the arena.

2.8.2 - A card may only be placed into the Visor slot if it has the subtype "Visor," or is a configuration with the equip requirement "Visor."

2.8.3 - A card with the type "equipment," subtype "Visor," and a MK value of I may begin the game in the Visor slot.

2.9 - Primary Weapon Slots

2.9.1 - The primary weapon slots are a public slot, and are part of the arena. Each player has two primary weapon slots.

2.9.2 - A card may only be placed into the primary weapon slot if it has the type "weapon" and does not have the subtype "Auxiliary," or if it is a configuration with the equip requirement "weapons" or that matches the subtype of the currently equipped weapon.

2.9.3 - If a weapon slot contains a card with a subtype containing "Two-Handed," the other weapon slot may not contain any cards.

2.9.3a - When a Two-Handed weapon is equipped in a primary weapon slot, it is considered to be equipped in both primary weapon slots. This does not allow a configuration card to be placed into the second occupied slot.

2.9.4 - A player may only have one weapon card with the subtype of "Shield" equipped.

2.9.5 - If a weapon card would be placed into a weapon slot that already contains a weapon with a MK value of II or higher, the weapon card currently in the weapon slot is scrapped (see [2.12 - Scrap Pile](#)).

2.9.5a - If a weapon card would be placed into a weapon slot that contains a weapon with a MK value of I, the new weapon card is placed on top of the existing weapon.

2.9.5b - If a Two-Handed weapon card would be placed into a weapon slot, and both weapon slots currently contain a One-Handed weapon with a MK value of II or higher, both weapon cards currently in those slots are scrapped (see [2.12 - Scrap Pile](#)). Any remaining weapon cards in each slot are all placed underneath the new weapon card in a single stack.

2.9.5c - When two stacks are combined by equipping a Two-Handed weapon, all cards added to the currently used stack must be placed on the bottom of any cards already present in the currently used slot's stack. The cards placed into the stack must retain their current order.

2.9.5d - If a weapon slot containing a currently-equipped Two-Handed weapon card would have the weapon card at the top of its stack removed, the new top card of that slot's stack becomes the currently equipped weapon. If the newly equipped weapon has the "One-Handed" subtype, an additional MKI One-Handed weapon from the current slot stack may be equipped into the player's other weapon slot.

2.9.6 - A weapon card with a MK value of I that does not contain the subtype "Auxiliary" may begin the game in either of the primary weapon slots.

2.9.6a - A player may begin the game with weapons equipped in both primary weapon slots if they both contain the "One-Handed" subtype and have a MK value of I. Only up to one may have the "Shield" subtype.

2.9.6b - A player may begin the game with only one weapon equipped in one primary weapon slot if that weapon contains the "Two-Handed" subtype and has a MK value of I.

2.10 - Auxiliary Weapon Slot

2.10.1 - The Auxiliary weapon slot is a public slot, and is part of the arena.

2.10.2 - A card may only be placed into the Auxiliary weapon slot if it has the subtype "Auxiliary," or if it is a configuration with the equip requirement "weapons."

2.10.3 - If a weapon card would be placed into a Auxiliary weapon slot that already contains a weapon card, the card currently in the Auxiliary weapon slot is scrapped (see [2.12 - Scrap Pile](#)).

2.10.4 - An Auxiliary weapon may not begin the game in this slot.

2.11 - Deck Zone

2.11.1 - The deck zone is a hidden zone.

2.11.2 - If an effect would refer to a player's "deck," it refers to all cards in that player's deck zone.

2.11.3 - Any cards that are placed in the deck zone are always placed and remain face down.

2.11.4 - The deck zone can only contain its owner's cards.

2.11.5 - A player may not change the order of the cards in their deck during a game unless otherwise specified.

2.12 - Scrap Pile

2.12.1 - The scrap pile is a public zone.

2.12.2 - If an effect would refer to a player's "scrap pile," it refers to all cards in that player's scrap pile zone.

2.12.3 - Whenever a card would be moved to the scrap pile, it is always moved to its owner's scrap pile.

2.12.4 - If an effect or rule requires a card to be "scrapped," it is moved to its owner's scrap pile.

2.13 - The Void

2.13.1 - The void zone is a private zone.

2.13.2 - If an effect would refer to a player's "void," it refers to all cards in that player's void zone.

2.13.3 - Whenever a card would be moved to the void zone, it is always moved to its owner's void.

2.14 - Support Zone

2.14.1 - The support zone is an area of the arena where cards with the type "support" are placed into and may remain in play.

2.14.2 - The support area is a public area, and is part of the arena.

2.14.3 - Cards with the type "support" enter the arena in the support zone, but only remain in play if the card has any abilities that are not [On Play:] abilities.

2.14.4 - When a card is added to the support zone, it is placed in its own discrete stack with no other cards underneath it. Each new card that enters the support zone enters the arena in its own slot.

2.15 - The Hand

2.15.1 - The hand zone is a private zone.

2.15.2 - If an effect would refer to a player's "hand," it refers to all cards in that player's hand zone.

2.15.3 - A player's hand can only contain its owner's cards.

2.15.4 - If a card would be moved to a player's hand, it is moved to its owner's hand.

2.16 - The Flux

2.16.1 - The flux is an area designated to represent cards and abilities that are currently in flux.

2.16.2 - The flux is not part of the arena, and is not considered to be a zone. It may be represented in any way that is clear and agreed upon by all players.

2.16.3 - Cards that are in flux may be placed into the flux in order to show that they have been declared as a card to be played but have not yet entered the arena.

2.16.4 - Cards containing an ability that is currently in flux may be placed here as a reminder of the ability being used. The card containing that ability is not considered to be in flux and is still contained in the zone to which it currently belongs.

2.16.5 - Whenever a card or ability enters the flux, it is placed on top of all other cards and abilities currently in the flux.

2.16.6 - The order of cards and abilities in the flux may not be changed and must be kept the same as each card/ability enters and leaves.

2.16.7 - When the top layer of the flux resolves, the next card or ability underneath it becomes the new top layer.

3 - Object Properties

3.1 - Properties Explained

3.1.1 - Any object can be identified as having one or more properties that define certain characteristics about how that object may interact with the game.

3.1.2 - Certain properties can impact the ways in which an object may interact with the game.

3.1.3 - When an effect is conditional on the value of an object's property, the effect is compared against the printed property of that object.

3.1.4 - If an effect is conditional on a numerical property of an object, and that object does not possess that property, its value is treated as 0.

3.1.5 - If an effect is conditional on a non-numerical value, and the object does not possess that property, it is treated as not having that value and cannot be used for the effect.

3.2 - Name

3.2.1 - A card's name is its unique identifier (in addition to its MK value) to distinguish it from other cards. It is typically located in the center of the top of the card.

3.3 - Core Cost

3.3.1 - A card's core cost determines the amount of current core charge that must be spent in order to play the card. A card's core cost is typically located on the top-left corner of the card's front side.

3.3.2 - Core costs are often referred to only as a "cost."

3.3.3 - Some abilities may also have a core cost property. This property defines the amount of current core charge that must be spent in order to activate that ability. The cost to activate an ability is located in a circle to the left of the ability text.

3.4 - Type

3.4.1 - An object's type determines several aspects of how that card behaves, and determines what slots that card may occupy. A card's type can be found in its type box, typically as the first word or phrase.

3.4.2 - Cards are often referred to by their type. A card with the type "equipment" will be referred to as an "equipment" by effects and this rulebook.

3.4.3 - In addition to its type, an object may have a subtype that further impacts the ways in which it may behave or be played.

3.4.2a - Typically, a subtype will restrict the slots in which an object can be placed.

e.g., The "Gauntlets" subtype limits the slots that an equipment card can enter.

3.4.4 - A card's type may be pilot, core, equipment, weapon, configuration, or support.

3.5 - Equip Requirement

3.5.1 - Some cards contain an equip requirement that determines the slots in which the card may be placed into. Equip requirements appear below a card's type and are found only on configuration cards.

3.5.2 - When a card with an equip requirement is played, it must be declared to enter a valid slot that is listed as part of its equip requirement.

3.6 - Realm

3.6.1 - Pilot and core cards contain a realm type that determines the realm faction that card belongs to. A card's realm appears below the card's type.

3.6.2 - A card's realm does not provide any inherent rules effects, however may be referenced by other cards and abilities.

3.7 - Trait

3.7.1 - An object may possess one or more traits that appear within a pink box at the top of their text box.

3.7.2 - A card's traits generally do not provide any inherent rules effects, however may be referenced by other cards and abilities.

e.g., Kal Bastion's ability "Reduce the cost of all [Gadgets] you play by 1 core charge. You may not set [Gadgets] face down." " impacts the cost and method of playing and setting cards that feature the "[Gadget]" trait.

3.7.2a - The "[Wildcard]" trait is an exception to this, as it serves as a restriction on the inclusion of additional cards within a player's deck (see [4.1 - Deck Construction](#)).

3.8 - MK Value

3.8.1 - Equipment and weapon cards include a MK value between I and IV, located on the left side of the front of a card.

3.8.2 - The MK value of a card may give certain restrictions when constructing a deck (see [4.1 - Deck Construction](#)).

3.8.3 - A card with a MK value of I may not begin the game in the deck, but may begin the game in play in a corresponding slot (see [4.2 - Starting a Game](#)).

3.9 - Chassis Type

3.9.1 - Pilot, core, and equipment cards include a chassis type of either lightweight (L), midweight (M), or heavyweight (H) located on the left side of the front of a card.

3.9.2 - The chassis type of a card places restrictions on the card when constructing a deck (see [4.1 - Deck Construction](#)).

3.10 - Text Box

3.10.1 - A text box contains all the additional rules and effects available to an object. A card's text box is typically found within the bottom half of the card.

3.10.2 - A text box contains all of a card's abilities and traits.

3.11 - Shield

3.11.1 - A shield value appears on core and overclocked core cards, and is found in the upper left corner of the card.

3.11.2 - A shield value determines the starting shield value of a player at the beginning of a game (see [4.2 - Starting a Game](#)).

3.11.3 - A player may never have a current shield value higher than the shield value on their core.

3.11.4 - If a player would gain shield, and gaining that shield would result in their current shield value being greater than the shield value on that player's core, the player only gains shield until they reach the shield value on their core.

3.12 - Life

3.12.1 - A life value appears on pilot cards, and is located in the upper left corner of the card.

3.12.2 - A life value determines the starting life value of a player at the beginning of a game (see [4.2 - Starting a Game](#)).

3.12.3 - A player may never have a current life value higher than the life value on their pilot.

3.12.4 - If a player would gain life, and gaining that life would result in their current life value being greater than the life value on that player's pilot, the player only gains life until they reach the life value on their pilot.

3.13 - Damage Value

3.13.1 - A damage value appears on weapon cards, and is located in the upper right corner of the card.

3.13.2 - The damage value of a weapon card determines the starting damage value of attacks made by that weapon (see [7.5 - Damage Step](#)).

3.14 - Damage Type

3.14.1 - Weapon cards contain a damage type that determines the type of damage dealt by attacks performed with that weapon. A card's damage type is located below its type.

3.14.2 - When an attack is declared with a weapon, the attack inherits the damage type found on that weapon. An attack with a damage type may be referred to as a “<Damage Type> attack.”

e.g. An attack declared using Heaven’s Gaze would inherit its “<Beam>” damage type and would meet any requirements for a “<Beam> attack.”

3.15 - Charge Value

3.15.1 - Some cards may increase a player's max core charge value by a designated amount, called a charge value. This value is found in the top right corner of the card, and is indicated with a yellow circle containing “+N.”

3.15.2 - A card provides a bonus to its controller's max core charge as long as that card is in the arena.

3.15.3 - A player’s max core charge is adjusted according to the total charge value of cards in play as soon as a card enters or leaves the arena, or an effect resolves that would impact a player's max core charge.

4 - Game Structure

4.1 - Deck Construction

4.1.1 - In order to play a game of *Chrono Core*, a player must provide the cards that they intend to use for that game.

4.1.2 - A player must present a set of cards that begin each game in the arena. A player's starting loadout cards must consist of the following:

- 1 pilot card.
- 1 core card.
- 3 MKI equipment cards, consisting of one Visor, one Gauntlets, and one Greaves.
- 1–2 MKI weapon cards, consisting of up to two One-Handed weapons (of which only one may be a Shield) or one Two-Handed weapon.

4.1.2a - If a card included in a player's starting loadouts has a chassis type, it must match the chassis type of their pilot.

4.1.3 - A player must present a set of exactly 50 cards that begin each game as their deck.

4.1.3a - A deck may only consist of equipment, weapon, support, and configuration cards.

4.1.3b - A deck may not contain more than 3 copies of each identical card (a card is considered identical if it shares an exact name and MK value with another card).

4.1.3c - If a card included in a player's deck has a chassis type, it must match the chassis type of their pilot.

4.1.3d - MKI equipment cards may not be included in a player's deck.

4.1.3e - A player's deck may only include up to 1 MKIV equipment card and up to 1 MKIV weapon card. Only a single copy of each of these cards may be included.

4.1.3f - A player may replace one or both of their MKIV equipment or weapon cards with a card with the [Wildcard] trait.

4.1.4 - In addition to their deck, a player may bring a side deck of cards, referred to as a "sideboard," to swap between their deck and starting loadout between each game in a round. A player's sideboard may contain 0-10 cards.

4.1.4a - A player may not have more than 3 copies of an identical card with the same name across their main deck and sideboard.

4.1.4b - If a card included in a player's sideboard has a chassis type, it must match the chassis type of their pilot.

4.1.4c - A player's sideboard may only contain up to 1 MKIV card (regardless of type). When sideboarding is finished, the resulting deck may not contain 2 MKIV weapons or 2 MKIV equipment.

4.1.4d - A player's sideboard may only include up to 1 core card.

4.1.4e - A player's sideboard may not include pilot cards or any MKI cards.

4.1.4f - After sideboarding, the resulting deck must be exactly 50 cards and the starting loadout must only contain legal MKI cards.

4.2 - Starting a Game

4.2.1 - Each player takes the following steps in order at the beginning of each game. No card effects may take place during this process unless otherwise specified.

4.2.2 - Each player places their starting pilot face up in the arena.

4.2.3 - Each player places their starting weapon and equipment loadout cards in their corresponding slots, face down. Players place their core card underneath their pilot card to hide it from view (see [2.1 - Game Layout](#)). A core card starts on its "core" side.

4.2.4 - Each player shuffles their deck and presents it to their opponent to cut/shuffle.

4.2.4a - Once a player has presented their deck to their opponent, they may not shuffle or otherwise change the order of cards unless an effect would allow.

4.2.5 - Randomly determine which player will choose who is the starting player. If this is not the first game of a match, the loser of the previous game of the match instead chooses which player will be the starting player

4.2.5a - Players may use any method to determine which player chooses the order of play, provided that method is random.

e.g., Each player may roll two 6-sided dice, with the player rolling the highest combined value choosing who will be the starting player.

4.2.6 - Both players simultaneously turn their starting weapon and equipment cards face up and move their core cards from underneath their pilot to their core slot.

4.2.7 - Each player draws five cards from their deck in order to form their starting hand.

4.2.8 - In turn order, each player may place any number of cards from their starting hand on the bottom of their deck, then draw an equal number of cards from their deck to their hand in order to form a new starting hand. Each player must announce to all other players the number of cards being placed on the bottom of their deck this way.

4.2.8a - If a player places one or more cards on the bottom of their deck during this process, that player then shuffles their deck and presents it to their opponent to cut/shuffle.

4.2.8b - Once a player has presented their deck to their opponent, they may not shuffle or otherwise change the order of cards unless an effect would allow.

4.2.9 - The starting player begins their first turn.

4.3 - Reset Phase

4.3.1. - The Reset Phase is the part of the turn where [Beginning of Turn:] effects occur, and a player resets their slots and core charge.

4.3.2 - First, any effects marked [Beginning of Turn:] and controlled by the active player are triggered or may be activated.

4.3.2a - If multiple [Beginning of Turn:] effects would be triggered, see [5.7 - Simultaneous Triggers](#).

4.3.3 - Second, the active player sets their current core charge to be equal to their max core charge.

4.3.3a - A player's max core charge is equal to the total charge value granted by all cards they control in the arena.

4.3.3b - If this is the active player's first turn, and they are not the starting player, that player's max core charge is increased by 1 for this turn only. It resets at the beginning of the next player's turn.

4.3.4 - Third, the active player resets all depleted cards they control.

4.3.4a - To reset a depleted card, a player turns that card 90 degrees to its active position. A card that is already active cannot be reset.

4.3.5 - Finally, each player gains priority, starting with the active player and passing clockwise.

4.3.6 - When all players choose to pass consecutively while the flux is empty, play proceeds to the active player's Draw Phase.

4.4 - Draw Phase

4.4.1 - The draw phase is when a player draws a card for their turn and may choose to void a card.

4.4.2 - First, the active player draws a card from their deck.

4.4.2a - If it is the starting player's first turn of the game, they do not draw a card from the deck.

4.4.3 - Second, the active player may choose to void a card from their hand by placing it face down into their void zone. If the active player chooses to void a card, they then draw a card from their deck.

4.4.3a - If a player has no cards in hand, they may not choose to void a card.

4.4.3b - A player may only draw a card from this process if they place a card into their void. If no card was placed into their void zone, then a player may not draw a card.

4.4.4 - Finally, each player gains priority, starting with the active player and passing clockwise.

4.4.5 - When all players choose to pass consecutively while the flux is empty, play proceeds to the active player's Main Phase.

4.5 - Main Phase

4.5.1 - The Main Phase comprises the majority of a player's turn, where a player can play cards, set cards, activate abilities, and declare attacks.

4.5.2 - At the start of a player's Main Phase, that player receives priority to play cards, set cards, and activate abilities. While the active player has priority, and the flux is currently empty, that player may perform any of the following actions as a slow speed action:

4.5.2a - Play a card from their hand by paying its cost (see [5.1 - Playing Cards](#)).

4.5.2b - Set a configuration card face down into an appropriate slot (see [5.2 - Setting Configurations](#)).

4.5.2c - Flip over a face down card to play it. This process is treated as playing the card (see [5.1 - Playing Cards](#)).

4.5.2d - Activate any [Activate Main:] abilities (see [5.4 - Activating Abilities](#)).

4.5.2e - Begin an Attack Subphase (see [7.2 - Declaring Attacks](#)).

4.5.2f - Activate an ability with a valid timing restriction, or an ability with no timing restriction (see [5.4 - Activating Abilities](#)).

4.5.3 - When one of the above actions is declared, it is placed as the bottom layer on the flux (see [1.21 - The Flux](#)).

4.5.4 - When all cards and abilities have resolved from the flux and it is once again empty, the active player may choose to take one of the above slow speed actions or to pass their turn.

4.5.5 - When the active player chooses to pass their turn, each player gains priority, starting with the active player and passing clockwise.

4.5.6 - When all players choose to pass consecutively while the flux is empty, play proceeds to the active player's End Phase.

4.6 - End Phase

4.6.1 - The End Phase is the part of a turn where effects cease to exist, triggers occur, and the active player passes their turn to the next player.

4.6.2 - First, all effects that state "until turn end," "this turn," or similar cease to exist.

4.6.3 - Second, any status effects applied to slots or abilities are removed.

4.6.4 - Third, any effects with "during the End Phase," "on turn end," or similar may be triggered.

4.6.4a - If multiple effects would be triggered, see [5.7 - Simultaneous Triggers](#).

4.6.5 - Finally, each player gains priority, starting with the active player and passing clockwise.

4.6.6 - When all players choose to pass consecutively while the flux is empty, the current player's turn ends.

4.6.6a - The current active player becomes a non-active player, and the player clockwise from them becomes the new active player.

4.6.6b - Play now proceeds to the new active player's Reset Phase.

4.7 - Ending A Game

4.7.1 - A game ends as soon as one of the following conditions are met:

4.7.1a - A player meets a condition that would result in them winning the game (see [1.2 - Victory and Defeat](#)).

4.7.1b - All players except one have met a condition that would result in them losing the game (see [1.2 - Victory and Defeat](#)).

4.7.2 - Each time state-based actions are checked, conditions for the end of the game are checked automatically.

4.7.2a - If a condition to end the game has been met once all effects awaiting resolution are completed, the game ends. The player who has completed a victory condition is declared the winner.

4.7.2b - If a condition to end the game is met, but subsequent resolutions of effects that were awaiting resolution results in the game end condition no longer being met, play continues as normal.

4.7.3 - When a game ends, if a player has won two games from the current match, the match ends and the player who has won two games is declared the winner. If no player has won two games of the current match, players proceed to [4.8 Post-Game](#) before beginning another game.

4.8 - Post-Game

4.8.1 - If a player has not been declared as the winner of a match, players continue to play additional games until a total of 3 games have been played or a match winner is determined. At the end of each game, each player follows the process described in this section before beginning their next game.

4.8.2 - Players may swap any number of cards from their deck or starting loadout cards, as well as their core, with cards from their sideboard, adhering to the following restrictions:

4.8.2a - A player's deck must remain exactly 50 cards once all changes are made.

4.8.2b - A player's deck and starting loadout must continue to meet all requirements for valid deck construction (see [4.1 - Deck Construction](#)).

4.8.2c - A player may not add any cards in their deck or to their starting loadout cards from outside the game, unless those cards are in their sideboard.

4.8.2d - A player may not change their starting core card more than once per match. If a player has already changed their core card at the beginning of a different game, that player cannot change their core again.

4.8.2e - A player may not change their pilot card.

4.8.3 - Once all players have made all changes to their deck and starting loadout, players proceed to the start of a new game (see [4.2 - Starting a Game](#)).

5 - Cards and Abilities

5.1 - Playing Cards

5.1.1 - Playing cards is the primary way a player brings new cards into the arena. Players may only play cards from their hand, unless another effect or ability would allow a card to be played from elsewhere. Cards may only be played during that player's Main Phase, unless otherwise specified by a timing restriction (including being face down), effect, or text on a card. Playing a card is a slow speed action, unless the card being played is face down.

5.1.2 - When playing a card, players conduct the following steps, in order:

5.1.3 - First, the card being played is declared and revealed to all players.

5.1.4 - Second, if the card being played requires any targets, the controller of the card must select valid targets for each of these effects.

5.1.4a - If a player is unable to declare a valid target for all effects on a card that are required, the card is not successfully played and the process of playing the card is canceled. The card is no longer revealed and remains in the zone it was in when declared.

5.1.4b - If a target would become invalid at any stage before the card is considered "played," the process of playing the card immediately ceases. The card is no longer revealed and stays in the zone it was in when declared.

5.1.5 - Third, the player calculates the cost of the card being played (see [1.13 - Costs](#)).

5.1.6 - Fourth, the costs of the card are paid, including any core charge cost and any additional costs that specifically refer to playing cards.

5.1.6a - If a player is unable to pay all the costs necessary to play the card, the card is not successfully played and the process of playing the card is canceled. The card is no longer revealed and stays in the zone it was in when declared.

5.1.7 - Fifth, the card is added as the top layer on the flux and is considered to have been played (see [1.21 - The Flux](#)).

5.1.8 - When the card resolves from the flux, it enters play in the applicable location.

5.2 - Setting Configurations

5.2.1 - Alternatively to playing a card, a player may set a configuration card with an [On Reveal:] ability but putting it into the arena face down. Setting a configuration card is a slow speed action.

5.2.2 - A configuration card put into the arena this way is considered to be "set." This card is not considered "played" and does not provide an opportunity for an opponent to use [Counter Play:] abilities, [On Reveal:] abilities, or to play face down cards. A card being set does not use the flux and is put into the arena without either player receiving priority.

5.2.3 - While a configuration card is face down in the arena, it may be flipped face up as a quick speed action. When this occurs, the card is considered to be played and follows all steps listed under [5.1 - Playing Cards](#), aside from paying its core charge cost.

5.2.3a - A card that is face down in the arena may be played in this way at any time its controller has priority, not just during their Main Phase (see [5.3 - Playing Set Cards](#)).

5.2.3b - A card played this way still generates an opportunity for each player to respond with [Counter Play:] and [On Reveal:] abilities, as well as by playing their own face down cards.

5.2.4 - When setting a configuration card, a player conducts the following steps:

5.2.5 - First, the player declares that they are setting a configuration. They do not announce the specific configuration card that is being put into the arena and the card is not revealed to other players.

5.2.6 - Second, the player declares the slot that the configuration card will be placed into.

5.2.6a - The declared slot must be a slot that the configuration card may legally be placed in (the slot must already contain a non-configuration card, and the configuration card must be allowed to be placed in that slot).

5.2.7 - Third, the player calculates the cost of the card being set (see [1.13 - Costs](#)). The printed value of the configuration card is used as the base cost. The base cost of the card is public information, however all other properties of the card are private.

5.2.7a - If an effect modifies the core cost of a card, the modified cost must be paid, unless that modification only applies to cards being played.

5.2.7b - If an effect creates an additional cost for playing cards, that additional cost is ignored, as a card is not played when it is set.

5.2.8 - Fourth, the costs of the card are paid, including any core charge costs and any additional costs that specifically refer to setting cards.

5.2.8a - If a player is unable to pay all the costs necessary to set the card, the card is not successfully placed and the process of setting the card is canceled. The card remains in the zone that it was in when declared.

5.2.9 - Finally, the card is considered "set" and is placed into the declared slot face down. If there is already a configuration card in the declared slot, that card is scrapped and the new card is placed into the slot.

5.3 - Playing Set Cards

5.3.1 - Cards that have been set face down may be revealed and played as a quick speed action any time that their controller has priority.

5.3.2 - Playing a face down card that has been set follows the same rules as playing a card normally (see [5.1 - Playing Cards](#)), except that the player playing the card does not need to pay its core cost.

5.3.2a - Effects that would require a player to pay an additional cost when playing a card still apply and must be paid when a set card is being played.

e.g., An effect that requires a player to pay an additional 1 core charge to play a card must still be paid to play a set card, as it's not modifying the cost of the card.

5.3.2b - Effects that modify the core cost of a card do not require a player to pay anything additional when playing a set card.

e.g., An effect that increases the core cost of all configurations by 1 does not require a player to pay 1 core charge when playing a set configuration.

5.3.3 - Cards played this way still retain their modified core cost property while in flux.

5.4 - Activated Abilities

5.4.1 - Activated abilities are a sub-object contained on a card. An activated ability either features the [Active Main:] timing restriction, or ability text that does not state a time when it would automatically occur. If an ability does not meet the criteria of another ability type, it is an activated ability.

5.4.2 - An activated ability is often accompanied by a timing restriction, which indicates the conditions for when the ability may be activated.

5.4.2a - If an activated ability does not feature a timing restriction, it is a quick speed action and may be activated at any time its controller has priority.

5.4.3 - An activated ability may only be activated while the object containing it is face up in the arena.

5.4.4 - When activating an activated ability, a player conducts the following sequence of steps:

5.4.5 - First, the player declares the ability to be activated.

5.4.6 - Second, if the ability is modal, a mode must be chosen.

5.4.7 - Third, if the ability being activated requires any targets, the controller of the ability must select valid targets for each of its effects.

5.4.7a - If a player is unable to declare a valid target for all effects on an ability that requires them, the ability is not successfully activated and the process of activating the ability is canceled.

5.4.7b - If a target would become invalid at any stage before the ability resolves, the ability is canceled.

5.4.8 - Fourth, the player calculates the cost of the ability being activated (see [1.13 - Costs](#)).

5.4.9 - Fifth, the costs of the ability are paid, including any core charge cost and any additional costs.

5.4.9a - An activated ability's source slot must be depleted as part of its activation cost, except in the case of [Overclock:] abilities (see [8.9 - Overclock](#)).

5.4.9b - If a player is unable to pay all the costs necessary to activate the ability, the ability is not successfully activated and the process of activation is canceled.

5.4.10 - Finally, the ability is added as the top layer on the flux and becomes activated (see [1.21 - The Flux](#)).

5.4.11 - When the ability is resolved from the flux, the effect is resolved following all applicable rules.

5.5 - Continuous Abilities

5.5.1 - Continuous abilities are sub-objects contained within a card that are always operational as long as that card is in the arena. They will apply their effect to the game as long as that card stays in play.

5.5.2 - A continuous ability does not have a cost for its effect to be active; however, it may specify that a player needs to meet a certain requirement for the ability to become active.

5.5.2a - If the requirements set out by a continuous ability are not met, the ability does not apply its effect to the game.

5.5.3 - When a card containing continuous abilities enters the arena, any continuous abilities contained on that card become active immediately.

5.5.3 - Continuous abilities do not require the card containing them to be in active position in order for their effects to occur.

5.5.4 - Continuous abilities do not enter the flux when becoming active, and do not grant any player priority.

5.5.5 - If multiple continuous abilities would become active at the same time, their effects apply in the order specified in [6.4 Continuous Effects](#).

5.6 - Triggered Abilities

5.6.1 - Triggered abilities are sub-objects contained within a card that are added to the flux automatically as the result of another event occurring.

5.6.2 - Each triggered ability is denoted by its rules text beginning with a condition that would cause the ability to become triggered (e.g., "when," "if," or "the next"). A triggered ability will not have a cost printed to the left side of its rules text, but may still contain a cost within its rules text that must be paid.

5.6.2a - A triggered ability may only be added to the flux as a result of its triggering condition being met. When the triggering condition is met, the ability is triggered automatically, unless it contains the words "you may."

5.6.2b - Some abilities may create a condition for a delayed trigger to occur at a future time. When an ability resolves that creates a trigger condition, a new trigger is created when that trigger condition is met. It is not considered to be a part of the same ability that created the original condition (see [6.3 - Delayed Effects](#)).

5.6.3 - If a triggered ability states "you may" before its effect, the effect is optional and a player may choose not to trigger the ability. If a triggered ability does not specify "you may," then its effect must be triggered.

5.6.3a - If a triggered ability that states "you may" before its effect is not chosen to be triggered, it may be triggered at a later time when its trigger condition would be met again.

5.6.4 - When a triggered ability occurs, its controller conducts the following sequence of steps:

5.6.5 - First, if the triggered ability states that "you may," its controller chooses whether to trigger that ability. If they choose not to, play continues from the point at which the trigger condition was met.

5.6.5a - If a triggered ability's condition would be met part way through the resolution of another card or ability, that ability finishes resolving before any choices are made.

5.6.5b - If multiple triggered abilities would occur at the same time, see [5.7 - Simultaneous Triggers](#).

5.6.6 - Second, if the ability is modal, a mode must be chosen.

5.6.7 - Third, if the ability being triggered requires any targets, the controller of the ability must select valid targets for each of its effects.

5.6.7a - If a player is unable to declare a valid target for all effects on an ability that requires them, the ability is not successfully triggered and the process of triggering the ability is canceled.

5.6.7b - If a target would become invalid at any stage before the ability resolves, the ability is canceled.

5.6.8 - Fourth, the player calculates any cost for the ability being triggered (see [1.13 - Costs](#)).

5.6.9 - Fifth, the costs of the ability are paid, including any core charge cost and any additional costs.

5.6.9b - If a player is unable to pay all the costs necessary to trigger the ability, the ability is not successfully triggered and is canceled.

5.6.10 - Finally, the ability is added as the top layer on the flux and becomes triggered (see [1.21 - The Flux](#)). The active player then receives priority.

5.6.11 - When the ability is resolved from the flux, the effect is resolved following all applicable rules.

5.6.5 - If an ability specifies a time-dependent condition (e.g., "the first time" or "the next time"), the ability may only be triggered as a result of the next event that would meet the requirements for the trigger.

5.6.5a - If the ability with this condition is not triggered at this time, it may not be triggered the next time the trigger requirements would be met.

5.6.6 - If an ability specifies a limit to the number of times it may be triggered, but is not restricted to the next time its condition is met, then the ability may be triggered any time that the triggering conditions are met, up to the specified number of times the trigger may occur.

5.7 - Simultaneous Triggers

5.7.1 - If multiple abilities would be triggered at the same time, the active player places all triggers they control on the flux in the order of their choosing, then the non-active player places all triggers they control on the flux in the order of their choosing. This continues for each player, in turn order.

5.7.2 - If an ability would be triggered during the resolution of a game rule or during a phase of the turn, it is added to the flux the next time any player would gain priority, immediately before that player receives priority.

5.7.2a - Any new triggers generated from the resolution of a card or ability will be created at the resolution of the current card or ability being resolved, at the same time.

5.7.2b - If multiple new abilities are triggered this way, the active player places all triggers they control on the flux in the order of their choosing, then the non-active player places all triggers they control on the flux in the order of their choosing. This continues for each player, in turn order.

6 - Effect Types

6.1 - Effect Types General

6.1.1 - An effect refers to the events that occur as a result of resolving the text on a card or ability. Effects are the consequence generated by playing cards and activating or triggering abilities.

6.1.2 - Effects can be divided into several categories depending on their timing and how they interact with the game.

6.1.3 - This section details the types of effects that an ability may generate and their impact on the game.

6.2 - Discrete Effects

6.2.1 - A discrete effect is an effect that has a direct impact on the game as soon as its source resolves.

6.2.2 - When an ability with a discrete effect resolves, its effect will have an immediate impact on the game, then will cease to directly affect the game.

e.g., An activated ability that reads “Destroy a configuration.”

6.2.3 - If an ability with a discrete effect requires a target, the target is chosen before it enters the flux (see [5.4 - Activated Abilities](#) and [5.6 - Triggered Abilities](#)).

6.2.4 - If an ability with a discrete effect has a conditional effect (*e.g., “If you control a [Gadget], destroy a configuration”*), this condition is evaluated at the time the effect resolves.

6.3 - Delayed Effects

6.3.1 - A delayed effect is an effect that is created upon the resolution of the sub-object that it belongs to, but that will not have an impact on the game until a later time.

6.3.2 - Delayed effects will apply their effect when the timing specified in their source ability is met.

e.g., An activated ability that reads “The next time that a player declares an attack this turn, draw a card.”

6.3.2a - The application of a delayed effect after its source has resolved is not a trigger and does not use the flux.

6.4 - Continuous Effects

6.4.1 - A continuous effect is an effect that, once generated, will continue to have an impact on the game until a point in time when the effect will cease. Continuous effects may modify the rules of the game, or they may modify an object/sub-object.

6.4.2 - If a continuous effect from a continuous ability does not have a stated time at which the effect ceases, it stays in effect until its source leaves the arena.

6.4.3 - If a continuous effect from an activated or triggered ability does not have a stated time at which the effect ceases, it stays in effect until the object(s)/sub-object(s) it is affecting leaves the arena.

6.4.4 - If a continuous effect affects the game or an object/sub-object “for the remainder of the game,” the effect continues to apply even when its source or the object/sub-object it is affecting leaves the arena.

6.4.5 - If multiple continuous effects would be applied to an object at the same time, those effects modify the object in the following order:

6.4.5a - First, any effect that modifies the types, subtypes, traits, damage types, realms, MK value, equip requirements, or chassis type of an object apply.

6.4.5b - Second, any effects that modify the base values of an object are applied. If multiple effects would modify the same value, see 6.4.6.

6.4.5c - Third, any effects that are dependent on the values or properties of a card are applied (i.e., an effect that would only apply to an object if it meets a criteria).

6.4.6 - If two or more effects would apply to an object that modify the value of a property on that object, they are applied in the following order:

6.4.6a - First, any effect that sets the value to a specified number is applied.

6.4.6b - Second, any effect that divides the value is applied.

6.4.6c - Third, any effect that multiplies the value is applied.

6.4.6d - Fourth, any effect that decreases the value is applied.

6.4.6e - Fifth, any effect that increases the value is applied.

6.4.6f - Sixth, if the value of the property is not an integer, the value is rounded up to the nearest whole number.

6.4.6g - Seventh, if the value of the property is below 0, the value is set to 0 instead.

6.4.7 - If two or more effects would apply at the same stage under 6.4.5 or 6.4.6, those effects apply in the order that they were originally generated, with the oldest effect applying first.

6.5 - Replacement Effects

6.5.1 - A replacement effect is an effect that replaces a current effect with a different one. These effects are typically also triggered abilities that replace the effect that triggered them, though this is not always the case.

6.5.2 - A replacement effect is denoted by a condition to make the replacement occur (e.g., "When you would deal damage . . ."), followed by the effect that is to take place instead of the original effect (e.g., ". . . deal that much damage plus 1").

6.5.3 - A replacement effect will apply to an activated or triggered ability after that ability is added to the flux, but before it begins to resolve. The original effect of that ability will never occur, and the replacement version of that effect will resolve instead. This does not cause the original ability to fail; it is still considered to have been activated/triggered and resolved.

6.5.4 - For a replacement effect to replace another effect, it must be activated, triggered, or in play before the effect that it is replacing. A replacement effect cannot replace the text of an ability that is already in the process of resolving prior to the replacement effect being generated.

6.5.5 - A replacement effect can only apply to each effect once, even if the text of that effect has been replaced by another replacement effect since the original replacement was applied to it.

6.5.6 - If several replacement effects apply to the same effect, each replacement effect is applied in sequence, starting with any effects applied by the active player, then any effects applied by each non-active player (in clockwise order).

6.5.6a - A replacement effect will only apply to the effect if it would still meet the requirements for replacement at the time that player's effect is applied. If the effect would no longer meet these requirements due to the application of other replacement effects, the current replacement will not apply.

6.6 - Prevention Effects

6.6.1 - A prevention effect is a subtype of replacement effect that occurs when an effect prevents damage from being dealt.

6.6.2 - Prevention effects can be identified by being an effect that would prevent damage being dealt either by another effect or by an attack.

6.6.3 - Prevention effects are divided into two categories: keyworded prevention effects and non-keyworded prevention effects.

6.6.3a - Keyworded prevention effects are any effects generated by a keyword that results in the prevention of damage (see [9.14 - Reinforce](#) or [9.8 - Overshield](#)).

6.6.3b - Non-keyworded prevention effects are any effects that cause the prevention of damage and are not generated by a keyworded ability.

6.6.4 - Any number of keyworded prevention effects may be activated from a slot each turn, unless they have an [On Attack:] timing restriction (see [8.6 - On Attack](#)).

6.6.5 - Prevention effects apply to any effect that deals damage to a target. A prevention effect will reduce the damage dealt by the specified amount.

6.6.6 - If a prevention effect does not state a value of damage that is prevented, it prevents an amount of damage equal to the total damage dealt.
e.g., [Cloaking] will prevent an amount of damage equal to the total being dealt by the applicable attack.

6.6.7 - If multiple prevention effects apply to the same source of damage, each prevention effect is applied in the order of its controller's choosing. The current active player will apply all relevant prevention effects first, then each non-active player will apply any relevant prevention effects in clockwise order.

6.6.7a - Each prevention effect applies its full amount of damage prevention to the damage source before the next prevention effect is applied or a triggered ability containing a prevention effect is triggered.

6.6.7b - If all damage from the source has been prevented before a prevention effect would apply, that effect does not apply and any ability on the flux containing a prevention effect is canceled and does not resolve.

7 - Attack Subphase

7.1 - Attacks General

7.1.1 - Players may declare attacks using weapons they control in the arena during their Main Phase (see [4.5 - Main Phase](#)).

7.1.2 - When an attack is made, an Attack Subphase is opened. While an Attack Subphase is in progress, players may not declare any further attacks or use any abilities with the [Activate Main:] timing restriction until the Attack Subphase has concluded.

7.1.3 - When a player wishes to declare an attack, that player announces which weapon is being attacked with. Play then moves to the declaration step of the Attack Subphase and continues through the steps outlined below (see [7.2 - Declaration Step](#)).

7.1.4 - When a player declares an attack, any slots occupied by the declared weapon are considered to have attacked until the end of the current turn.

7.1.5 - Each weapon slot may only be attacked with once per turn.

7.1.5a - If an attack is negated or otherwise canceled during the Attack Subphase, the slot may not be used to declare another attack.

7.1.5b - If a Two-Handed weapon is used to declare an attack, both primary weapon slots are considered to have declared an attack this turn.

7.2 - Declaration Step

7.2.1 - The declaration step begins when a player announces an attack and begins an Attack Subphase.

7.2.2 - When an attack is declared, it must be declared along with a weapon card that player controls as the source of the attack, as well as a selection for the attack.

7.2.3 - Only one weapon slot can be declared as the source of an attack, unless otherwise specified by an effect.

7.2.4 - For a weapon card to be used to declare an attack, it must have a damage value either printed on the card or added by another effect (see [3.13 - Damage Value](#)).

7.2.5 - A weapon may only be used to declare an attack if its slot is active when the attack is declared.

7.2.6 - A weapon may only be used to declare an attack if the weapon slot it is equipped in has not already been used to declare an attack during the same turn.

7.2.7 - The target of an attack must be an opposing player. A player may not declare themselves as the target of their attack.

7.2.8 - Declaring an attack creates a separate Attack Subphase during a player's Main Phase. Once the attack sequence is completed, the active player returns to their Main Phase.

7.2.9 - If the attack is successfully declared, the player who declared the attack becomes the "attacking player" and the player who is selected to be attacked becomes the "defending player."

7.2.10 - Next, any triggered abilities that state "when you attack" are triggered and added to the flux.

7.2.11- Finally, each player—starting with the active player—receives priority.

7.2.12 - Once all players have passed consecutively and the flux is empty, if the source of the attack is still in play and the attack has not been negated, the attack is considered successfully declared and play moves to the engagement step.

7.3 - Engagement Step

7.3.1 - During this step, players receive priority in order to activate abilities to affect the attack, starting with the active player.

7.3.2 - During this step, only a single instance of each keyword may be used by each player (e.g., the attacking player may only use a single instance of [Feedback Loop] and the defending player may only use a single instance of [Feedback Loop]). If an instance of a keyworded ability has already been used, another ability with that keyword may still be activated, but any instances of that keyword will be canceled while in flux and will not resolve. Any other effects of that ability will remain and resolve as normal.

e.g., If a player activates an ability that reads "(0) [On Attack:] [Power Burst 2]," then proceeds to activate an ability that reads "(1) [On Attack:] [Power Burst 1] and [Quantum Blow 1]," the [Power Burst 1] effect from the latter ability will be canceled while in flux, and only the [Quantum Blow 1] portion of the ability will resolve.

7.3.3 - The active player may activate [On Attack:] abilities. If an [On Attack:] ability is activated from the weapon slot that is currently being attacked with, that slot will become depleted, but the attack will not be negated.

7.3.4 - During this step, the defending player may only activate a single [Counter Attack:] ability. Any further [Counter Attack:] abilities may not be activated.

7.3.5 - Once all players have passed consecutively and the flux is empty, play continues to the depletion step.

7.4 - Depletion Step

7.4.1 - During this step, the source slot of the attack becomes depleted and the attack is considered successful.

7.4.2 - First, the attacking player depletes the slot containing the source weapon if it is not already depleted.

7.4.3 - Finally, each player—starting with the active player—receives priority.

7.4.4 - Once all players have passed consecutively and the flux is empty, play continues to the damage step.

7.5 - Damage Step

7.5.1 - During this step, the total damage of the attack is calculated and dealt to the defending player.

7.5.2 - First, the damage of the attack is calculated by taking the base attack value from the source weapon and then applying any modifier effects to the value.

7.5.2a - If multiple modifiers are applied to the damage value, see [6.4 - Continuous Effects](#).

7.5.2b - The final value calculated is considered to be the total damage.

7.5.3 - Any triggered abilities containing applicable damage prevention effects trigger. Prevention effects are then applied to the total damage value, reducing the total damage equal to the value of the prevention effect (see [6.6 - Prevention Effects](#)).

7.5.4 - Any damage not prevented is dealt to the defending player.

7.5.4a - If the defending player has shield remaining, their current shield value is reduced by the damage dealt.

7.5.4b - If the defending player has no shield remaining, their current life value is reduced by the damage dealt.

7.5.4c - If damage would reduce the defending player's shield to 0, any remaining damage is not dealt to that player's life unless the attack has the [Shockwave] keyword applied (see [9.18 - Shockwave](#)).

7.5.5 - Second, if the defending player's shield has been reduced to 0 as a result of the current attack, and that player's core is on its non-overclocked side, the defending player may choose to trigger its [Overclock:] ability now.

7.5.6 - Any abilities that trigger as part of damage being dealt are added to the flux.

7.5.7 - Finally, each player—starting with the active player—receives priority.

7.5.8 - Once all players have passed consecutively and the flux is empty, play moves to the post-damage step.

7.6 - Post-Damage Step

7.6.1 - During this step, post-damage step abilities are triggered and applied, players cease to be attacking and defending, and play returns to the active player's Main Phase.

7.6.2 - First, any abilities that state "during the post-damage phase" apply and are triggered.

7.6.3 - Second, players cease to be considered as "the attacking player" and "the defending player." Any effects that apply to players with this designation are removed.

7.6.4 - Finally, each player—starting with the active player—receives priority.

7.6.5 - Once all players have passed consecutively and the flux is empty, play returns to the active player's Main Phase (see [4.5 - Main Phase](#)).

8 - Timing Restrictions

8.1 - Active Main

8.1.1 - [Active Main:] is a timing restriction that allows an associated ability to be activated during a player's Main Phase at slow speed.

8.1.2 - A player may only activate an ability with the [Active Main:] timing restriction when they are the active player, it is currently their Main Phase, and the flux is empty (see [4.5 - Main Phase](#)).

8.2 - Counter Play

8.2.1 - [Counter Play:] is a timing restriction that allows an associated ability to be activated at quick speed while a card controlled by an opponent is currently on the flux.

8.2.2 - If the card controlled by an opponent that allowed the activation of [Counter Play:] abilities is negated, players may continue to activate additional abilities with the [Counter Play:] timing restriction while the card remains on the flux (see [1.22 - Negate](#)).

8.2.3 - Abilities that have been activated from a card may not be responded to with [Counter Play:] abilities, as the card containing them does not enter the flux.

8.3 - Counter Attack

8.3.1 - [Counter Attack:] is a timing restriction that allows an associated ability to be activated at quick speed during the engagement step of an Attack Subphase.

8.3.2 - A defending player may activate only one ability with the [Counter Attack:] timing restriction during each Attack Subphase, and it may only be activated by the player who is being selected by the attack (see [7.3 - Engagement Step](#)).

8.3.2a - If multiple players are selected by an attack, each of those players may activate one ability with the [Counter Attack:] timing restriction. Players may do so at any time that they have priority during the engagement step.

8.4 - On Reveal

8.4.1 - [On Reveal:] is a timing restriction that allows an associated ability to be activated at quick speed immediately after the card containing it has resolved off the flux.

8.4.2 - Configuration cards with an [On Reveal:] ability may be set face down into a slot that meets their equip requirements by paying their core charge cost. This does not constitute playing the card (see [5.2 - Setting Configurations](#)).

8.4.2a - Face down cards may be played and added to the flux by flipping them face up as a quick speed action. Their core charge cost is not paid when this action is performed (see [5.3 - Playing Set Cards](#)).

8.4.3 - When a card with an [On Reveal:] ability resolves off the flux, regardless of whether it was previously set face down, its controller may activate that [On Reveal:] ability as the next action taken. Once that player chooses to pass priority, play a card, or activate another ability, they may no longer activate any further [On Reveal:] abilities on that card.

8.4.4 - Activating an [On Reveal:] ability follows the same rules as all other activated abilities (see [5.4 - Activated Abilities](#)).

8.5 - On Play

8.5.1 - [On Play:] is a timing restriction that denotes an ability that may be activated at quick speed immediately after the card containing it has been played and resolved off the flux.

8.5.2 - When a card is successfully played and resolves off the flux, any [On Play:] abilities must be activated as the next action taken by the controller of the card. Once a player chooses to pass priority, play a card, or activate another ability, they may no longer activate any further [On Play:] abilities on that card.

8.5.3 - If a support card contains only abilities with the [On Play:] timing restriction, that support card is scrapped once the controlling player cannot or no longer wishes to activate any further abilities on that card.

8.5.4 - Activating an [On Play:] ability follows the same rules as all other activated abilities (see [5.4 - Activated Abilities](#)).

8.6 - On Attack

8.6.1 - [On Attack:] is a timing restriction that allows an associated ability to be activated at quick speed during the engagement step of an Attack Subphase.

8.6.2 - Abilities with the [On Attack:] timing restriction may be activated by the attacking player during the engagement step of an Attack Subphase (see [7.3 - Engagement Step](#)).

8.6.2a - Only a player who is currently designated as the attacking player may activate [On Attack:] abilities.

8.6.2b - The attacking player may only use a single instance of each keyword ability during the engagement step.

8.7 - On Scrap

8.7.1 - [On Scrap:] is a timing restriction that denotes a triggered ability that will trigger when its source is moved from the arena to the scrap pile.

8.7.2 - An [On Scrap:] ability is only triggered when the card containing it is moved from the arena to the scrap pile. It does not trigger when cards are discarded from hand or any other non-arena zone.

8.8 - Beginning of Turn

8.7.1 - [Beginning of Turn:] is a timing restriction that denotes an ability that may be activated at quick speed during the Reset Phase of its controller's turn (see [4.3 - Reset Phase](#)).

8.9 - Overclock

8.9.1 - [Overclock:] abilities are abilities primarily appearing on core cards which allow a card to be flipped when its [Overclock:] conditions are met.

8.9.2 - An [Overclock:] ability may be triggered immediately when any of its [Overclock:] conditions are met, or it may be activated at slow speed during its controller's Main Phase, as long as any of its conditions are met. 8.9.3 - [Overclock:] abilities are treated as optional triggered abilities when their conditions are first met, or as a slow speed activated ability when used during a player's Main Phase (see [5.4 - Activating Abilities](#) and [5.6 - Triggered Abilities](#)).

8.9.3a - When being activated, [Overclock] abilities do not require their slot be depleted as part of their activation cost. Otherwise, using an [Overclock:] ability follows the activation procedure of the corresponding ability type.

8.9.4 - When an [Overclock:] ability is resolved, the card that contains the [Overclock:] ability is flipped to its overclocked side.

8.9.4a - If that card was a core card, unless otherwise specified, any damage to its shield and any counters or status effects that were present on it before being overclocked are retained.

8.10 - On Overclock

8.10.1 - [On Overclock:] is a timing restriction that denotes a triggered ability that will trigger when a card containing the ability is flipped as a result of overclocking (see [8.9 - Overclock](#)).

9 - Ability Keywords

9.1 - Cloaking

9.1.1 - [Cloaking] is a prevention effect that states: "Prevent all damage from the current attack."

9.1.2 - When [Cloaking] is resolved, it creates a continuous effect that prevents the selection of the attack from having their life or shield reduced by the attack's damage.

9.1.2a - Any damage dealt outside of the modified attack damage of the weapon that is currently being attacked with will still reduce the life or shield of the player who applied [Cloaking].

9.1.4 - If an attack has all of its damage prevented by [Cloaking], it will not trigger any effects that would occur as a result of the attack dealing damage.

9.2 - Datamine

9.2.1 - [Datamine] is a discrete effect that states: "Look at the top N cards of another player's deck, then put them back in any order.."

9.2.2 - [Datamine] will always be accompanied by a numerical value that defines the value of N (e.g., [Datamine 2]).

9.2.3 - Only the player resolving [Datamine] may look at the cards. Both the identity of the cards and the order that they are placed in remains hidden information from all other players.

9.3 - Data Storm

9.3.1 - [Data Storm] is a discrete effect that states: "Take twice N damage; if you do, gain N max core charge this turn."

9.3.2 - [Data Storm] will always be accompanied by a numerical value that defines the value of N (e.g., [Data Storm 2]).

9.3.3 - When [Data Storm] is activated, the controlling player takes damage equal to two times the value of N. If the player does not take this damage, the ability is not resolved successfully and no other effects from that instance of [Data Storm] are applied.

9.3.4 - Prevention effects may be applied to the damage dealt to a player by [Data Storm]. If damage is prevented this way, the effect is not considered successful and will not generate additional max core charge. A player must take the full amount of damage from [Data Storm] in order to gain max core charge through its effect.

9.4 - Decoding

9.4.1 - [Decoding] is a discrete effect that states: “Look at the top N cards of your deck; draw 1 of those cards and place the others at the top or bottom of your deck in any order.”

9.4.2 - [Decoding] will always be accompanied by a numerical value that defines the value of N (e.g., [Decoding 2]).

9.4.3 - Only the player resolving [Decoding] may look at the cards. The identity of the cards and the order in which they are placed back remains hidden information from all other players.

9.4.4 - All cards returned to the deck may be placed on either the top or bottom of the deck in any combination. Whether the cards were returned to the top or bottom of the deck is public information to all players.

9.5 - Feedback Loop

9.5.1 - [Feedback Loop] is a discrete effect that states: “Place a FEEDBACK LOOP status effect on a player’s pilot slot that reads: ‘Increase the cost of all activated abilities this player controls by N.’”

9.5.2 - [Feedback Loop] will always be accompanied by a numerical value that defines the value of N (e.g., [Feedback Loop 1]).

9.5.3 - The FEEDBACK LOOP status effect increases the current core charge cost that must be paid to activate any activated abilities. It does not increase any current core charge costs associated with triggered abilities.

9.5.4 - If an activated ability has an alternative cost that may be paid instead of current core charge, that cost is unaffected by FEEDBACK LOOP.

9.5.5 - Status effects are, by default, removed at the end of the turn on which they were generated.

9.6 - Firewall

9.6.1 - [Firewall] is a discrete effect that states: “Shut down a player’s [Counter Attack:] or [Counter Play:] ability.”

9.6.2 - [Firewall] applies the SHUT DOWN status effect to an ability with the [Counter Attack:] or [Counter Play:] timing restriction. An ability with a SHUT DOWN status effect may not be activated.

9.6.2a - If the ability that was targeted by [Firewall] loses its [Counter Attack:] or [Counter Play:] timing restriction after [Firewall] resolves, the SHUT DOWN status effect still remains on the ability that was targeted.

9.6.3 - If [Firewall] successfully shuts down an ability on the flux, that ability is negated (see [1.15 - Shut Down](#)).

9.6.4 - Status effects are, by default, removed at the end of the turn on which they were generated.

9.7 - Lockout

9.7.1 - [Lockout] is a discrete effect that states: “Shut down a player’s weapon slot.”

9.7.2 - [Lockout] applies the SHUT DOWN status effect to a weapon slot. A weapon slot with a SHUT DOWN status effect may not be attacked with and activated abilities contained within that slot may not be activated.

9.7.2a - [Lockout] may target either a primary weapon slot or an Auxiliary weapon slot.

9.7.2b - When the SHUT DOWN status effect is applied to a weapon slot, its effect is applied to all objects contained within that slot.

9.7.3 - If [Lockout] successfully shuts down a weapon slot that is currently being attacked with, the attack is negated (see [1.15 - Shut Down](#)).

9.7.4 - Status effects are, by default, removed at the end of the turn on which they were generated.

9.8 - Overshield

9.8.1 - [Overshield] is a prevention effect that states: “Reduce damage to your shield from the current attack by N.”

9.8.2 - [Overshield] will always be accompanied by a numerical value that defines the value of N.

9.8.3 - [Overshield] may only apply its effect to the damage dealt by an attacking weapon’s modified damage value during the Attack Subphase in which the ability is resolved. Any damage dealt by another source is not prevented by [Overshield].

9.8.4 - [Overshield] can only apply its prevention when damage would be dealt to a shield value. If the damage would bypass a player's shield, or the player’s shield value is currently 0 when the attack damage is applied, the prevention from [Overshield] will not apply.

9.9 - Optimization Protocol

9.9.1 - [Optimization Protocol] is a delayed effect that states: “Decrease the cost of the next ability you activate this turn by N.”

9.9.2 - [Optimization Protocol] will always be accompanied by a numerical value that defines the value of N in reference to the reduction of an activated ability’s core cost (e.g., [Optimization Protocol 1]).

9.9.3 - [Optimization Protocol]’s cost reduction is applied to the next ability that is activated by the player who generated the effect on the turn that [Optimization Protocol] was used. The reduction will apply to any ability that would be activated by the player.

9.10 - Power Burst

9.10.1 - [Power Burst] is a discrete or continuous effect that, when used during the Attack Subphase, states: “Your current attack gains +N damage.” When used outside of the Attack Subphase, it states: “Your next attack this turn gains +N damage.”

9.10.2 - [Power Burst] will always be accompanied by a numerical value that defines the value of N (e.g., [Power Burst 2]).

9.10.3 - If an Attack Subphase is currently occurring when [Power Burst] resolves, the effect applies to the current attack. If no Attack Subphase is currently occurring, [Power Burst] will apply its effect to the next Attack Subphase that its controller creates during the current turn.

9.11 - Quantum Blow

9.11.1 - [Quantum Blow] is a discrete effect that states: “Place a QUANTUM BLOW status effect on all weapon slots you control that reads: ‘This weapon gains +N damage dealt to shield.’”

9.11.2 - [Quantum Blow] will always be accompanied by a numerical value that defines the value of N (e.g., [Quantum Blow 1]).

9.11.3 - [Quantum Blow] will apply its effect to both a player’s primary weapon slots and Auxiliary weapon slot.

9.11.4 - While a QUANTUM BLOW status effect is applied to a weapon slot, its effect will apply to all objects contained within that slot.

9.11.5 - A slot does not need to contain any objects for the status effect to be placed onto it. If an object is placed into the slot after the status effect has been generated, it will apply to the newly added object.

9.11.6 - Status effects are, by default, removed at the end of the turn on which they were generated.

9.12 - Reconfigure

9.12.1 - [Reconfigure] is a discrete effect that states: “Choose 2 cards in your hand and scrap them without triggering any of their effects.”

9.12.2 - Cards that are sent to the scrap pile when resolving [Reconfigure] do not provide any [On Scrap:] effects as printed on them.

9.12.3 - Cards sent to the scrap pile using [Reconfigure] are not considered to be discarded.

9.13 - Regenerate

9.13.1 - [Regenerate] is a discrete effect that states: “Restore N shield.”

9.13.2 - [Regenerate] will always be accompanied by a numerical value that defines the value of N (e.g., [Regenerate 3]).

9.13.3 - Shield may not be restored past its printed value.

9.14 - Reinforce

9.14.1 - [Reinforce] is a prevention effect that states: “Reduce one source of incoming damage by N.”

9.14.2 - [Reinforce] will always be accompanied by a numerical value that defines the value of N (e.g., [Reinforce 2]).

9.14.3 - When [Reinforce] resolves, it creates a prevention effect that will be applied to the next source of damage that is either currently in flux and will be dealt to the player who used [Reinforce], or—if used during an Attack Subphase—will be dealt by a weapon attack to the player who used [Reinforce] (see [1.16 - Incoming Damage](#)).

9.15 - Renew

9.15.1 - [Renew] is a discrete effect that states: “Reduce your shield by up to N to gain that much life.”

9.15.2 - [Renew] will always be accompanied by a numerical value that defines the value of N (e.g., [Renew 3]).

9.15.3 - As part of using [Renew], before it enters the flux, the player must choose the amount of shield that they wish to lose, up to the value defined by N.

9.15.4 - A player may trigger [Overclock:] if their shield reaches 0 as a result of this reduction.

9.15.5 - Losing shield due to the effect of [Renew] is not considered damage and is not affected by effects that would prevent damage to shield.

9.16 - Rootkit

9.16.1 - [Rootkit] is a discrete effect that states: "Choose a keyword, then shut down all activated abilities that contain that keyworded ability that a player controls."

9.16.2 - A player must choose a keyworded ability for [Rootkit] as part of declaring targets when using the ability.

9.16.3 - [Rootkit] will only check if an ability contains the chosen keyworded ability at the time of resolution.

9.16.4 - [Rootkit] will only shut down and apply SHUT DOWN status effects to activated abilities that contain the chosen keyworded ability; not to activated abilities that only mention a keyworded ability.

e.g., An activated ability that states "Instances of [Power Burst] you control gain +1" would not receive a SHUT DOWN status effect if the [Power Burst] ability was chosen.

9.16.5 - If [Rootkit] successfully shuts down an ability on the flux, that ability is negated (see [1.15 Shut Down](#)).

9.16.6 - Status effects are, by default, removed at the end of the turn on which they were generated.

9.17 - Scrapheap

9.17.1 - [Scrapheap] is a discrete effect that states "Choose a weapon or equipment card in your scrap pile, reduce its cost by 1, and play it; then put all cards in your scrap pile into your void."

9.17.2 - A player must choose the card that they will be playing from their scrap pile as part of declaring targets when using the ability.

9.17.3 - Playing a card this way will still trigger any effects that would trigger from playing a card and will still allow any players to activate [Counter Play:] abilities.

9.17.4 - All cards from the scrap pile are placed into the void as part of the resolution of [Scrapheap], regardless of whether the chosen card was successfully played or resolved.

9.18 - Shockwave

9.18.1 - [Shockwave] is a discrete effect that states: "Any excess damage dealt to a player's shield by your current attack is dealt to that player's life."

9.18.2 - [Shockwave] grants the current attack shockwave damage (see [1.17 Damage](#)).

9.19 - Short Circuit

9.19.1 - [Short Circuit] is a discrete effect that states: "Place a SHORT CIRCUIT status effect on a player's core slot that reads: 'This player is dealt N damage during their End Phase and this status effect is not removed during the End Phase.'"

9.19.2 - [Short Circuit] will always be accompanied by a numerical value that defines the value of N (e.g., [Short Circuit 2]).

9.19.3 - When a status effect from [Short Circuit] is applied to a core, the value for the damage that status effect will deal is set by N. Players should note or represent the value of N as a reminder.

9.19.4 - If multiple copies of SHORT CIRCUIT status effects would be applied to a single core, each status effect creates a separate trigger and is a separate instance and source of damage.

9.19.5 - If a player uses an [Overclock:] ability while a SHORT CIRCUIT status effect is applied to their core, that status effect will remain on that player's overclocked core.

9.19.6 - Unlike other status effects, SHORT CIRCUIT status effects are not removed at the end of the turn on which they were generated.

9.20 - Siphon

9.20.1 - [Siphon] is a discrete or continuous effect that, when used during the Attack Subphase, states: "Reduce your shield by N, then a weapon slot gains +N damage during this attack." When used outside of the Attack Subphase, it states: "Reduce your shield by N, then a weapon slot gains +N damage this turn until the end of your next attack."

9.20.2 - [Siphon] will always be accompanied by a numerical value that defines the value of N (e.g., [Siphon 2]).

9.20.3 - If an Attack Subphase is currently occurring when [Siphon] resolves, its effect applies to a target only during the current attack. If no Attack Subphase is currently occurring, [Siphon] will apply its effect to a target until either your next Attack Subphase ends or the current turn ends..

9.20.4 - A player must have shield equal to or greater than N when activating [Siphon].

9.20.5 - A player reduces their shield by the value of N when resolving [Siphon]. Upon resolution, if a player does not have enough shield to reduce their shield by the value of N, the effect will reduce that player's shield to 0. The rest of [Siphon]'s effect will still apply.

9.20.6 - A player may trigger [Overclock:] if their shield reaches 0 as a result of this reduction.

9.20.7 - The weapon slot chosen to receive the status effect from [Siphon] must be chosen as part of choosing targets when using the ability.

9.20.8 - Losing shield due to the effect of [Siphon] is not considered damage and is not affected by effects that would prevent damage to shield.

9.21 - System Override

9.21.1 - [System Override] is a replacement effect that states: "Redirect up to N damage from the current attack to an opponent's shield."

9.21.2 - [System Override] will always be accompanied by a numerical value that defines the value of N (e.g., [System Override 2]).

9.21.3 - The opponent targeted by the damage replacement from [System Override] must be chosen as part of choosing targets when using the ability.

9.21.4 - [System Override] will apply a replacement effect to the damage dealt to a player during the current Attack Subphase causing the attack to instead deal N damage to the targeted opponent. Damage equal to the value of N will be reduced from the damage dealt to the player selected by the attack.

9.21.5 - If an opponent has no shield remaining when damage is redirected to them, the damage is still redirected; however, no damage will be dealt to the player.

9.22 - System Reboot

9.22.1 - [System Reboot] is a discrete effect that states: "Remove all status effects applied by an opponent to a slot you control."

9.22.2 - The slot being chosen as the target for [System Reboot] must be chosen as part of choosing targets when using the ability.

9.23 - Virus

9.23.1 - [Virus] is a discrete effect that states: Place one of the following VIRUS status effects on a weapon or equipment slot: 'Deplete this slot, then remove this status effect during this player's next Reset Phase instead of resetting this slot or removing this status effect during the End Phase,' or 'Destroy this status effect and the top card in this slot at the end of this player's next turn instead of removing this status effect during the End Phase.'".

9.23.2 - The slot being chosen for the effect of [Virus] must be chosen as part of choosing targets when using the ability. The mode of [Virus] is chosen when declaring modes for an ability (see [5.4 - Activated Abilities](#) and [5.6 - Triggered Abilities](#)).

9.23.2 - A VIRUS status effect has the text of whichever mode was chosen, but has the same name regardless of the chosen mode.

9.23.4 - Unlike other status effects, VIRUS status effects are not removed at the end of the turn on which they were generated. Instead, the removal of a VIRUS status effect depends on which mode was chosen.

9.24 - Worm

9.24.1 - [Worm] is a discrete effect that states: "Destroy a configuration."

9.24.2 - A configuration card must be chosen as part of choosing targets when using the ability.