

# HOW TO PLAY

**CHRONO**

TRADING CARD GAME



**V.2.1**

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## ABOUT THE GAME

**CHRONO CORE** is a fast-paced trading card game where you take on the role of a pilot operating a colossal mech called a Chrono.

Your goal is simple: Jump into the arena and take on other enemy pilots! Reduce their Chrono's shield and bring their life total to 0 to claim victory.

To get started, choose your **PILOT** and a **CORE** with a corresponding chassis type. These two things will dictate how you build the rest of your deck. Think of your **CORE** as the frame that you upgrade the rest of your Chrono around.

Once you meet a special condition on your **CORE** card, you may flip it over. This is called **OVERCLOCKING**. While **OVERCLOCKING** doesn't restore your shield, it does provide unique abilities that can swing a battle in your favor.

## VICTORY CONDITIONS

The winner of each round is determined through **BEST-OF-THREE**, meaning that the first player to win two games is the victor.

To claim victory, you must be the last pilot standing. A pilot is defeated one of two ways:

- 1 By their life being reduced to 0.
- 2 By being unable to draw a card from their deck during their **DRAW PHASE**.

# DECKS

## THE FOLLOWING IS REQUIRED TO PLAY A GAME:

- 1 One **PILOT** card.
- 2 One **CORE** card that matches your chassis type.
- 3 Three **EQUIPMENT** cards that match your chassis: one MKI Visor, one MKI Greaves, and one MKI Gauntlets.
- 4 One MKI Two-Handed **WEAPON**, or two MKI One-Handed **WEAPONS**. (You may only have one Shield **WEAPON** equipped at a time.)
- 5 A 50-card deck—no more, no less—consisting of **EQUIPMENT**, **WEAPON**, **CONFIGURATION**, and **SUPPORT** cards. Your combined deck and sideboard may have up to three of any card, with the exception of MKIV cards. Your deck may only have one MKIV **EQUIPMENT** and one MKIV **WEAPON** at any time. No MKI cards may be present.
- 6 A sideboard consisting of, at maximum, 10 cards. Your sideboard may only have one MKIV card and one additional **CORE** card. No **PILOTS** or MKI cards may be present in the sideboard. When exchanging cards from your sideboard to your deck between games, an equal number of cards must be swapped. You may only swap your **CORE** once. MKIV cards can only be swapped with another MKIV card of the same card type (for instance, an MKIV **EQUIPMENT** may only be swapped with another MKIV **EQUIPMENT**).



**A PLAYMAT IS NOT REQUIRED, BUT IS RECOMMENDED – ESPECIALLY FOR NEW PLAYERS.**

# PILOT CARDS

CHASSIS TYPE

CARD NAME



LIFE

PILOT ICON

REALM ICON

ACTIVATION COST

TIMING RESTRICTION

ILLUSTRATOR

REALM NAME

EFFECTS

SET NUMBER

RARITY

SET ICON

## CARD INFORMATION

Each **PILOT** has a chassis type that their deck must adhere to:

**L** (Lightweight),  
**M** (Midweight),  
or **H** (Heavyweight).

**EQUIPMENT** and **CORE** cards have designated symbols that correspond to one or more of these chassis types.

# CORE CARDS

CHASSIS TYPE

CARD NAME



SHIELD

REALM

CORE ICON

ACTIVATION COST

TIMING RESTRICTION

KEYWORD

OVERCLOCK: ABILITY

EFFECTS

## CARD INFORMATION

Each **CORE** has normal abilities, as well as an **OVERCLOCK:** ability.

**OVERCLOCK:** abilities can be triggered when their conditions become met or activated during their controller's Main Phase while their conditions are met. When triggered or activated, the **CORE** is flipped over.

When a player is dealt damage, that damage is dealt to their **shield**. When a player's **shield** is at 0, damage is dealt to a pilot's life. Excess damage dealt to **shield** is **not** dealt to a player's life.

**Shield** may be regenerated, but only up to its printed value.

# OVERCLOCKED CORE CARDS

CHASSIS TYPE

CARD NAME



SHIELD

CORE ICON

REALM

REALM ICON

ON OVERCLOCK:  
ABILITY

KEYWORD

ACTIVATION  
COST

EFFECTS

TIMING  
RESTRICTION

## CARD INFORMATION

When a **CORE** becomes **OVERCLOCKED**, its **ON OVERCLOCK:** ability triggers.

Any damage that its shield has received and any abilities or status effects applied to it are carried over when it is flipped.

**OVERCLOCKING** counts as revealing.

# EQUIPMENT CARDS

CORE COST

CARD NAME

MK VALUE

CHASSIS TYPE

CHARGE VALUE

EQUIPMENT SUBTYPE ICON

EQUIPMENT SUBTYPE

ACTIVATION COST

TIMING RESTRICTION

KEYWORD

EFFECTS



## CARD INFORMATION

**EQUIPMENT** cards are played into the slot that corresponds with their **EQUIPMENT** subtype (for instance, **EQUIPMENT: VISOR** cards are played into the Visor slot). When played, they are placed on top of any existing **EQUIPMENT** in that slot. MKI **EQUIPMENT** cannot be removed from play, and all **EQUIPMENT** in your deck must match the chassis type of your **PILOT** and **CORE**.

The combined total of the **charge values** present on your topmost cards is your **max core charge**, which is the value that your current core charge is set to during your Reset Phase (SEE "TURN FLOW" ON PG. 19).

**EQUIPMENT** does not need to be upgraded in order of **MK value** (for instance, a MKIII card can be placed on top of a MKI card, or a MKII card can be placed on top of a MKIV card). You may only have one MKIV **EQUIPMENT** card in your main deck.

# WEAPON CARDS

**CORE COST**

**MK VALUE**

**TIMING RESTRICTION**

**WEAPON SUBTYPE ICON**

**DAMAGE TYPE ICON**

**ACTIVATION COST**

**ON SCRAP: ABILITY**

**CARD NAME**

**DAMAGE VALUE**

**WEAPON SUBTYPE**

**DAMAGE TYPE**

**KEYWORD**

**EFFECTS**

## CARD INFORMATION

Unlike **EQUIPMENT**, when a MKII or higher **WEAPON** is played into a weapon slot with an existing MKII or higher **WEAPON**, the existing **WEAPON** is moved to the scrap pile. **WEAPONS** generally have an **ON SCRAP: ability** that triggers when they are scrapped.

Like **EQUIPMENT**, **WEAPONS** do not need to be upgraded in order of MK value. MKI **WEAPONS** also cannot be removed from play. If a One-Handed **WEAPON** is upgraded to a Two-Handed **WEAPON**, any other MKI One-Handed **WEAPON** is transferred under it in the first primary weapon slot.

Successfully attacking with a **WEAPON** causes it to become depleted. Activating an ability does **not** cause it to attack; these are separate actions. A **WEAPON** may only be attacked with once per turn, even if it becomes reset.

# CONFIGURATION CARDS

CORE COST

CARD NAME



EQUIP ICONS

CONFIGURATION  
ICON

ACTIVATION  
COST

EQUIP  
REQUIREMENTS

TIMING  
RESTRICTION

KEYWORD

EFFECTS

## CARD INFORMATION

**CONFIGURATIONS** are equipped under **WEAPONS** and **EQUIPMENT** with subtypes that correspond with the **equip requirements** of that **CONFIGURATION** (for instance, a **CONFIGURATION** with “<Gauntlets> or <Weapons>” can only be played under **EQUIPMENT: GAUNTLETS** and any **WEAPON** cards).

When a **CONFIGURATION** is played **face up** or set **face down**, you must pay its **core cost**. If you want to activate an **ON REVEAL:** ability, you may do so immediately after the card is played normally and resolves, or after it resolves by being flipped and played (SEE “REVEALING CARDS” ON PG. 16).

When a new **CONFIGURATION** is played under a card that already has a **CONFIGURATION**, the previous **CONFIGURATION** is scrapped.

# SUPPORT CARDS

CORE COST

CARD NAME



SUPPORT ICON

ACTIVATION COST

TIMING RESTRICTION

KEYWORD

EFFECTS

## CARD INFORMATION

**SUPPORTS** are played into support slots, of which any number may exist. If the **SUPPORT** card has **only** an **ON PLAY:** ability, it is scrapped after that ability resolves or after its controller chooses not to activate that ability. Otherwise, it remains in its support slot.

# PLAY AREA



- 1 **PILOT SLOT:** Where your *PILOT* begins the game.
- 2 **CORE SLOT:** Where your *CORE* begins the game.
- 3 **PRIMARY WEAPON SLOT 1:** Where your MKI One- or Two-Handed *WEAPON* begins the game and where upgrades are played.
- 4 **PRIMARY WEAPON SLOT 2:** Where your second MKI One-Handed *WEAPON* may begin the game and where upgrades are played.
- 5 **VISOR SLOT:** Where your MKI Visor *EQUIPMENT* begins the game and where upgrades are played.
- 6 **GAUNTLET SLOT:** Where your MKI Gauntlets *EQUIPMENT* begins the game and where upgrades are
- 7 **GREAVES SLOT:** Where your MKI Greaves *EQUIPMENT* begins the game and where upgrades are played.
- 8 **AUXILIARY WEAPON SLOT:** Where you may play Auxiliary *WEAPONS*.
- 9 **DECK ZONE:** Where your deck is placed, face down.
- 10 **SCRAP PILE:** Where your scrapped cards are sent.
- 11 **THE VOID:** Where your voided cards are sent, face down. During your Draw Phase, after you would normally draw a card, you may choose to void a card in your hand and draw another card.
- 12 **SUPPORT SLOTS:** Where you may play any number of *SUPPORT* cards.
- 13 **CONFIGURATION ZONES:** Where your *CONFIGURATIONS* are played. Configuration zones are considered to be a part of the slots that they are attached to.
- 14 **MAX CORE CHARGE BAR:** Where you track your max core charge. The total of the charge values present on your *EQUIPMENT* and other cards determines your max core charge.
- 15 **CURRENT CORE CHARGE BAR:** Where you track your current core charge. This resets to your total max core charge during your Reset Phase.

# SETTING UP THE GAME

- 1 Reveal your **PILOT**, place your MKI **EQUIPMENT** and MKI **WEAPON(S)** face down into their designated slots, and place your **CORE** underneath your pilot to hide it from view.
- 2 Shuffle your main deck, then present it to an opponent to cut or shuffle.
- 3 Determine who chooses which player will go first by an agreed upon method (e.g., rolling dice). If this is the second or third game of a round, the player who lost the previous game chooses instead.
- 4 Both players reveal their **CORE** and starting loadout simultaneously.
- 5 Each player draws five cards from their deck.
- 6 In turn order, each player may choose to return any number of drawn cards to the bottom of their deck. They then redraw that many cards, shuffle, and present their deck to an opponent once more to be cut or shuffled.
- 7 The player going first begins their turn.

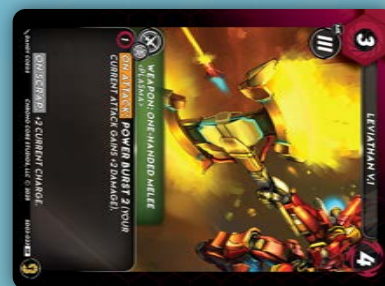
## ACTIVE & DEPLETED

When the cards in a slot are vertical, that slot is considered to be **active** and its topmost card—as well as any equipped **CONFIGURATION**—can have its abilities activated. If its topmost card is a **WEAPON**, that slot can also be attacked with.

When an ability of a card in that slot is activated, or when an attack with a **WEAPON** becomes successful, every card in that slot (including any equipped **CONFIGURATION**) is turned horizontally to denote that the slot has been **depleted**. A depleted slot may not be attacked with and its abilities may not be activated. A depleted slot's continuous and triggered abilities still work, however.



(ACTIVE)



(DEPLETED)

When a depleted card is **reset**, it is turned back to active mode.

# ABILITIES

**Abilities** come in three primary types: activated, triggered, and continuous.

**Activated abilities** are denoted by a number in a circle to the left of an ability's text. These abilities may be activated any time that their **timing restriction** is met by paying the core cost in that circle and depleting the slot that card is in.



**Triggered abilities** are generally denoted with the words “when,” “whenever,” “if,” and “next,” and do not have an activation cost to the left of their ability text. When a triggered ability occurs, its slot is **not** depleted.

Triggered abilities become triggered and are added to the flux as soon as soon as their controller makes any necessary choices for them (SEE “THE FLUX” ON PG. 18).



**Continuous abilities** are abilities that continuously apply an effect to the game while their source remains in play. Unlike the other two ability types, continuous abilities do not use the flux.



# STATUS EFFECTS

**Status effects** are persistent effects, usually represented by a counter or a token, that are placed on slots and abilities.

All status effects have names, and only one of each named status effect may be on any slot or ability at a time (for instance, only one instance of VIRUS may be on a player's Visor slot, but another instance could be on their Greaves slot). Some effects and abilities do break this rule, however.

Status effects are **not** cumulative. For instance, if you activate "SHORT CIRCUIT 2" and create a SHORT CIRCUIT status effect that deals 2 damage, then activate "SHORT CIRCUIT 1," the original status effect will **not** deal 3 damage. Each status effect is a unique object, and its value is set when it is created.

By default, status effects are removed during the End Phase of the turn on which they were created—but it's not uncommon for a status effect to specify that they are removed at another time.



**FEEDBACK LOOP:** Increase the cost of all activated abilities this player controls by N (where N is set by the ability that created this).



**QUANTUM BLOW:** This weapon gains +N damage dealt to shield (where N is set by the ability that created this).



**SHORT CIRCUIT:** This player is dealt N damage (where N is set by the ability that created this) during their End Phase and this status effect is not removed during the End Phase.



**SHUT DOWN:** When applied to an ability, that ability may not be activated. When applied to a slot, no abilities within that slot may be activated. If that slot is a weapon slot, it may not be attacked with. If an ability is in flux and that ability or its slot becomes shut down, that ability is negated and is removed from the flux. If an attack is occurring and the weapon slot being used is shut down, that attack is negated and that Attack Subphase ends once the flux is empty.



**VIRUS:** 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. (Mode is selected when created.)



## REVEALING CARDS

**CONFIGURATIONS** with an **ON REVEAL:** ability may be **played normally**, or they may be **set face down** into an appropriate slot. When they are set face down, their cost is paid as normal, but they are not considered to have been played until they are revealed.

A face down card that was set may be revealed and played without paying its core cost any time that its controller has priority (SEE "PRIORITY" ON PG. 18). That could be during its controller's Main Phase, at the end of phases and steps, or in response to a player activating an ability, playing a card, or an ability triggering.



## AUXILIARY WEAPONS

Auxiliary **WEAPONS** (designated by their  icon) do not have MKI variants and thus cannot begin the game in the Auxiliary weapon slot. Instead, they are drawn like other MKII or higher cards and are played into their own slot.

Aside from this, Auxiliary **WEAPONS** use the same rules as other **WEAPONS**.



# PAYING COSTS

Cards and some abilities require you to pay a cost using **current core charge**. Costs must be paid before a card or ability can enter the flux and resolve (SEE "THE FLUX" ON PG. 18).



During the Reset Phase on each of your turns, your current core charge (denoted by the bottom track on a playmat) is set to match your **max core charge** (denoted by the top track on a playmat).



Your max core charge is the combined total of the **charge values** present on your topmost cards in play. Charge values are usually found on **EQUIPMENT**. When a card with a charge values resolves, your max core charge is immediately recalculated.



Your max core charge may never exceed 10, and your current core charge may never exceed your max, unless an effect specifies otherwise.

Activation costs for abilities, denoted by a number in a circle next to the ability, always require the slot to become depleted as part of the activation cost.



# PRIORITY

Players receive **priority** whenever a phase or step ends, whenever a card is played, whenever an ability is triggered or activated, and during their Main Phase. Priority always begins with the player whose turn it is and is passed in turn order. When all players pass priority while the flux is empty, the current phase or step ends.

A player may only play cards from their hand when they have priority during their Main Phase, but they may reveal and play face down cards any time that they have priority—including on another player's turn.

When a player has priority, they may activate abilities that meet specific **timing restrictions**, such as only being able to activate a *COUNTER PLAY*: ability in response to an opponent playing a card. Activated abilities that do not have a timing restriction may be activated any time that their controller has priority.

# THE FLUX

Whenever a player activates an ability, plays a card, or an ability is triggered, that card or ability is added to a queuing system called **the flux**. In turn order and clockwise—beginning with the player whose turn it is—each player is given priority to respond to that card or ability before it resolves and enters play or goes into effect. They do so by adding their own abilities and revealed cards to the flux, on top of one another.

When all players pass their priority consecutively, the flux begins to resolve, starting with the last card or ability placed onto it. This continues until every card or ability that is in flux has resolved.

It's important to remember, though, that every time something resolves, players are once again given the opportunity to add something onto the flux. This can create situations where, for instance:

- Player A plays a card onto the flux.
- Player B reveals a face down card and plays it onto the flux in response.
- Both players pass priority and the revealed card resolves.
- Player B chooses to activate the *ON REVEAL*: ability of the newly resolved card.
- That ability is added to the flux.
- Both players pass priority and that ability resolves.
- Both players pass priority and—finally—the original card resolves.

Players may also **hold priority** if they wish to add multiple card or abilities to the flux before another player is given the opportunity.

# TURN FLOW

## 1 RESET PHASE

1. Your *BEGINNING OF TURN*: abilities trigger or may be activated.
2. Set your current core charge to match your max core charge. (The player going second gets +1 max core charge on their first turn.)
3. Reset all of your depleted slots.



## 2 DRAW PHASE

1. Draw a card from your main deck. (The player going first does not draw on their first turn.)
2. You may void any card in your hand by putting it face down into the void. If you do, draw an additional card. (A player may do this even if they are going first and this is their first turn.)



## 3 MAIN PHASE

**YOU MAY PERFORM THESE ACTIONS ANY NUMBER OF TIMES AND IN ANY ORDER.**

- Play a card from hand by paying for it using your current core charge, or reveal and play a face down card for free. (You may also play face down cards for free when an player activates an ability, plays a card, an ability triggers, and at the end of phases and steps.)
  - In turn order, beginning with you, players may reveal and play face down cards, activate *ON REVEAL*: and *ON PLAY*: abilities, and opponents may activate *COUNTER PLAY*: abilities. This continues until all players pass priority consecutively and the flux fully resolves.
- Set a card with *ON REVEAL*: into play face down by paying that card's cost.
- Activate an *ACTIVE MAIN*: ability by paying its cost.
- Declare an attack with an active weapon slot and begin an Attack Subphase.

## ATTACK SUBPHASE

**(PLAYERS MAY NOT ATTACK ON THEIR FIRST TURNS.)**

**(YOU MAY ACTIVATE ABILITIES ON A WEAPON THAT YOU ARE ATTACKING WITH.)**

1. **DECLARATION STEP**: Declare an attack with an active weapon slot.
2. **ENGAGEMENT STEP**: You may activate any *ON ATTACK*: abilities. The player being attacked may activate only one *COUNTER ATTACK*: ability. Players may only resolve one instance of each keyworded ability during this step (for instance, if two of your abilities had "POWER BURST," only the first instance to resolve will be applied).
3. **DEPLETION STEP**: Deplete the weapon slot you attacked with if it has not already become depleted.
4. **DAMAGE STEP**: Determine total damage from the attack, then apply it to the shield of the player being attacked. If their shield is at 0, then apply it to their life instead. (Excess damage to shield does not apply to life.)
5. **POST-DAMAGE STEP**: Any "post-damage step" abilities trigger.



## 4 END PHASE

1. Abilities that specify the "End Phase" or "on turn end" trigger or may be activated.
2. Status effects are removed, unless otherwise specified.
3. "Until turn end" effects cease.
4. Turn ends and passes to the next player.

# ICONS

## WEAPON SUBTYPES:

-  **TWO-HANDED MELEE**
-  **TWO-HANDED RANGED**
-  **ONE-HANDED MELEE**
-  **ONE-HANDED RANGED**
-  **ONE-HANDED SHIELD**
-  **AUXILIARY**
-  **ALL WEAPONS**

## DAMAGE TYPES:

-  **BALLISTIC DAMAGE**
-  **BEAM DAMAGE**
-  **STRIKE DAMAGE**
-  **PLASMA DAMAGE**

## EQUIPMENT SUBTYPES:

-  **VISOR**
-  **GAUNTLETS**
-  **GREAVES**

# GLOSSARY

**DAMAGE:** Damage is, by default, applied to a player's shield until it reaches 0, at which point it is applied to their life. Excess damage does not carry over into life unless specified otherwise.

**DESTROY:** Put a card that is in the arena into its owner's scrap pile.











**SCRAPPED:** Whenever a card is put into a scrap pile, it has been "scrapped."

**SHUT DOWN:** When an effect instructs a player to shut down an ability or a slot, a SHUT DOWN status effect is placed on that ability or slot.

**TRAIT:** A characteristic that appears inside a pink box within some text boxes. Most traits do not have inherent effects or rules, but instead act as an additional way for that object to be interacted with by effects and rules.

**WILDCARD:** A card trait that allows a card to take the place of either a MKIV **EQUIPMENT** or MKIV **WEAPON** during deck construction.

# TIMING RESTRICTIONS

-  **ACTIVE MAIN:** May be activated during your Main Phase.
-  **BEGINNING OF TURN:** Triggers or may be activated at the very beginning of your Reset Phase.
-  **COUNTER ATTACK:** May be activated during the engagement step of an opponent's Attack Subphase. Only one may be activated per attack.
-  **COUNTER PLAY:** May be activated while an opponent's card is in flux.
-  **ON ATTACK:** May be activated during the engagement step of the Attack Subphase.
-  **ON OVERCLOCK:** Triggered immediately after a **CORE** is overclocked.
-  **ON PLAY:** May be activated immediately after its card resolves.
-  **ON REVEAL:** May be activated immediately after its card resolves. Cards with this timing restriction may be set face down.
-  **ON SCRAP:** Triggered immediately after its card is scrapped.
-  **OVERCLOCK:** May be triggered as soon as its conditions are met, or activated during your Main Phase while its conditions are met.

# KEYWORDS

**SHOCKWAVE:** Any excess damage dealt to a player's shield by your current attack is dealt to that player's life.

**POWER BURST N:** If this is used during the Attack Subphase, your current attack gains +N damage; or, if this is used outside of the Attack Subphase, your next attack this turn gains +N damage.

**CLOAKING:** Reduce all damage from the current attack.

**ROOTKIT:** Choose a keyword, then shut down all activated abilities that contain that keyworded ability that a player controls.

**SHORT CIRCUIT N:** 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."

**VIRUS:** 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."

**FIREWALL:** Shut down a player's *COUNTER ATTACK:* or *COUNTER PLAY:* ability.

**REGENERATE N:** Restore N shield.

**SYSTEM REBOOT:** Remove all status effects applied by an opponent to a slot you control.

**QUANTUM BLOW N:** Place a QUANTUM BLOW status effect on all weapon slots you control that reads: "This weapon gains +N damage dealt to shield."

**OVERSHIELD N:** Reduce damage to your shield from the current attack by N.

**FEEDBACK LOOP N:** 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."

**DATA STORM N:** Take twice N damage; if you do, gain N max core charge this turn.

**DECODING N:** 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.

**SYSTEM OVERRIDE N:** Redirect up to N damage from the current attack to an opponent's shield.

**REINFORCE N:** Reduce one source of incoming damage by N.

**SCRAPHEAP:** 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.

**SIPHON N:** If this is used outside of the Attack Subphase, reduce your shield by N, then a weapon slot gains +N damage this turn until the end of your next attack; or, if this is used during the Attack Subphase, reduce your shield by N, then a weapon slot gains +N damage during this attack.

**RENEW N:** Reduce your shield by up to N to gain that much life.

**RECONFIGURE:** Choose 2 cards in your hand and scrap them without triggering any of their abilities.

**LOCKOUT:** Shut down a player's weapon slot.

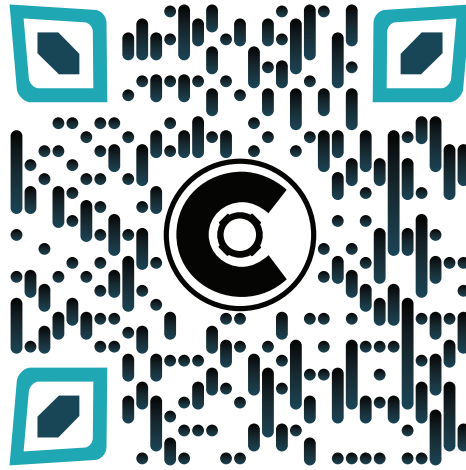
**DATAMINE N:** Look at the top N cards of another player's deck, then put them back in any order.

**WORM:** Destroy a configuration.

**OPTIMIZATION PROTOCOL N:** Decrease the cost of the next ability you activate this turn by N.

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