INFINITY DEATHMATCH
TAG RAID

RULEBOOK

W.I.P.

INDEX

GAME OBJECTIVE AND SETTING UP

GAME OBJECTIVE

Each player represents one of the Mining Corporations that has managed to obtain a concession of exploitation in Khurland, south of Ariadnan territory.

The goal of these Corporations is to obtain as much Neomaterial as possible, whether it is Teseum or the prized T-Bezoar, and they will stop at nothing to get it.

These mining operations are no easy task and not just because of Khurland's hostile environment or the possibility of bumping into a MegaBeast, the greatest danger lies in the Corporations' own greed that players will face in lethal combats and raids.

Welcome to Infinity Deathmatch: TAG Raid!

SETTING UP THE MATCH

The following preparations must be made before a match can start:

01 SETTING UP COMPONENTS

Place the Prospecting Control Panel on the table, where it can be reached by all players. Place the Loot Tokens for the Miners of the different Mining Corporations on it.

Shuffle the Tool Deck and place it in the corresponding area of the Prospecting Control Panel.

Afterwards, shuffle all the Events ⊚. Choose 10 cards at random without looking at them to build the Event Deck. This deck will be used for the whole of the match and will determine when it will end. Place the Event Deck in the corresponding area of the Prospecting Control Panel.

TOKENS

TAGS

TOOL CONTAINERS

MEGABEA

MINER CARD

ORDERS

INITIAL EQUIPMENT CARDS

DICE

MOVEMENT RULERS

MEGABEAST DECK

MEGABEAST CARD

EVENT DECK

TOOL DECK

PROSPECTING CONTROL PANEL

NEOMATERIAL TOKENS AND RESERVE

ACCESS POINTS

TIMELINE

TOOL CARDS

RANGE RULER

02 CHOOSING A MEGABEAST

Players must agree on which MegaBeast they will face. Once chosen, place the MegaBeast card in the same area of the table, then place the necessary Fury Level Tokens in the indicated positions and complete the Wounds Bar with as many T-Bezoar Tokens as the MegaBeast has Wounds.

Place 3 T-Bezoar Tokens in the Hunting Trophy slots.

Shuffle the Event Deck of the MegaBeast and place it next to the MegaBeast Card in its area of the Prospecting Control Panel.

Free advice from MinerBot

If you can't agree on a MegaBeast, choose one at random. Your fate will remain the same.

03 CHOOSING A MINING CORPORATION

Each player chooses which Mining Corporation they are going to play with, taking the Miner cards of their Corporation, their Initial Equipment, and the necessary number of Order Tokens (two orders from the TAG and one for the rest of the Miners in case of playing with the full Prospecting Crew.

Free advice from MinerBot

If you can't agree on a Mining Corporation, choose one at random.

First the MegaBeast and now this? This is gonna be one hell of a match…

04 PREPARATION OF THE GAME AREA

Prepare the game area by placing the tiles and the scenery in any way you like. When placing the tiles, you must take the chosen MegaBeast into consideration, so the configuration of the game area allows it to be deployed and to move.

Next, place the Access Points around the game area, separated by at least 2 Hexagon sides. Divide them evenly, so that they cover the entire perimeter of the game area.

Place 4 Tool Containers, evenly distributed across the game area. Spreading them out will improve the game experience.

Free advice from MinerBot

Each MegaBeast has one Type of Deployment and Movement. These characteristics may affect tile placement. You can learn more about the MegaBeasts on page 40.

You'd better learn all you can if you don't want to end up dead, believe me.

05 TIMELINE

Shuffle the cards of the selected Mining Corporations. Reveal them one by one to form a line of Mining Corporations. The order of this line determines the order of the players' turns for the entire match, starting with the card that was placed first.

06 INITIAL DEPLOYMENT

Once the Timeline has been established and following Timeline order, each player rolls a d20 to determine which Access Point their Miners will arrive at.

Once all players are on the game table, you are ready to begin the match!

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SYSTEM
675234 234 - 21351245
TEL
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08982341 - 1324
124

WELCOME TO TAG RAID

There're not many reasons to end up here in Khurland. The weather is terrible, the beer mediocre and comlog coverage sucks. So, given that you're wearing a work overall holding a drill in your hand, I assume you're here because you like making holes and blowing stuff up or because you have a huge debt you cannot pay.

Don't worry, rookie, I'll give you a crash course on how things work around here. Get in that TAG and pay attention, because this may be the difference between going to sleep on a bed for the day or in a body bag forever, and that'd be a best case scenario.

As I'm sure you know, you represent a Mining Corporation and your goal is to **get as much Teseum and T-Bezoar as possible.** Those Neomaterial Units can be obtained by fighting a MegaBeast or taking out other Miners.

Matches usually last **10 Rounds,** but they may end early if a player gets 15 Neomaterial Units or kills the MegaBeast.

Shuffle the Mining Corporation cards before the first Round starts and **set up the Timeline**. It will determine the order in which players will activate their Miners.

Following that Timeline, players will roll a d20 to determine which Access Point they will deploy their Miners.

Then, the **Game Round** will begin. Buckle up, buckaroo! Prospecting is no walk in the park!

First, draw one Event Card and resolve it. You've drawn "Plata o plomo". Great! Ranged Attacks will deal more damage during the entire Round. But every silver lining has a cloud: that card has the 🔽 symbol, which means that the **MegaBeast's about to appear,** things are gonna get rough. The last player in the Timeline places the MegaBeast on the game table.

Now, **draw one of the MegaBeast's Event Card** and apply its effect. Goddamn, someone's gotten up on the wrong side of the bed! The card is "Enraged Predator" and causes the MegaBeast to lose twice as many points from its Wounds Attribute. This'll be useful to take it down before it can devour you.

So get ready, now it's the **Players' Phase**. This is the moment in which players will use their Orders to perform their Skills following the Timeline. During your Turn, you may move and attack other Miners or the MegaBeast. You may also dodge enemy attacks or rummage through the Tool Containers to get your hands on deadlier equipment. You can do whatever you want during your turn. Well... just as long as you are in that bucket of bolts, that is. But for your own safety, I'd recommend you stay in it.

During your **Active Turn**, your TAG has 2 Orders. That means you can activate it twice. Each Order allows you to move and to perform another Skill of your choosing. But be careful, because thanks to Automatic Reaction Orders (AROs), for each Order you spend the enemy Miners or the MegaBeast in their **Reactive Turn** will be able to react to your activation.

During the Reactive Turn, the Miners may Evade or Attack you. On the other hand, the MegaBeast's ARO is defined by its Behavior, which can be found on the MegaBeast's Event Card. Yup, that's right, those symbols in the lower part of the card.

When you confront your enemies, you may have to perform **Normal Rolls** which are successful simply by passing the die roll. Or you may have to perform **Face to Face Rolls,** in which you'll have to beat the enemy Roll if you want to achieve your goal before your enemies.

For example, if you spend one of your Orders, the first Skill you declare will be Move. Then, the rest of the Miners and the MegaBeast can declare their AROs, after have checking if they have the right to declare an ARO.

In this situation, only the training TAG has LoF to your TAG. So it declares a Ranged Attack with its Rattler.

Now you have to declare the second Skill of your Order. So, you also decide to declare a Ranged Attack with your Rattler. You both perform a Face to Face Roll, each rolling a d20 and checking if the result is equal to or lower than the Success Value. If so, then your Roll was successful. Now, you have to compare both results because if you both succeeded, the highest result wins. The loser of the Roll must perform a Saving Roll. Failing the Saving Roll means they will lose a point of their Wounds Attribute, or even die.

When all players have spent their Orders, that means we've reached the **End of the Round.** During this step, you need to check if any player has obtained 15 Neomaterial Units or if the bothersome MegaBeast has been killed. If any of these

conditions have been met, the match is over. Otherwise, a new turn begins.

And that's it, you're now ready to head out there and earn a living. Alternatively, you can always read the instruction manual provided by your Corporation. Don't hesitate to ask me for tips and advice.

And remember, kid! Don't ever, ever touch the red button.

FREE ADVICE FROM MINERBOT

TO SPEED UP THE GAME, THE ADVERSARIES CAN HELP THE ACTIVE PLAYER WITH MEASUREMENTS, LOF CHECKS AND THE LIKE, THUS MAKING THE GAME MORE DYNAMIC AND FUN. SINCE IT IS THE BASE OF A GOOD GAMING ENVIRONMENT, BOTH PLAYERS STAND TO WIN WITH A CLEAN GAME.

…UNLESS YOUR AIM IS TO LOSE ALL YOUR FRIENDS.

VICTORY CONDITIONS

A TAG Raid match finishes when no more Event cards can be drawn. When the Game Round in which the last Event card was drawn ends, players will compare how many Neomaterial Units they have (Teseum and T-Bezoar); the player with the most Neomaterial Units wins the match. Some Campaign scenario may modify this victory condition.

If more than one player finishes the match with the same number of Neomaterial Units, the player with the most T-Bezoar wins the match. If this is also a tie, the match will be counted as a draw, none of the players has managed to prevail!

However, if any of the following conditions is met at the end of the Game Round, the game **will end before** the last Event is drawn:

> The MegaBeast has been killed.
> A player has a total of 15 or more Neomaterial Units in their Scoring Zone and Warehouse.

These situations work as an End of Match condition for those game modes without an Event Deck.

NEOMATERIALS: TESEUM AND T-BEZOAR UNITS

In TAG Raid, besides determining the winner of a match, the Neomaterial Units—whether Teseum Units ⬡ or T-Bezoar Units ⬡—will allow players to obtain upgrades during the Campaign.

During a match, the Neomaterial Units may be obtained and added to your Scoring Zone in the following ways:

> 1 Teseum Unit ⬡ for each point that you take away from an enemy TAG's Wounds Attribute.
> 1 T-Bezoar Unit ⬡ for each point that you take away from a MegaBeast's Wounds Attribute.
> Up to 3 T-Bezoar Units ⬡ from the Hunting Trophy for killing a MegaBeast.
> Some Tool cards, Events, or Campaign Scenario Conditions may grant Teseum Units ⬡ or T-Bezoar Units ⬡.

MinerBot explains

To get Neomaterial Units, if you've managed to kill the MegaBeast, in addition to gaining up to 3 T-Bezoar Units ⬡, you'll get one Unit for each Wound you've caused it. So, if it had one Wound left, you damage it and you know your math, you'll get up to 4 T-Bezoar Units ⬡.

On the other hand, if your target was an enemy TAG with only one remaining Wounds Attribute point, even if you make it lose 3 points you will only get one Teseum Unit as it only has one Wounds point left.

If several players caused damage to the TAG in the same order, each of them will obtain a Teseum Unit.

So, you get money for killing, and you know what that makes you…

GAME SEQUENCE

TIMELINE

The Timeline is the order in which the players will activate their Miners.

To determine the Timeline, all Mining Corporation cards are shuffled and revealed one by one to set up a line with all the Mining Corporations. This Timeline will determine the order of the players' Turns for the entire match, starting with the player of the Mining Corporation card that was placed first.

IMPORTANT

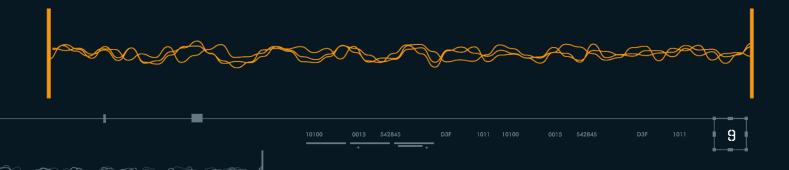*DURING THE GAME, SOME EFFECTS MAY MODIFY THE TIMELINE.*

ON SOME OCCASIONS, THE PLAYERS MAY HAVE DOUBTS ON THE ORDER IN WHICH TO APPLY SOME EFFECT OR GAME RULE. THE TIMELINE WILL BE USED TO DETERMINE WHICH OF THEM WILL BE THE TARGET OR WHO WILL BE THE FIRST TO RESOLVE AN EFFECT, THE MORE ADVANCED PLAYER IN THE TIMELINE IS THE FIRST TO RESOLVE THE EFFECT OR IS THE TARGET.

INITIAL DEPLOYMENT

Once the Timeline has been established and following Timeline order, each player rolls a d20 to determine which Access Point their Miners will be deployed at.

The TAG will be deployed in contact with the Access Point matching the number rolled. Any other members of the Prospecting Crew will be deployed in any part of the Hexagon or Hexagons in contact with the Access Point.

If the player rolls a number on an Access Point that already has an enemy Miner in contact with it, the player must repeat the Roll until they roll a number on a free Access Point.

GAME ROUND

TAG Raid unfolds in a series of Game Rounds or Rounds. In every Round, players will have the opportunity to play their Active Turn. The number of Rounds will be limited by the number of cards in the Event Deck or by the type of Scenario. Usually, a match lasts a maximum of 10 Rounds.

At the beginning of the match, the order of the players' Turns is established by following the order determined by the Timeline.

- > 1. Events Phase:
  - > 1.1. Event.
  - > 1.2. MegaBeast Event.
- > 2. Players Phase:
  One Player Turn per player:
  - > 2.1. Activation of the Miners.
  - > 2.2. End of Turn.
- > 3. End of the Round.

EVENTS PHASE

During this phase, a card is drawn from the Event deck and the effects described in it are applied. This effect may be an immediate action or a condition that has a lasting effect during the entire Game Round.

On some occasions, more than one Event ⊚ may be drawn, when that happens, all effects are maintained until the End of the Round.

After resolving or applying the effect, if the MegaBeast is deployed on the game table, the MegaBeast Event takes place. Once resolved, the Player Turn begins.

If the MegaBeast is not deployed in the game table or if it is not in use—either due to a Game Mode or because of the conditions of a Campaign chapter—skip the MegaBeast Event step.

PLAYERS PHASE

Each player has a Player Turn in this Phase, following the order set by the timeline. During a player's Turn they are the Active Player and all the other players are Reactive Players. The Active Player can activate their Miners and perform actions with them, while the Reactive Players can react to the actions performed by the Active Player's Miners (see ARO: Automatic Reaction Order, p. 13).

When the Active Player's Turn ends, the Turn of the next player in the Timeline will begin. When all players have had their Turn, the players' Turn Phase ends, giving way to the End of the Round.

Every Player Turn has the following steps:

STEP 1: ACTIVATION OF THE MINERS

During this step the Active Player gets to use her Orders to activate her Miners. Unspent Orders are **not** saved for the next Round.

STEP 2: END OF TURN

Once the Active Player runs out of Orders, or decides not to use the remaining ones, the Active Player Turn ends.

END OF THE ROUND

Check if any of the End of Match conditions are met (see Victory Conditions, p. 8) and if none of them are met, players flip their consumed Orders by their Miners, then a new Game Round begins.

MINER CARD

Miners represent the different members of the Mining Corporations. Each Miner has a card with their Attributes and Skills.

The different types of Miners in TAG Raid are:

◆ **TAG**: Their great size, cargo capacity and strength make them the main asset for a mining operation.

STATUS: SYSTEM OK

Card Diagram

1 ROCKEATER card with "BIG BOOM" Once per game, before Saving Rolls are performed, the player can apply --> +3 to a successful ↘ Attack.

•1A

3-2 15 12 13 4 2 2

INITIAL EQ 🔒   UPGRADE 🔒

1 Mining Corporation Logo.

2 Silhouette and an indicator if they are Hackable.

3 Miner's ID.

4 Special Capacity of the TAGs.

5 Slots to place 🗲 Cards.

6 Attributes.

7 Number of Orders.

8 Slots for the Initial Equipment and Campaign Upgrades.

9 Card number.

The Profile of every Miner has the following information:

ATTRIBUTES

Miners and some Deployable Tools have Attributes that are used in Rolls, determining the success or the failure of their Skills.

MOVEMENT (✳)

Indicates how many Segments they may move. The ✳ Attribute has two values, which are applied depending on the number of times that they move during the same Order.

CLOSE COMBAT ATTACK (↘)

Indicates their close combat capabilities.

RANGED ATTACK (🔫)

Indicates their ability to fight using ranged Weapons.

EVADE (≪)

Includes all the physical and technological prowess involving Evade (for example: strength, agility, their informatic systems' firewall, and so on).

ARMOR (🛡)

A value that represents armor and shielding. The higher the value, the more resilient the armor, subtracting more Damage from enemy Weapons.

WOUNDS (💧)

Indicates the vital levels and the damage that they can receive before dying and being removed from the game table.

SILHOUETTE (◆)

Helps players to determine the in-game volume and height and width of a Model.

In game terms, the SIlhouette determines the volume occupied by Miners, Deployable Tools, MegaBeasts, etc.

In case of doubts regarding the volume of a Miner, Deployable Tool, or MegaBeast, their width is determined by their base and their height is defined by the Silhouette incorporated in the Movement or Range Ruler. Any part of a Model that protrudes beyond the base is not considered part of its volume.

ADDITIONAL INFORMATION

ORDERS (⬟)

Number of Orders available to a Miner during each Game Round.

HACKABLE (▨)

Indicates if the Miner is vulnerable to Hacker Attacks.

SECURED (🔒)

When the Miner dies, the cards placed in Slots with this symbol are neither lost nor placed in the Loot Zone of the Prospecting Control Panel.

ACTIVATING A MINER

In TAG Raid, we use the term Order to refer to the number of activations that each Miner has during their Turn. Therefore, an Order is a game concept that allows the activation of a Miner. Each Order belongs to a specific Miner and cannot be used to activate a different Miner.

TAGs have 2 Orders ⬟ to be activated during their Player Turn.

> MINERBOT EXPLAINS
>
> DURING A TAG RAID MARCH, THE NUMBER ORDERS THAT A MINER HAS MAY CHANGE DEPENDING ON GAME CONDITIONS, TOOL CARDS ▨ OR DUE TO THE SCENARIO'S DESCRIPTION.

> IMPORTANT
>
> PLAYERS MUST PLACE EACH ONE OF THEIR ORDERS ON THE GAME TABLE WHERE THEIR ADVERSARIES CAN SEE THEM, NEXT TO THE MINERS' CARDS. THEY MUST ALSO ANNOUNCE THEIR USE TO THEIR RIVALS IN ORDER TO ACTIVATE A MINER.

ORDERS AND AROS

Action never stops in TAG Raid! Each player can act in their Active Turn using their Orders. However, thanks to the ARO (Automatic Reaction Order) mechanic, they may also perform Skills during the Active Turn of their adversaries, reacting with their Models every time that an adversary activates a Miner by spending an Order.

ORDERS

Activating a Miner by spending an Order allows Move to be declared as the first Skill, and then another Skill as shown in the table below:

MOVE	+	SKILL (▶)
		CLOSE COMBAT ATTACK
		RANGED ATTACK
		EVADE
		IDLE
		MOVE

All these Skills are explained in the Skills section (p. 28).

AUTOMATIC REACTION ORDER - ARO

In TAG Raid, the ARO mechanic allows the Reactive Players and the MegaBeast to react to the activation of the Active Player's Miners.

A Miner in their Reactive Turn **has the right to declare an ARO** in the following situations:

> If they have Line of Fire (LoF) to the Miner being activated by the Active Player (see LoF, p. 17).
> If they have Skills that allow them to declare ARO without LoF 👁.
> If the Miner does not have LoF to the Active Miner, but the following situations apply:
>> If they are the target of an Attack.
>> If the Active Miner is in the same Hexagon.

In this case, the ARO can only be Evade.

The only Skills that Miners may declare as ARO are:

> Close Combat Attack (🗡).
> Ranged Attack (🔫).
> Evade (⧨).
> Idle.
> Skills (▶) that indicate [ARO].

The MegaBeast **has the right to declare an ARO** if:

> If it has LoF to the TAG being activated by the Active Player. The Reactive Players check the MegaBeast's LoF.
> The MegaBeast will declare the ARO specified in its Behavior, which can be found on the MegaBeast's Event Card.

Reactive Players must declare all the AROs of the Models that have the right to declare an ARO to the Active Miner immediately after the Active Player has performed the Move Skill (See Order Expenditure Sequence, p. 14). Otherwise, said Miners will lose their right to ARO regarding that Order. If at the time of declaring the second Skill of the Order the Active Miner grants the opportunity of an ARO to other Enemy Miners that did not have the opportunity during the declaration of the first Move Skill, then they automatically gain the right to declare ARO.

Every time that the Active Player activates a Miner by spending an Order, they grant a single ARO to each Enemy Miner and to the MegaBeast, regardless of the number of Skills that the Active Player declares during the Order.

The ARO must target the activated Miner.

It is not possible to react to an ARO, only the Active Player's Orders grant AROs, and only the Reactive Players may declare AROs.

There is no limit to the number of Miners that may react to the expenditure of an Order by an Enemy Miner.

> **IMPORTANT**
>
> *ANY ARO WITH BURST ⚡ WILL ALWAYS HAVE ⚡ 1 EXCEPT WHEN A SKILL, OR CARD GRANTS A MOD TO THE BURST ⚡.*

"EVERYTHING HAPPENS AT ONCE"

In TAG Raid, Orders and AROs are simultaneous. Therefore, they are performed at the same time, regardless of the Skills and the order in which they were declared.

> *MinerBot explains*
>
> *For example, if a Miner in their Active Turn declares an Order of Move + 🔫 Attack in which the shots are made at the beginning of their Movement (because the Range is more suitable for their Weapon) and their target reacts with a 🔫 Attack against the Active Miner, firing the shots at the end of the that Miner's Movement (because the Range is more suitable for their Weapon), both their Skills are simultaneous and the necessary dice will be rolled.*

PROFILE 7553-2V

OBJECT: C-34/25
STATUS: SYSTEM OK
MODE: STEADY
CHANGE SETTINGS 🗒

ORDER EXPENDITURE SEQUENCE

Each time the Active Player decides to use an Order to activate a Miner, follow these steps:

1. Activation: The Active Player declares which Miner they are going to activate.

1.1. Order expenditure: The Active Player turns over the Order Token that they are going to spend to activate their Miner.

1.2. Declaring the first Skill of the Order: Move, the Active Player measures how far the Miner can move, declares the path they followed and places the Miner at the end point of the movement.

2. **Declaration of AROs of the Reactive Players.**

2.1. ARO check: The Reactive Players check if their Miners or the MegaBeast have the right to declare AROs.

2.2. ARO declaration: Following the Timeline, the Reactive Players declare the AROs of the Miners that has the right to declare an ARO. Miners are not forced to declare AROs, but if a Miner can declare an ARO and they do not, their ARO is lost.

The MegaBeast will declare the ARO specified in its **MegaBeast's Behavior.**

3. **Declaring the Second Skill of the Order:** The Active Player declares the second Skill of the Order.

If Move is declared, the Active Player measures how far the Miner can move, declares the path they followed and places the Miner at the end point of the movement.

4. **AROs of the Reactive Players.**

4.1. ARO check: Reactive Players check **if the MegaBeast and the Miners that did not gain the right to an ARO during step 2.1** gain the right to an ARO now.

4.2. ARO declaration: Those Miners who gained the right to an ARO declare it as explained in point 2.2. The MegaBeast will declare the ARO specified in its **MegaBeast's Behavior.**
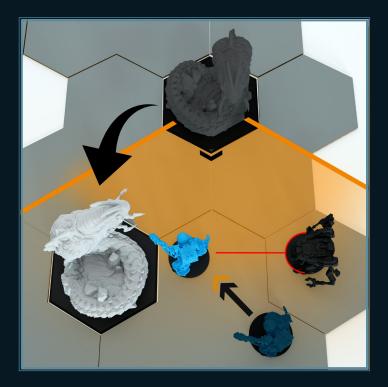
5. **Resolution:** The Skills declared in the Order and in the AROs are checked to verify that they meet their corresponding Requirements, the appropriate measurements are made and the applicable Modifiers (MODs) are checked, and all the players make the necessary Rolls. If some Skill does not meet its Requirements, it will be considered that the Miner has declared an Idle.

5.1. Effects: The players apply the Effects of the Skills that were successful and perform the Saving Rolls or the Evade movement.

5.2. Conclusion: If the MegaBeast has not gained the right to an ARO but the Active Miner has targeted it, or if at some point during their activation they werein a Hexagon adjacent to the MegaBeast, reorient it (see MegaBeast AROs, p. 43).

5.3 End of the Order.

ORDER EXPENDITURE SEQUENCE EXAMPLE

The Active Player declares Move with their TAG and moves it. Afterwards, it is checked if the MegaBeast and the Reactive Players have the right to declare AROs. In this example, only one TAG and the MegaBeast have the right, so the TAG's ARO will be 🔫 Attack and the MegaBeast's ARO will be determined by its Behavior, which in this case is Move and 🌊.

Then, the Active Player declares their second Skill of the Order: 🔫 ATTACK against the MegaBeast and the enemy TAG. They check that no other player has gained the right to an ARO, then the Ranges are measured and the Rolls are made.

Two Face to Face Rolls are performed. One between the Active TAG and the Reactive TAG, and the other against the MegaBeast. The Active TAG wins both Face to Face Rolls. So it gets one T-Bezoar ⬡ for wounding the MegaBeast, and forces the Reactive TAG to perform a Saving Roll.
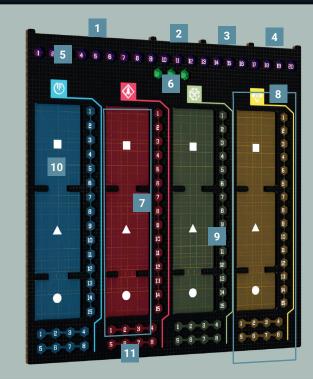
PROSPECTING CONTROL PANEL

The Prospecting Control Panel allows us to accurately manage the Neomaterial Units under our control and that we have stored. It also allows us to manage any Loot that can be found on the game table.

In addition, the panel tracks the MegaBeast's Wounds and Fury Level.

Likewise, the Prospecting Control Panel serves as an element in which to place the MegaBeast Card and all the necessary Decks during the match.
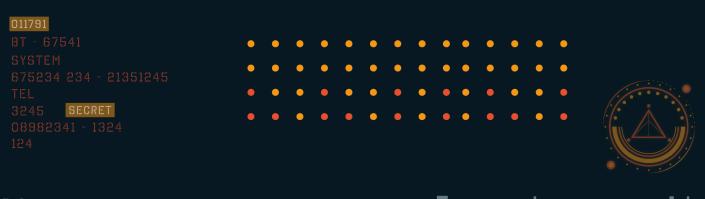
WAREHOUSE

The Warehouse is the zone where players can store Neomaterial Units thanks to the effects of some Tools or Skills of the Miners.

Neomaterial Units from the Warehouse are not lost when placing Loot when a Miner dies.

1 Space for the MegaBeast's card.

2 Event Deck.

3 MegaBeast Deck.

4 Tool Deck.

5 MegaBeast's Wounds.

6 Hunting Trophy.

7 Loot Zone.

8 Zone for each player.

9 Scoring Zone.

10 TAG Loot Zone.

11 Warehouse.

LINE OF FIRE (LOF), DISTANCES AND MEASUREMENTS

LINE OF FIRE

In TAG Raid, Miners **have a Line of Fire (LoF) angle of 180°**, as shown on the base of the Models.

Line of Fire (LoF) is the criterion by which players determine whether a Miner can see its target. The Line of Fire (LoF) is an imaginary straight line that joins any point of the volume of a Model or valid target to any point of the volume of another.

Remember that the volume of a Miner, Deployable Tool, or MegaBeast is determined by the value of its Silhouette Attribute.

For a Miner to be able to draw LoF to its target, it must meet these conditions:

> The target must be totally or partially within the Miner's front 180° arc.
> LoF can be drawn from any point of the Miner's Silhouette to any point of the target's Silhouette without being obstructed by any pieces of scenery, Models or **Hexagons without tiles.**

To facilitate movement and interactions during game, we must consider the following exceptions when drawing LoF.

> As long as a Miner can draw LoF to its target, the target can draw LoF to the Miner as well, as long as the Miner is within the target's front 180° arc.
> Miners that declared Move can draw a 360˚ LoF all along their route.
> Miners in Silhouette Contact with an enemy Miner have a LoF of 360˚, but only to any enemy Miners they are in Silhouette Contact with. Therefore, they cannot draw LoF to Miners, Deployable Tools, or MegaBeasts that they are not in Silhouette Contact with.

You can see how the MegaBeast draws LoF and how its Angle of Vision is represented in the MegaBeast section.
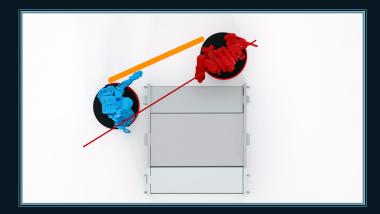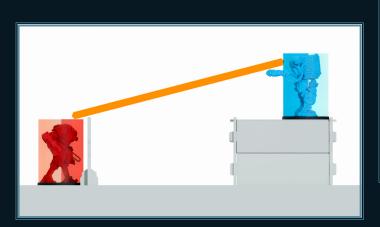
LOF EXAMPLES:

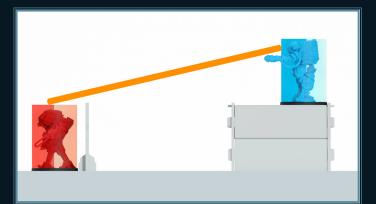Volume of a Model and use of the Silhouette Template to check the LOF.

The red Miner has no LoF, but the blue Miner does.

Both Miners have LoF.

Both Miners have LoF.

The red Miner has no LoF, but the blue Miner does.

INTERACTION WITH AREAS AND SILHOUETTES

This ruleset frequently uses terms that define the interaction between Miners and other game elements.

SILHOUETTE CONTACT

The Miners are positioned with their Silhouettes in contact with each other. This term also applies when the Miner's Silhouette is in contact with a Deployable Tool, MegaBeast, Token, or piece of terrain, that may or may not have a base.
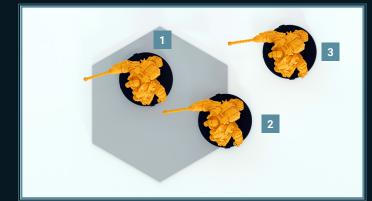

INTERACTION WITH AREAS

To consider a Miner to be inside a defined game area (for example, a Special Terrain tile) it is necessary that their Silhouette is at least partially inside the area.

When a rule specifies "totally inside", then the Trooper's entire Silhouette must be inside the defined area.

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4.5.88▨▨▨   45125
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2.5▨▨▨BT43   254
7.4.55
SYSTEM - 1324   812.2132.3213

1. Totally inside.
2. Inside.
3. Outside.

DISTANCES AND MEASUREMENTS

Distances in the game table are measured using the rulers included in the game set. The Movement Ruler is used to Move Miners around the game table, while the Range Ruler is used to measure the distance between two Models.

MOVEMENT RULER

In the Move Skill section (p. 31) you will find the movement mechanics of TAG Raid.

The information provided by the Movement Ruler, and its in-game uses.

1 Minimum width for ◆ to pass between obstacles.

2 Movement Segments.

3 Height of the different Miner's Silhouettes.

4 Width of the Silhouette of ◆.

RANGE RULER

This ruler is divided into three Segments: Short Range, Mid Range, and Long Range. A Miner is **Out of Range** when they are beyond the Long Range Segment, or beyond the Segments for which a Ranged Weapon has Modifiers.
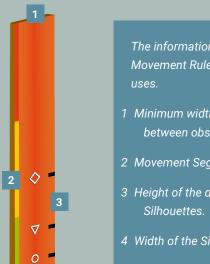
> FREE ADVICE FROM MINERBOT
>
> A MODIFIER OF 0 IS STILL A MODIFIER. IT MAY ADD NOTHING, BUT IT'S BETTER THAN THAT TIME YOU TRIED TO TAKE ON A MEGABEAST WITH THE BUILT-IN DRILL… FROM A 2KM DISTANCE… PITY…
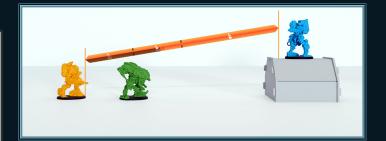
To determine the distance between two Miners, place the Range Ruler with the Short Range end in contact with the edge of the Active Miner's Silhouette and point it towards the target Model, making sure that the Ruler follows the the LoF. The shortest-range Segment that overlaps with the target's Silhouette determines the Range between the Miners.

In TAG Raid, Ranged Weapons (or 🔫 Weapons) apply Modifiers (MODs) to their users depending on the Range indicated by the Range Ruler. Only those weapons that indicate so may fire Out of Range.
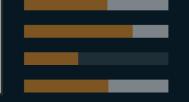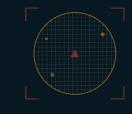

In this image we can see that the CaveCrawler (green TAG) is at Short Range, as the Range Ruler following the LoF is overlapping with its Silhouette. Meanwhile, the StoneBreaker (blue TAG) is Out of Range.

Free advice from MinerBot

In TAG Raid it's recommended to use the base of the Model as the reference when measuring distances. This makes play faster and easier. Only on rare occasions is it necessary to use the Silhouette Template to determine the exact distance between two Miners.

I don't want to spoiler you, but you will find that Silhouette Templates in the Movement or Range Rulers.

EXAMPLE OF DISTANCES IN HEXAGONS WITH RESPECT TO A MINER.

RANGE IN HEXAGONS

Some Skills or Tool Cards ⬙ may indicate the Range of their effects in Hexagons:
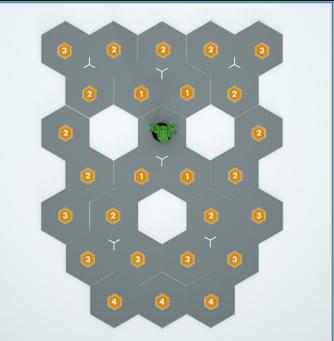
0: Indicates that the Range of the effect is limited to the Hexagon the Miner is in.

1: Indicates that the Range of the effect is limited to Hexagons adjacent to the one the Miner or MegaBeastis in.

0-1: Indicates that the Range of the effect is limited to the same Hexagon the Miner is in and the Hexagons adjacent to it.

0-2: Indicates that the Range of the effect extends from the Hexagon the Miner is in, to 2 Hexagons away.

1-2: Indicates that the Range of the effect extends from the Hexagons adjacent to the one the Miner or MegaBeast is in, to 2 Hexagons away.

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ROLLS

TAG Raid uses 20-sided dice (commonly known as d20s) to determine whether specific Skills are successful. For example, players roll dice to find out whether their Miners succeed in hitting their target in ranged combat, hacking into enemy systems, if they succeed in damaging the MegaBeast, etc.

TAG Raid's game mechanics revolve around two types of d20 rolls: Normal Rolls and Face to Face Rolls.

SUCCESSFUL ROLL

Miners and Deployable Tools have a series of Attributes that define their capabilities to perform different game Skills. Rolls are made against the Success Value (SV), the numeric value resulting from applying the relevant Modifiers (both negative and positive) to the Attribute used for the Skill.

To find out if a Skill has succeeded, a d20 is rolled and the result is compared to the Success Value. **Any result that is equal to or less than the Success Value means that the Skill was successful.**

MODIFIERS (MOD)

In most cases, the circumstances of an Skill apply Modifiers (MODs) to the relevant Attribute before a roll is made. MODs, by increasing or decreasing the numeric value of an Attribute, denote the difficulty of the Skill at hand. A positive MOD applies when the Skill performed is easier than usual, and a negative MOD makes the Skill harder than usual.

The most commonly used MODs are:

> Range (page 19): can modify the 🔫 Attribute.
> Partial Cover: can modify the 🔫 Attribute (page 26) and Damage ⇒ (page 26).
> Skills and Tool Cards 🚫 (page 28): Can modify several different Attributes, Burst 💥, Damage ⇒...

IMPORTANT

WHENEVER A RULE MENTIONS THE VALUE OF AN ATTRIBUTE, CONSIDER IT TO MEAN THE SUCCESS VALUE, OBTAINED AFTER APPLYING ALL MODS.

IMPORTANT - ROUNDING

IN TAG RAID, ANY TIME A NUMBER (A RESULT ON A DIE, AN ATTRIBUTE, A MOD…) IS DIVIDED AND ROUNDED, IT IS ALWAYS ROUNDED UP.

CRITICALS

Criticals represent the improved outcomes of Skills that resulted in an exceptional success. When the result on the die matches the Success Value (remember: the value of the Attribute with all MODs applied), the Skill is a Critical success. The goal of the Skill was achieved in the best possible way. A perfect success, congratulations!

In **Face to Face Rolls, Criticals always win**, regardless of the rival's results. If both players get one or more Criticals, the Face to Face Roll is a tie and both Miners are considered to have failed.

MINERBOT EXPLAINS

WHEN YOU ATTACK WITH A WEAPON AND GAIN A CRITICAL, DEPENDING ON THE AMMUNITION USED, THAT CRITICAL MAY HAVE AN EXTRA EFFECT IN ADDITION TO WINNING THE FACE TO FACE ROLL. YOU MAY CHECK THOSE EXTRA EFFECTS IN THE AMMUNITIONS SECTION ON PAGE 34.

NORMAL ROLL

Normal Rolls are the most common, basic dice rolls in TAG Raid. It is the type of Roll that is made when the Miner is not facing an adversary and is just measuring their own effectiveness using a certain Skill (for example, when shooting a Miner in the back from more than one Hexagon away or when you do not have enough Burst to fire at all the Miners that declare an ARO against you).

When a Normal Roll is made to find out if a Miner is successful when performing a Skill, simply roll one d20 and compare the result against the Success Value of the relevant Attribute. If the result on the die is equal to or lower than the Success Value, the Skill is successful, and the Miner achieves its goal.

EXAMPLE OF NORMAL ROLL:

The TAG's Ranged Attack Attribute is 12 and he has to make a Normal 🔫 Roll with a -3 MOD, so the Success Value is 9. He rolls a d20 and gets an 8. Since the Success Value is 9, the roll is a success. Later on, the TAG tries another Normal 🔫 Roll with the same MOD, but this time he gets a 12. As the Success Value is 9, he fails the roll.

FACE TO FACE ROLLS

When two or more Miners act at the same time to try to thwart each other's progress, for example they attack each other, or one attacks and the other evades, Face to Face Rolls are used to determine which side acts faster and more effectively.

To do so, both players roll for their Miners involved in the face-off and compare each result to the relevant Success Value, as they would in a Normal Roll. Failures are simply discarded but, unlike in a Normal Roll, each side's successes are compared to the opponent's.

When comparing, successes cancel enemy successes with a lower result—even if they are canceled, in turn, by higher enemy successes.

MINERBOT EXPLAINS

THE POSSIBLE RESULTS OF A FACE TO FACE ROLL ARE:

> BOTH FAIL. NO ONE ACHIEVED THEIR GOAL.

> ONE FAILS AND THE OTHER PASSES. THE MINER THAT SUCCEEDED WINS THE FACE TO FACE ROLL AND ACHIEVES ITS GOAL.

> BOTH PASS. THE MINER WITH THE HIGHER SUCCESSFUL ROLL CANCELS THE ENEMY SUCCESSES, WINS THE FACE TO FACE ROLL AND ACHIEVES ITS GOAL.

> BOTH PASS AND OBTAIN THE SAME RESULT. PLAYERS ARE TIED AND NOTHING HAPPENS.

> BOTH PASS, BUT ONE ROLLS A CRITICAL. THE MINER WHO GOT A CRITICAL WINS THE FACE TO FACE ROLL, EVEN IF THE CRITICAL ROLL WAS EQUAL TO OR LOWER THAN THE ENEMY SUCCESS.

> BOTH ROLL CRITICALS. NEITHER MINER WINS THE FACE TO FACE ROLL AS THE CRITICALS CANCEL EACH OTHER AND NO EFFECTS ARE APPLIED. NON-CRITICAL SUCCESSES ARE DISCARDED.

> ONE ROLLS A CRITICAL AND THE OTHER ROLLS TWO (OR MORE) CRITICALS. AS IN THE PREVIOUS CASE, ALL CRITICALS ARE CANCELLED AND NO EFFECTS ARE APPLIED.

IMPORTANT

FOR SKILLS TO BE RESOLVED WITH A FACE TO FACE ROLL, BOTH MINERS MUST AFFECT EACH OTHER DIRECTLY. IF EITHER SKILL DOES NOT AFFECT THE OUTCOME OF THE OTHER, USE NORMAL ROLLS INSTEAD.

BREAKING TIES

FACE TO FACE ROLLS CAN RESULT IN A TIE. IN THE EVENT OF A TIE (CRITICALS OR NOT), BOTH ROLLS CANCEL EACH OTHER, NO EFFECTS ARE APPLIED AND THE ORDER IS SPENT.

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FACE TO FACE: EVADE

In a Face to Face roll, success with the Evasion skill does not affect the ability of the attacker to execute their skill, only their ability to affect the evading miner. For example, evading an attack with several targets only cancels the attack against the miner who evaded, and does not cancel the attack against the rest of the targets.

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EXAMPLE OF FACE TO FACE 1 VS 1 ROLLS

RIFLE

AMMUNITION: N

RANGED WEAPON

Hundred-foot MegaBeast and you hit me? Nice!

→ 13 | 3

STONEBREAKER — 12
WEAPON: RIFLE
RANGE +3
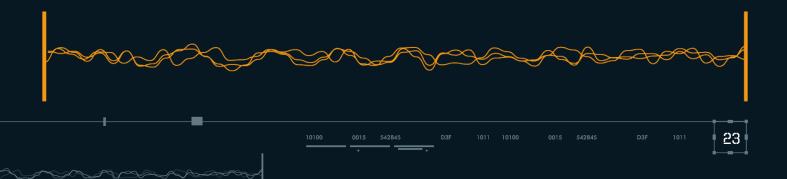COVER -3

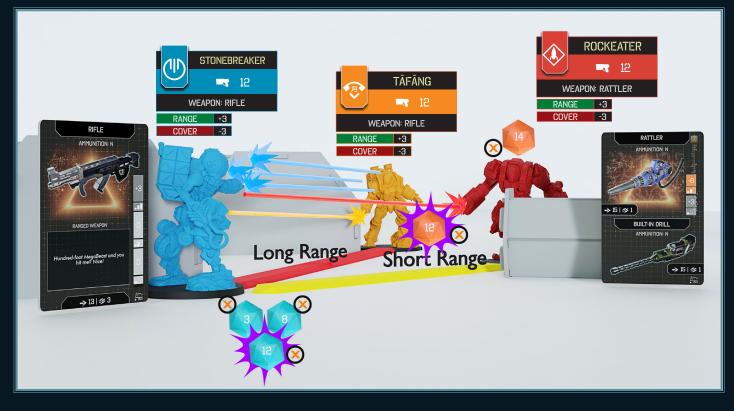TĀFĀNG — 12
WEAPON: RIFLE
RANGE +3
COVER -3

6 4 1 — 7

During their Active Turn, the Stonebreaker declares 🔫 Attack with their Rifle against the Tāfāng, who declares an ARO 🔫 Attack with its own Rifle. Both are in Cover and in Long Range, so both TAGs apply a +3 MOD for their Weapon's Range and a -3 MOD for Cover.

The Success Value for both of them will be: 12 (12+3-3). The Stonebreaker will have its Rifle's full Burst, while the Tāfāng, with its ARO, only has a Burst of 1.

All Rolls are successful, but the Tāfāng's higher value wins the Face to Face Roll, cancelling all of the Stonebreaker's successes, which means that the Stonebreaker will have to perform a Saving Roll.

EXAMPLE OF FACE TO FACE ROLL AND NORMAL ROLL:

The Stonebreaker declares 🔫 Attack with its Rifle against the Tāfāng, who declares an ARO 🔫 Attack with its own Rifle. In addition, the Rockeater declares 🔫 Attack as an ARO with their Rattler. All Miners are in Cover, the Stonebreaker and the Tāfāng are in Long Range, and the Rockeater is in Short Range, so every Miner applies a +3 MOD for their Weapon's Range and a -3 MOD for Cover.

The Success Value for the TAGs will be 12 (12+3-3). A Face to Face Roll between the Stonebreaker and the Tāfāng ensues. The Rockeater will perform a Normal Roll, since they are unopposed by the Stonebreaker. The Stonebreaker and the Tāfāng both roll a Critical in the Face to Face Roll, meaning that their successes are cancelled. The Rockbreaker, with a result of 14, fails their Roll.
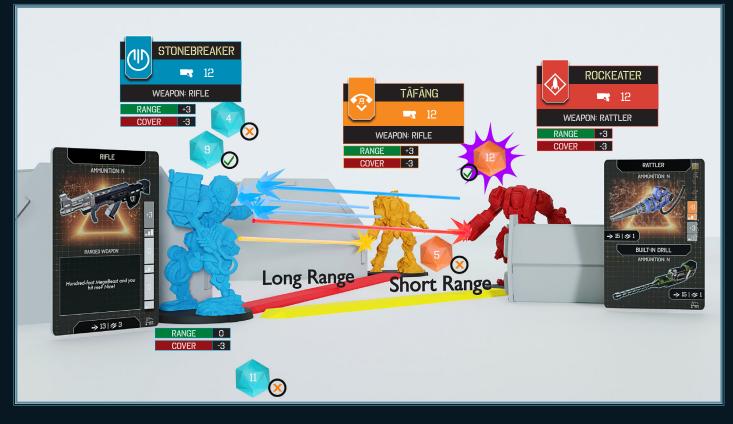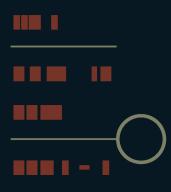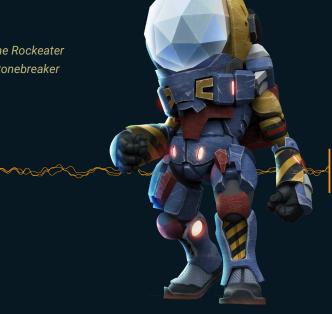
EXAMPLE OF TWO FACE TO FACE ROLLS:

In a case similar to the previous example, the Stonebreaker also decides to allocate one shot from its Rifle against the RocaWorks Rockeater TAG.

The Success Value for the Face to Face Rolls between the Stonebreaker and the Tāfāng is still 12. Against the Rockeater, the Stonebreaker will apply a MOD of 0 for being in Short Range and a -3 MOD for the Rockeater's Cover.

Therefore, the Success Value for the Stonebreaker will be 9 (12+0-3), while the Success Value of the Rockeater is 12 (12+3-3).

In the Face to Face Roll between the Stonebreaker and the Tāfāng, the Stonebreaker's 9 wins, while the 11 against the Rockeater is a miss. The Rockeater rolls 12, a Critical. This Critical could only have been cancelled if the Stonebreaker had obtained another Critical, in this case, a 9.
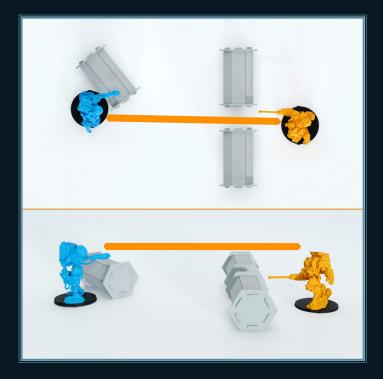
DAMAGE

In TAG Raid, Damage ➡ is the capacity of a weapon, Attack, Skill, etc. to harm or impair its target. Damage is shown as a numerical value.

Generally, each uncancelled success in an Attack Roll forces the target to perform one Saving Roll using the 🛡 Attribute.

PARTIAL COVER

A Miner is in Partial Cover when he is in Silhouette Contact with a piece of scenery that does not allow the attacker to see the whole Silhouette.

> If a Saving Roll is needed, the target of the 🔫 Attack reduces the Attack Damage by 3.
> When Attacks without 👁 are performed, the targets cannot benefit from Partial Cover.

The blue Miner has Partial Cover, while yellow Miner does not.

SAVING ROLL

The function of a Saving Roll is to determine if the impacts from an Attack or effect cause the target to lose points from their Wounds Attribute, or even Death.

A Miner or Deployable Tool will lose one Wound Attribute 💧 point when **the result of the Saving Roll is the same or less than the Attack's Damage.** In these cases, the Miner or the Deployable Tool suffers Damage, and their Attribute profile and states may be affected.

To calculate the Attack Damage, the player must **subtract** the following from the Weapon's Damage ➡:

> The target's Armor 🛡 Attribute.
> (-3) MOD due to Partial Cover, if applicable.
> Apply other MODs (+ or -) due to Skills, Traits or Tool Cards 🚫, if any.

Once the value of the **Attack Damage** is determined, the player rolls a d20 for each hit and compares the result:

> Saving Roll failed:
  If the final **result is equal to or lower** than the Attack Damage, the **hit is successful.** When this happens, the most common consequence is the loss of one point from the target's Wounds 💧 Attribute.
> Saving Roll passed:
  If the final **result is higher** than the Attack Damage, the target **receives no Damage** and suffers no alteration to its 💧 Attribute.

If the Weapon or Skill causes a State, the target will enter the State even if the Saving Roll was passed.

DEATH

If the Miner's Wounds 💧 Attribute value reaches 0, then the Miner dies. When this happens:

> If the Miner killed was a TAG ◆, any player that caused the loss of one or more points from the Miner's Wounds Attribute during that Order **gains** one Teseum Unit for each point of the Wounds Attribute that the Miner lost.
> If applicable, the player will place a Loot Token in contact with the Miner's base (see Loot, p. 37).
> The Miner is removed from the game table.
> Remove all Wound 💧 and State Tokens from the Miner's Card.
> The Miner reappears on the game table. To do so, they will Respawn (see page 27).
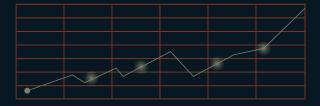

IMPORTANT

WOUND POINTS BELOW 0 A MINER OR A MEGABEAST LOSE DON'T PROVIDE TESEUM ⬡ NOR T-BEZOAR ⬡ UNITS TO THE MINER THAT CAUSES THEIR LOSS.

MinerBot explains:

During the match, it can happen that in the same Order several Miners must perform Saving Rolls what could cause the Death of some of them. What a massacre! Then, when this happens, each you must collect your correspondent Teseum Units. Then, and following the Timeline, each Miner who died will apply the steps of Death.

Cross your fingers to not be the one who gets Teseum Units to lose them later for have engaged in a fight you cannot win.

Free advice from MinerBot
If scenery elements or the game situation doesn't leave enough space to place the Loot Token in contact with the Miner's base, remove the Miner and place the Token in the middle of the space that the Miner occupied.

Where you're going you won't need any of that.

RESPAWN

Respawning allows dead Miners to be redeployed on the game table.

To do so, the player rolls a d20 to determine which Access Point their Miners will be deployed at.

A TAG will be deployed in contact with the Access Point matching the number rolled. Any other members of the Prospecting Crew will be deployed in any part of the Hexagon or Hexagons in contact with the Access Point.

If the player rolls a number on an Access Point that already has an enemy Miner in contact with it, the player must repeat the Roll until they roll a number on a free Access Point.

If it is the Active Turn of the Miner and they still have Orders available, they may still use them.

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SKILLS AND TOOLS

There are a set of Skills and Tools that allow the Miner to perform Skills during the game.

SKILL MODIFIERS (MODS) AND TOOL CARDS

Certain Skills of the Miners or Tool Cards 🃏 may apply MODs, both to the Miner using them or the Enemies that attack them. In these cases, the Skill or Card will explain its usage and Effects.

SKILLS

The Skills the Miners can perform are the following:

> Common Skills.
> Skills ▶ you can find in a card (being a Miner or a Tool 🃏 Card).
> Skills ▶ of a certain Scenario.

All the Skills ▶ will be explained in the corresponding card or Scenario.

Some Skills may have a limited number of usages per Round or per match.

Skills with 'ARO' listed may be declared both during the Active and the Reactive Turn.

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SYSTEM - 1324
4.5.88▬
101100010

COMMON SKILLS

CLOSE COMBAT ATTACK (🗡)

Skill that allows Close Combat fighting.

> FREE ADVICE FROM MINERBOT
>
> IN MINING, MOST OF THE TOOLS ARE CONTACT TOOLS, AND FOR THAT VERY REASON THERE'S NOTHING MORE DANGEROUS IN CLOSE QUARTERS THAN A MINER… WELL, THAT AND LIGHTING A MATCH NEAR ONE OF THOSE CANISTERS.

CLOSE COMBAT ATTACK (🗡) [ARO]

REQUIREMENTS

> Be using a Close Combat Weapon.

> Be in Silhouette contact with an enemy Miner or target.

EFFECTS

> Allows use of the 🗡 Attribute to fight in Close Combat.

> When declaring 🗡, the player must choose which of the available Close Combat Weapons they will use.

> If a Miner has several targets and a Weapon with 🏷 value that is higher than 1, the player must clarify how they are dividing the Burst when declaring the 🗡 Attack.

CLOSE COMBAT MODIFIERS (MOD)

> A Miner in contact with the Silhouette of more **than one** Enemy Miner of the TAG types must apply a -3 MOD to their 🗡 Attribute when they declare a 🗡 Attack.

RANGED ATTACK (🔫)

Common Skill employed to attack in ranged combat.

> **FREE ADVICE FROM MINERBOT**
>
> GIVEN THE SCARCITY OF MILITARY-GRADE EQUIPMENT IN THE MINES, ADAPTING YOUR TOOLS TO EFFECTIVELY DEAL DAMAGE AT A DISTANCE AND ELIMINATE THREATS MIGHT BE A GOOD IDEA... AS LONG AS YOU DON'T HIT ONE OF YOUR CREWMATES, THAT IS.

RANGED ATTACK (🔫) [ARO]

REQUIREMENTS

> Be using a Ranged Weapon.

> **LoF to the target is mandatory.**

> **Not** being in **Silhouette Contact** with an Enemy Miner during the Order Activation step.

EFFECTS

> Allows the use of the 🔫 Attribute to fight in Ranged Combat,

> By declaring 🔫, the player must choose which of the available Ranged Weapons they will use.

> If a Miner has several targets and a Weapon with 💥 value that is higher than 1, the player must clarify how they are dividing the Burst when declaring the 🔫 Attack.

> All the Attacks must be declared from the same point.

RANGED COMBAT MODIFIERS (MOD)

> If the target is in **Partial Cover,** the attacker will apply a -3 MOD to their Ranged Attack Roll 🔫.

> **Ranged** Weapons apply Modifiers (MODs) that depend on the distance between the attacker and their target. If the target is Out of Range, the 🔫 Attack is automatically a failure.

Only the Weapons that expressly indicate so may fire Out of Range and in those cases the MOD that applies while Out of Range will be indicated on the corresponding Card.

> **FREE ADVICE FROM MINERBOT**
>
> SHOOTING AT TWO ENEMIES THAT ARE LOCKED IN CLOSE COMBAT IS NOT VERY HONORABLE, BUT NOTHING PREVENTS YOU FROM DOING SO. AT LEAST YOU WON'T DIE PLAYING HERO IN A GUNFIGHT.

EVADE (⏩)

This Skill encompasses the physical and technological capabilities that allow a Miner to displace and avoid Attacks declared against them.

EVADE (⏩) [ARO]

REQUIREMENTS

Troopers can only Evade if at least one of these is true:

> They are the Active Miner.

> In the Reactive Turn, the Miner:

>> Is affected by an Attack.

>> Is in the same Hexagon as the Active Miner.

EFFECTS

> Allows the user to make a Face to Face Roll to evade all enemy Attacks during an Order or ARO, regardless of the Burst 💥 value.

> A Miner that declares Evade ⏩ will perform a single Roll that will oppose all enemy attacks individually, regardless of the Attribute that they use to perform the Attack.

>If the user is not making a Face to Face Roll (if they have not been Attacked and is in the same Hexagon as the Active Miner), they will instead make a Normal ⧳ Roll.

>A successful ⧳ Roll resulting from an Order or ARO allows to move one Segment. This movement allows the Miner to enter or leave Silhouette Contact with Miners, Deployable Tools, or the MegaBeast.

>An Evasion Roll resulting from an Event or MegaBeast Event does not allow movement.

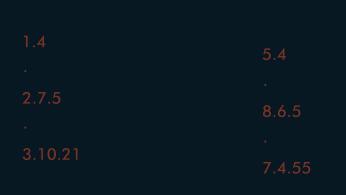>The ⧳ movement does not generate an ARO.

EVADE MODIFIERS (MOD)

The Miner must only apply a -3 MOD to their ⧳ Attribute in the following situations:

> They are the target of an Attack and they do not have LoF to their Attacker.
> If the Active Miner is outside LoF and in ⬡.
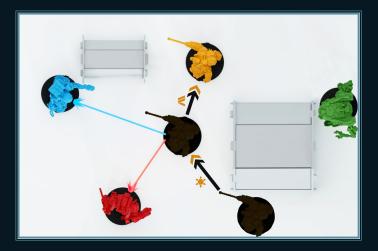> If the Miner is in Silhouette Contact with **more than one Enemy Miner** of the TAG type.

The Miner will apply a single MOD of -3 even if several of these situations apply at once.

IMPORTANT

IF SEVERAL MINERS SUCCESSFULLY PERFORM AN EVADE ⧳ DURING THE SAME ORDER, THE ACTIVE MINER WILL PERFORM THEIR EVADE MOVEMENT FIRST, AND THEN THE REACTIVE MINERS WILL PERFORM THEIRS IN TIMELINE ORDER.

EXAMPLE OF EVADE ⧳

In the image above, we see how the Miner from Yuè Minerals (yellow TAG), who is the Active Miner, declares Move and moves, the RocaWorks and Minescorp Miners (red and blue TAGs) the right to declare AROs. They both declare Ranged Attack ▰ as their AROs.

The second Skill declared by the Yuè Minerals Miner is Evade ⧳.

The corresponding Rolls are made. The Yuè Minerals Miner wins the Face to Face Rolls, and may move one Segment.

The ⧳ movement of the Yuè Minerals Miner does not generate an ARO, even though it is the Active Miner and has moved into the LoF of the Sterling Forge Miner (green TAG).

PROFILE 7553-2V

OBJECT: C-34/25
STATUS: SYSTEM OK
MODE: STEADY
CHANGE SETTINGS ▢

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IDLE

Skill that allows the Miners to execute no action at all.

IDLE [ARO]

EFFECTS

>A Miner that declares Idle performs no action. As such, its declaration just activates the Miner, potentially generating AROs.

>In the same way, if it is found that the Miner declared a Skill not allowed by the rules, he will be considered as declaring an Idle. In this case, if they declared the use of a Weapon that must be discarded afterwards has been declared, it will be discarded equally.

MOVE (✦)

Skill that allows the user to move about the battlefield.

MOVE (✦)

REQUIREMENTS

Players will check the Requirements of this Skill when declaring it.

>The surface on which the Miner moves must be at least as wide as the minimum width shown on the Movement Ruler.

>The Miner must be able to finish their movement on a surface at least as big as their base.

>The Miner cannot move through **Hexagons without tiles.**

>The Miner cannot finish their Movement on top of another Model or Token.

>The Miner cannot Move through other Miners, Deployable Tools or the MegaBeast.

EFFECTS

>A Miner may cross as many Segments as the first value of their ✦ Attribute. However, they are not forced to move the full number of Segments or the full length of each Segment.

>If the user declares Move again in the same Order, he may then move up to the second value of his ✦ Attribute. Once again, they are not forced to move the full number of Segments or the full length of each Segment.

>Miners have a LoF arc of 360˚ while they are moving.

>At the end of the movement, Miners may face in any direction of their choosing.

>Moving up or down any obstacle consumes 1 entire Segment of the move, regardless of the obstacle's height. **When climbing up or down, the position will be taken into consideration for LoF effects.**

>If the Miner reaches Silhouette Contact with an Enemy Miner or MegaBeast, the Miner's movement automatically ends at that point.

>A TAG can interact with a Tool Container or Loot Token that they reach Silhouette Contact with during their move. If they do so, their movement automatically ends when they reach Silhouette Contact. At this point, the player can draw a Tool Card ⧄ from the Tool Container or pick up the Loot Token. The player then decides which ⧄ they will Equip their Miner with and adds any ⬡ and ⌬ Neomaterial Units to their Scoring Zone (see).

MOVING AND MEASURING

You can measure Movement distances immediately after declaring Move and before determining where the Miner ends his Movement, measuring from the base's outer edge.

The sequence of events is:

1. The player declares the Move Skill.
2. Place the Ruler and measure to find out which locations the Trooper could reach with that Skill.
3. Declare the final location, and the exact route that the Trooper is taking to reach it.
4. Move the Trooper to the final location.

If the Miner was to declare Move as the second Skill of their Order, they can move up to 2 Segments, finishing their movement at the end of the span
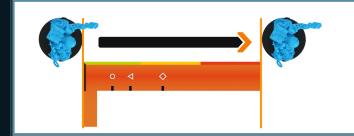
MINERBOT EXPLAINS

IT'S NOT OBLIGATORY TO MOVE EVERY SEGMENT OR FULL SEGMENTS, SO EVEN THOUGH YOU HAVE UP TO 3 SEGMENTS WHEN YOU DECLARE MOVE, YOU COULD MOVE JUST 2 SEGMENTS, 1 AND A HALF SEGMENTS, OR MOVE LITTLE BY LITTLE AS YOU GO AROUND THAT BUILDING SO THE BIG BAD MEGABEAST CAN'T SEE YOU.
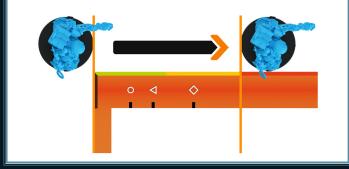
NOW THAT YOU KNOW THIS, TURNING AROUND THE CORNER HAS SUDDENLY BECOME EASIER, HASN'T IT?

EXAMPLE OF MOVING THROUGH NARROW CORRIDORS

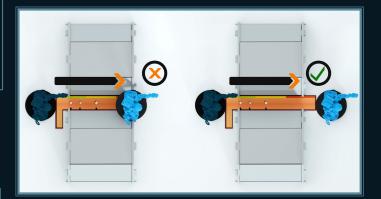Moving through narrow corridors.

EXAMPLES OF MOVEMENT AND MEASUREMENT

With a 3 - 2 ✹ Attribute

By declaring Move, the player may place the Movement Ruler in contact with the Miner's base and traverse up to 3 Segments, finishing their movement at the end of the Movement Ruler.

EXAMPLES OF MOVING UP / DOWN AN OBSTACLE

The Miner is less than 2 Segments away from the obstacle and since they may move up to 3, they could use their third Segment to get on top of the Scenery Element.

TOOLS

Tools are instruments used by the Mining Corporations to extract Neomaterials. Most of these Tools can be used as Close Combat Weapons 🗡 or as Ranged Weapons 🔫. Others Tools grant access to Skills, modify the value of Miners' Attributes, or improve Weapons.

1	Tool Name.
2	Type of Ammunition.
3	Weapon type.
4	Traits.
5	Damage.
6	Ráfaga.
7	Short Range MOD.
8	Mid Range MOD.
9	Long Range MOD.
10	Out of Range.

> **Weapon type:**
> > **Ranged Weapons** are those that have Range MODs and use the 🔫 Attribute. Ranged Weapons cannot be used in Close Combat.
> > **Close Combat Weapons** are those that have no Range MODs, and use the 🗡 Attribute.
> **Range:**
> > Ranged Weapons will indicate the MODs that the player must apply when using the Weapon, depending on the Range between the Miner and their targ**et.**
> **Damage** (⇢):
> > The numerical value that the Miners will use to perform Saving Rolls.
> **Burst** (≋):
> > Indicates the number of d20 dice that the Miner rolls when declaring an Attack in the Active Turn.

> **Ammunition:**
>> Indicates the type of Ammunition used by the Weapon (see Ammunition section).
> **Traits:**
>> Indicates if the Weapon has any Traits that acts as a MOD, or if its impacts apply a state to the target. (See Traits, p. 36).

AMMUNITION

Thanks to the different types of Ammunition, Tools may have different effects on a Miner's protective gear.

NORMAL (N)

Most Tools lack special effects and have this type of Ammunition.

NORMAL (N) AMMUNITION

ROLL

>Normal (N) Ammunition forces its target to make **one** Saving Roll per impact suffered.

EFFECTS

>Each Saving Roll failed against Normal (N) Ammunition causes the target to lose one point from his Wounds ⬤ Attribute.

>Critical hits with Normal (N) Ammunition cause the target to make an additional Saving Roll.

DOUBLE ACTION (DA)

These Tools cause high-power impacts on a target.

DOUBLE ACTION (DA) AMMUNITION

ROLL

>DA Ammunition forces the target to make **two** Saving Rolls per impact suffered.
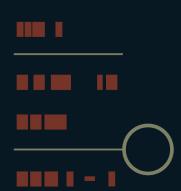
EFFECTS

>Each Saving Roll failed against DA Ammunition causes the target to lose one point from his Wounds ⬤ Attribute.

>Critical hits with Double Action (DA) Ammunition cause the target to make an additional Saving Roll.
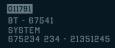
MINERBOT EXPLAINS

THE TARGET MUST PERFORM 3 SAVING ROLLS FOR EACH CRITICAL RECEIVED WITH DA AMMUNITION: 2 DUE TO THE IMPACT WITH DA AMMUNITION AND 1 MORE DUE TO THE ADDITIONAL SAVING ROLL.

EXPLOSIVE (EXP)

Tools specially designed to cause massive damage to the target by detonating on impact.

EXPLOSIVE (EXP) AMMUNITION

ROLL

> Explosive (EXP) Ammunition forces the target to make three Saving Rolls per impact suffered.

EFFECTS

> Each Saving Roll failed against EXP Ammunition causes the target to lose one point from his Wounds ⬤ Attribute.

> Critical hits with Explosive Ammunition cause the target to make an additional Saving Roll.

MINERBOT EXPLAINS

THE TARGET MUST PERFORM 4 SAVING ROLLS FOR EACH CRITICAL RECEIVED WITH EXP AMMUNITION: 3 DUE TO THE IMPACT WITH EXP AMMUNITION AND 1 MORE DUE TO THE ADDITIONAL SAVING ROLL.

ARMOR PIERCING (AP)

These Tools are specially designed to achieve a higher degree of penetration against the target's armor.

ARMOR PIERCING (AP)

ROLL

> AP Ammunition forces the target to make one Saving Roll per impact suffered, **using half his Armor 🛡 value.**

EFFECTS

> AP Ammunition reduces the 🛡 value of its target to half of its original value

> Each Saving Roll failed against AP Ammunition causes the target to lose one point from his Wounds ⬤ Attribute.

> Critical hits with AP Ammunition cause the targets to make an additional Saving Roll, applying their halved 🛡 value.

MINERBOT EXPLAINS

AP AMMUNITION IS ONLY APPLIED TO THE TARGET'S ARM ATTRIBUTE, BUT NOT TO THE PARTIAL COVER MODIFIER.

REMEMBER

Rounding:
In tag raid, any time a number (a result on a die, an attribute, a mod...) is divided and rounded, it is always rounded up.

PROFILE 7553-2V

OBJECT: C-34/25
STATUS: SYSTEM OK
MODE: STEADY
CHANGE SETTINGS

TRAITS

Traits are special characteristics possessed by some Tools.

Traits are often linked to specific effects that make them more unique. Some are pretty obvious, and their names describe what their effects are, nevertheless you can check the TAG Raid Traits below:

ARMOR ◑ = 0

This Trait reduces the ◑ Attribute of the target to 0 when a Saving Roll is required.

RANGED ATTACK -3 {🔫(-3)}

Any enemy that declares a Ranged Attack 🔫 against a Miner equipped with a Tool [HERRAMIENTA] with this Trait must apply a -3 MOD to their Ranged Attack 🔫.

STATES

SLOWED STATE (✺)

This State reflects a negative situation where the Miner is in a game condition that reduces their ability to move.

SLOWED

ACTIVATION

> The Miner suffers a Tool's successful Attack or Effect, special rule, or condition of the Scenario that causes this state. The target enters the ✺ State and places the corresponding Token beside them, regardless of whether or not they passed the Saving Roll.

EFFECTS

> When declaring a ✺ or ⋜ Skill, a Miner in ✺ State will move one less Segment.

> If the number of Segments is 0, the Miner can only turn on the spot.

CANCELLATION

> The Miner may cancel this State by declaring the Move ✺ Skill without moving.

> *IMPORTANT*
>
> *MINERS ARE AFFECTED BY STATES AT THE END OF THE ORDER IN WHICH THEY SUFFERED THE ATTACK OR CONDITION THAT IMPOSED IT. IF THE STATE IS CAUSED BY AN EVENT CARD, ITS EFFECTS ARE APPLIED FOLLOWING THE TEXT OF THE CARD.*
>
> *A MINER CAN ONLY HAVE 1 TOKEN PER STATE.*

TOOL CONTAINERS AND LOOT

In TAG Raid, Miners can find Loot Tokens and Tool Containers scattered across the game table. In them, they will find other mining items, upgrade kits, Neomaterials such as ⬡ and ⬡, or even military-grade weapons.

To draw ▧ Tool Cards from a Tool Container or to pick up a Loot Token, the Miner must meet the following conditions:

> - Be a TAG ◆ type Miner.
> - Not be in Silhouette Contact with any enemy Miners.
> - Declare the Move Skill and finish their movement in Silhouette Contact with a Tool Container ▧ or Loot Token.

> *IMPORTANT*
>
> *UNLESS A SKILL OR CARD INDICATES OTHERWISE, MINERS CAN ONLY DRAW ONE TOOL CARD ▧ FROM EACH TOOL CONTAINER PER GAME ROUND.*

LOOT

Loot represents all the ▨, and Neomaterial Units (◈ and ◈) that Miners lose when they are eliminated on the game table. Therefore, only TAGs ◆ have an associated Loot Token. Every time one of these Miners die, the player must follow these steps:

> Death of a TAG ◆:
>> All cards in the TAG's Tool Slots are placed in the TAG's Loot Zone on the Prospecting Control Panel.
>> The Player, at his choice, will keep in his Scoring Zone half (rounding up) of the total of the Neomaterial Units (◈ or ◈) he has available. The rest will be placed in the Booty Zone of the Prospecting Control Panel.

If a Miner dies and their Loot Token is already on the game table, return all Neomaterial Units from the Miner's Loot Zone to the reserve and discard every Tool Card ▨ in the Miner's Loot Zone. Then, follow the Death and Loot steps as usual.

> **IMPORTANT**
>
> *IF THE MEGABEAST IS INVOLVED IN A MINER'S DEATH, THE LOOT IS LOST; TOOL CARDS ▨ GO TO THE DISCARD DECK AND THE NEOMATERIAL UNITS TO THE RESERVE PILE.*

EQUIPPING LOOT OR TOOL CARDS

When a Miner performs the Move Skill and finishes their movement in contact with a Tool Container ▨ or Loot Token, they may equip themselves with the items found, following these steps:
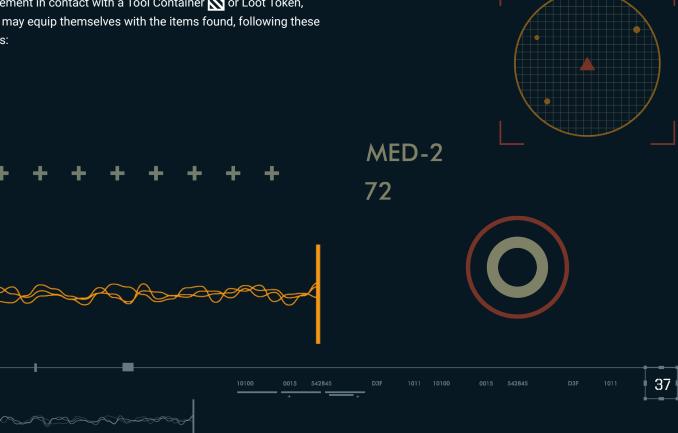
If the Miner is in contact with a **Tool Container:**

> Draw one Tool Card ▨ and place it face up.
> If it is a Tool ▨ and you have a free Tool Slot, you may equip yourself with it now. In any other case, follow the instructions on the card.
> During the Order in which you equip yourself with a Tool, you can only apply its effects or declare Attacks with it from the point where you were equipped with it.
> If you do not have any free Tool Slots, you may discard one of the Tool Cards ▨ you are currently equipped with and replace it with the new ▨.
> Discarded cards are placed face up on the Discard Pile of the Tool Deck.

If the Miner is in contact with a **Loot Token**:

> Take the Neomaterial Units in the Token's Loot Zone and place them in your Scoring Zone.
> Take the Tool Cards ▨ in the Token's Loot Zone and follow the steps for having drawn a card from a Tool Container.
> Return the Loot Token to the corresponding Loot Zone.

> **IMPORTANT**
> *THE MINER CANNOT DRAW TOOL CARDS ▨ OR LOOT FROM THE GAME TABLE IF THEY ARE IN SILHOUETTE CONTACT WITH AN ENEMY MINER.*

MED-2
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TERRAIN

Each of the tiles' Hexagons represents one type of Terrain that has a symbol associated with it:

⬡ — VEGETATION

⬡ — EXCAVATION

⬡ — SAND

⬡ — SUPPLIES

⬡ — ROCKY TERRAINS

SPECIAL TERRAIN

There are different types of Special Terrain. These Terrain types will be determined by Events, MegaBeast Events, or by Campaign Scenarios.
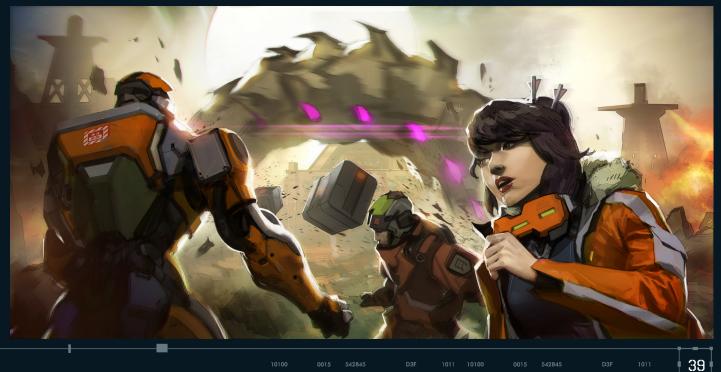
In order to set them apart from normal terrain, the Special Terrain Token ⬡ is used.

The different types of Special Terrain that you may find in TAG Raid are detailed in the Campaign Scenarios or on the cards in which they appear. But the most common ones:

Impassable Terrain: This tile cannot be traversed by any type of Miner.

Difficult Terrain: Any type of Miner that performs an Order or ARO in this tile will enter the Slowed ✷ State, placing the corresponding Token next to it at the end of the Order or ARO.

These tiles may be affected by different effects throughout the game.

1.4
.
2.7.5
.
3.10.21

5.4
.
8.6.5
.
7.4.55

MEGABEAST

MegaBeasts are massive creatures native to this area whose evolution has been affected by the electromagnetic charges that saturate their environment.

Their extremely aggressive behavior and their large size make them a deadly threat for prospectors.

MEGABEAST CARD

Each MegaBeast is unique and every characteristic, specific feature, and piece of game information is detailed in their MegaBeast Card.

2 STOORWORM OFFSPRING

3
- ➊ The Miner receives a ➡14 Attack.
- ➊ The Miner suffers the ☀ State and receives a ➡8 Attack.
- ➊ Every Miner in the same Hexagon as the target Miner receives 2 ➡13 Attacks.
- Draw one ⊙ and resolve it. Remove the MegaBeast from the gaming table.

4 ◈

5 ➊:4. All its Attacks have 🔁

6 •1A **7** **8** 8 5 2 **9** 15

1. Silhouette.
2. MegaBeast name.
3. Skills, Attacks and AROS.
4. Rage Level.
5. Rage Level effects.
6. Card number.
7. Deployment and Movement type.
8. Threat level.
9. Wounds.

SILHOUETTE

This value determines the in-game volume and height and width of a MegaBeast.

This volume is determined by the base size and its height by the type of MegaBeast.

Free advice from MinerBot

If doubts about the volume of a MegaBeast arise during a game, you will find different references to each one's Height in the Movement or Range Rulers.

The bigger they are, the faster you should run.

DEPLOYMENT AND MOVEMENT TYPE

This characteristic will determine the areas of the game table in which the MegaBeast can deploy and move.

DEPLOYMENT

The MegaBeast must be deployed in the game table the first time that the ⬇ symbol appears in an Event card ◎.

The last player in the Timeline will place the MegaBeast in any of the spaces allowed by its Deployment and Movement Type characteristic, facing whatever direction the player sees fit, but always directed towards some TAG type Miner in its LoF.

MOVEMENT

The MegaBeast moves through the game table depending on the type of Deployment and Movement it has.

The MegaBeast's Behavior—which is explained further below—will determine if the MegaBeast moves or not.

Depending on their Type of Movement, the MegaBeast's movement will always be towards the Hexagon or Hexagon that is not occupied by a tile that is closer to the Active TAG. The MegaBeast will always be facing in the direction in which it has both the Active Miner and the highest number of TAG possible in its Angle of Vision.

The MegaBeast will not move or redirect itself if at the moment of declaring its ARO it already has LoF and is in the nearest position to the Active TAG.

+ + + + + + + +
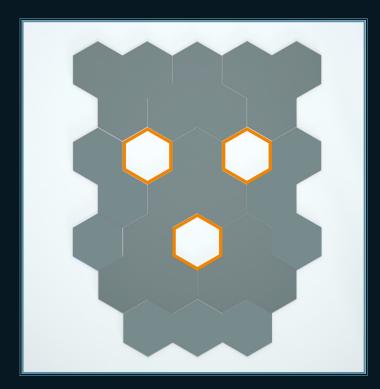
MED-2.1

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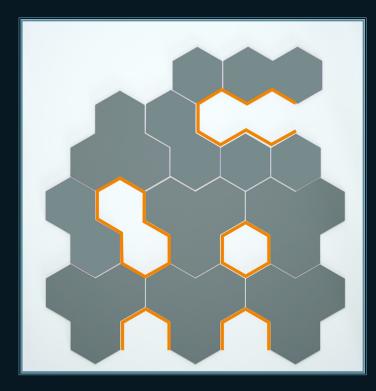## MEGABEAST'S FACING EXAMPLE

Option A.

Option B.

Out of the two options that the MegaBeast has in which the Active Miner [red TAG] is in its Angle of Vision, it will choose option A because it'll also have another 2 TAGs, while in option B it'd only have the Active TAG.

⬡ DEPLOYMENT AND INTERIOR MOVEMENT

With this type of Deployment and Movement, a MegaBeast can only place itself in Hexagons **without tiles** as long as they are surrounded by at least four tiles.

Places where the MegaBeast with Interior Deployment and Movement can be placed.

WOUNDS

This characteristic indicates the vitality of the MegaBeasts, the amount of damage they can take before dieing.

When a Miner's successful Attack Rolls exceed the Threat Level in a Face to Face Roll with the MegaBeast, it will suffer one Wound for each Saving Roll produced by said Attack. The player will obtain one T-Bezoar ⬡ Unit for each Wound that the Attack caused to the MegaBeast.

When the MegaBeast suffers the last Wound, the player that inflicted it will obtain 3 extra T-Bezoar ⬡ Units for killing it.

> MINERBOT EXPLAINS
>
> UNLIKE THE MINERS, MEGABEASTS DON'T PERFORM ARMOR ROLLS. ONCE YOU'VE EXCEEDED ITS THREAT LEVEL, YOU'VE SUCCEEDED IN WOUNDING IT.
>
> AND IF YOU DO, YOU BETTER MAKE SURE YOU KILL IT, 'CAUSE OTHERWISE YOU'LL END UP BEING ITS LUNCH.

MegaBeasts cannot recover Wounds past the initial value of their card.

The MegaBeast is immune to Critical hits, so it ignores the additional Saving Roll imposed by Critical hits and therefore doesn't lose an additional point from its Wounds Attribute

RAGE LEVEL

A MegaBeast's Fury Level ⬡ determines the increase of its aggressiveness and rage.

The number of Fury Level Tokens and their position in the Wounds Bar of the Prospecting Control Panel is indicated in the MegaBeast Card.
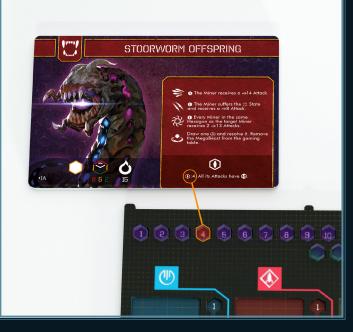
For practical purposes, Fury Level Tokens work as one MegaBeast Wound and count as one T-Bezoar ⬡ Unit, with the difference that when you remove them they become active, adding the different Fury effects of the MegaBeast Card.

THREAT LEVEL

A MegaBeast's Threat Level determines how dangerous it is, and how hard it is to injure the MegaBeast or evade its Attacks.

The MegaBeast does not roll dice to determine if it is successful in its action. Instead, use the Threat Level for the side of the Hexagon where the ARO occurs as the value that the MegaBeast has rolled.

The MegaBeast Card lists three values, each with its own color. The value and color indicate the Threat Value of that facing of the MegaBeast. The higher the value, the higher the danger! Red is the most dangerous, yellow is still a considerable risk, and green is where the MegaBeast is at its most vulnerable.

Each side of the Hexagon occupied by the MegaBeast is assigned a Threat Level, which can vary each turn and is listed in the MegaBeast's Behavior.
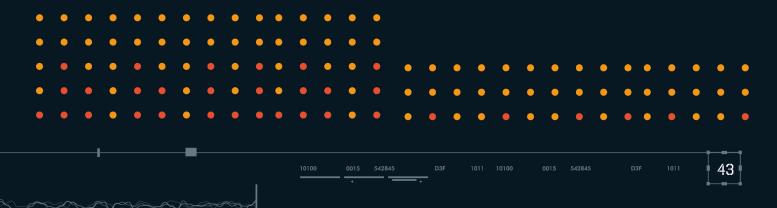
THREAT LEVEL EXAMPLE

The sides of the Hexagon that coincide with the Angle of Vision represent a Threat Level of 8, while the sides adjacent to the Angle of Vision represent a Threat Level of 5 and the sides opposite to the Angle of Vision only represent a Threat Level of 2.

Sterling Forge's Cavecrawler dares to strike the Stoorworm with its Jackhammer from the side in which the Threat Level is 8. To wound the Stoorworm, the Cavecrawler's Roll must result in a Success Value higher than 8. If it fails, that means that the MegaBeast prevailed and that the effect of the Skill or Attack specified in the MegaBeast's Behavior will be applied. On the other hand, if the TAG obtains a Success that is higher than 8, it will wound the Stoorworm 3 times thanks to the Jackhammer's EXP Ammunition, causing 3 Saving Rolls.

SKILLS, ATTACKS, AND AROS

The Skills and Attacks that a MegaBeast can perform are detailed in its MegaBeast Card and the MegaBeast's Behavior will determine which one is used as an ARO.

Instead of making Rolls, the MegaBeast's Threat Level determines the result it would obtain in a Face to Face Roll when performing a Skill or Attack.
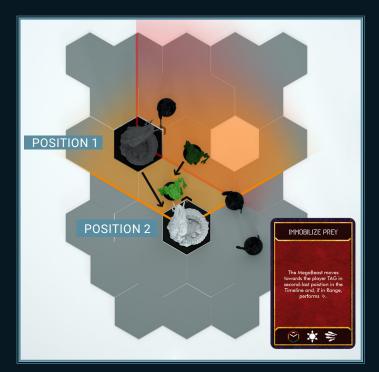
AROS

MegaBeasts only gain AROs from TAG type Miners.

If the MegaBeast's Behavior indicates that it moves, it will do so when declaring an ARO following the movement rules. The rest of the MegaBeast's Behavior will be made in step 5. Resolution of an Order's expenditure Sequence.
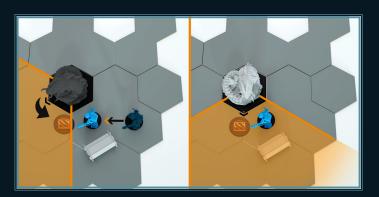
If the MegaBeast has not declared an ARO and it was targeted by an Attack or if a TAG has become active in an adjacent Hexagon, the MegaBeast will redirect itself during the Conclusion of the expenditure Sequence of an Order.

When doing so, the MegaBeast must have the Active Miner and the highest number of TAGs possible in its Angle of Vision.

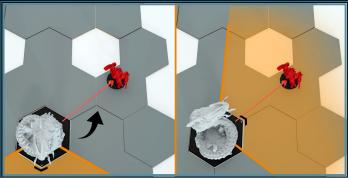## EXAMPLE OF A MEGABEAST'S MOVEMENT AND ATTACK

The Stoorworm has LoF towards the Active TAG. The TAG declares its Movement and the Stoorworm and the rest of the enemies that are able to do so declare their corresponding ARO. The MegaBeast's Behavior determines that it will move and declare an Attack. So, when declaring its ARO, the Stoorworm will move to the Hexagon without tile that is closest to the Active TAG (from position 1 to position 2) and it will resolve its Attack—from range, if possible—during the Resolution step of the expenditure Sequence of an Order.

EXAMPLE OF MEGABEAST REDIRECTION 1

The MegaBeast does not have LoF to Minescorp's Stonebreaker, so the TAG decides to seize the opportunity to Move towards a Tool Container since the MegaBeast cannot declare the Attack specified in the MegaBeast's Behavior. But the Stonebreaker's movement finishes in a Hexagon adjacent to the MegaBeast, so it will redirect itself towards Minescorp's TAG during the Conclusion of the Order.

EXAMPLE OF MEGABEAST REDIRECTION 2

Given that the Stoorworm does not have Line of Sight and they do not risk suffering its Attack, RocaWorks' Rockeater decides to open fire on the MegaBeast with its E/M Cannon. Since the Stoorworm does not have LoF towards the Active Miner, it cannot declare the ARO indicated in the MegaBeast's Behavior. However, having been the target of an Attack, the Stoorworm will redirect itself towards its attacker during the Conclusion of the Order.

MEGABEAST EVENTS AND MEGABEAST'S BEHAVIOR

Every MegaBeast has a deck of 15 MegaBeast Events assigned to it. Each one of these cards describes an action that the MegaBeast will perform during step 1.2 of the MegaBeast Event during the Events Phase.

These cards also feature the MegaBeast's Behavior, a series of symbols that describe how will the MegaBeast act during its AROs.

⬡ This symbol shows the LoF and the Threat Levels.

✸ If this symbol appears, it means that the MegaBeast will move in ARO (observing its Type of Movement) towards the Hexagon or Hexagon without tile that is closest to the Active Miner.

🖐 🗡 🌀 ◇ These symbols indicate which Attack or Skill of the MegaBeast Card will be declared as ARO.

BIG GAME TROPHY

Every successful Attack to the MegaBeast allows to take one ⬡ from the Hunting Trophy.
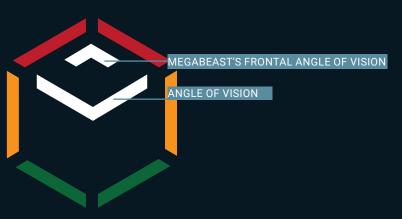
1 Name of the Card.

2 Action that the MegaBeast will perform during step 1.2 of the MegaBeast Event.

3 Threat Level.

4 MegaBeast movement.

5 Attack or Skill of the MegaBeast Card will be declared as ARO.

MEGABEAST LINE OF FIRE

MEGABEAST'S FRONTAL ANGLE OF VISION

ANGLE OF VISION

The MegaBeast's Angle of Vision will be determined by the MegaBeast's Behavior in the MegaBeast Event card.

The ^ will specify which the MegaBeast's frontal Angle of Vision is. If the MegaBeast's Behavior does not feature a defined Angle, its Angle of Vision will be of 360°.

To determine if the MegaBeast has Line of Fire to any player's TAG or Prospector, it must meet these conditions:

> The Miner must be totally or partially within the MegaBeast's Angle of Vision.
> LoF can be drawn from any point of the MegaBeast's Silhouette to any point of the Miner's Silhouette without being obstructed by any pieces of scenery or Models.

The MegaBeast can draw LoF through Hexagons **not occupied by a tile.**

GAME MODES

MODE: STANDARD

In this Game Mode, players will only use TAG-type Miners, the Event Deck and the MegaBeast Deck.