INFINITY DEATHMATCH
TAG RAID

RULEBOOK

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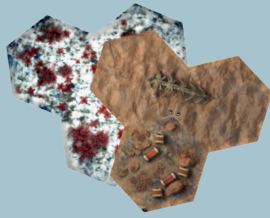
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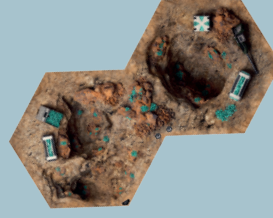
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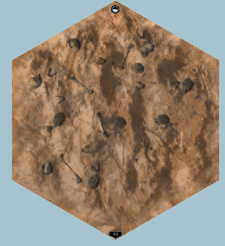
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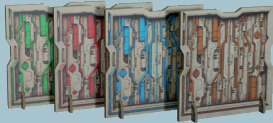
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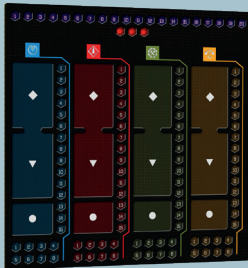
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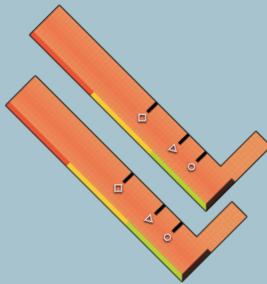
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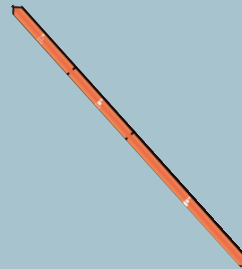
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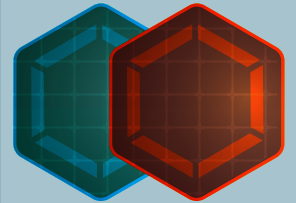
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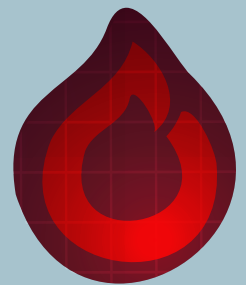
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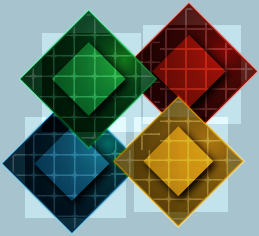
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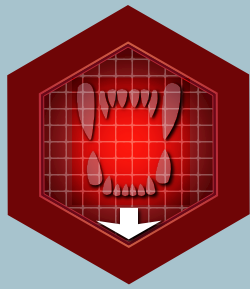
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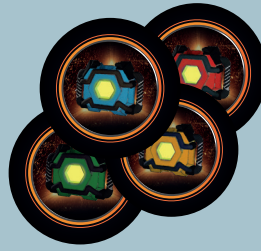
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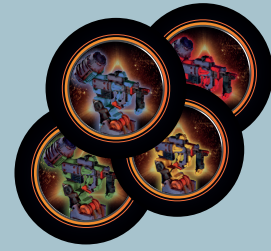
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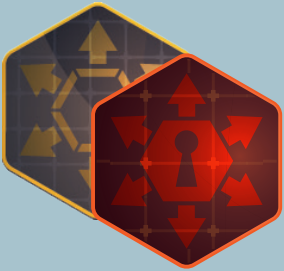
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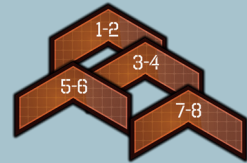
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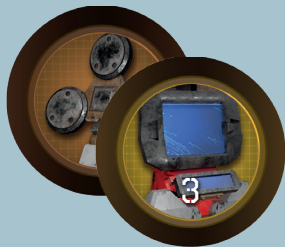
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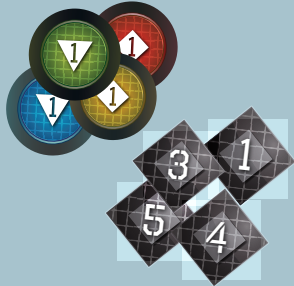
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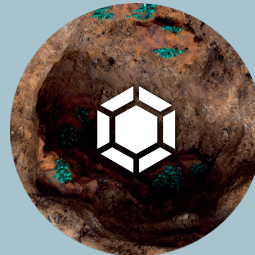
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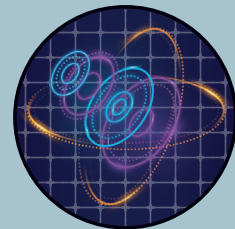
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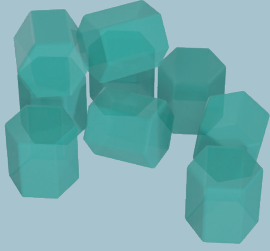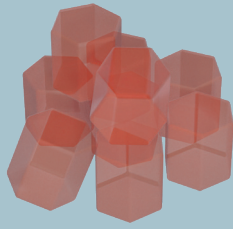
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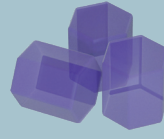
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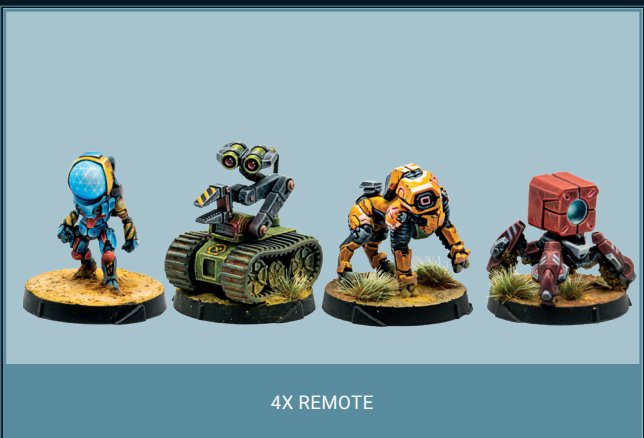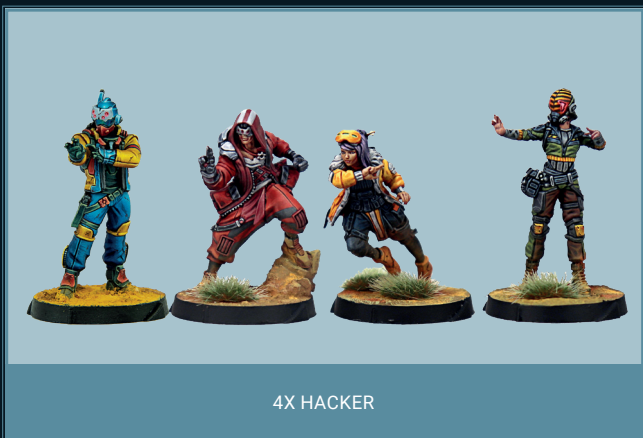
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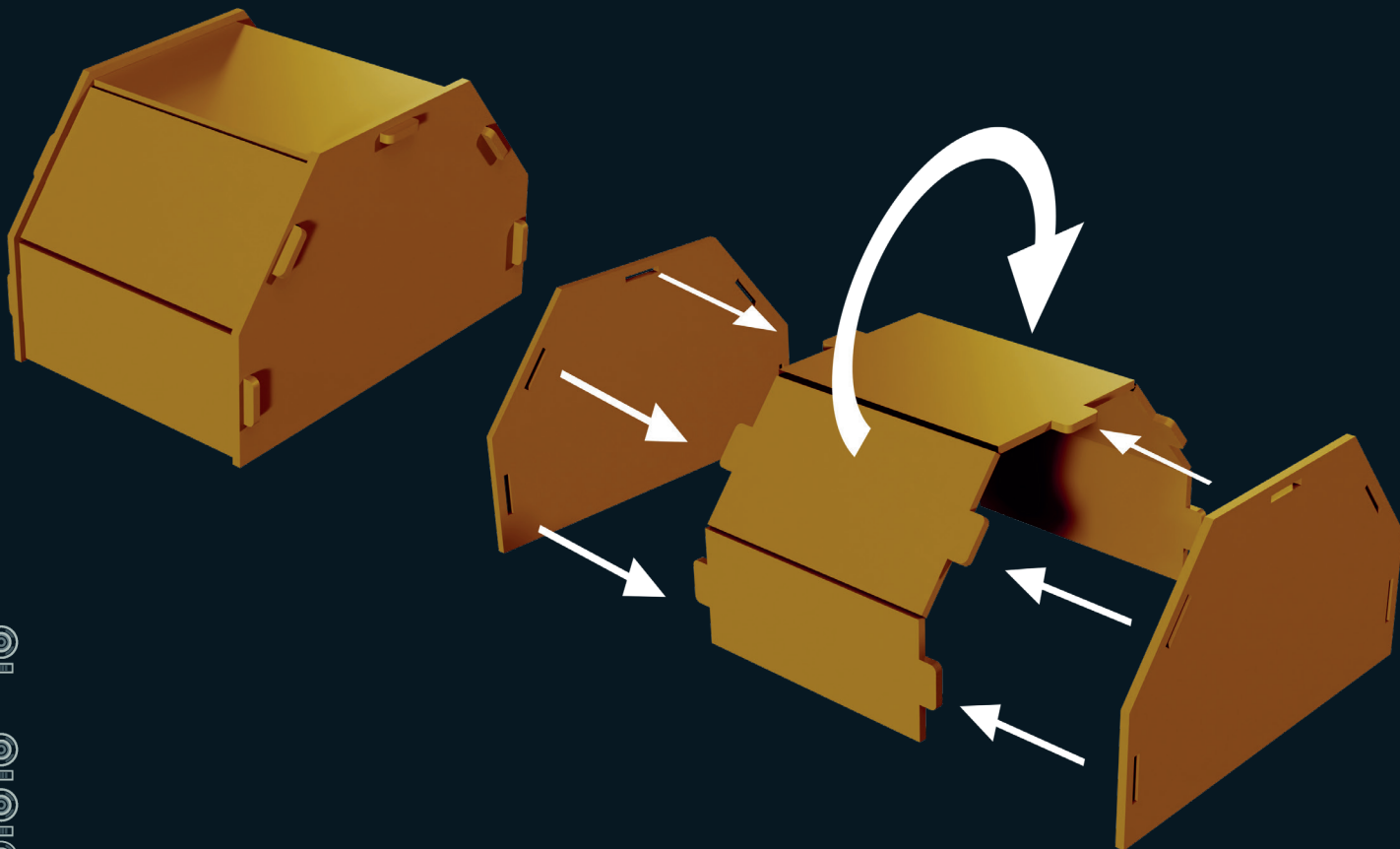
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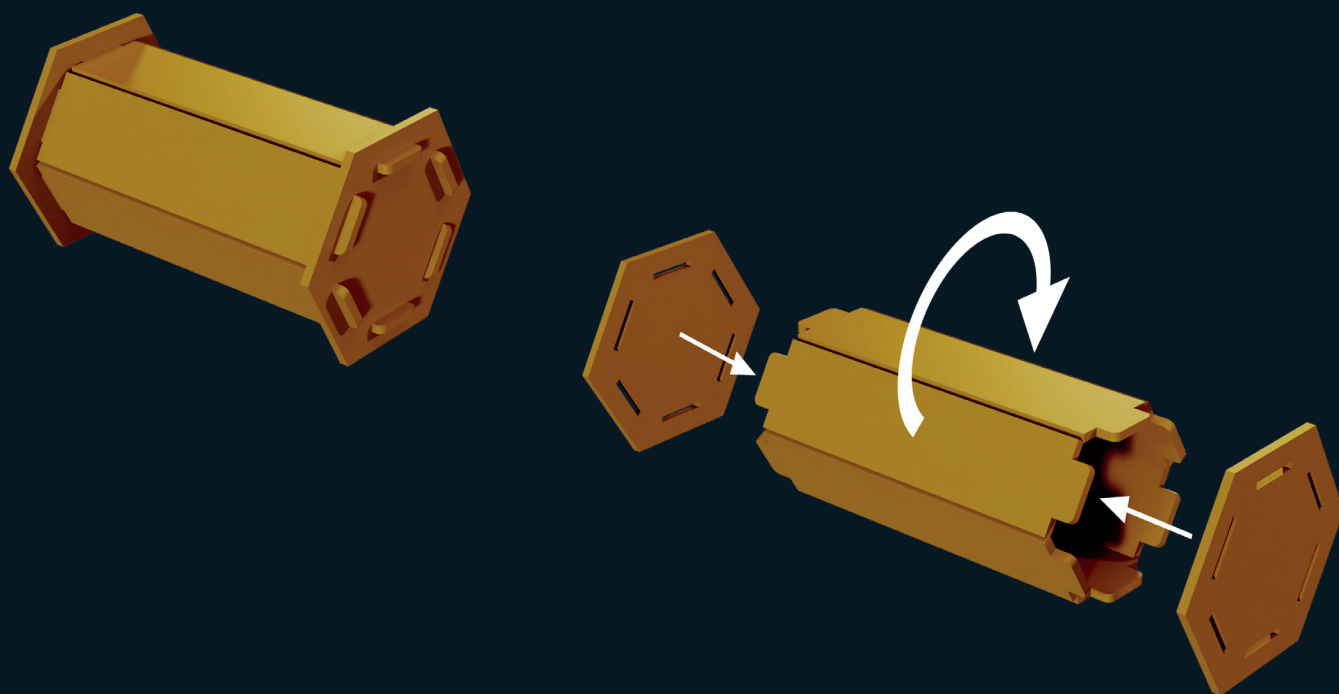
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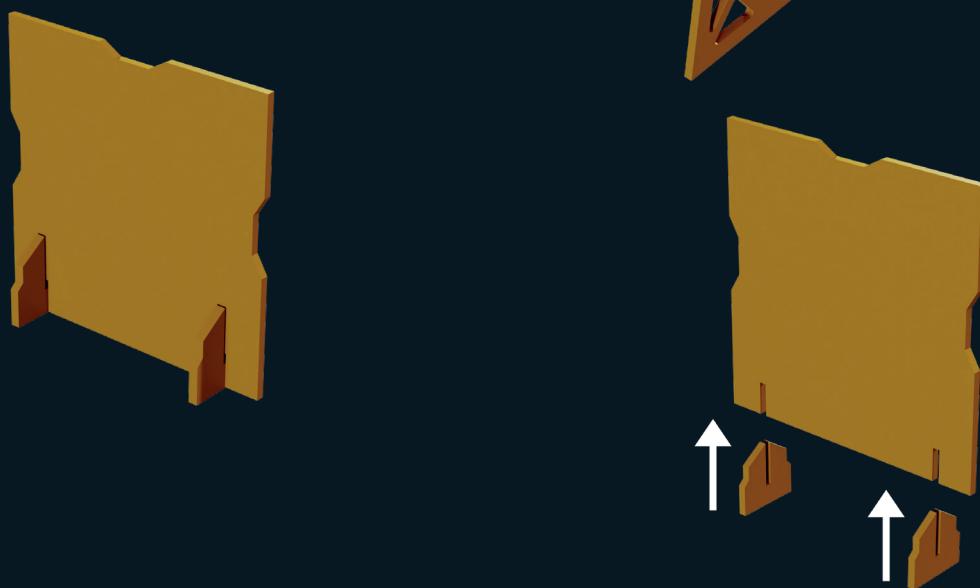
SETTING UP AND GAME OBJECTIVE

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 8 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. Some Campaign Chapters might modify the number of Event cards used to build the deck.

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1. TOKENS
2. TAGS
3. TOOL CONTAINERS
4. MINER CARDS
5. INITIAL EQUIPMENT CARDS
6. ORDERS
7. DICE

8. MEGABEAST
9. MOVEMENT RULERS
10. ATTACK DECK
11. MEGABEAST CARD
12. MEGABEAST DECK
13. EVENT DECK
14. TOOL DECK

15. PROSPECTING CONTROL PANEL
16. NEOMATERIAL TOKENS AND RESERVE
17. TIMELINE
18. QUICK REFERENCE CARDS
19. ACCESS POINTS
20. TOOL CARDS
21. RANGE RULER

02 CHOOSING A MEGABEAST

Players must agree on which MegaBeast they will face, as well as its level. Once chosen, place the MegaBeast card in the same area of the table, then place the necessary Rage 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 the Attack Deck. Place them next to the MegaBeast Card in its area of the Prospecting Control Panel.

When choosing the level of the MegaBeast, depending of the number of Mining Corporations being used, we recommend:

> For 2 Mining Corporations use the MegaBeast Offspring or Young MegaBeast Card.
> For 3 Mining Corporations use the Young MegaBeast or Adult MegaBeast Card.
> For 4 Mining Corporations use the Adult MegaBeast or Legendary MegaBeast Card.

> **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 for the TAG and one Order for each of the remaining Miners if 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. THIS CHARACTERISTIC MAY AFFECT TILE PLACEMENT. YOU CAN LEARN MORE ABOUT THE MEGABEASTS ON PAGE 46.*
> *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.

In matches with 3 Mining Corporations, the last Player will start with 2 Teseum Units ◈ in their Cargo Zone.

In matches with 4 Mining Corporations, the third and fourth Players will start with 1 and 2 Teseum Units ◈ respectively in their Cargo Zones".

07 EXTRACTION POINTS

Players in the last and second-to-last position in the Timeline will each place one of the Extraction Point Tokens entirely within a Hexagon, which cannot be in contact with an Access Point.

Once the Extraction Points are placed, everything is ready for the match to begin!

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 and 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 seeing the light of day again, or ending up 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**. These Neomaterial Units can be obtained by fighting a MegaBeast or taking out other Miners.

Matches usually last **8 Rounds**, finishing when all 8 Event Cards ⊚ have been drawn, but they may end early if a player gets 12 Neomaterial Units.

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!
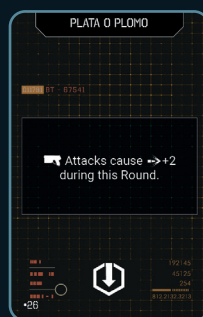
First, **draw one Event Card** and resolve it. You've drawn "Plata o plomo". Great! Ranged Attacks will deal more damage during the entire Round. But every silver lining has a cloud: that card has the ⊡ symbol, which means that the **MegaBeast's about to appear**, things are gonna get rough. The last player in the Timeline places the MegaBeast on the game table.
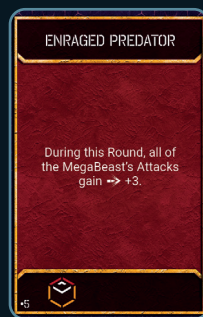
Now, **draw one of the MegaBeast's Event Cards** and apply its effect. Goddamn, someone's gotten up on the wrong side of the bed! The card is "Enraged Predator". Thanks to this card, the MegaBeast's Attacks cause more Damage. Maybe you are starting to realize what a hell of situation this is.

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 and the MegaBeast in their **Reactive Turn** will be able to react to your activation.

During their 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 having checked if they have the right to declare an ARO.

PLATA O PLOMO

BT - 67541

Attacks cause ⇒+2 during this Round.

ENRAGED PREDATOR

During this Round, all of the MegaBeast's Attacks gain ⇒ +3.

In this situation, only the 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 12 Neomaterial Units or if the 8 Events ⊚ have been drawn. 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, all players stand to win with a clean game.
...Unless your aim is to lose all your friends.

END OF MATCH AND VICTORY CONDITIONS

A TAG Raid match finishes when no more Event cards can be drawn from the Events Deck. At the end of the Game Round in which the last Event card was drawn, 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 Chapter 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 a**s a draw, none of the players have managed to prevail!**

However, the game **will automatically end** before the last Event is drawn if a player has a total of 12 or more Neomaterial Units in their Cargo Zone and Warehouse.

This situation is the End of Match Condition for those game modes without an Event Deck.

Campaign chapters have their own Special End of Match Conditions which **replace** the normal End of Match Conditions.

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 money (Oceanas) to use during the Campaign.

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

1 Teseum Unit ⬡ for each point that you take away from an enemy Miner'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 Chapter 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 the selected 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 occupied 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 8 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
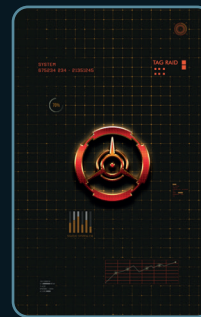
During this phase, a card is drawn from the Event deck and the effects described in it are applied. This effect may be an immediate action or a condition that has a lasting effect during the entire Game Round.

On some occasions, more than one Event ⊙ may be drawn, when that happens, all effects are maintained until the End of the Round.
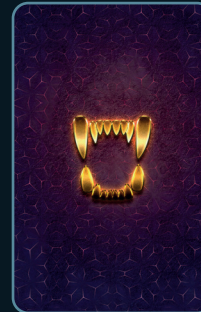
After resolving or applying the effect, if the MegaBeast is deployed on the game table, the MegaBeast Event takes place. Once resolved, the Player Turn begins.

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. 19).

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 their 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. 14) and if none of them are met, the players flip over any Orders consumed by their Miners, and a new Game Round begins.

MINER CARDS

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.
> ▼ **Prospector**: Thanks to their exoskeleton, they provide support and security to the expedition.
> ▽ **Hacker**: They manage the operation's computer systems and technical equipment. They can interact with the Mining Corporations' TAGs, Prospectors, and REM.
> ▽ **Engineer**: They possess the know-how and the means to perform repairs on broken or damaged equipment. They also have different tools that can facilitate the extraction of Neomaterials.

> ● **Remote (REM)**: They are semi-autonomous support units, what they lack in armor they compensate for with speed and versatility. Their main task is to carry Neomaterials and to handle explosives.

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).

WILLPOWER (✾)

This encompasses all mental skills. This is the Attribute that a Hacker or an Engineer uses to perform their Skills.

ARMOR (🛡)

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

011791
BT - 67541
SYSTEM
675234 234 - 21351245
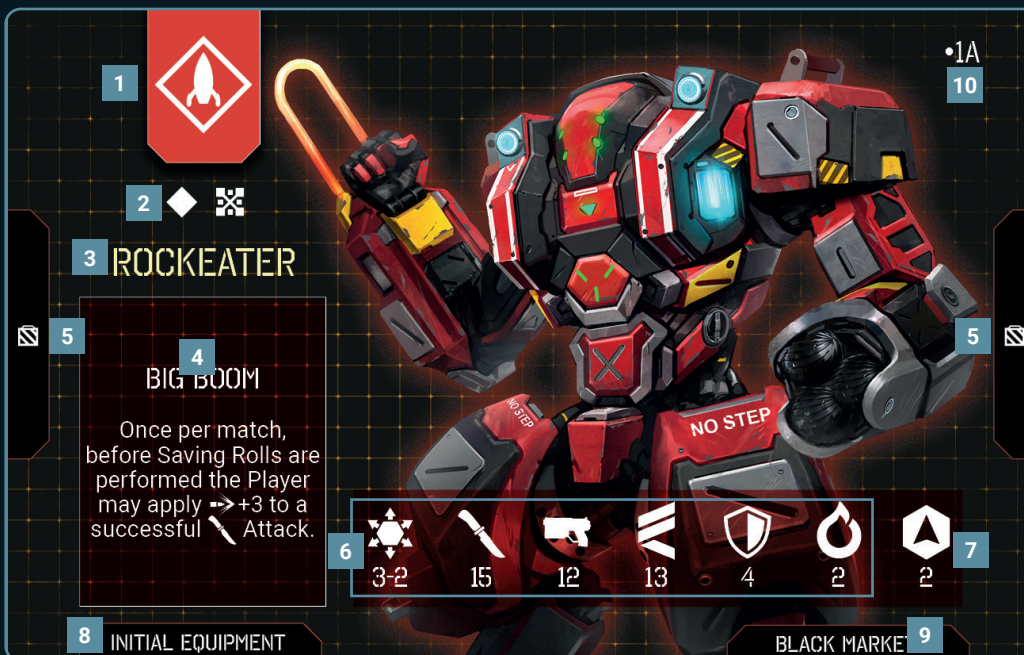
1   Mining Corporation Logo.

2   Silhouette and an indicator
    if they are Hackable.

3   Miner's ID.

4   Special Ability
    of the Miners.

5   Slots to place
    the Tool Cards 🗲.

6   Attributes.

7   Number of Orders .

8   Slot for the Initial Equipment.

9   Slots for the
    Black Market Cards.

10   Card identifier.

ROCKEATER

BIG BOOM

Once per match, before Saving Rolls are performed the Player may apply ➔ +3 to a successful 🔪 Attack.

INITIAL EQUIPMENT

BLACK MARKET

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 of a Model, and its height and width.

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 into 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.

INITIAL EQUIPMENT

RATTLER

AMMO: N

➔ 15 | ⚙ 1

-6
+3

BUILT-IN DRILL

AMMO: N

➔ 15 | ⚙ 1

MINER: TAG

The Rattler and the Built-in Drill are the Tools that compose the Initial Equipment of the TAGs. The card is placed in the TAG's Initial Equipment Slot, as shown by the requirement at the bottom of the card.

Each Miner starts with their own Initial Equipment. If required, some Initial Equipment cards will have a Requirement saying which type of Miner they belong to (see Tools, p. 37).

The Initial Equipment cards are equipped in the Slots identified with their respective names. These cards **are never lost**. The Initial Equipment can be replaced with Black Market cards that specify so (see Campaign Rules).

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. In other situations the Secured 🔒 symbol is ignored.

MINER'S SPECIAL ABILITY

On their Miner Cards, Miners have a Special Ability that represents a Skill ▶ or Effect that they can apply at certain moments during the match. This Special Ability may have a limited number of uses. In this case, you have Special Ability Tokens to mark the uses.

PROSPECTING CREW

The Prospecting Crew is the group of workers responsible for the extraction of Neomaterials.

Prospecting Crews are made up of one TAG and up to two other Miners from the Corporation.

Campaign matches will specify the composition of the Prospecting Crew.

In matches where the Game Mode includes the Prospecting Crew, the players must decide if the TAG will be joined by one or two members.

The chosen Prospecting Crew will be used for the entire match.

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.

Each Miner has as many Orders ⬡ as indicated on their Miner Card.

> **MinerBot explains**
> *During a TAG Raid match, the number of Orders that a Miner has MAY change depending on game conditions, Tool Cards 🗔 or due to the Scenario's description.*

Order expenditure can be alternated between the different Miners, it's not necessary to spend all of one Miner's Orders before moving on to the next Miner.

> **IMPORTANT**
> *Players must place all 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. 32).

Orders can be spent in any order. For example a player can spend one of their TAG's Orders, spend a Prospector's Order, spend the TAG's other Order, and then spend a Remote's Order.

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, at any moment, they have Line of Fire (LoF) to the Miner being activated by the Active Player (see LoF, p. 22).
> If they have Skills that allow them to declare an 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 AROs 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 or Prospector 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 against the Active Miner immediately after the Active Player has performed the Move Skill (See Order Expenditure Sequence). Otherwise, those Miners will lose their right to ARO against 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 💥 or says that the full Burst 💥 may be used.*

"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.*

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 flips 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 and the MegaBeast**.

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 have 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** (see p. 50).

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 and the MegaBeast**.

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 a Skill does not meet its Requirements, the Miner is considered to have performed an Idle.

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

5.2. Respawn: Following the Timeline, each player performs any Respawn Rolls they need to make (p. 32).

5.3. Conclusion: If the MegaBeast has not gained the right to an ARO, change its facing (see MegaBeast AROs, p. 51).

5.4. End of the Order.

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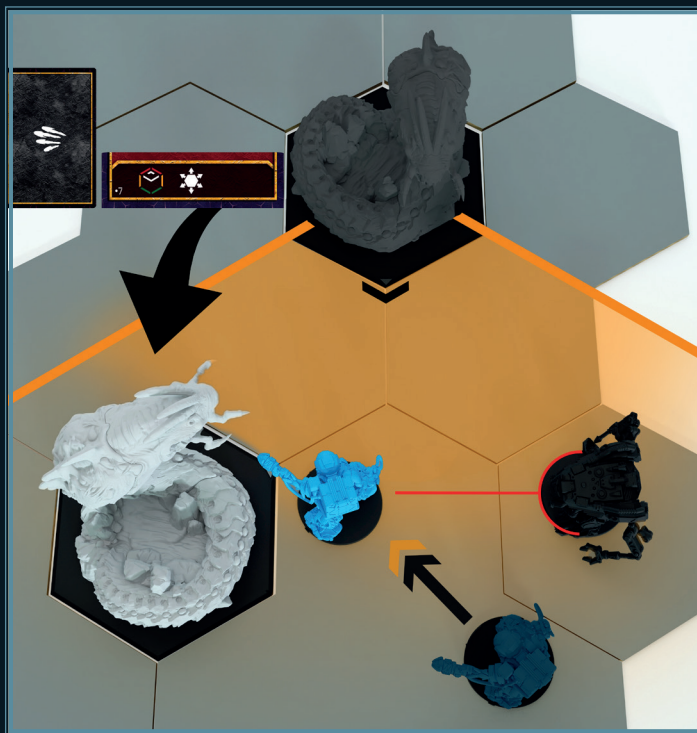
The Active Player declares Move with their blue TAG and moves it. Afterwards, it is checked if the MegaBeast and the Reactive Players have the right to declare AROs. In this example, only one TAG and the MegaBeast have the right, so the TAG's ARO will be 🔫 Attack and the MegaBeast's ARO will be determined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

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 Rage Levels.

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 in which players can store Neomaterial Units thanks to the effects of Tools, or Skills of the Miners. If a Player has filled their Cargo Zone with Neomaterial, they may store all the Neomaterial that they obtain from then on in the Warehouse.
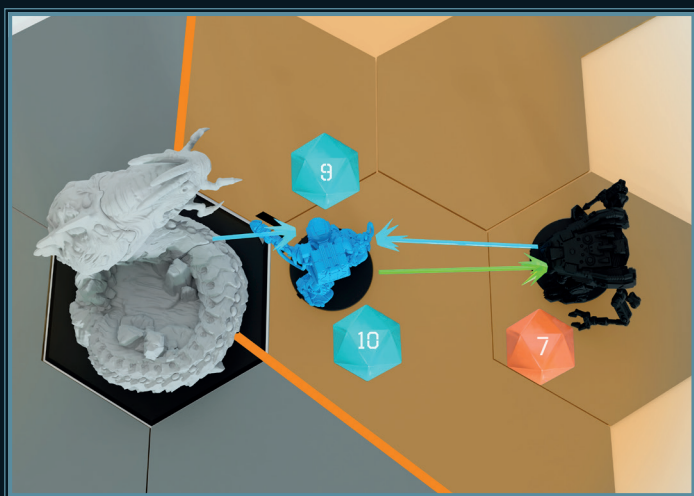
Then, the Active Player declares their second Skill of the Order: 🔫 ATTACK against the MegaBeast and the enemy TAG. They check that no other player has gained the right to an ARO, then the Ranges are measured and the Rolls are made.

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.

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.
   ◆ TAG Loot.
   ▼ Prospector Loot.
   ● REM Loot.
8 Space for each Player.
9 Cargo Zone.
10 Warehouse.
11 Attack Deck.
12 Timeline.

When a Miner dies, Neomaterial Units stored in a player's Warehouse are **not** lost when placing a Loot Token.

> ### IMPORTANT
> *PLAYERS CAN PLACE NO MORE THAN 15 NEOMATERIAL UNITS IN THEIR CARGO ZONE AND 8 IN THEIR WAREHOUSE. ANY EXCESS NEOMATERIAL MUST BE DISCARDED. THE PLAYER CAN CHOOSE TO DISCARD TESEUM ⬡ FROM THEIR CARGO ZONE TO KEEP ANY T-BEZOAR ⬡ THEY HAVE ACQUIRED.*

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 not occupied by a tile.**

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 (see p.51).

> *FREE ADVICE FROM MINERBOT*
> *SOMETIMES THERE MAY BE DOUBTS ABOUT WHETHER YOU HAVE LOF OR NOT. IN THIS SITUATION, UNINVOLVED PLAYERS WILL DECIDE IF THERE IS LOF OR NOT. IF EVEN THEY CAN'T DECIDE, THEN SIMPLY ROLL A D20 AND LET FATE DECIDE IF THERE'S LOF OR NOT. ...REMEMBER THAT 7 IS A LUCKY NUMBER, SO BET ON ODD NUMBERS.*

PROFILE 7553-2V

OBJECT: C-34/25
STATUS: SYSTEM OK
MODE: STEADY
CHANGE SETTINGS
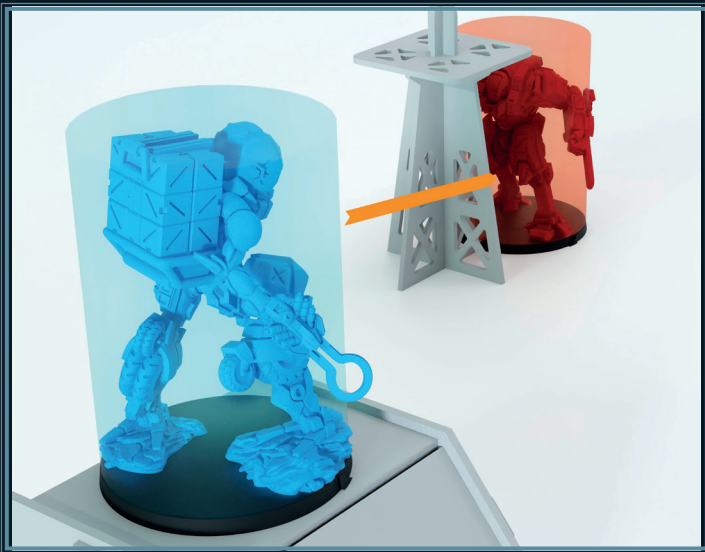
011791
BT - 67541
SYSTEM
675234 234 - 21351245
TEL
3245   SECRET
08982341 - 1324
124

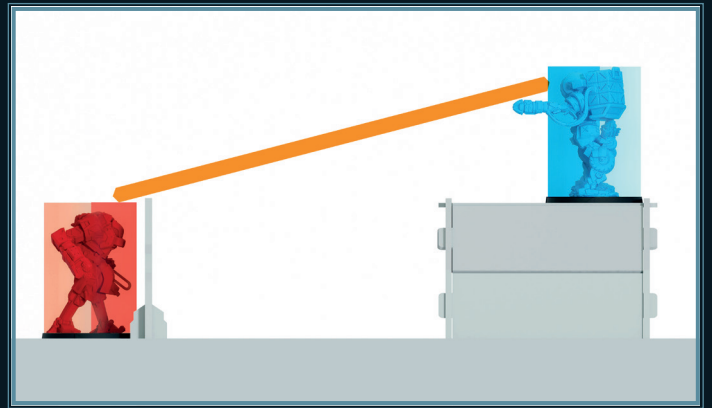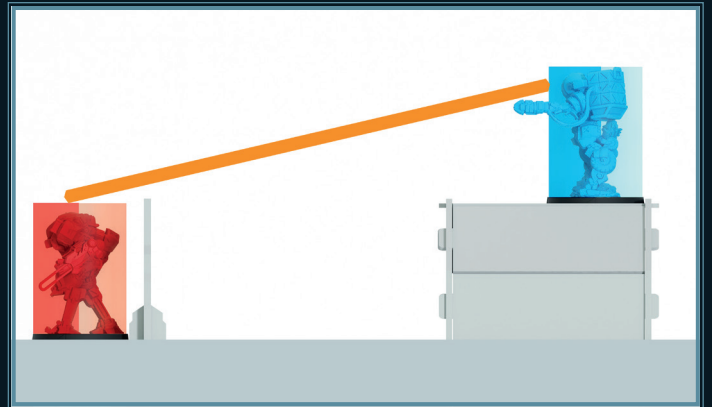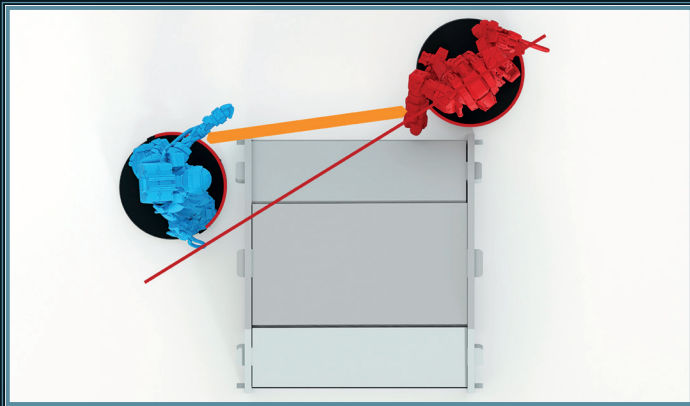## LOF EXAMPLES:

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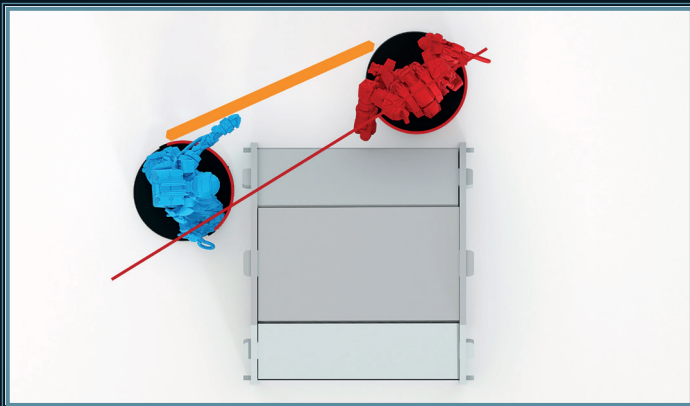

Both Miners have LoF.

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

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


Both Miners have LoF.

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 scenery, which might not have a defined base or Silhouette.
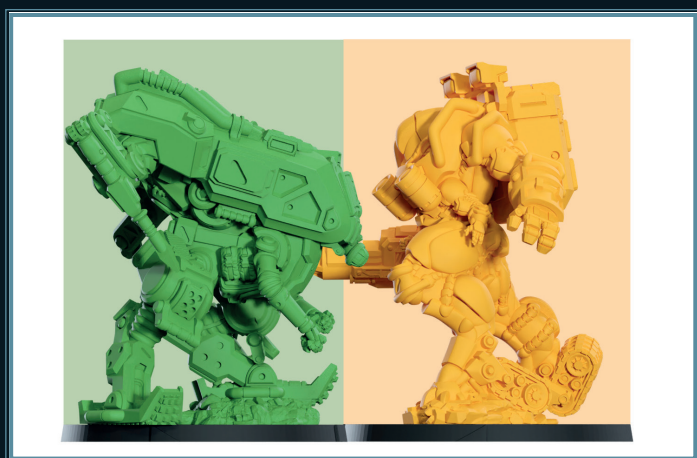
INTERACTION WITH AREAS

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

When a rule specifies "totally inside", then the Miner's entire Silhouette must be inside the defined area.
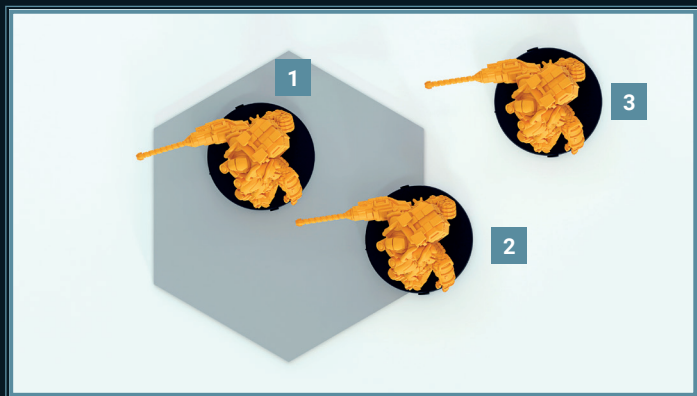
1. Totally inside.
2. Inside.
3. Outside.

DISTANCES AND MEASUREMENTS

Distances on 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. 35) you will find the movement mechanics of TAG Raid.
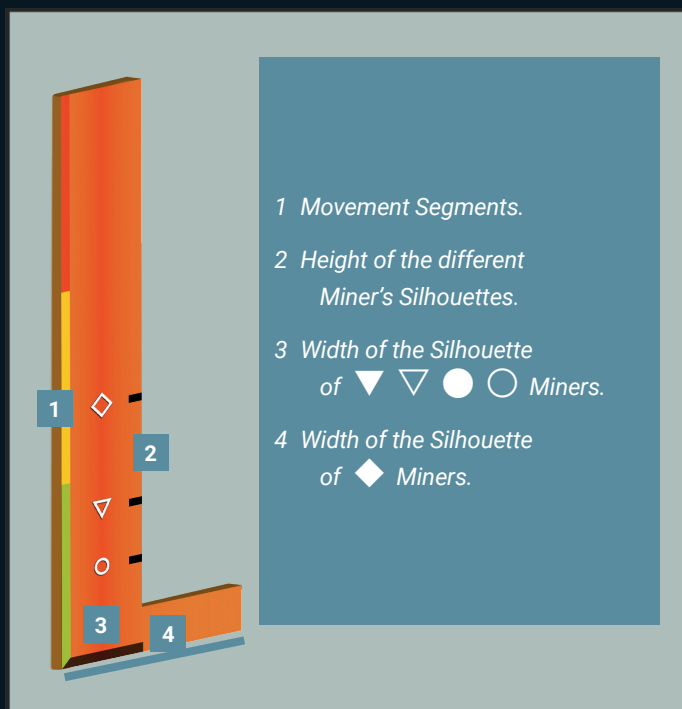
1 Movement Segments.

2 Height of the different Miner's Silhouettes.

3 Width of the Silhouette of ▽ ▽ ● ○ Miners.

4 Width of the Silhouette of ◆ Miners.

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... SUCH A SHAME!

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 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. On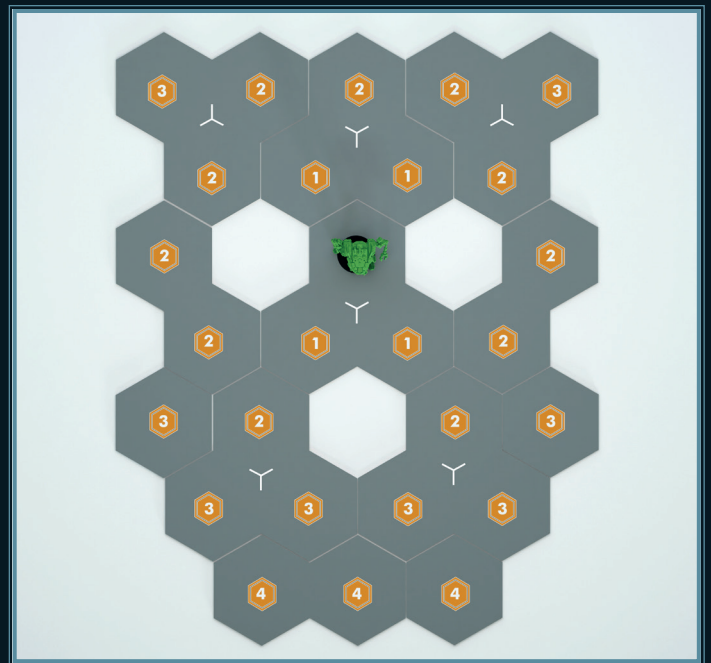ly on rare occasions is it necessary to use the Silhouette Template to determine the exact distance between two Miners. Spoiler alert: You will find Silhouette Template information on the Movement Ruler.

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

> **0-1**: Indicates that the Range of the effect is limited to the same Hexagon the Miner or MegaBeast is in and the Hexagons adjacent to it.
> **0-2**: Indicates that the Range of the effect extends from the Hexagon the Miner or MegaBeast 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.
> **1-3**: Indicates that the Range of the effect extends from the Hexagons adjacent to the one the Miner or MegaBeast is in, to 3 Hexagons away.
> **1-4**: Indicates that the Range of the effect extends from the Hexagons adjacent to the one the Miner or MegaBeast is in, to 4 Hexagons away.
> **+1**: Indicates that the second value of the Range of the declared Skill is increased by 1 Hexagon. If the Range has a single value, add a second value of 1.
> **+2**: Indicates that the second value of the Range of the declared Skill is increased by 2 Hexagons. If the Range has a single value, add a second value of 2.
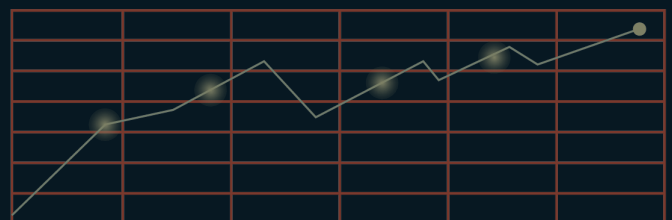
EXAMPLE OF DISTANCES IN HEXAGONS WITH RESPECT TO A MINER.

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

The most commonly used MODs are:

> Range (p. 24): can modify the 🔫 Attribute.
> Partial Cover: can modify the 🔫 Attribute (p. 33) and Damage ⇥ (p. 31).
> Skills and Tool Cards ⬛ (p. 32): 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.
MODS ARE APPLIED IN BOTH THE ACTIVE AND REACTIVE TURNS.

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. In that case, 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 39.
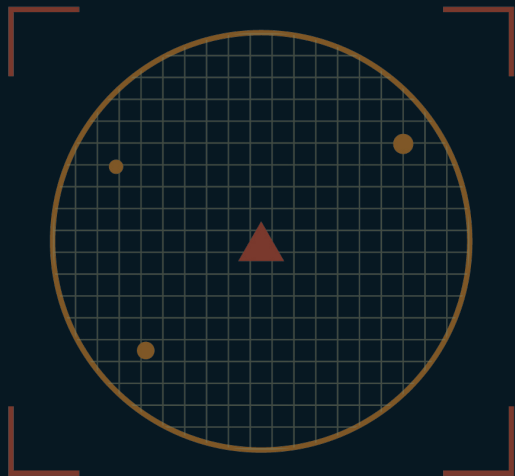
NORMAL ROLL

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.*

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.
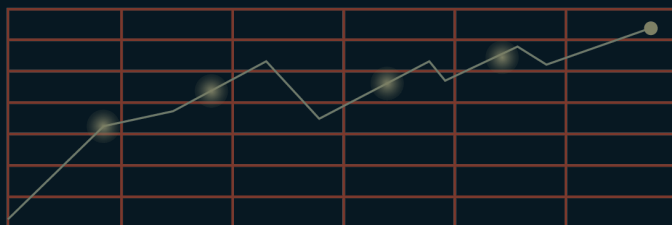
EXAMPLE OF FACE TO FACE 1 VS 1 ROLLS

RIFLE

RANGED WEAPON

Hundred-foot MegaBeast and you hit me? Nice!

AMMO: N

➔ 13 | 3

STONEBREAKER 12
WEAPON: RIFLE
RANGE 0
COVER -3

TĀFĀNG 12
WEAPON: RIFLE
RANGE 0
COVER -3

6 4
1
7
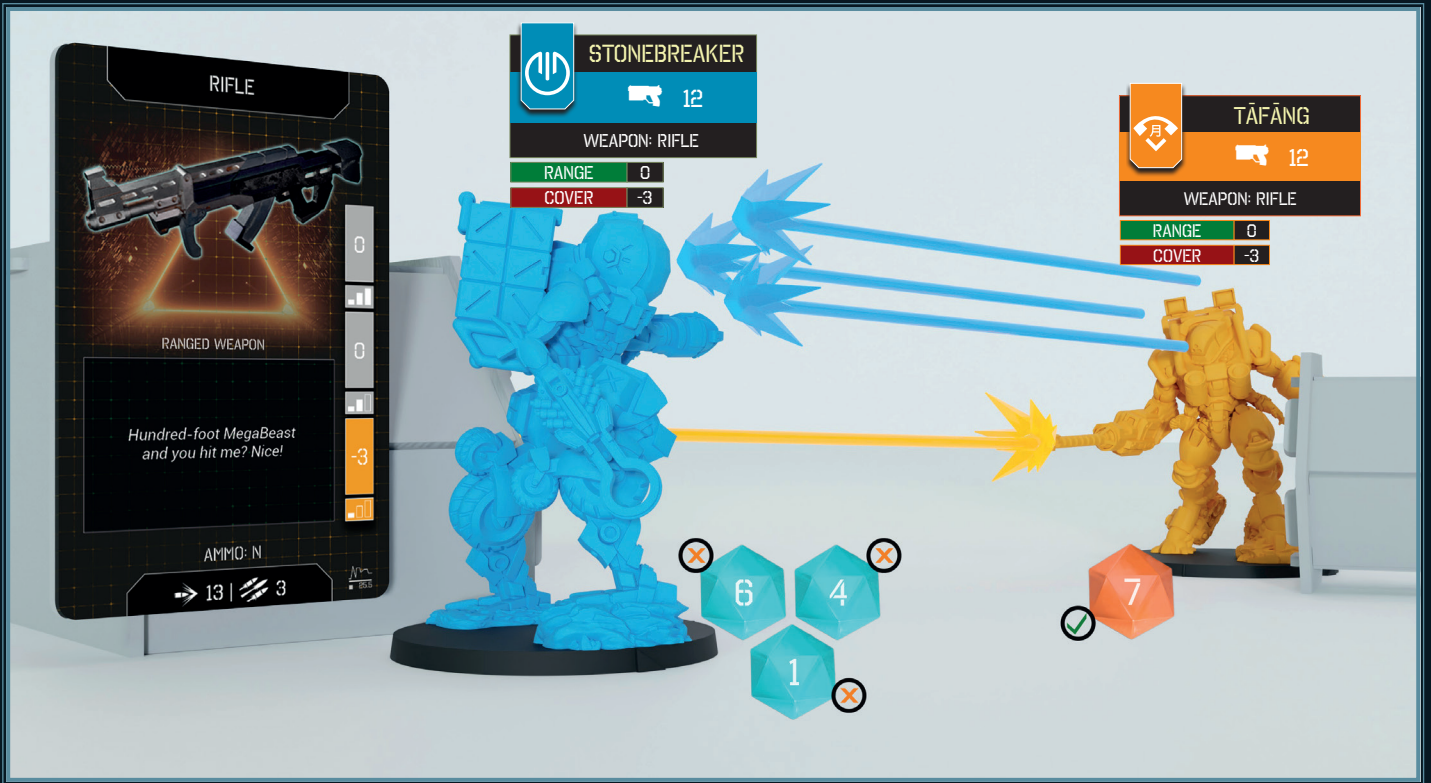
During their Active Turn, the Stonebreaker performs a 🔫 Attack with their Rifle against the Tāfāng, who performs a 🔫 Attack ARO with its own Rifle. Both are in Cover and in Long Range, so both TAGs apply a +0 MOD for their Weapon's Range and a -3 MOD for Cover.

The Success Value for both of them will be: 9 (12+0-3). 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.
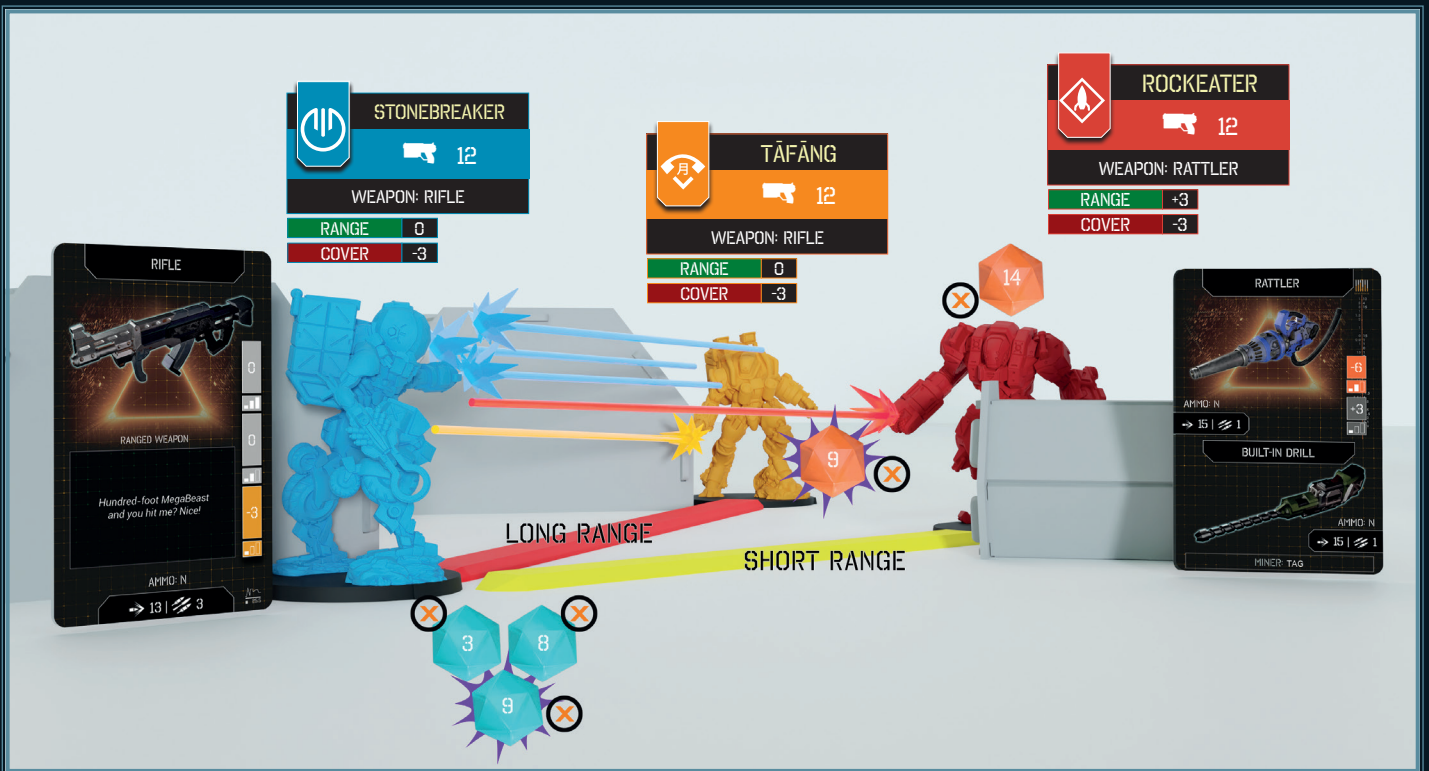
EXAMPLE OF FACE TO FACE ROLL AND NORMAL ROLL

The Stonebreaker performs a 🔫 Attack with its Rifle against the Tāfāng, who performs a 🔫 Attack ARO with its own Rifle. In addition, the Rockeater performs a 🔫 Attack 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, which means that every Miner applies a -3 MOD for Cover and only the Rockeater will apply a +3 MOD for its Weapon's Range.

The Success Value for the Tāfāng and Stonebreaker TAGs will be: 9 (12+0-3); and for the Rockeater it 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 Rockeater, with a result of 14, fails their Roll.

EXAMPLE OF TWO FACE TO FACE ROLLS

STONEBREAKER
WEAPON: RIFLE

RANGE	0
COVER	-3

TĀFĀNG
WEAPON: RIFLE

RANGE	0
COVER	-3

HACKER
PROGRAM: CARBONITE

RIFLE
RANGED WEAPON
Hundred-foot MegaBeast and you hit me? Nice!
AMMO: N

LONG RANGE

MEDIUM RANGE

RANGE	0
COVER	-3

PROGRAM
CARBONITE (ATTACK)
▶ / [ARO]: The ✳ Miner receives the ✳ State if your ✳ Roll is successful. Flip this card.
Requirements:
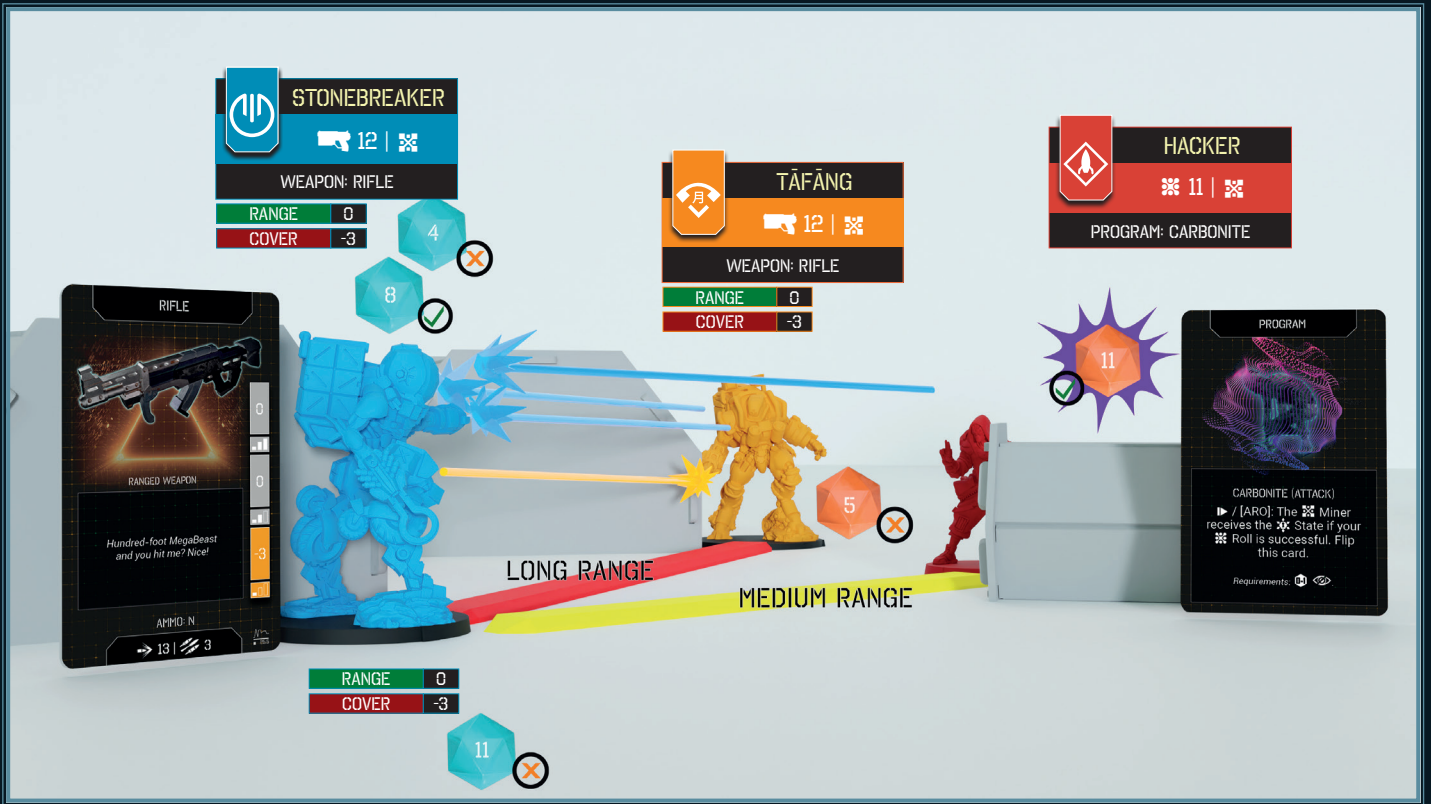
In a case similar to the previous example, the Stonebreaker also decides to allocate one shot from its Rifle against the RocaWorks Hacker.

The Success Value for the Face to Face Rolls between the TAGs is still 9. Against the Hacker, the Stonebreaker will apply a MOD of 0 for being in Short Range and a -3 MOD for the Hacker's Cover, while the Hacker's Program doesn't have any MODs.

Therefore, the Success Value for the Stonebreaker will be 9 (12+0-3), while the Success Value of the Hacker is 11 due to their Willpower ✳.

In the Face to Face Roll between the TAGs, the Stonebreaker's 8 wins, while the 11 against the Hacker is a miss. The Hacker rolls a Critical, which could only be cancelled if the Stonebreaker rolled another Critical, in this case, a 9.


01
02
03
02
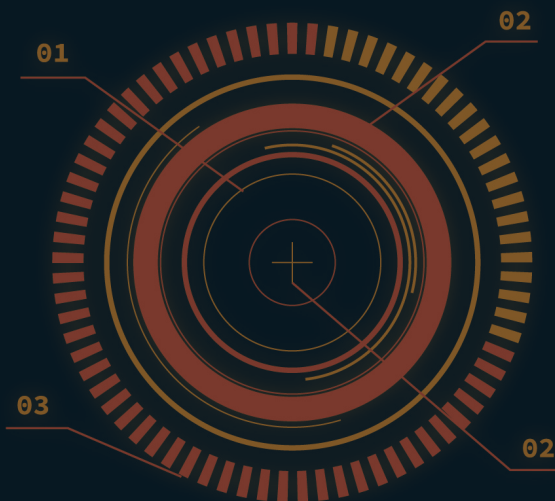
DAMAGE

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 prevents the attacker from seeing 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.
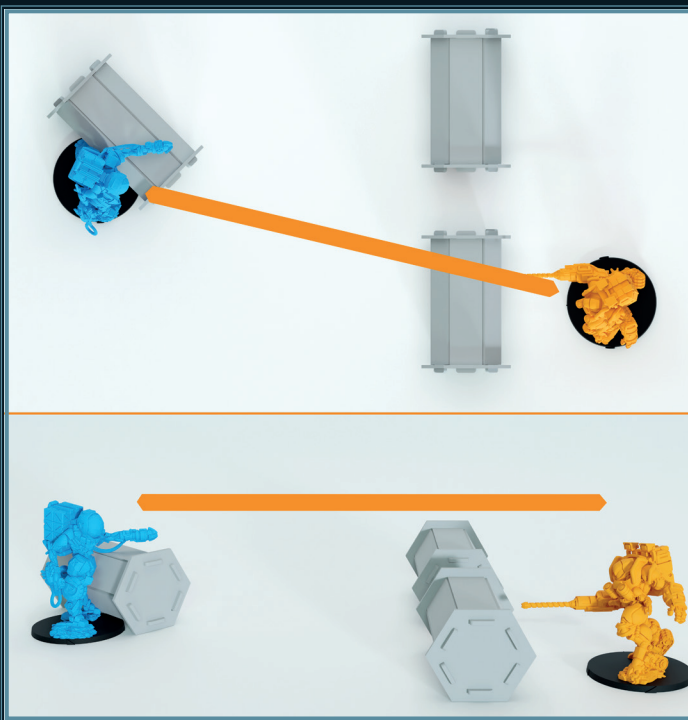
The blue Miner has Partial Cover, while the yellow Miner does not.

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 point from their Wounds Attribute 💧 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.
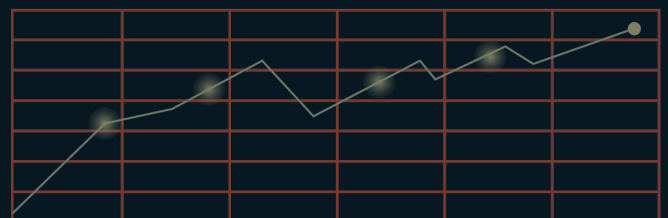
DEATH

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

> During this Order, every 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 they caused the Miner to lose.
> If applicable, the player will place a Loot Token in contact with the Miner's base (see Loot, p. 42).
> 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.

IMPORTANT

Reducing a Miner's or MegaBeast's Wounds Attribute below 0 does not provide any additional Teseum ⬡ or T-Bezoar ⬡ Units to the attacker.

MinerBot explains

During the match, it can happen that in the same order several miners must perform saving rolls that could cause the death of more than one of them. What a massacre! When this happens, each of you must collect your corresponding Tesseum units. Then, by following the timeline, each miner who died will apply the steps listed for death. Cross your fingers that you are not the one who gets Teseum Units, only to lose them later for having engaged in a fight you could not win.

Free advice from MinerBot

If scenery elements or the game situation don'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.

During step 5.2 of the Order Expenditure Sequence (Respawn), the player rolls a d20. The resulting value will determine which Access Point the Player deploys all of their dead Miners to.

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 there is not enough space to deploy the respawning members of the Prospecting Crew, the player must repeat the Roll until they roll a number on an Access Point with enough space for all the respawning Miners.

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

CONTROLLED RESPAWN

Instead of performing the Respawn Roll, the player can use an Access Point of their choice. To do this, the player must surrender two Neomaterial Units from their Cargo Zone and give them to one or two players of their choice.

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 ▶ on a card (either a Miner or a Tool ◪ Card), or listed in a specific rule or Scenario.

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

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

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

COMMON SKILLS

CLOSE COMBAT ATTACK 🔪

Skill that allows Close Combat fighting.

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 their 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.

> **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 MODIFIERS (MOD)

> A Miner in contact with the Silhouette of **more than one** enemy Miner of the TAG or Prospector 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** be in Silhouette Contact with an enemy Miner at the point from which all Attacks are declared.

EFFECTS

> Allows the use of the 🔫 Attribute to fight in Ranged Combat,
> By declaring 🔫, the player must choose which of their available Ranged Weapons they will use.
> If a Miner has several targets and a Weapon with Burst 🗲 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 those Weapons that expressly indicate so may fire Out of Range. In these 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

Miners 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 use of the ⧼ Attribute 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 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 are in the same Hexagon as the Active Miner, or they are avoiding a D-Charge Attack), they will instead make a Normal ⧼ Roll.
> A successful ⧼ Roll resulting from an Order or ARO allows the Miner 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 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 the same Hexagon.
> If the Miner is in Silhouette Contact with **more than one enemy Miner** of the TAG or Prospector 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 ⧼
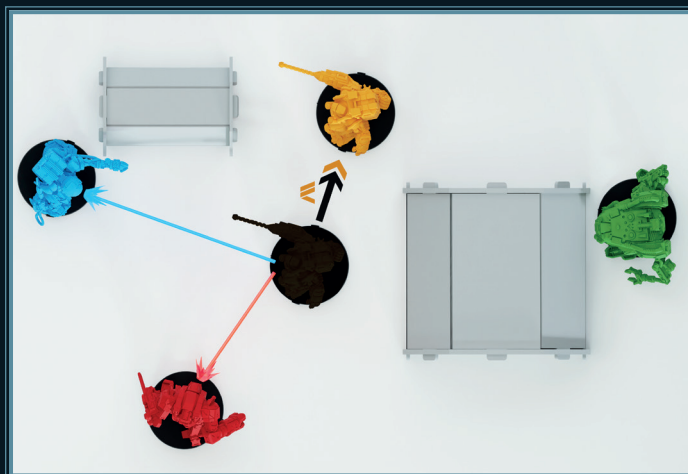
In the image above, we see how the Miner from Yuè Minerals (the yellow TAG), who is the Active Miner, declares Move and moves, giving the RocaWorks and Minescorp Miners (the red and blue TAGs) the right to declare AROs. They both declare Ranged Attack 🔫 as their AROs.

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 (the green TAG).

IDLE

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

IDLE [ARO]

EFFECTS

> A Miner that declares Idle performs no action.
> In the Resolution Step of the Order, if a Miner is found to have not met the Requirements of a declared Skill, they instead perform an Idle. If they declared the use of a Weapon that must be discarded after use, it is still discarded.

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 Miner must be able to finish their movement on a surface at least as large as their base.
> The Miner cannot move through **Hexagons that are not occupied by 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 by declaring Move the Miner reaches Silhouette Contact with a Miner (ally or enemy) or MegaBeast, the Miner's movement automatically ends at that point.
> A TAG or Prospector can interact with a Tool Container or Loot Token that they reach Silhouette Contact with during a Move Skill. 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 Cargo Zone (see Tool Containers and Loot, p. 42).

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 Miner could reach with that Skill.

3. Declare the final location, and the exact route that the Miner is taking to reach it.

4. Move the Miner to the final location.

MinerBot explains
It's not obligatory to move every Segment or full segments, so even if 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?
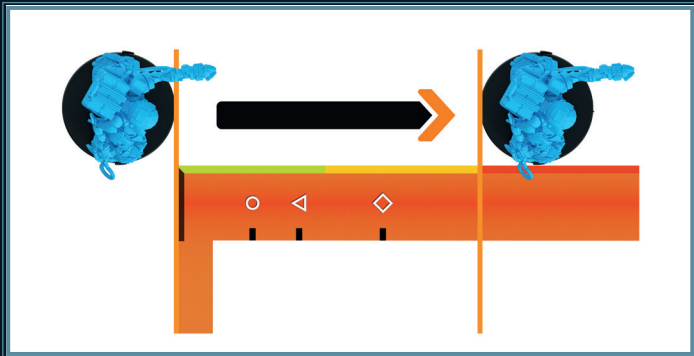
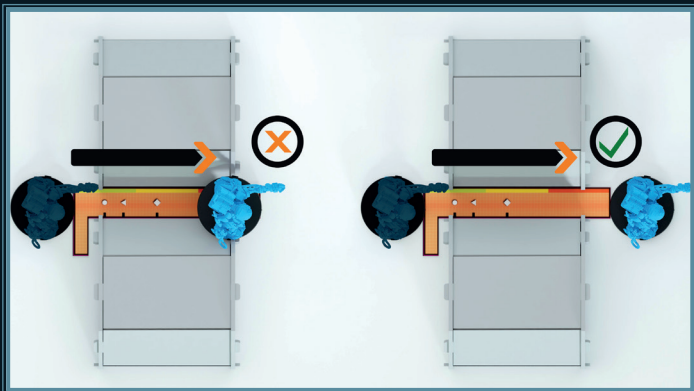## EXAMPLES OF MOVEMENT AND MEASUREMENT
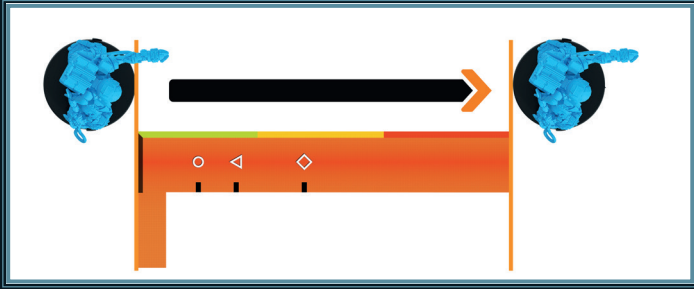
With a 3 - 2 MOV Attribute

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.


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 distance.

EXAMPLE OF HOW TO MOVE THROUGH WALKWAYS OR NARROW CORRIDORS

The Miner can Move through corridors or walkaways that are narrower than their base, but at the end of their movement they must be able to place themselves on a surface that is at least as large as the Miner's base.

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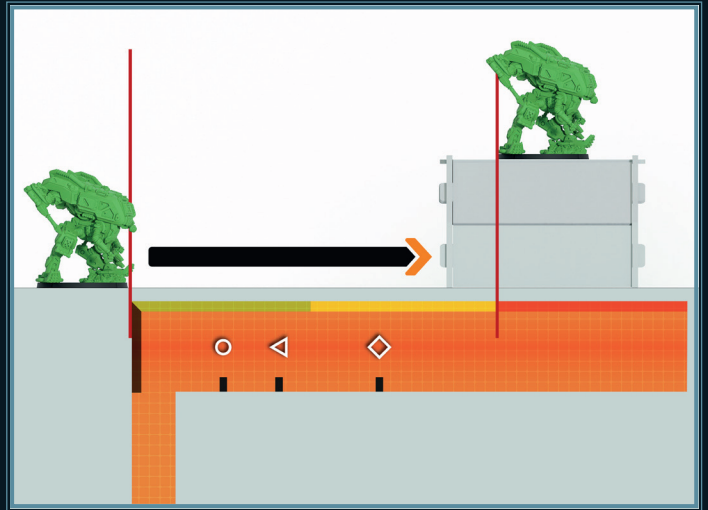
The Miner is less than 2 Segments away from the obstacle and since they may move up to 3, they could use their third Segment to get on top of the Scenery Element.

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 Burst
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 target.

> **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, p. 38).

> **Traits**

  > Indicates if the Weapon has any Traits that act as MODs, or if its impacts apply a state to the target (See Traits, p. 40).

REMEMBER

In TAG Raid, MODs are applied in both the Active and Reactive Turns.

INITIAL EQUIPMENT
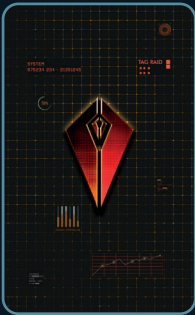
There are two different types of Initial Equipment:

> Simple cards where the name of the card, shown at the top, matches the Slot of the Miner that is equipping it.

> Double cards with two Tools, one for Ranged Combat and the other for Close Combat, that are equipped in the Initial Equipment Slot of the Miner shown in its requirement.

DEPLOYABLE COVER

REMOVE DEPLOYABLE COVER

▶ : Remove your Deployable Cover from the Game Table.

DEPLOYABLE TOOL

Remove the Deployable Cover from the Game Table if the Engineer dies. Flip this card if the Deployable Cover is removed from the Game Table.

Deployable Cover is a card the player places in the Engineer's Slot that has the same name.

RATTLER

AMMO: N

BUILT-IN DRILL

AMMO: N

MINER: TAG

1 Tool Name.
2 Type of Ammunition .
3 Weapon type.
4 Burst.
5 Short Range MOD.
6 Mid Range MOD.
7 Out Range MOD.
8 Requirement.

TOOL CONTAINERS

Tools obtained from the Tool Containers 🚫 are placed in the Slots possessing the Tool 🚫 logo that appear on the Prospector or TAG Miner type cards (see Tool Containers and Loot, p. 42).

DEPLOYABLE TOOLS

Some Tools can be deployed on the game table by declaring a Skill.

Deployable Tools may be targeted by Attacks. **When their Wounds Attribute reaches 0, remove them from the game table.**

D-CHARGE

Demolition Charges, or D-Charges, is the generic name given to remotely controlled explosive charges.

For game purposes, when a REM performs their Skill ▶ and places a D-Charge on the game table, the D-Charge **will become active at the end of the Order**. From that moment on, the D-Charge will detonate when an enemy Miner declares an Order or ARO in the same Hexagon. The Miner will suffer an AP+EXP Ammunition Attack with ⇒ 14. MegaBeasts are not affected by D-Charges.

A Miner can avoid the Attack caused by a D-Charge if they declare Evade ⬎ and succeed at the Roll.

When the D-Charge detonates, remove it from the game table.

AUTOMATIC CRG

Engineers have an automated variant of the Prospector's CRG (Construction Riveter Gun).

For game purposes, when an Engineer performs their Skill ▶ and places an Automatic CRG on the game table, the Automatic CRG will become active at the end of the Order. From that moment on:

> The Automatic CRG can declare AROs against the activation of enemy Miners.
> The **only** ARO it can declare is Ranged Attack 🔫.
> Thanks to the Total Reaction Trait, the Automatic CRG's ARO is performed with the weapon's full Burst 💥.
> The Automatic CRG has a Line of Fire angle of 360˚.
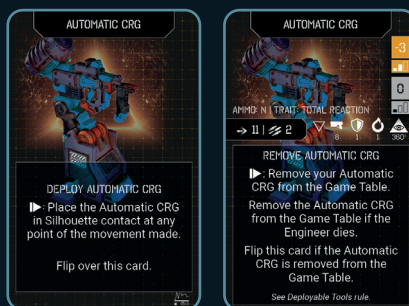
AMMUNITION

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 from the Critical.

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 from the Critical.

ARMOR PIERCING (AP)

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

ARMOR PIERCING (AP) AMMUNITION

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.

ARMOR PIERCING AND EXPLOSIVE (AP+EXP) AMMUNITION

ARMOR PIERCING AND EXPLOSIVE (AP+EXP) AMMUNITION

ROLL

> AP + EXP Ammunition forces the target to make **three** Saving Rolls per impact suffered, **using half his Armor 🛡 value**.

EFFECTS

> Each Saving Roll failed against AP+EXP Ammunition causes the target to lose one point from his Wounds 🔥 Attribute.
> AP+EXP Ammunition reduces the 🛡 value of its target to half of its original value.
> Critical hits with AP+EXP Ammunition cause the targets to make an additional Saving Roll, applying their halved 🛡 value.

MINERBOT EXPLAINS

A CRITICAL WITH AP+EXP AMMUNITION FORCES THE TARGET TO PERFORM AN ADDITIONAL SAVING ROLL WITH THE 🛡 ATTRIBUTE CUT IN HALF.

THAT WAY, FOR EACH CRITICAL WITH AP+EXP AMMUNITION, THE TARGET MUST PERFORM 4 SAVING ROLLS (3 DUE TO THE EXP EFFECT + 1 FROM THE CRITICAL) WITH THE 🛡 ATTRIBUTE HALVED (DUE TO THE AP EFFECT).

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.

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:

AREA DAMAGE

An Attack with a Tool possessing this Trait causes the target Miner and all those Miners within the Hexagon enter the 🔥 Corrosive State.

If the Miner is within more than one Hexagon, the attacker will decide which Hexagon is the affected one.

Those Miners that did not have the right to declare an ARO

and are now affected by this Trait can now declare ⪦ Evade as an ARO.

The Miner performing the Attack is not affected by this Trait.

ARMOR 🛡 = 0

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

NO LOF 👁

This Trait allows a Skill to be performed even if there is no LoF to the target.

RANGED ATTACK (-3) {🔫 (-3)}

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

TOTAL REACTION

When performing an Attack as ARO, the user may use the full Burst 🌫 of their Weapon.

STATES

BLOCKED STATE ✦

This State reflects a negative situation where the Miner is in a game condition that prevents them from performing Skills.

BLOCKED

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 ✦ Blocked State and places the corresponding Token beside them, regardless of whether or not they passed the Saving Roll.

EFFECTS

> The Miner in ❄ Blocked State may only declare the ☀ Move Skill.
> The Miner's Movement Attribute is 0-0.
> The Miner cannot draw Tool Cards 🚫 or pick up a Loot Token.

CANCELLATION

> The Miner cancels this State by declaring the ☀ Move Skill without moving.

CORROSIVE STATE ☄

This State reflects a negative situation where the Miner is in a game condition that attacks them with acid or other another corrosive agent.

CORROSIVE

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 ☄ Corrosive State and places the corresponding Token beside it, regardless of whether or not they passed the Saving Roll.

EFFECTS

> At the end of their Player Turn, if the Miner has a ☄ Corrosive State Token, they must turn it over to show the 2x ☄ side.
> At the end of their Player Turn, if they have a 2x ☄ Token instead, they lose one point from their 🔥 Wounds Attribute.
> If the Miner is already in the ☄ Corrosive State and suffers an Attack or Effect that causes this State again, then they will neither get a new Token nor flip over the one they already have.

CANCELLATION

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

FROZEN STATE ❄

This State reflects a negative situation where the Miner is in a game condition that exposes them to the effects of the weather, or of some component or substance that drastically reduces the temperature of the surfaces that they touch.

FROZEN

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 ❄ Frozen State and places the corresponding Token beside them, regardless of whether or not they passed the Saving Roll.

EFFECTS

> Miners in ❄ Frozen State have their 🛡 Armor Attribute **halved**.

CANCELLATION

> The Miner may cancel this State by declaring the ☀ Move Skill without moving.
> The State is cancelled if the Miner is in or enters the ☄ Corrosive State.

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 ✦ Slowed State and places the corresponding Token beside them, regardless of whether or not they passed the Saving Roll.

EFFECTS

> When declaring a ☀ Move or ≤ Evasion Skill, a Miner in ❅ Slowed State cannot move more than one Segment.

CANCELLATION

> The Miner may cancel this State by declaring the ☀ Move Skill without moving.
> The State is cancelled if the Miner is in or enters the ❅ Blocked State.

> **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.*

MEGABEASTS AND STATES

MegaBeasts are immune to all States, therefore they cannot be assigned a State in any circumstances.

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 Teseum ⬡ and T-Bezoar ⬡, 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 Miner of the TAG ◆ or Prospector ▼ types.
> Not be in Silhouette Contact with any enemy Miners.
> Not be in Blocked State.
> 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 ◆, Prospectors ▼, and REMs ● 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 keeps half (rounding up) of the Neomaterial Units (⬡ or ⬡) that are in their Cargo Zone. The rest are placed in the TAG's Loot Zone on the Prospecting Control Panel.

Death of a Prospector ▼:

> All cards in the Prospector's Tool Slots are placed in the Prospector's Loot Zone on the Prospecting Control Panel.
> One of the Neomaterial Units (⬡ and ⬡) in the player's Cargo Zone is placed in the Prospector's Loot Zone on the Prospecting Control Panel.

Death of a REM ●:

> Any Neomaterial Units (⬡ and ⬡) that the REM is currently carrying are placed in the REM's Loot Zone on 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.

> **MINERBOT EXPLAINS**
>
> *WHEN PLACING THE NEOMATERIAL IN THE LOOT ZONE… DON'T BE A DUMBASS AND KEEP AS MUCH T-BEZOAR POSSIBLE, 'COS IT'S MORE VALUABLE!*

EQUIPPING LOOT OR TOOL CARDS
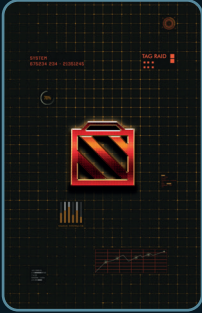
When a Miner of the TAG ◆ or Prospector ▼ type performs the ✷ Move Skill and finishes their movement in contact with a Tool Container ⊠ or Loot Token, they may equip themselves with the items found.

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 Cargo 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 or if they are in Blocked State.

MinerBot explains

When you are in Silhouette Contact with a Tool Container and a Loot Token, you can only pick up one of them.
I know you'd like to grab everything at once, but you're not exactly the handy type.

EXAMPLE OF EQUIPPING FROM A TOOL CONTAINER

With the first half of the Order, the TAG ends its Movement ✷ in contact with a Tool Container ⊠.
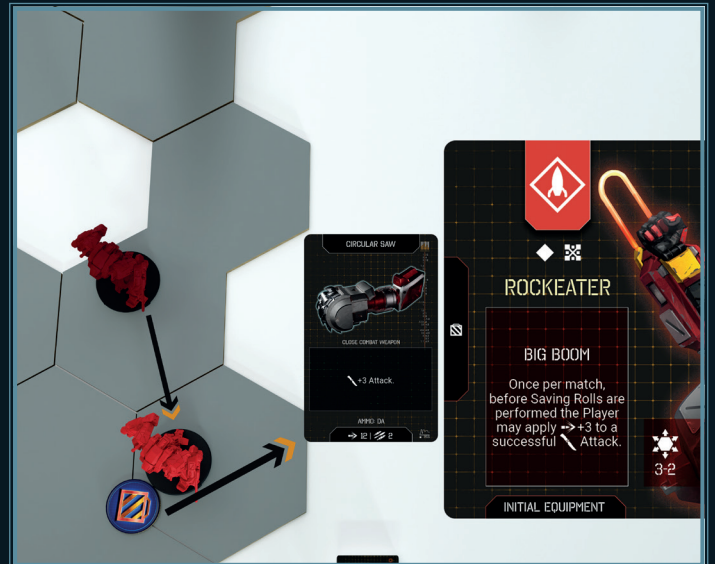
The TAG's player draw a card from the Tool Deck ⊠ and must decide if they want to equip it in one of the Slots with the ⊠ symbol on their Miner Card. If they had a free Tool Slot ⊠ on their Miner Card they could equip it directly. However, the TAG's Tool Slots ⊠ are all full, so it must free up one of them by discarding one of the cards in the Tool Slots. The player removes one of the cards from the Tool Slots and puts it on the Discard Pile, and replaces it with the new card they have drawn from the Tool Deck.

EXAMPLE OF EQUIPPING LOOT

Now, with the first half of a new Order, the TAG ends its Movement ☀ in contact with a Loot Token. In the Loot Zone corresponding to the Loot Token there is a Tool Card and 4 T-Bezoar ⬡ Units.

Before any AROs or declaring the second half of the Order, the TAG's player places the 4 T-Bezoar ⬡ Units in their Cargo Zone and decides whether to equip their TAG with the Tool Card, following the same steps as the previous example. Finally, the Loot Token is placed back on the Control Panel.

Next, AROs are declared, and then the player declares their second half of the Order.

CIRCULAR SAW

CLOSE COMBAT WEAPON

AMMO: DA

→ 12 | ⚒ 2

CIRCULAR SAW

CLOSE COMBAT WEAPON

↘ +3 Attack.

AMMO: DA

→ 12 | ⚒ 2

◆ ⌗

STONEBREAKE

FRANTIC RUSH

Once per match, you may declare ☀ and move 2 extra Segments.

INITIAL EQUIPMENT
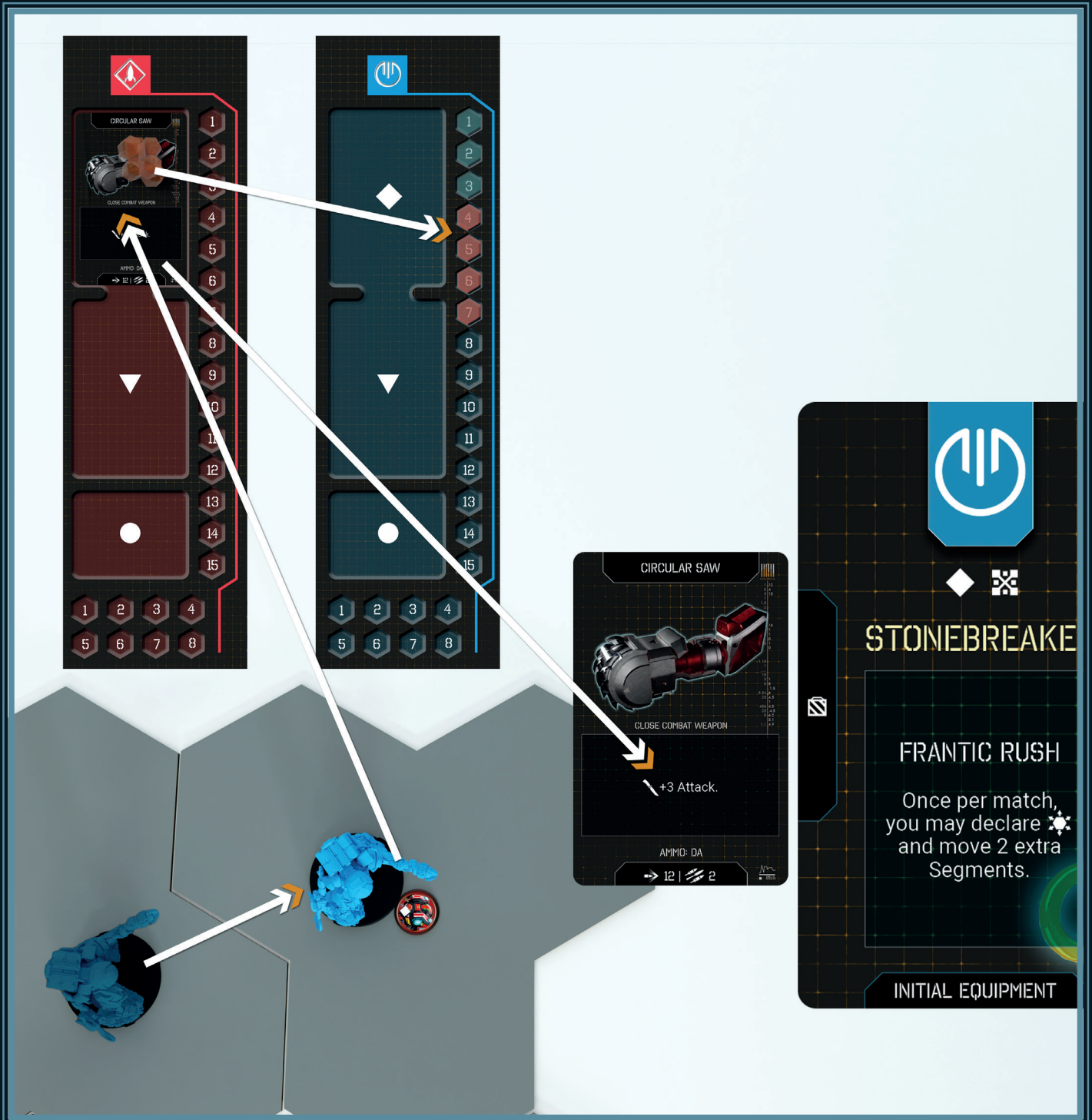
TERRAIN

Each Hexagon on the tiles has a symbol showing the type of Terrain that the Hexagon represents. These tiles may be affected by different effects throughout the game.

VEGETATION ⬡
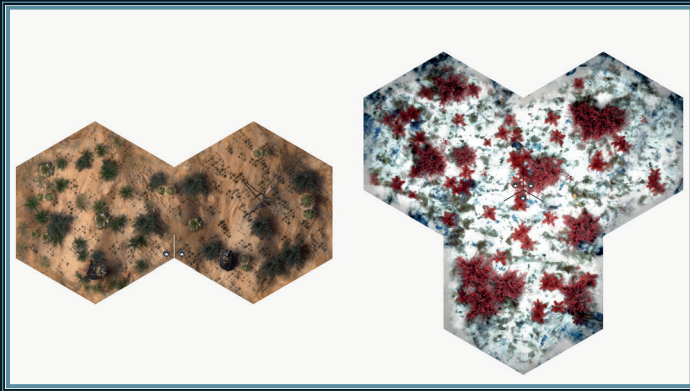
PLAIN ⬡
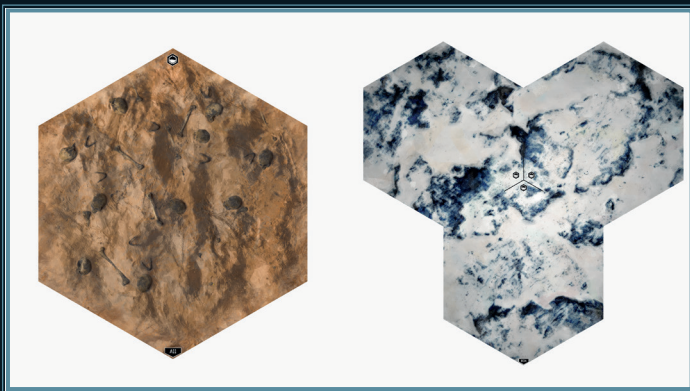
EXCAVATION ⬡
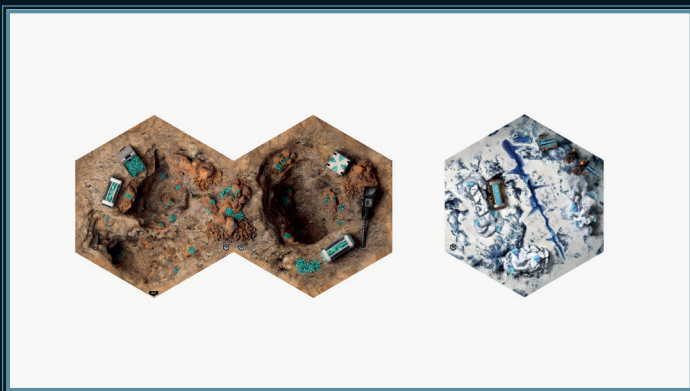
SUPPLIES ⬡

ROCKY TERRAIN ⬡
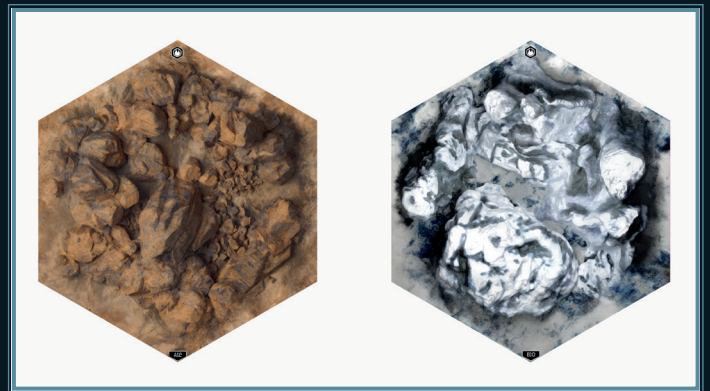
SPECIAL TERRAIN

There are different types of Special Terrain. These Terrain types will be determined by Events, MegaBeast Events, or by Campaign Chapters.

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 Chapters 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.

EXTRACTION POINTS

Extraction Points are Neomaterial veins from which Miners may obtain Teseum.

Once per Round, Miners can obtain Teseum ⬡ from an Extraction Point if they meet the following conditions:

> Be a Miner of the TAG ◆ or Prospector ▼ type.
> Not be in Silhouette Contact with an enemy Miner.
> Not be in Blocked State.

If those conditions are met, the Miner can obtain Teseum ⬡ From the Neomaterial Reserve in any of the following cases:

> If they declare the Move Skill and end the move in Silhouette Contact with an Extraction Point Token. In this case they obtain one Teseum Unit ⬡.
> If they declare a Close Combat Attack 🗡 against an Extraction Point. For each Saving Roll caused by the Attack they will obtain one Teseum Unit ⬡, up to a maximum of three Units.

Teseum Units ⬡ obtained from an Extraction Point are placed in the player's Cargo Zone.

IMPORTANT
UNLESS A SKILL OR CARD INDICATES OTHERWISE, A MINER CAN ONLY EXTRACT TESEUM FROM EACH EXTRACTION POINT ONCE PER GAME ROUND.

Declaring Move and Close Combat Attack 🗡 to obtain Teseum from an Extraction Point is a single extraction for this limit.

MINERBOT EXPLAINS
YOU MAY OBTAIN UP TO FOUR TESEUM UNITS ⬡ FROM AN EXTRACTION POINT. ONE FOR MOVING AND UP TO THREE FOR USING A CLOSE COMBAT TOOL. AND I SAY UP TO THREE BECAUSE THAT DEPENDS ON THE WEAPON YOU ARE EQUIPPED WITH. SEEMS OBVIOUS, DOESN'T IT? AFTER LEARNING HOW TO ADD UP THE T-BEZOAR THAT YOU'D EARN FOR KILLING A MEGABEAST I THOUGHT THIS WOULD BE CLEAR FOR YOU…

DEPLOYMENT OF EXTRACTION POINTS

After the Initial Deployment, each Player in the last and second-to-last position in the Timeline will place one Extraction Point Token.

Extraction Tokens must be placed completely within a Hexagon, which **cannot** be in contact with an Access Point.

MEGABEAST

MegaBeasts are massive creatures native to this area whose evolution has been affected by the intense radiation that saturates their environment.

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

MEGABEAST CARD

Each MegaBeast is unique and every characteristic, specific traits, and game information is detailed on their MegaBeast Card.

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 on the game table the first time that the ⬢ symbol appears on 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 in a direction of the player's choice, but always facing towards a Miner of the TAG or Prospector type within its LoF.

MOVEMENT

The way the MegaBeast moves around the game table depends on its Deployment and Movement Type.

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

1 MegaBeast Identifier.

2 MegaBeast Name.

3 Skills and Attacks.

4 Rage Levels.

5 Rage Level Effects.

6 Card Identifier.

7 Deployment and Movement Type.

8 Threat Level.

9 Wounds.

Depending on its Movement Type, the MegaBeast's movement will always be towards the Hexagon—or Hexagon not occupied by a tile—that is closest to the Active TAG or Prospector. The MegaBeast will always turn so that it has the Active Miner in its Angle of Vision, and as many TAGs and Prospectors as possible.

The MegaBeast will not move or turn itself if, when declaring its ARO, it already has LoF and is in the closest position to the Active TAG or Prospector.

Option A
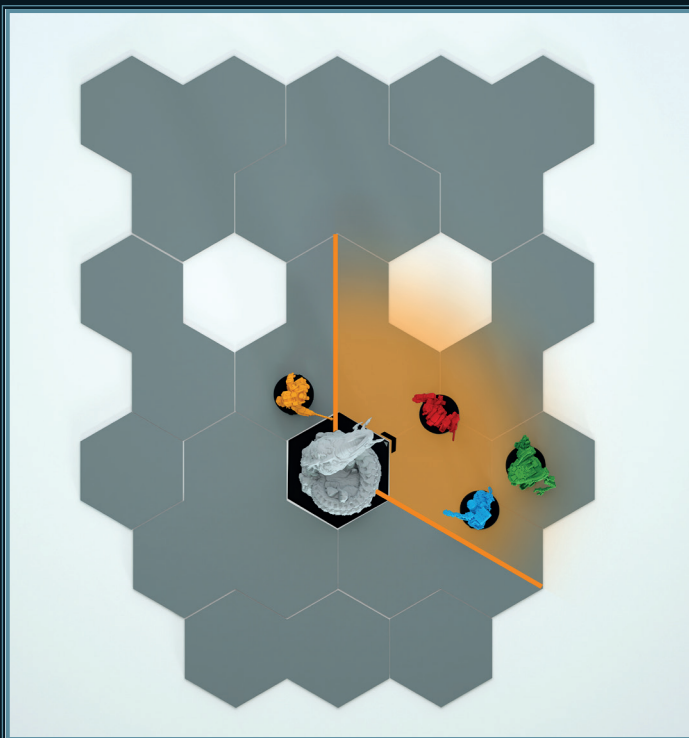
Option B

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 would only have the Active TAG and one more TAG.

There are two types of Deployment and Movement:

INTERIOR
DEPLOYMENT AND MOVEMENT ⬡

With this type of Deployment and Movement, a MegaBeast can only place itself in Hexagons **that are not occupied by tiles** as long as there are tiles on at least four sides.

EXTERIOR
DEPLOYMENT AND MOVEMENT ⬡

With this type of Deployment and Movement, a MegaBeast can only place itself in Hexagons **that are not occupied by tiles** on the edge of the game table, or in Hexagons that are not occupied by tiles as long as there are tiles on no more than four sides.
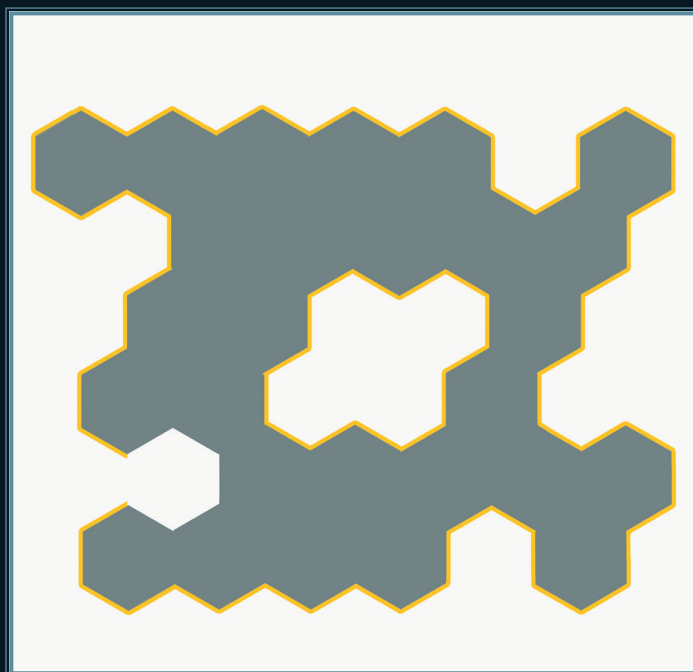
Places where the MegaBeast with Exterior Deployment and Movement can be placed.

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

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.

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.

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.

THREAT LEVEL EXAMPLE

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

Sterling Forge's Cavecrawler dares to strike the Stoorworm with its Jackhammer from the side with a Threat Level of 8. To hit the Stoorworm, the Cavecrawler's Roll must be successful and higher than 8. If the Roll is failed, the MegaBeast prevailed and applies the effect of the Skill or Attack specified in the MegaBeast's Behavior. On the other hand, if the TAG rolls a success that is higher than 8, it will wound the Stoorworm 3 times thanks to the Jackhammer's EXP Ammunition, which would normally force 3 Saving Rolls.

WOUNDS

This characteristic indicates the vitality of the MegaBeasts and the damage they can withstand before dying.

When a Miner's successful Attack Rolls win a Face to Face Roll with the MegaBeast, it does not perform any Saving Rolls. Instead, it automatically loses one point of its 🜄 Wounds Attribute for each Saving Roll the Attack causes. The player will gain one T-Bezoar ⬡ Unit for each point that they took away from the MegaBeast's Wounds Attribute and place it in their Cargo Zone.

When the MegaBeast loses the last point of its Wounds Attribute, the player that inflicted the damage will obtain all the T-Bezoar Units ⬡ from the Hunting Trophy slots in the Prospecting Control Panel.

> **MinerBot explains**
> *Unlike the Miners, MegaBeasts don't perform Saving Rolls. Once you've beaten it in a Face to Face Roll, 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 LEVELS ⬖

A MegaBeast's Rage Levels ⬖ determine how its aggressiveness and rage increase as it is wounded.

The number of Rage Level Tokens and their position in the Wounds Bar of the Prospecting Control Panel is listed on the MegaBeast Card.

For practical purposes, each Rage Level Token works as a MegaBeast Wound and as a T-Bezoar ⬡ Unit, with the exception that when you remove the Token the related Rage Level activates, and you apply the Rage effects listed on the MegaBeast Card for that Rage Level.

Rage Level effects are cumulative, so apply the effects of all Rage Levels that have been activated.

When a MegaBeast activates a Rage Level, the effects of that Rage Level are kept even if the MegaBeast regains 🔥 Wounds above the activated Rage Level.
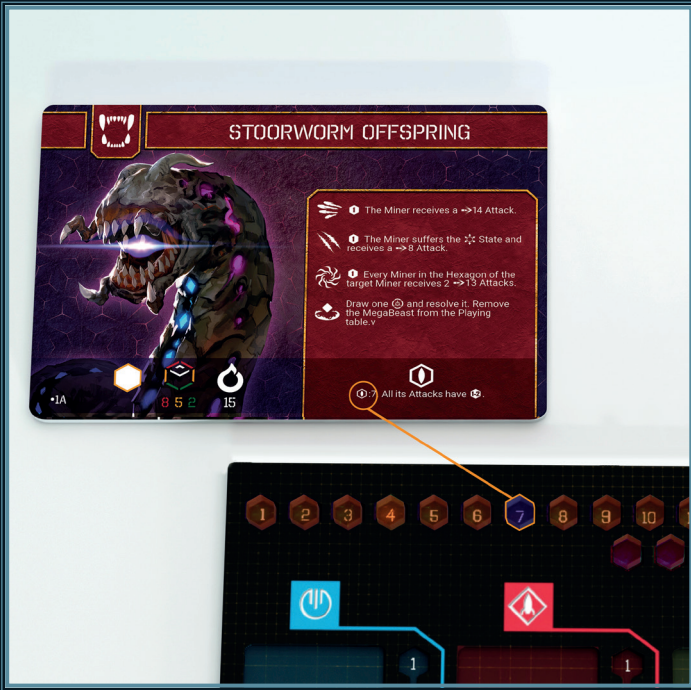
Example of MegaBeast, Rage Level and Prospecting Control Panel with the Rage Level Tokens.

MEGABEAST LINE OF FIRE

FRONTAL ANGLE OF VISION
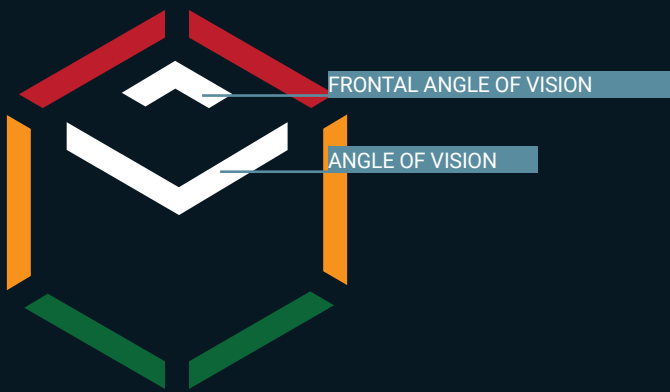
ANGLE OF VISION

The MegaBeast's Angle of Vision is determined by the MegaBeast's Behavior on the MegaBeast Event card.

The 🔺 will specify what the MegaBeast's frontal Angle of Vision is. If the MegaBeast's Behavior does not list an Angle, its Angle of Vision is 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 volume 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.

SKILLS AND ATTACKS

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

Remember that the MegaBeast does not make rolls. Instead its Threat Level determines the result it would get in a Roll when performing a Skill or Attack.

When the MegaBeast declares an Attack against a Miner, the Threat Level value will be the value that coincides with its Angle of Vision. This Attack will happen in the first Hexagon in which the Miner is in Range of the MegaBeast.

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SYSTEM
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MEGABEAST EVENTS

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 MegaBeast Event, during the Events Phase.

These cards also feature the MegaBeast's Behavior.

1 IG GAME TROPHY

2 Every successful Attack on the MegaBeast allows you to take one ⬡ Unit from the Hunting Trophy.

3 **4** **5**

1. Card Title.
2. MegaBeast Action during the 1.2 MegaBeast Event step.
3. Threat Level.
4. MegaBeast Movement.
5. Special Skill.

MEGABEAST'S BEHAVIOR

The MegaBeast's Behavior will determine how it will act during the Player Turns or when declaring an ARO.

The MegaBeast's Behavior is determined by the symbols featured in the MegaBeast Event Cards and with the Attack Deck.

AROS

MegaBeasts only gain AROs from Miners of the TAG or Prospector types.

If the MegaBeast did not declare an ARO, it will change its facing during the Conclusion step of the Order Expenditure Sequence, even if the ☀ symbol is not shown on their MegaBeast Event card.

When doing so, the MegaBeast must have the Active Miner and as many TAGs or Prospectors as possible in its Angle of Vision.

If the MegaBeast has not declared an ARO and it has been the target of an Attack in which the Player has failed the Face to Face Roll, the Miner will receive 🗲 if they are in Range of the Attack.

MEGABEAST EVENTS

The following symbols may be found in the MegaBeast Event Cards:

⬡ This symbol shows the Angle of Vision and the Threat Levels.

☀ If this symbol appears, it means that the MegaBeast will move in ARO, according to its Movement Type, towards the Hexagon or Hexagon not occupied by a tile that is closest to the Active Miner.

♻ This symbol indicates that the MegaBeast will resolve this Skill during its ARO **instead** of drawing a card from the Attack Deck.

ATTACK DECK
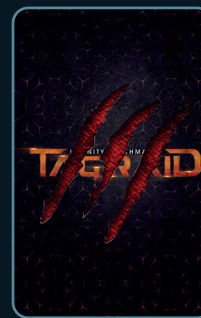
The Attack Deck is made up of 15 cards with the Attacks the MegaBeast can perform when declaring an ARO.

Some of these cards will modify the Damage, quantity, or Range of the Attacks.

Draw a card from the Attack Deck every time a MegaBeast declares an ARO. This card will determine which of its Attacks will it perform as its ARO.

At the end of the ARO, discard the Attack card into a discard deck. Once the Attack Deck has been exhausted, shuffle the discard deck into a new Attack Deck.

REMOVE THE MEGABEAST

Sometimes, due to an Event or a MegaBeast Skill ♻, the MegaBeast must be removed from the game table. In this situation, place a MegaBeast Exit Token to mark its position and orientation. If, due to some game condition, the MegaBeast returns to the game table, it must be placed in the same position and with the same orientation.
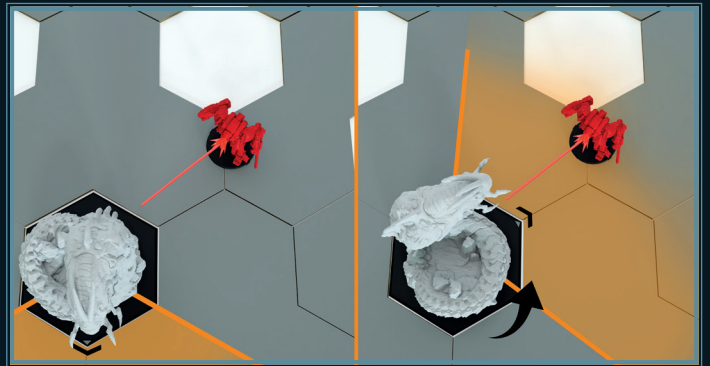
EXAMPLE OF A MEGABEAST'S MOVEMENT AND ATTACK

The Stoorworm has LoF to the Active TAG (green TAG). The TAG declares its Movement and the Stoorworm and the rest of the enemies that are able to do so declare their corresponding AROs. The MegaBeast's Behavior determines that it will move ☼. So, when declaring its ARO, the Stoorworm moves to the Hexagon not occupied by a tile, that is closest to the Active TAG (from position 1 to position 2) and draw a card from the Attack Deck. If the Attack is in Range, resolve it during the Resolution step of the Order Expenditure Sequence.

EXAMPLE OF MEGABEAST FACING 1

The MegaBeast does not have LoF to the Minescorp Stonebreaker, so the TAG takes the opportunity to Move towards a Tool Container, as the MegaBeast cannot declare an Attack. As the MegaBeast did not declare an ARO, it will change its facing towards the Stonebreaker during the Conclusion step of the Order Expenditure Sequence.

EXAMPLE OF MEGABEAST FACING 2

As the Stoorworm does not have Line of Fire and there is no risk of suffering its ARO, the 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 an ARO. However, the Rockeater is in the Hexagon adjacent to the MegaBeast and the TAG loses the Face to Face Roll since it did not beat the Threat Level. So the TAG will suffer the effect of Attack ⚡ since it is in Range. Despite this, the MegaBeast has not declared an ARO so the Stoorworm will turn itself towards the attacker during the Conclusion of the Order.
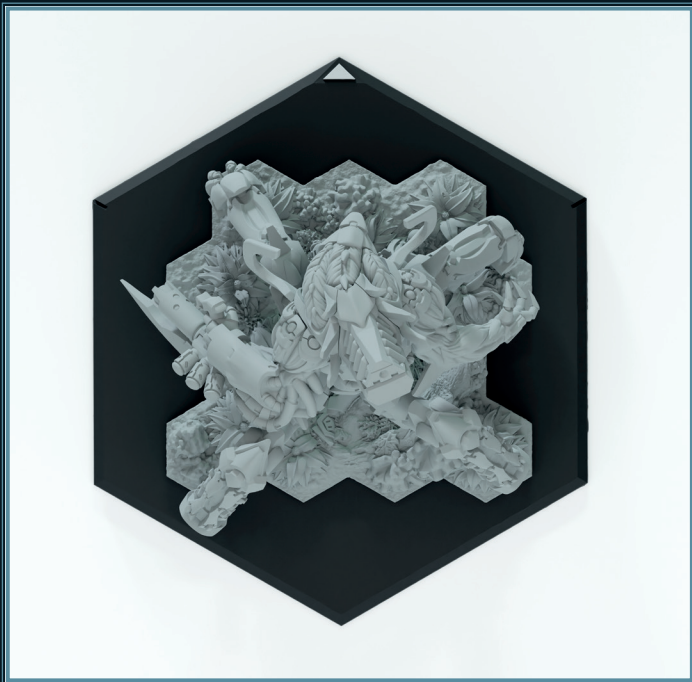
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MEGALODRON SPECIAL RULES

The Megalodron is an Infinity Universe creature that is adapted to TAG Raid, so certain adjustments have been made to allow the Megalodron to play like any other MegaBeast.

In game terms, the Megalodron has a MegaBeast's Behavior, Deployment, and Movement.

BASE RULES

In game terms, the Megalodron has a MegaBeast's Movement, Angle of Vision, and base orientation, as shown in the image above.

PROFILE 7553-2V

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

GAME MODES

MODE: STANDARD

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

MODE: DEATHMATCH ROYALE

In this Game Mode, players will only use Miners of the TAG or Prospector type, along with the Event Deck, but the MegaBeast Deck is not used.

Wounds caused to enemies grant 2 Teseum Units ◈ instead of one.

MODE: PROSPECTING DEATHMATCH

In this Game Mode, the Prospecting Crew is made up of one Prospector and up to two other Miners of the same Corporation. TAGs cannot be used. Players must decide if the Prospector will be joined by one or two Miners.

In this Game Mode, all rules, cards, and conditions referring to TAGs will be applied to Prospectors.

The chosen Prospecting Crew will be used for the entire match.

Players must decide if the Event and/or MegaBeast Decks are included.

MODE: GARAGE DEATHMATCH

In this Game Mode, the players will only use TAG Miners and they will have 24 M Oceanas ◐ to set up their upgrades using the Black Market (see Campaign rules).

Players must decide if the Event and/or MegaBeast Decks are included .

Players will share a single Black Market Deck. In Timeline order, Players each select one Black Market Card. Then, in reverse order, they each select a second Black Market Card. Continue

alternating the selection order until a player either doesn't want to select a Card or there are no more Cards.

N4 DEATHMATCH MODES

RULES FOR ADAPTING N4 PROFILES

In game terms—and for all effects and purposes—N4 Unit Profiles adapted to TAG Raid are Miners.

When flipping the Miner's TAG Cards ◆ **you must retain any States and Wounds** ⍜ **, except** for the **Escape System** Special Ability (any version). In these cases, Wounds ⍜ are removed when the card is flipped.

MODE: STANDARD N4

In this Game Mode, Players will only use adapted N4 Miners of the TAG type ◆.

Players must decide if the Event and/or MegaBeast Decks are included .

MODE: N4 DEATHMATCH ROYALE

In this Game Mode, Players will only use adapted N4 Miners of the TAG type ◆ along with the Events Deck, but not the MegaBeast Deck.

Wounds caused to enemies grant two Teseum Units ⬡ instead of one.

GAME MODES CHART

GAME MODE	TAG	PROSPECTOR	OTHER MINERS	EVENT DECK	MEGABEAST DECK	BLACK MARKET DECK
STANDARD	Yes	No	No	Yes	Yes	No
DEATHMATCH ROYALE	Yes	Yes	No	Yes	No	No
PROSPECTING DEATHMATCH	No	Yes (Counts as a TAG)	1 or 2	Choose	Choose	No
GARAGE DEATHMATCH	Yes	No	No	Choose	Choose	Yes
STANDARD N4	Yes, N4	No	No	Choose	Choose	No
N4 DEATHMATCH ROYALE	Yes, N4	No	No	Yes	No	No
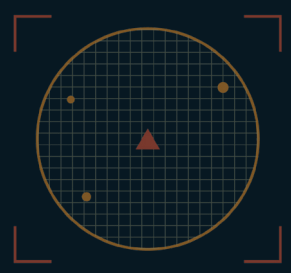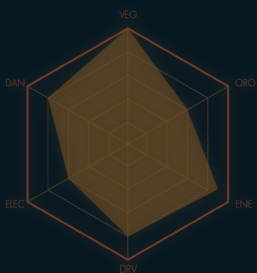
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Objective	Objective	CAMPAIGN RULES
Oceanas	Oceanas	CAMPAIGN RULES
Access Point	Access Point	Page 15
T-Bezoar	T-Bezoar	Page 14
Teseum	Teseum	Page 14
0	Hexagon the Miner or MegaBeast is in.	Page 25
0-1	Hexagon the Miner or MegaBeast is in and the Hexagons adjacent to it.	Page 25
0-2	Hexagon the Miner or MegaBeast is in, up to 2 Hexagons away.	Page 25
0-3	Hexagon the Miner or MegaBeast is in, up to 3 Hexagons away.	Page 25
1	Hexagons adjacent to the one the Miner or MegaBeast is in.	Page 25
1-2	Hexagons adjacent to the one the Miner or MegaBeast is in, up to 2 Hexagons away.	Page 25
1-3	Hexagons adjacent to the one the Miner or MegaBeast is in, up to 3 Hexagons away.	Page 25
1-4	Hexagons adjacent to the one the Miner or MegaBeast is in, up to 4 Hexagons away.	Page 25
+1	Second value of the Range is increased by 1 Hexagon.	Page 25
+2	Second value of the Range is increased by 2 Hexagons.	Page 25
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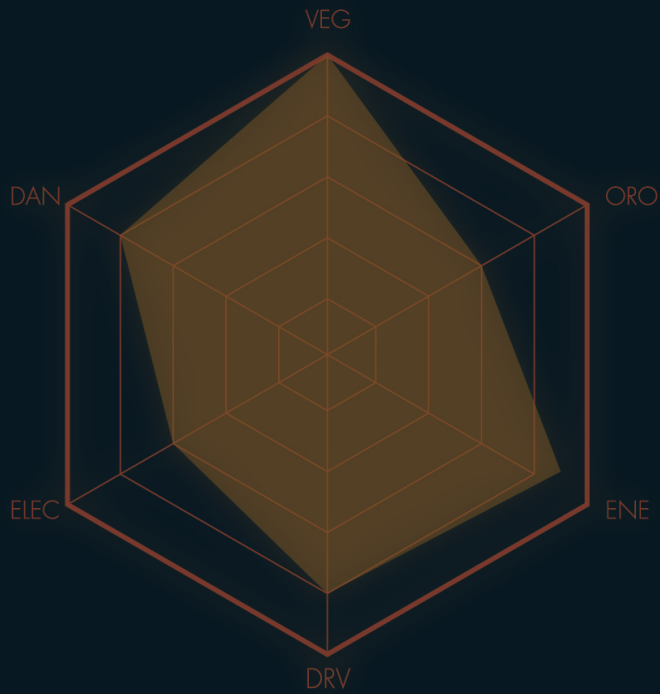
MATCH SET UP

1. Set up components.
2. Choose the MegaBeast's Level.
3. Choose the Mining Corporations.
4. Set up game area.
5. Determine the Timeline.
6. Initial Deployment.

END OF MATCH AND VICTORY CONDITIONS

End of Match (page 14):

> No more Event cards can be drawn from the Events Deck.
> A player has a total of 12 or more Neomaterial Units.

Special conditions in campaign chapters replace the standard conditions.

Neomaterials:

> 1x 🔷 for 💧 to a Miner.
> 1x ⬡ for 💧 to a MegaBeast.
> 3x ⬡ for the Hunting Trophy.
> ⬢ or 🔷 for Cards, Events, or Chapter conditions.

GAME ROUND

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

ORDER EXPENDITURE SEQUENCE

1. Activation.
   1.1. Order expenditure.
   1.2. Move.
2. Player and MegaBeast AROs.
   2.1. ARO Check.
   2.2. ARO Declaration.
3. Declare 2nd Skill of the Order.
4. New AROs Declaration.
5. Resolution
   5.1. Effects.
   5.2. Respawn.
   5.3. Conclusion.
   5.4. End of the Order.

MINER ACTIVATION

MOVE ✶	+	SKILL ▶
		CLOSE COMBAT ATTACK 🗡
		RANGED ATTACK 🔫
		EVADE ◀
		IDLE
		MOVE ✶
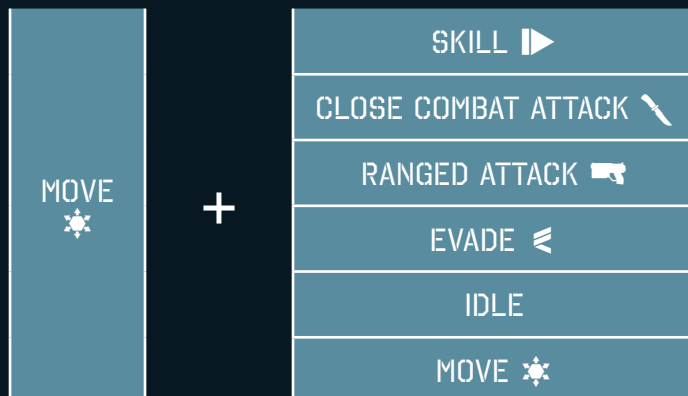
TRAITS (PAGE 40)

> 🔫 (-3).
> 🛡 = 0.
> Area Damage.
> Total Reaction.
> No LoF.

MINER DEATH (PAGE 32)

1. Place a Loot Token.
2. Remove the Miner from the game table.
3. Remove their 💧 Tokens and States.
4. Respawn (page 32).

RULES TO REMEMBER

In TAG Raid, halved numbers are always rounded up (page 26).

In Face to Face Rolls, Criticals always win (page 27).

The Timeline will be used to solve any doubt on the order in which to apply effects or game rules (page 14).