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1. Game Overview

Obsidian Protocol is a highly open-ended turn-based platoon-building strategy game that can be played on dedicated terrain or any grid. Players take command of an elite mercenary squad of adaptable bipedal MAPs (Modularized Armor Platforms) and semi-autonomous drones, leading them into battle against opposing squads or other enemies.

As the name suggests, MAPs are fully modular, allowing commanders to combine versatile components – including weapons, shields, jetpacks, and more – into unique and deadly war machines. A range of specialized drones can also be freely chosen before battle.

Games of *Obsidian Protocol* take place on Earth's moon, where the ruins of an ancient civilization have become the flashpoint of small-scale battles between factions eager to unlock their secrets. Mercenary squads fight for territory and alien "Relics" by deploying MAPs, robotic frames nearly 4 meters tall that dominate the lunar battlefield. MAP pilots assume control of these juggernauts through a remote neural link, allowing them to rest far from the chaos of combat.

Each game of *Obsidian Protocol* simulates a tense and tactical lunar battle, and is played over a series of rounds, with 10 to 12 rounds corresponding to about 2 minutes of real time.

The following chapters will explain rules of the game. Good luck, commander!

Deluxe Core Box



This figure shows all content that included in the Deluxe box. Together they provide all items you need to start a game. In this rulebook, we will introduce each of them one by one.

2.Components

2.1 Miniatures

A variety of miniatures represent units and objects on the battlefield, including MAPs, drones, projectiles, and pieces of equipment. MAPs are unusual in that each miniature represents a platform composed of five modules, as shown in the picture. Each MAP consists of a Torso (TR), Backpack (BP), Lower Limbs (LL), Left Arm (LA), and Right Arm (RA). Each MAP piece is called a **Component**, and each **Component** has a corresponding data card. Players are free to reference the information on these cards during play.

2.2 Cards and Control Panels

There are two major card types used in the game: components and drones. Component cards represent MAP parts that can be inserted into the unit base to assemble your MAP.

The front side of a component card includes vital information like the Component's Name, Costs (of point limit), and Armor Value. Many components feature an Action that offers optional combat moves. For example, most Lower Limb components provide at least one Maneuver Action, while Right Arms often provide MAPs' primary offensive actions. The selection and execution of Actions are a critical part of the game, and are explained further in Chapter 4.2, 4.3, and 5.

2.3 Dial

Each MAP requires a Pilot, represented by a Dial, to operate. The Pilot's name, Link Value, and Skill are shown on the top of the dial. Normal Pilots don't count against your point limit (PT) for each battle, but Elite Pilots require points to deploy. **You may not deploy multiple Pilots with same name.**

Pilot assignments cannot be changed during the game.

Another key function of each Dial is to choose the Timing that each MAP will act in. Most actions require a certain Timing to be executed – thus, during the Planning Phase of each turn, the Dial must be set to a Timing to be revealed later.

MAP Miniature



The figure shows the structure of a MAP piece. Components are connected by magnets, and can be swapped if required.

1.Torso 2.Right Arm 3.Left Arm
4.Lower Limbs 5.Backpack

MAP Component Card



The figure shows the front view of a "AC32 Auto Rifle" Component Card. On the card you can find all major properties of this component.

1.Armor Value: Indicates how much damage it takes to destroy this component.

2.Card Head: This area shows the name and type of the component, and also specifies whether it is a heavy component.

3. Image of the component: This area also shows flags such as skill cold down, evade, block, etc.

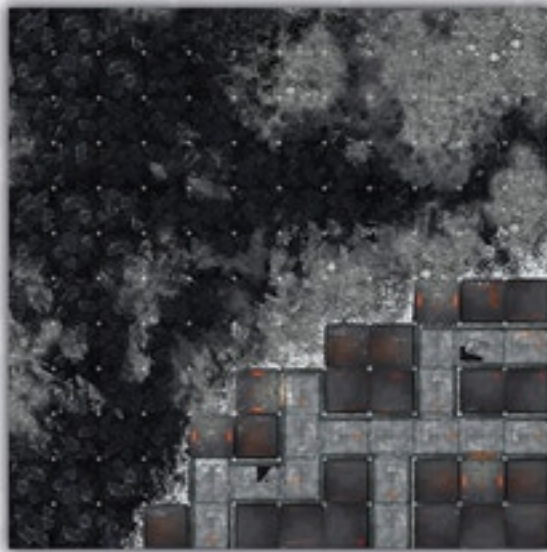
4.Action Bar A: This area shows action names and dials, while on the bottom specifies the timing and type of the action. On the right there is Action Bar B. Only a part of components has an action specified in this area.

2.4 Board and Terrain

Obsidian Protocol can be played in two major modes. **Standard Mode** is played on a flat checkerboard-style grid, while **Free-move Mode** is played on custom terrain and requires a ruler. In this rulebook, Free-move rules are written in blue.

Board size and terrain layout is dictated by the requirements of each mission. For a small-scale skirmish (around 200pt), a 12x8 grid (54x24 inches / 90x60 cm) or larger is recommended. Encounters with higher point caps should use larger boards accordingly.

Board



The left figure shows a standard 90x90 cm square game board, which is suitable for games with 350 or lower pts.

If not specified, the colors and patterns on the board will not affect gameplay. They are only for decorations.

We are not using clear lines to split the grid, but white coordinate points to present four angles of each grid. In free-move mode, these coordinate points will also help players to place the terrains or determine the board layout before the game starts.

2.5 Dice

In a game of *Obsidian Protocol*, six different types of Dice are used to determine random outcomes. Red, orange and purple dice are generally used to determine damage, while blue and green ones determine movement and maneuver-related values. White dice are used for defense or parry results, and gray dice are used to determine which MAP component takes a hit. When a standard 6-sided die (D6) is called for, usually for a Roll-Off or a simple test, please use a purple die.

2.6 Tokens

Tokens have different effects based on their type. Certain tokens, such as Ammo Tokens and Anti-air Tokens, are consumables, with rules that dictate when to consume or replenish them. Other commonly used tokens include special effect markers, which have durations determined by the color of the rim. For example, a green-rimmed effect is permanent until removed, a red rim lasts until the end of the round, and yellow-rimmed effects are flipped at the end of the round.

Dices in this game



In *Obsidian Protocol*, there are 7 types of dices. While in game, numbers usually represent damage value, and other types of tags indicate their corresponding functions.

3. The Game Round

Obsidian Protocol is played over a series of game rounds. During each round, players complete the following six Phases in order:

Note that players do not have their own rounds in *Obsidian Protocol*. All Phases within a round are shared between players, and the next Phase begins only once all players have finished their actions in the current Phase.

In the actual game, sometimes both players do not need to take action at a certain phase, so this stage can be skipped. Note, however, that sometimes this can cause you to miss out on some persistent operational opportunities.

**In the rule book, you sometimes see descriptions such as "when the round ends" or "at the End Phase", "when the round ends" denotes the completion of the End Phase, the complete end of a round, and "at the End Phase" denotes that during the End Phase, the round has not yet ended.*

4. Phases

4.1 Drone Order Phase

During the Drone Order Phase (or simply D-O Phase), pilots issue orders to their drones. While drones are highly intelligent, basic commands are necessary to maximize their effectiveness. Time is a precious resource on the battlefield, however, and each MAP can only issue orders to ONE drone per round.

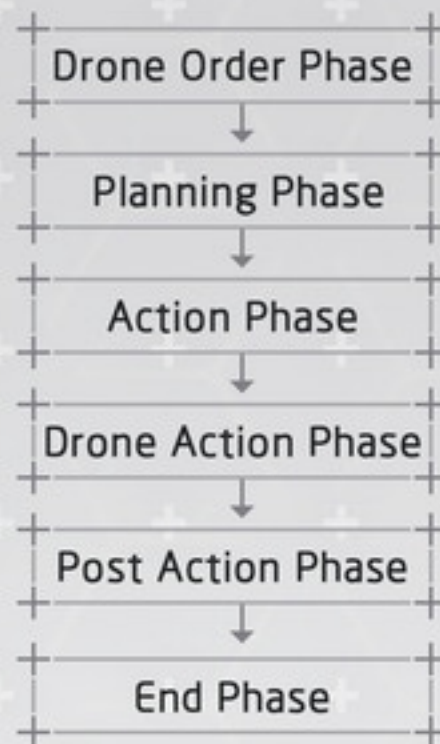
Drone orders are given as follows: each player chooses the drones they want to give orders to, compares the Initiative of those drones, and gives orders to the drones in descending Initiative order. If multiple drones have the same Initiative, the players controlling them should make a Roll-off to determine which one receives orders first.

If a drone can move, then a move order can be given. Issuing a move order allows that drone to move a distance up to its Mobility Cap, as detailed in Chapter 5.1.

Certain drones can execute actions other than moving called **Order Actions**. As shown in the image, if the Timing mark at the action part is **?**, then this action can be executed during the Drone Order Phase. Most Order Actions are time-consuming, requiring either careful precision or methodical effort, like launching a missile or deploying armor panels.

A drone can execute only one Action during the Drone Order Phase, so generally speaking, a drone may not move when it executes an Order Action.

The Game Round



Drone Card



1. **Armor Strength.** Some drones have two layers of armors.
2. **Model ID of the Drone**
3. **Maneuver Flags.** Only a small part of drones have defense or block flags.
4. **Initiative.**
5. **Move Distance.** Unit is grid. In free mode, this number x3 is inches.
6. **Image of the Drone**
7. **Electronical System Strength**
8. **Action Bar.** On the bottom specifies the timing and type of the action. A part of drones has two action bars.

4.2 Planning Phase

In the Planning Phase, each player secretly chooses one Timing for each of his MAPs by using the Dial. As shown here, most components provide at least one action for the MAP, and all Actions can only be executed during a specific Timing. Generally speaking, each MAP can only choose one action Timing per round.

Usually, Timing choice will be determined by a single component's action, but it's entirely possible to design a MAP that features multiple actions with the same Timing. In that case, players can choose freely between actions with the same Timing.

Once you have chosen all MAP Timings, place each dial upside-down next to the corresponding MAPs. After Timings have been decided for all MAPs, the Action Phase begins.

Planning Phase



Example: Player 1 wants to make the MAP operated by pilot Joshua run as fast as possible. So he chooses Timing 6 in his dial (In this case, the MAP may run at Timing 6 in the action phase). Then, he places the dial upside-down.

4.3 Action Phase

During the **Action Phase**, the majority of the round's combat actions are resolved.

At the beginning of this phase, each player must reveal all of their dials, then execute actions based on each MAP's chosen **Timing** (In some places we have translated this word into **stage**, which is a deviation and will use the term "Timing" uniformly in the future). Timing 1 acts first, followed by Timing 2, and so forth.

When multiple MAPs execute an action during the same Timing, the pilot with the higher LV has the initiative and acts first. If the pilots' LVs are equal, roll a PvP check to determine who goes first.

The action body can announce the action it is going to perform, which is called the primary action of this round. The timing of the primary action (the number in the Timing Field) must be the same as the current one. For example, you can't choose to take action in Timing 1 and perform an action in Timing 6.

In addition, there may be multiple actions that can be performed at this time, but you can only choose one of them as the primary action in this round.

Certain actions, like the **Shield Bash** shown here, have the **X Timing**. These are called **All-Timing actions** and can be executed at any Timing.

Other actions, like the **Quick Hit** in the picture, have the **+ Timing**. These are called **Additional Actions**

and can be executed as a second action after the primary action, with one limitation: the additional action cannot be from the same MAP component as the primary action. All **Additional Actions** can also be executed as an **All-Timing Action**, serving as the primary action for the round, which can be followed by another additional action (if available) from a different MAP component.

All Action Phase actions can be divided into 6 categories: movement, firing, melee, projectile, electronic, and mechanical. The rules for each action type are detailed in chapter 5.

The **Action Phase** ends when all MAPs have executed their primary (and any secondary) actions.



An All-Timing action & a Timing 2 action



A Timing 2 action & a Additional Action

4.4 Drone Action Phase

During the Drone Action Phase, drones autonomously execute their orders. All drones act in sequence of their AP, from high to low.

Drones whose cards have a ! Timing may act during this phase, with firing on the closest enemy in range as the most common action.

Note that a pilot does not need to order a drone to take this action; all surviving drones on the battlefield may act during this phase, even if player has more drones than MAPs.

Whether or not a MAP has issued an order to them, each player must roll dice, move pieces, and mark tokens for their drones as indicated by the rules.



The figure above shows a DTG 30M Wild Dog Drone Card. In the action bar there is a action called "Rapid Shot". Each round in the Drone Action Phase, this drone will try to fire at the nearest hostile target in its range (4 grid/12 inches).

4.5 Post-Action Phase

Every round in *Obsidian Protocol* represents a split second of battle, and there are still some actions left to resolve after the Drone Action Phase. During the Post-Action Phase, players get the opportunity to control missiles, cannons, and other objects on the battlefield that aren't drones or MAPs.

The L3 Missile shown in right can move 3 grid spaces/9 inches during the Post-Action Phase. Because it has the manual tag, its controlling player may select its course at will. If it hits a target in its movement range, damage is applied according to the rules for missiles in Chapter 5.

Deployed objects, like the Spider Auto-Bomb in Figure Y, are activated during the Post-Action Phase. They behave in the same way drones do during the Drone Action Phase: search for a target, approach, and attack – in this case, explode.

Suffice it to say, a great variety of actions can be taken during the Post-Action Phase.



Two Ammo Cards, they have their own actions in the Post-Action Phase. In *Obsidian Protocol*, we are using specific card for all such items.

4.6 End Phase

The End (or Cleanup) Phase takes place at the end of each round. During this phase, players must flip all yellow-rimmed effect tokens and remove all red-rimmed tokens. All pieces with heat lose at least one heat token. All effects that trigger at the end of a round are resolved. The game moves to the next round when all required actions during this phase are completed.



Some tokens may have different efforts if placed upside-down. For example, the "Dislink-Reboot" token.

5.Actions

In Obsidian Protocol, players make their mark on the battlefield through a wide range of actions. This chapter will cover all available actions and their related rules in detail. This includes the 6 major categories of actions and reactions to them, as well as other special actions.


Icons of Actions



As shown in the above figure, a component may provide multiple actions, which also reveals the function of this component.

Yellow icon indicates the 6 main actions, white icons indicate the triggering condition for passive actions. Besides, there are also defense, evade, and block icons. The last icon is for continuing effective passive actions.

5.1 Maneuver


Most units feature at least one kind of **Maneuver Action**. All maneuvers are indicated by a () icon. To move a miniature, the player must declare a maneuver for it.


5.1.1 Basic Maneuver


The Basic Maneuver is the most fundamental action in the game. Maximum move distance is listed in the form (X grid spaces + dice) / (3X inches + dice), where X is the unit's base move distance.

Rules for distance calculation:


As shown in opposite page, when a unit is sprinting, its maximum move distance is 2 grid spaces/ 6 inches + 1 blue die roll, which means it can move at least 2 grid spaces/ 6 inches plus the following die roll results:

Each () icon increases maximum move distance by 1 grid space/ 3 inches;

Each () icon, increases maximum move distance by 2 grid/ 6 inches;

Each () icon represents an unexpected energy surge, causing the Mech to accumulate +1 heat.

You can move up to and including the maximum move

distance, and can choose to stand still, but any () icons rolled will still generate heat.

In Standard Mode, players must specify all grid spaces they intend to traverse before moving. These may contain owned miniatures but not enemy miniatures. As long as the path is clear, the moving piece may stop on any empty grid space. If a player wants to stop on an occupied grid space, the trample rule (see 5.1.5) applies.

In Free-move Mode, players must specify the miniature's entire movement route, and it must be unobstructed from beginning to end. The trample rule (see 5.1.5) applies if any units occupy the miniature's movement route.

If a movement path passes within 1 grid space/ 1 inch of an enemy MAP, you must stop on spot and make an **Escape Check** as detailed in 5.3.1. If the **Escape Check** fails, the movement ends immediately.

Players may choose the facing direction for the moving miniature after movement. Under Standard Rules, you may choose one of the four cardinal directions, marking it with "front" on the base. In Free-move Mode, your miniature can face in any direction; indicate it with "front" in the same way.

In Free-move Mode, you may choose any direction, marking it by the "front" of the base. Note that in Free-move Mode, the move distance of all dots on the base must be no higher than the maximum move distance, as illustrated in the image.

Moving in Standard Mode



Take the sprint action in the above figure as an example.

If the player rolls Result1, then the MAP can move $2+1=3$ grids.

If the player rolls Result2 or 3, then the MAP can move $2+2=4$ grids, but it still gets 1 heat.



Result1



Result2



Result3



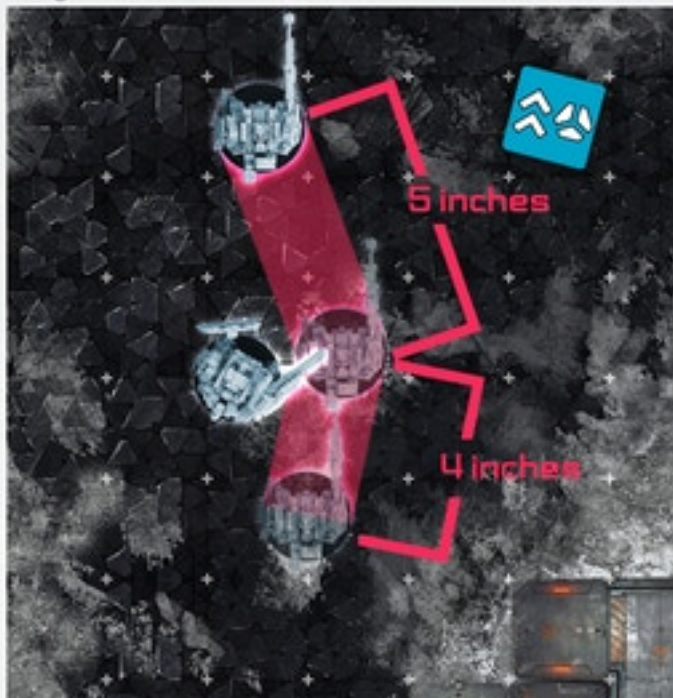
In standard mode, moving to adjacent grids needs 1 distance, while moving to grids of opposite corners needs 2 distance.

Moving in Free-Move Mode

Still take the sprint action in the above figure as an example.

Suppose the player rolls Result2. Then the MAP can move $6+6=12$ inches, and gets 1 heat. The path that the MAP takes must bypass other pieces, including friendly pieces.

To ease the distance calculation, Players can divide the whole moving path into a few segments. If do so, please ensure that the distance of each segment is an integer.



NOTE: In free-move mode, distance calculation starts from the same point where the piece stands. The above figure shows the correct measuring method for doing a "move 7 inches" action, while the right figure shows an incorrect calculation.

5.1.2 Traverse Terrain

Terrain elements play an important role in every game of Obsidian Protocol. We suggest new players to start the game with only 5% terrain covering the center of the map, and gradually rise the terrain proportion up to around 15% of the total map size for better game experience. You may also rise that number to 30% for a urban battle experience.

Please use the Standard Terrain System(STS) modules included in the Core Boxes when playing a standard game. You may purchase more standalone terrain modules or download and print out the paper model from our website.

The Standard Terrain System(STS) includes two types of basic terrain modules: single-storey (1.5 inches) and double-storey (3 inches). Whenever a unit needs to climb up a terrain during a standard game, following rules apply:

When climbing onto single-storey terrain, MAP mobility is unaffected, while drones(exclude heavy drones) and other ground operational automatons must spend extra 1 grid of move distance to traverse this terrain.

When climbing onto double-storey terrain, MAPs must spend 1 extra grid of move distance to start traversing this terrain. Drones (exclude heavy drones) and other ground operational automatons cannot traverse it at all.

If a MAP tries to climb to even higher terrain, like a three-storey tower in a single step, an advanced maneuver is required. See 5.1.4 for more details.

Descending from higher terrain invokes no movement penalty or fall damage, as lunar gravity much lower than the Earth's.

Beside from grid-based terrain elevation, wall-based terrain also exists, such as the single-storey height parapets included in the core box. Traversing such structures invoke the same movement penalty as standard terrain elevation, only your pieces end up on the other side after such movement.

Terrain can also be marked as inaccessible or untraversable.

Terrain marked as inaccessible can represent bottomless pits, live wires, or any other lethal environment. If a piece moves into such terrain, unless the rules state otherwise, it is considered instantly destroyed. Note that flying pieces are an exception to this rule, as they hover far above the surface, and no advanced maneuvers are required for them to traverse it.

Terrain marked as untraversable follows a simpler rule: all untraversable terrain is treated as having infinite height. This terrain cannot be traversed with either flying or advanced maneuvers. Anything that enters untraversable terrain is destroyed.

STS标准单元与地形标识

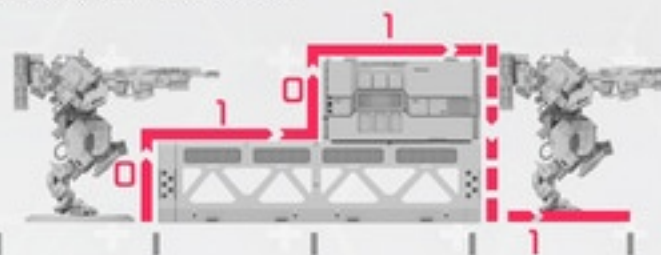


标准地形系统 (STS) 是一套为黑曜协议专门设计的地形模型，最基本单元就是上图的块状结构和墙装结构，其他不同的地形也会在未来逐渐加入，但都符合同一套模数。

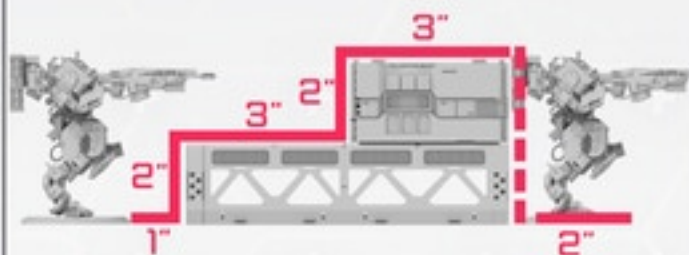


配合STS，我们有一套标准的地形标识，它们在印刷品中用于表示对应地形块的高度和特性。当您使用自己的地形进行自由模式游戏时，这套标识可以被摆放在地形上，避免在判定时对于高度的争议。

不同模式下的高差计算



当使用标准模式时，如正文所述，您需要关注的主要是每一次穿越格子边时跨越的高差等级，在这个例子中，机甲两次上行都跨越的是1层高差，因此在穿越整个地形时没有消耗额外的行动距离，但如果把路线反过来，需要消耗多1格距离。



当使用自由模式时，所有向上攀爬的移动距离都需要被计算，并向上取整（比如爬上一座2.3寸的平台，这段距离将被计算为3寸），所有向下的距离都会被无视，但是请注意，高差变化后为了让棋子有站立的空间，最后往往需要向前移动2寸（底盘直径）。

5.1.3 Flying and Jumping

Flying is a common method of maneuvering, and it's handled somewhat differently from basic maneuvers. Certain units can fly through regions with no atmosphere, and many MAPs can jump or even fly with the help of thruster components; all of these maneuvers are considered as flying. Flying actions are noted on the relevant cards and all flying units – pieces with transparent bases – are considered flying by default.

Distance calculation for flying follows the same rules as basic maneuvers, with the primary difference being that flying ignores terrain elevation. Flying units can also move through all spaces, even occupied grid spaces, without needing to make an escape check.

Note that as detailed in 5.1.2, flying units cannot traverse untraversable terrain.

When a flying target moves through an enemy unit's air defense zone, an air defense action is triggered. For every grid/ 3 inches moved through an air defense zone, another air defense action will be triggered. To learn more about air defense, see 5.12.

Calculating Flying Distance



The calculation of flying distance should always focus on the horizontal distance, and whether there is untraversable terrains. Beside Flight drones and mechs, most of the missiles and projectiles that fired using "in Arc" mode need to calculate their flying distance.

5.1.4 Advanced Maneuvers

On the complex battlefield of Earth's moon, MAPs and drones sometimes have to maneuver in extraordinary ways – climbing, crawling or rolling – and sometimes with the help of special tools or equipment. These complex movement methods are collectively called advanced maneuvers.

1. Unit is a MAP or drone, or is subject to a rule saying it can perform advanced maneuvers;
2. Unit is performing a basic maneuver and its current advanced maneuver distance is shorter than its maximum maneuver distance;
3. There is no untraversable terrain or obstacle en route.

Note that a unit may perform a basic maneuver before an advanced maneuver, but once an advanced maneuver is declared, the unit will consume all of its remaining move distance whether it passes the mobility check or not.

Units performing an advanced maneuver must fit the following criteria:

When an advanced maneuver is declared, the maneuvering unit must undergo a mobility check:

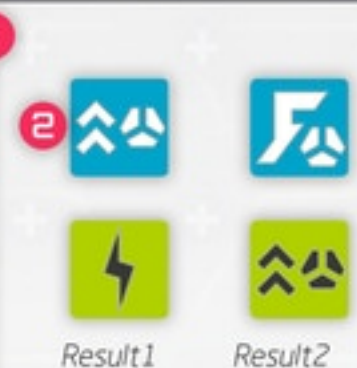
Mobility Check

1. If the unit is a MAP or drone, then the controlling player must roll dice based on its mobility stat; if it is a unit with no mobility stat but must undergo a mobility check for some reason, roll 1 blue die.

2. If the mobility check roll contains at least one () icon, then the mobility check is considered a success, but if no () icons come up then it is a failure.

A unit that passes its mobility check moves to its objective, then sets its facing and ends the move as usual. A unit that fails its mobility check must set its facing on the spot and end the move immediately.

Example: Let's suppose a MAP that equipped with ZRL-06 Lower Limbs (as shown in the figure) is ready for a mobility check. According to its mobility flag, the player rolls one blue die and 1 green die.



If the player rolls Result1, then the mobility check fails. If rolls Result2, then mobility check is successful. But neither 1 or 2 will generate heat.

5.2 Fire

Science has proven that the best solution to any lunar hazard is to shoot at it.

Fire actions are marked with (🔥) Just as with maneuvers, you must declare a fire action before executing it.

5.2.1 Declaring Fire

All fire actions have one basic stat – Range, usually formatted as X/Y, where the target must be within X spaces or Y inches.

There are some special fire actions that have "Cone-shaped Area" as its range, and they require a spray template to resolve. Consult 5.2.X for more details (WIP).

A target must be selected when declaring fire, often called the primary target. This must fit the following criteria:

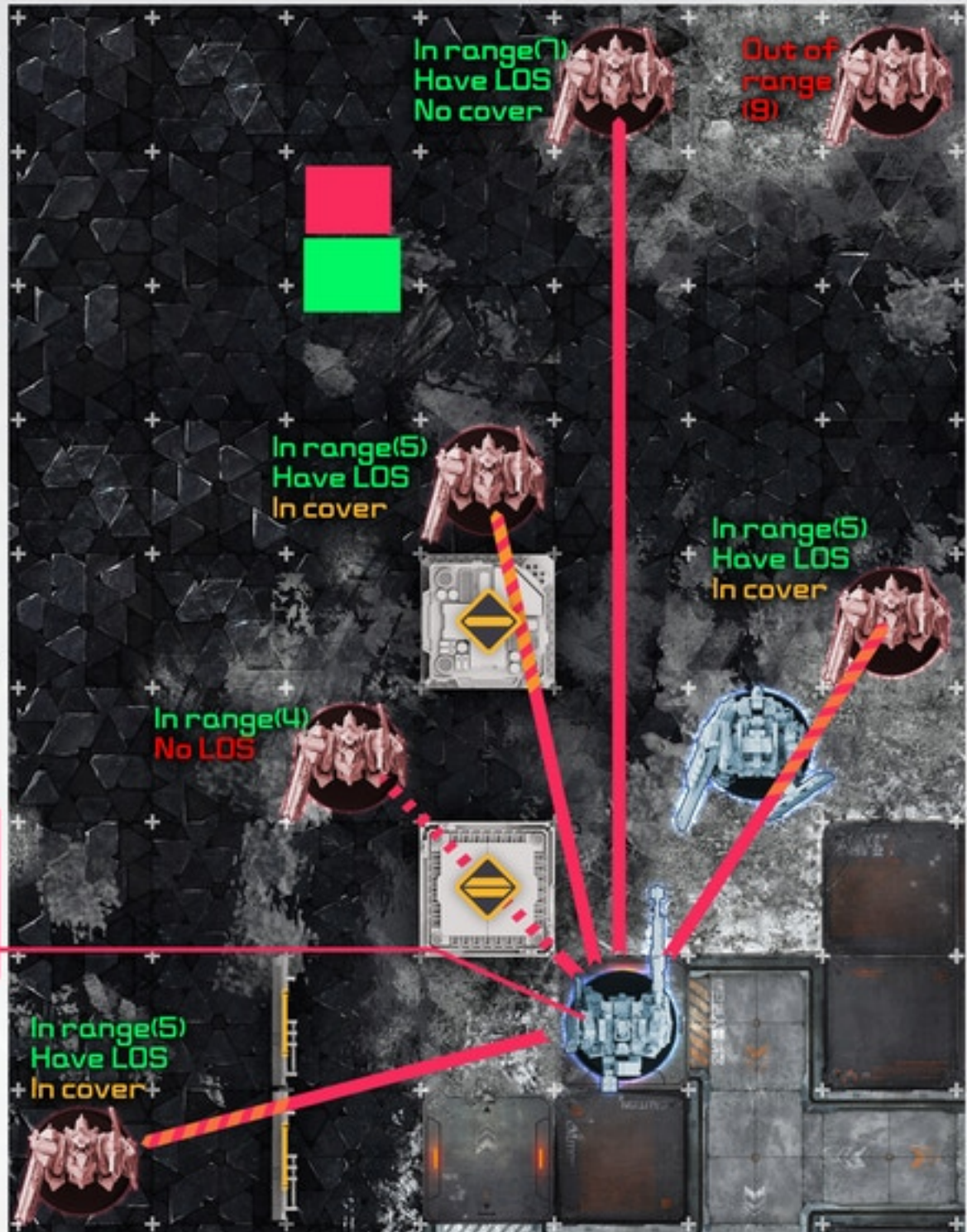
1. That target is within range of the current fire action.
2. There is unobstructed **Line Of Sight** between the attacker and target.
3. If this fire action requires **Ammo**,

then the attacker must have enough Ammo to execute it.

After the attacker declares a fire action, the target must announce their reaction to the incoming attack, usually **Defend** or **Evade**. After that the Declaring Fire step ends.

Line Of Sight

*This picture is a WIP picture. We will use a special chapter to explain this part of the rule.



5.2.2 Reaction

After an attacker declares an attack, all eligible defenders must declare a **Reaction** to it.

Players may choose to have eligible units **Defend** or **Evade**. Both reactions offer a chance to mitigate incoming damage.

However, if the defender is suffering from **Disconnected Status** or is otherwise unable to react, then it must absorb the full brunt of the attack: this is referred to as **No Reaction**.



5.2.3 Calculating Reactions - Defend

Defending is the most common and universal reaction to a ranged attack, representing a MAP entering a defensive stance to brace for incoming damage with the most heavily armored part of its body, while also taking advantage of any nearby cover.

Note that the **Defend Reaction** can only be used against frontal or flank attacks, not attacks from behind.

After announcing the **Defend Reaction**, the defender goes through the following steps:

1. Roll a gray die to decide which component is hit. If the (O) icon comes up, that means the defender has reacted fast enough to choose which component takes damage. Note that you can select certain defensive components, usually large shields, to take a hit.

2. Calculate defense dice based on the defending MAP's remaining components (up to a maximum of 5 defense dice for a fully intact MAP), adding +1 for any surrounding terrain cover and +2 for any special terrain cover.

3. The attacker and defender make attack and defense rolls simultaneously.

4. The attacker calculates the damage value. The results of all attack dice determine base damage, while each (▲) mark adds +1 heat to the attacking component and subtracts one defense die from the defender's roll. Add any bonus damage from the attacker's skills to get the **Final Attack Damage Value**.

5. The defender calculates the defense value. They roll all remaining defense dice and add the **Armor Value** of the hit component to determine base damage. Add any bonus defense from the defender's skills to get the **Final Defense Value**.

6. Subtract the **Final Defense Value** from the **Final Attack Damage Value**. If the result is greater than or equal to 0, then the attack is considered to have penetrated the armor of the target component. If it is -1 or lower, the attack has not penetrated the component's armor.

7. Apply heat tokens generated from the attack to the relevant attacker's component and make an overheating check. Consult Chapter 6 for more details.

0 ? ? ? ?

1

2

3

4

5

6

3-1-3=-1
Failure to penetrate!

5.2.4 Calculating Reactions - Evade





Compared to *Defending*, *Evading* is a better option against attacks that do higher damage per attack die.

Evade Reactions do not receive any bonuses from nearby cover, but evading defenders can evade attacks from behind. Note that defenders may not evade when they cannot move.

Furthermore, the defender must have at least one component marked with the *Evade Drive* flag to execute an evade reaction.

After announcing an *Evade Reaction*, the defender goes through the following steps:

1. The **attacker** chooses or announces which component is hit. If the attacker is a drone or is otherwise unable to specify which component is attacked, the defender rolls a gray die to decide the damaged component. If the (0) icon comes up, that means the defender has reacted fast enough to choose which component takes damage.
2. Calculate evade dice based on the evade flag of the defender's Evade Drive. For example, a frame equipped with "ZRL-06 Standard Chassis" rolls one blue and one green die as its base evade dice.
3. Adjust the number of evade dice according to relevant components and effects.
4. The attacker and defender make attack and evade rolls simultaneously.
5. For each () icon on the evade roll, remove one attack die.
6. The attacker calculates the damage value. The results of all remaining attack dice determine base damage, while each () icon adds +1 heat to the attacking component. Add any bonus damage from the attacker's skills to get the *Final Attack Damage Value*.

7. Subtract the final defense value from *Final Attack Damage Value*. If the result is greater than or equal to 0, then the attack is considered to have penetrated the armor of the target component. If it is -1 or lower, the attack has not penetrated the component's armor.

8. Apply heat tokens generated from the attack to the relevant attacker's component and make an overheat check. Consult Chapter 6 for more details.

Note that if the defender manages to remove all attack dice in step 5, then the evasion immediately succeeds and is considered a *Perfect Evade*.

5.2.5 Ally Block

All allies standing in the *Line Of Sight* between the attacker and defender provides 1 extra defense die. This effect does not stack with terrain cover, so use whichever is higher.

5.2.6 Firing at a Melee-Engaged Target

If the attacker targets a unit engaged in melee, then all *unused attack dice*, including all attack dice without a damage number and those removed by evasion, must be used to make a *Friendly Fire Attack Roll* against the unit it's engaged with – usually your unfortunate teammate.

If your primary target is engaged in melee with multiple targets, then the controlling player may decide which target receives the *Friendly Fire*. Furthermore, if that friendly fire roll triggers another friendly fire roll, then the target of the first friendly fire roll may decide which target is affected.


Once all friendly fire rolls are resolved, the game continues.

Picture WIP

5.3 Melee

Every mercenary MAP is armed to the teeth with the most advanced ranged weapons available, but Close Quarters Combat is sometimes inevitable on the battlefield. Ranged weapons aren't as effective during melee engagements, and this requires a different tactical approach.



All **Melee Actions** are marked with . Unless otherwise specified, players must declare a **Melee Action**.

5.3.1 Melee Engagement

Whenever two hostile MAPs enter adjacent grid spaces, they automatically enter a **Melee Engagement** and must face each other. If the two adjacent grid spaces are separated by full-height terrain or more, or a full-height terrain obstacle, then **Melee Engagement** does not trigger.

In Free-move Mode, whenever two hostile MAPs come within than 1 inch of each, they automatically enter a **Melee Engagement** and face each other. If the MAPs are separated by 3 inches or more of elevation, or a 3-inch or above terrain obstacle, then **Melee Engagement** does not trigger.

When declaring a **Melee Action**, you may only target a MAP that is engaged in melee with the attacker. The target can be a drone, however, if it is within melee range - 1 grid space/ 1 inch.

After the melee action is declared, the defender may respond with an **Evade** or **Parry Reaction**.



Evade



Parry


5.3.2 Melee Reaction

The major difference between ranged and melee reactions is that since most melee weapons are designed to penetrate armor, putting a component in harm's way (like you would with a defend reaction) would give the attacker a free hit. Defenders can thus dodge a melee attack by evading, or push it aside by parrying.

Unless otherwise specified, you may not use a defend reaction in melee combat. If the defender is suffering from the **Disconnected Status** or is otherwise unable to react, then its controlling player must declare **No Reaction**.

5.3.3 Calculating Melee Reactions - Evade

Most MAPs can choose to evade melee attacks, and the calculation follows the same rules as evading ranged attacks in 5.2.4, with one exception:

Generally, melee weapons are "cold" and do not generate heat like ranged weapons. Therefore, in melee attack rolls,  marks do not produce heat, but otherwise behave normally.

5.3.4 Calculating Melee Reactions - Parry

To declare a parry reaction, the defender must have at least one component with the **Parry Flag**.

As shown in the photo, a **Type55 Shield+SJ-6 Combat Knife** has a 3 white die **Parry Flag**.



Picture WIP

Parry Flags are usually found on melee components and most shields, so you will often have a choice between the two when parrying.

After declaring a **Parry Reaction**, damage is calculated as follows:

1. The defender declares the component used for the **Parry**. This component will be considered the component hit during this melee attack.

2. Calculate parry dice based on the **Parry Flag** of the defender's parrying component. For example, a MAP equipped with a **Type55 Shield** gets three white dice as base parry dice.

3. Adjust the number of parry dice according to relevant components and effects.

4. The attacker and defender make attack and parry rolls simultaneously.

5. For each (X) mark on the parry roll, remove one attack die.

6. The attacker calculates the damage value. The results of all remaining attack dice determine base damage. Add any bonus damage from the attacker's skills to get the **Final Attack Damage Value**.

7. Subtract the hit component's armor value from the final attack damage value. If the result is greater than or equal to 0, then the attack is considered to have penetrated the armor of the target component. If it is -1 or lower, the attack has not penetrated the component's armor.

*Note that if the defender manages to remove all attack dice in step 5, then the evasion immediately succeeds and is considered a **Perfect Parry**.*

5.3.5 Disengaging from Melee

A **Mobility Check** must be made whenever a unit tries to move out of a **Melee Engagement**.

The maneuvering player rolls an evade die. If the roll contains a (F) mark, the moving unit escapes. Otherwise the unit must stop and end the move immediately.

Picture WIP

5.4 Projectile

Every game of Obsidian Protocol features an ample and deadly arsenal of projectiles and munitions. Grenades, missiles, drone artillery, mines, and beacons have unique models and rules.

Projectile rules are specified on their individual cards. [reserved for future editing]



MB Flashbang
Ammo



Grenade

Flashbang: Add 1 **Jamming Token** to all units within 1 grid from impact point.

Detonate on Impact

Unguided

DP-Beta-V0.9.15



LJ3 "Razor 3" Combat Missile
Ammo



Flight

Combat Missile

Guided

Trauma: Damage caused by this ammo ignores armor faultage

DP-Beta-V0.9.15



SGM-2 "Pholcus" Self-propelled Mine
Ammo



自行地雷：“幽灵蛛”会在布置的回合结束时进入激活状态

游速：在激活状态下，延宕阶段结束时的回合结束时

Translation WIP

感应：在1回合内，如果目标出现在1.5格范围内，幽灵蛛就会飞向该目标并引爆，造成伤害

DP-Beta-V0.9.15

5.5 Electronic Skills

In the battlefield dominated by Mechs and Drones, there are a lot of electronic systems, through Electronic skills, you can enhance your own side or attack the other side. Mastering control of electronic warfare may not be as profitable as directly killing an opponent, but it is often a way to win that is easily overlooked.

5.5.1 Electronic Support (ES)

Electronic Support skills usually do not need to make additional judgments, as long as the target of the support is within the scope and the type is described, it can be affected by the gain.



For this components. Both two actions are ES skills. And the flag in highlight is the Electronic System Strength.

The most common type of ES action is called "Halo", such as the action in the card above. This kind of skill usually begins with "Halo Effect:" as the text description. The effects of halo skills, such as their textual descriptions, are usually applied to all friendly forces within the range.

Some halo skills do not have a labeled range, so generally refers to the full effect.

It is important to note that some halo skills have the keyword "Ongoing", which means that this skill will always work as long as it is opened. You can put a "start-up" token on the component card to remind yourself. But at the same time, we need to show that a Mech can only activate one Halo Effect at the same time. If you turn on another halo skill, the current one will be cancelled.

Although seldom mentioned, closing the halo effect in activation is also an optional general action. It is an "action" just like the adjustable direction before and after the main action, but it does not take any time, but you can only do it when an unit can perform the action. Therefore, if the other party obtains the halo gain of a certain unit under your command by some means in the course of action, you can not suddenly announce that you want to close the effect.

5.5.2 Electronic Attacks (EA)

In Obsidian Protocol, all the attacks on the enemy electronic system is classified as electronic attacks. This is a very important part of the game, especially in places with complex terrain, where conventional attacks are limited, and electronic attacks usually ignores terrain.

When performing an electronic attack action, you must first announce this action, then select the target according to the range of selected action. If there is no specific statement, the target of the electronic attack can be any unit in range, no need for LOS, you can even target optical camouflage with your electronic attacks.



When the target is specified, the attacked can announce to do a electronic countermeasure (EC-test)(you can also skip this which makes that attack a automatic success), the process of EC-test is as follows:

The attacker and the attacked each throw a purple dice, and the result is used as the basic Electronic Countermeasure Strength;

The attacked add this value to its own electronic system strength, as the final electronic attack strength, if the attacked unit have zero electronic system strength, use the basic strength as the final ;

The attacker add the value to its own electronic system strength, plus the bonus strength from any kind of skills and buff(" Electronic Strength+X"), as the final electronic attack strength;

If the final strength of the attacker is higher than the attacked, then this electronic attack is successful, causing corresponding effect. If it is lower, then the electronic attack fails;

If the final strength of both side is equal, the electronic attack is still considered a failure, while creating a "Link Window" for both unit, and allows for a special interaction(the attacker goes first). For details, see 5.5.3.

This electronic attack will end here regardless of whether or not following interaction take place.

5.5.3 Data Link

All mechs and "Interactable" automata can perform a action at any time: establish data link.

The targets that can be used to establish data link include all mechs, all automata (whether or not it has the "Interactable" keyword), and inter-actable terrain.

When announcing this action, the actor needs to specify a target within 3 grids/9 inches. If the target is a friendly, the "Link Window" appears immediately. If the target is an enemy, then an EC-Test will trigger

to determine if a "Link Window" can be established. If the target is a neutral, then the actor must perform a connection test:

The actor throw dices equal to their total electronic system strength, using the result as Channel;

If any one of the resulting Channel is the same as the target Channel, the connection test is considered pass, and the "Link Window" appears. Vice versa.

When there is a link window, actor can perform one of the following actions:

- **Implant a program card:** According to the card surface description, place a program card on the target deck or terrain .

- **Attempt to gain control**(the target must have a "Can Be Captured" feature): usually used to gain control of the placeable terrain object, after which the target is considered an ally.

- **Synchronize Interference** (target and actor must both be mech): Apply interference tokens equal to the existing interference tokens of the pilot to the other pilot.

- **Attempt to remove the one of the target's program card** (See 5.5.5 Remove Program)

5.5.4 Programs and viruses

All mechs have various built-in operating systems and auxiliary programs, from the fire control system responsible for weapon attacks to the heat control system that controls the internal thermal cycle, while many electronic attack methods can influence these systems from the outside, it is also feasible to implant a temporary program to improve the performance of the mech or paralyze it.

All programs that can be implanted are called program cards, some are buffs that usually implanted in allied units, others are offensive ones and are usually implanted into enemy targets. Among the offensive ones, viruses are the most common.

There are two prerequisites to implant a program:

First there must be a "Carrier", usually a component of a mech, or a drone. The description of a "carrier" will indicate which type of program card it can carry. Players should place the program card set on the corresponding carrier card before the game starts.

The second is the opportunity to implant, usually through a "Link window". Almost all the mechs can be "Data linked". If your mech has an advantage in electronic attacks, then it is a good choice to implant the offensive program.

Certain components or drones have attacks that create a link window while also ignores electronic countermeasures, they are a reliable way to hack into an opponent that is more powerful than your in electronic warfare.

When the carrier of the program card establishes a data link with the target in any way, if you want to implant a program, you need to select a program card that can be implanted at this time, hand it to your opponent, and then tell them which one of the component the program is implanting to. If the target is a drone, the card can only be placed on the drone cards. If you try to implant a program card to your own mech or drone, you still need to announce that action.

Unless otherwise stated, the "virus" is deliver folded, and your opponent may not open the card until it is activated.

The non-virus program cards are usually face up, which makes them less mysterious, but it also means that the program is already active.

When a component with a virus performs any action, the virus card will be revealed, which means the virus has been activated.

The activated program will continue to take effect until the component is destroyed or the program is removed.



5.5.5 Program Removal

Program removal is a universal action, representing the process of a mech tries to remove a program on its own.

All programs, whether they are buffs or offensive programs, have a "removal value", which is written on both side of the program cards. When a mech tries to remove the program, you need to announce this action at the act timing of the mech, then throw a purple dice, plus the mech's electronic strength, then compare this value to the removal value. If you meet or exceed the removal value, you can remove this program. Note that some programs or viruses have the effect of "triggered when removed" and that will take effect immediately.

On a rapidly changing battlefield, removing a program is a time-consuming task. Performing this action will mean that your mech has already performed their primary action, and they can still do an additional action, but they can not perform another primary action. Also, the action of program removal can only remove one program at a time.

Note that unless specifically stated, restarting the mech can also remove all attached programs, whether the reboot is manual or forced.

For drones, the program removal is a universal command action, similar to mechs. During the drone command phase, announce program removal for a drone and it will then attempt to remove the program. Note that the program removal command require you still have control of the drone. If you lost control of the drone due to whatever reason, then you cannot order it to do a program removal anymore. However, you can still try a remote connection to remove the program card on this drone.

5.6 Mechanical Skill

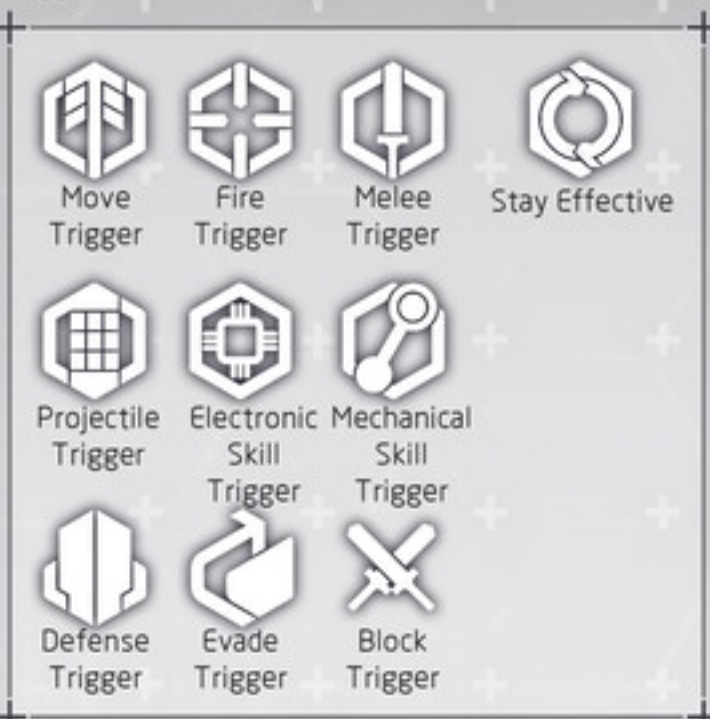
In addition to basic actions such as shooting, melee, and movement, mechs and drones also have a lot of mechanical skills, including reload, repair and switching modes, etc. All mechanical skills will have corresponding description text on the card.

This type of action comes in various type, please refer to the attached table for instructions.



5.7 Triggering Passive Actions

Passive effects do not require a specific Timing to execute, as each of them has a specific trigger; the trigger Timing mark is shown in gray on the action bar of these cards. These icons indicate the conditions that trigger the associated passive effect.



Unless specified, a passive action only affects the triggering unit. For example, an on maneuver passive located on a BP component can be triggered by executing a maneuver action.

Exceptions include passives marked by the continuous flag, which are always active, and certain passives triggered by special conditions.

Just like with conventional actions, passive actions cannot function when the relevant component is destroyed.

Creating the ideal build requires a deep understanding of passive skills, so keep that in mind while assembling your MAPs.

5.8 Investigation and Stealth

On the battlefield of Obsidian Protocol, the two sides carried out a tremendously high-speed combat. It is difficult to hide a giant mech from enemy detection, as your heat signal, the vibration of the engine, and constant detection and signal from both sides will reveal your position. The battlefield is almost transparent.

However, through certain technical means, you can indeed hide your own existence, let the mech go into the "low profile" or "hidden" state. This requires special means and equipment, but also provides high tactical value.

In response to this, the detection methods have also become more available. In this chapter, we'll detail how to hide your units and discover hidden hostile targets.

This part is still WIP, here some brief introduction:

The Optical Camouflage works something like this: when you activate the Optical Camouflage, your mech will be replaced with an Optical Camouflage module, which represents the possible central location of your mech.

If the Optical Camouflage gets deactivated for whatever reason, you can then place the mech itself to anywhere around the now disappeared Optical Camouflage within a certain distance.

It is possible that when your opponent spots your mech in front of him, you are actually already behind him or at a location he has no LOS of. Moreover, you can even create an Optical Camouflage with your drone or ECM and not the mechs to distract your opponent.

5.9 Air Defense and Interception

Flying units are exceptional in many ways, especially given that a flying unit's line of sight can only be blocked by terrain of infinite height (also called untraversable terrain; see 5.1.2). Thus, for the most part, flying units can see and go anywhere on the battlefield, making them uniquely difficult to hit. If the attacking component does not have an air defense flag, then flying targets it attacks are considered low-profile targets.

Certain components have systems adapted to target flying units, and provide air defense.

(WIP)



Reserved space

5.10 Universal Actions

The following actions are not written on the card, but they are the default universal action that can be performed by all mechs (and some drones), a good commander should remember them by heart to utilize them in combat. Note that all actions here have specified action timing and must be executed accordingly. Some of them have specific action timing and does not take up an action, and it does not take up the opportunity to act.

- Sucker Punch: Type: Melee, Timing: 6, Range: Melee, Attack Dice: 1 Red, you need to have at least one functional arm or chassis to perform this action, and you need to announce which part to use for attack. "Better than nothing."
- Data Link: Type: Electronic warfare, Timing: X, Range: 3 grids / 9 inches, try to establish a connection with the target. Under normal circumstances, the origin of this action is the core of the mech.
- Crawling: Type: Maneuver, Timing: 6, Mobility: 1 Blue, you need to have at least one functional arm or chassis to perform this action, you can't use this action to get out of melee, and you need to announce which part to use when executing this action. "If it works, it works."
- Link Correction: Type: Mechanical Skill, Timing: X. Performing this action will cause the unit to immediately obtain a "link correction" token (red). When this token is in possession, the unit can defend, dodge or parry as usual, and will not suffer more interference. When the tag is removed, remove all interference, plus all status token and program cards from this unit. No other active actions can be executed when this tag is in possession, and the opponent automatically succeeds in electronic attack or establishing data link. The origin of this action is the core of the mech.
- Manual Heat Dissipation: Type: Mechanical Skill, Timing: X. When performing this action, throw a purple dice and remove the corresponding number of heat

tokens, then place a heat-dissipation token (red). When this token exists, the machine has Heat Source keywords. The origin of this action is the core of the mech.

- Take Item: Type: Mechanical Skills, Timing: X. When performing this action, unit must drop it's current backpack (if any) and pick up the container on the ground (center or adjacent grid), then equip the item on backpack slot. The origin of this action is the core of the mech.

- Program Removal: Type: Electronic Warfare, Timing: X, for drones, the type is Electronic Warfare, and the timing is "?" (command action). See section 5.5.5 for details.

- Advanced Maneuver: can be announced when needs to travel through obstacles. See section 5.1.4 for details.

- Adjustment Move: Can be used at the start of the action. Throw 1 blue dice for movement at default. Unless specifically stated, the mechs carrying heavy equipment cannot perform a maneuver.

- Discard Component: Type: Mechanical Skills, Timing: X. You may discard any number of components that are immediately considered to have been destroyed.

- Self-destruction: Type: Mechanical Skills, Timing: X, for the drone the timing is "?" (command action). Let the unit be destroyed immediately. "It's actually not that bad."

- Turn off/on active fire control: Type: Electronic Warfare. Can be announced at action timing. After the active fire control is turned off, the mech will get a "fire control off" token. With this token, all shots of the mech are considered firing at a low-profile target, but if the target chooses to dodge, it suffers a 1 minus dodge dice penalty. Also, you cannot fire any arc projectiles when you have this token.

6. Overheating & Disruption

In this chapter we will explain two major battlefield hazards: overheating and disruption. Both overheating and disruption generally only affect MAPs, hindering MAP actions in some way.

Note that you may ignore the rules in this chapter if you are new to this game or are following the basic rule set. We strongly recommend you to play a few games with the basic rules before giving these a try, as they do provide a more challenging – and more complete – experience.



6.1 Heat Capacity

Heat dispersion is a challenging task for mercenary battle frames, as Obsidian Protocol takes place on the near-vacuum environment of the moon. The core component of each frame indicates the heat capacity of that frame through flag marks, and exceeding that capacity puts that component in danger of overheating damage. Certain components can increase MAP heat capacity with specialized thermal transfer systems.

6.2 Overheating Damage

Whenever a MAP action finishes (including adjustment maneuvers, primary actions, and certain additional actions), the player must check for overheating. If a MAP overheats – that is, if it has accumulated more heat than it has capacity for – the player must make an overheat check for it.

The process is as follows:

1. Check the MAP's total current heat tokens and subtract the MAP's heat capacity (including any capacity-modifying components). All remaining heat tokens are considered overheat tokens for the duration of the check.
2. Roll orange dice equal to the number of overheat tokens, adding another orange die for each  icon that comes up and rerolling both until no more  icons appear.
3. Subtract the armor value of the component that executed the last primary action with the total damage number of all orange overheat dice. If the result is higher or equal to zero, then that component is destroyed. Otherwise, the overheat check is passed.
4. If the component is destroyed, remove any overheat tokens on it. If the overheat check was passed, return all heat tokens to the MAP and continue play.

6.3 Heat Dissipation

At the end of every round, all MAPs remove one heat token by default, called passive dissipation. Certain backpack components can enhance this effect, and have "dissipation +X" somewhere on their card.

Player may announce Manual Heat Dissipation: Type: Mechanical Skill, Timing: X. When performing this action, throw a purple dice and remove the corresponding number of heat tokens, then place a heat-dissipation token (red). When this token exists, the machine has Heat Source keywords. The origin of this action is the core of the mech.

6.4 Link Value

Since most MAPs are piloted remotely by a direct link (with a few disembodied pilots actually implanting their brains inside), pilots are always in contact with their war machines' electronic nervous systems. A well-trained, highly adaptive pilot will be in perfect sync with their MAP, and this is represented by the pilot's Link Value.

Pilots with a high LV excel at all facets of MAP control, reacting faster and sustaining higher levels of stress during battle.

During the Action Phase (see Chapter 3.5), when multiple MAPs declare the same Timing, the pilot with highest LV acts first, with checks breaking any ties. When playing with the advanced rule "Dynamic Link", initiative is determined by each pilot's current LV, which equals their basic LV minus any disruption suffered. While this does make battles more dynamic, it does slow the Action Phase down a bit.

6.5 Disruption

Disruption represents the cumulative strain a pilot suffers during battle, which in turn weakens the mind-MAP interface.

The most common source of disruption is attack damage. Each disruption icon on an attack roll gives 1 disruption token to the defender, up to a maximum of 3 per attack.

Some pilots suffer disruption when using skills, while certain skills actually require disruption tokens to activate.

6.6 Link Reset

Similar to how venting works, a link reset may be announced as a primary action when a MAP's Timing comes up, and maneuvers cannot be performed beforehand.

A link reset removes all disruption tokens from that MAP.

6.7 Disconnection

If a pilot suffers from too much disruption, the MAP's neuro-failsafe mode activates, severing the pilot from their MAP to prevent irreversible psychological damage. Unlike drones, MAPs have no onboard AI, so disconnected MAPs are completely incapacitated for a period of time.

Whenever a pilot's disruption tokens exceed their base LV, place one disconnection token next to the MAP, yellow side up.

As long as any disconnection tokens are in play, the affected MAP is completely immobilized, and can only respond with no reaction to incoming attacks. On the other hand, disconnected MAPs go into full electronic lockdown, blocking all ECM connection attempts.

When the disconnection token is removed, all disruption tokens (and any other tokens next to the map) are removed.