

C.O.A.L.

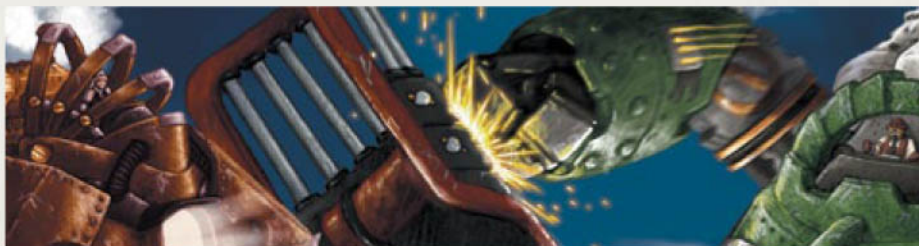
Combat Oriented Armored League

A card game of steampunk battles by Stefano Castelli

C.O.A.L. is a 2-4 players card game which simulates battles between huge humanoid machines called Steambots in a steampunk setting world. The game is aimed for setting up quick clashes between players and requires the use of bluff, memory and planning skills.

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Introduction

London, 1890: Professor Simeon invents the coal Etherisation process which allows to generate enormous amounts of energy enormous amounts of energy from simple coal.

Berlin, 1892: AutoWagon Industries develop the first Ether Engine, capable of generating the power of 700 HP using a mere 500gr of etherized coal.

London, 1895: The Cambridge Treaty between Germany and Great Britain is signed in order to regulate the exploitation of the Le Havre coal mines and build a European superpower.

Berlin, 1900: After years and years of experimentations, Autowagon Industries develop the first model of large humanoid transport machine based on Ether technology. This particular kind of machine is called "Steambot".

London, 1902: Spark Heavy Industries unveil the first English Steambot model, thus starting a peaceful, yet fierce technological race with Germany.

During the first decade of 1900's Steambots are widely used in Europe, allowing the creation of huge works and starting a period of great prosperity in the Old World, guaranteed by the Cambridge Treaty.

The continuous rivalry between Autowagon and Spark industries led to the formation of the Combat-Oriented Armored League, a fight league based on battles between Steambots, which quickly became the most followed event in the world.

This is C.O.A.L...: wonderful battles between steam-powered metal giants.

Component list

- 80 Steambot cards, divided in four decks of twenty cards each.
- 8 Pilot Cards
- 4 Steambot Boards
- 47 Resource Tokens (with the red Steam symbol on one side and the blue Energy symbol on the other side)
- 4 Damage Tokens
- 8 Tag Tokens
- 2 Training Pilot cards

Setting up your first game

Detach all the cardboard tokens and sort them by type (resource, damage, tag). Sort the Steambot cards by the robot type, as shown in the upper right corner. Then keep the 8 Pilot cards, the Boards and the Tokens close at hand.

Read the game rules, keeping in mind that C.O.A.L. will have a different set of rules according to the number of players: we recommend to start learning the two-player game, then trying other game modes and variants.

Should you wish to learn playing with simple rules, refer to the variant “Training Pilots”.

Players who desire a deeper game experience can adventure into creating custom decks according to the Deck Building chapter of this manual.

Object of the Game

Defeat enemy Steambots by inflicting damage with the attack moves at your disposal (represented by the cards). When a players' Steambot receives 10 or more damage points, that player is out of the. The last player with their Steambot standing wins the game!

Two-player game rules

During a two-player game, the players should ignore the ECHO symbols (☪) shown on some of the cards, and any other symbol next to them. These symbols are used during 3-4-player games only.

TWO-PLAYER GAME RULES

Randomly select a starting player.

The starting player chooses any one of the Steambots.

The second player chooses any one of the remaining Steambot.

Both players take the deck that matches their Steambot, the related Board and one Damage Token, to be placed on the 0 space of the damage track on the Board.

The second player chooses any one Pilot among the ones related to their Steamboat, takes the card and puts it face up in the Pilot space on the Board.

The starting player chooses any one Pilot among the ones related to their Steamboat, takes the card and puts it face up in the Pilot space on the Board.

Both players shuffle their decks of 20 cards and draw the top 5 cards without showing them to the opponent. They also leave some space near the draw deck to make room for a discard pile. The player's hand is always kept secret to other players.

The starting player starts the game by taking the first turn.



GAME PLAY

The players alternate taking one turn each. The game continues until a player inflicts his opponent's Steamboat at least 10 damage points.

PLAYER TURN

At the start of the turn, a player must declare if they are going to take an Action turn or a Maintenance turn.

ACTION TURN

During an Action turn, the player can take one of all the following actions, in any order:

- Play one or more cards from the hand (optional, in any moment of the turn)
- Activate one or more cards (optional, in any moment of the turn)
- Use one of the two Pilot Maneuvers (mandatory)

When the player decides to end their Action turn, the player draws the top card from their deck, without showing it to the opponent. The card must be drawn every time, in addition to other cards drawn using special abilities, Pilot Maneuvers or cards' special effects. Once the player draws the card, the other player will start their turn. **If the player's deck is exhausted, the player continues the game using the remaining cards only. No cards will be drawn and the Steambot will receive two Damage Points.**

MAINTENANCE TURN



During a Maintenance Turn a player simply draws the top two cards from their deck and passes the turn to the opponent. No other actions can be done. A player may not choose to have a Maintenance Turn if they don't have at least two cards in their deck.

PLAYING CARDS

During an Action Turn, the players play cards from their hand and put them next their Board. The played cards correspond to Steambot's actions/abilities still in preparation. In order to trigger the effects of a played cards, the player has to "activate" it (see Activating Cards). Every player may activate their own cards only.

During their turn, a player can play one or more cards from the hand. The cards can be played in two different ways:

- FACE DOWN: the card is played face down on the table, in their play area. From now on neither player is allowed to have a look at the face down card until it is activated.
- FACE UP: the card is played face up on the table and every player can look at it

Playing cards face up or face down is a player's choice, with the exception of **Accumulators**   which are always meant to be played face up.

The maximum amount of cards a player can play simultaneously on the table is **FIVE**. If a player wants to play a sixth card, they first have to activate one of the cards already played or discard one of them. If a players wants to discard one of the cards and there are Resource Tokens on it, the player's Steambot will receive one Damage Point.



**The
veteran
says:**

During an Action turn, using one of the Pilot Maneuvers is MANDATORY. At the end of the turn draw a card to indicate that now it's your opponent's turn!

STEAMBOT CARDS








CARD TYPE

A card's type is identified by the icon on the left column of the card (see picture). Card types are:

Attacks


This card type is activated to inflict Damage to the opponent. There are two different types of Attack:

-  Physical Attack
-  Energy Attack





Both attacks inflict Damage to the opponent's Steambot and differ only by the way they are blocked. The damage inflicted by an Attack card can be Physical Damage  or Energy Damage , but a Physical Attack may inflict Energy Damage and vice versa. Both kind of damage are tracked by moving the **Damage Token**  on a player's Board.



Reactions

This card type is identified by the symbol  and may be activated only reacting to an opponent's Attack. Usually the Reactions are used to absorb Damage or neutralize an opponent's **Attack**, but some cards also trigger different effects, like counterattacks.



Accumulators

This particular card type must be played face up only and accumulates automatically one **Resource** Token each Action Turn, starting from the next turn, until it is activated. A **Steam Accumulator**  will trigger a **Physical Attack** , while an **Energy Accumulator**  will trigger an **Energy Attack** . Accumulators will not receive **Resource** Tokens during Maintenance Turns.





ACTIVATING CARDS

Activating a playing card means revealing it (if it was played face down) and use its effects against the opponent. To activate a card it's required that the card has been assigned the proper number and kind of Resource Tokens ( or ) as displayed in the activation cost section of the card on the upper right part.





When a player wants to activate a card, he/she has to announce it, reveal the card (if it was played face down) and check the amount of **Resource Tokens** deployed on the card. If the number and kind of Resource Tokens is correct, the card is activated and the effects shown on the card itself are triggered.



If the amount of Resource Tokens on the activated card is less than the required amount or their kind is different from the what's required, the card is discarded without triggering any effect and the Steambot suffers 1 Damage Point.

If the amount of Resource Tokens on the activated card is more than the required amount, but the kind is correct, the card is activated, but the Steambot will again suffer 1 Damage Point.

In any case the card is then moved to the player's discard pile and the resource tokens are returned to the common pool.

During their turn, a player can activate only Attack cards. Should the player mistakenly activate a Reaction Card, this card would be wasted as it won't trigger any effect. If the Reaction Card had any Resource Token on it, the player's Steambot will suffer 1 Damage Point.

The Attack Cards have two kind of Damage Symbols: **Physical Damage**  or **Energy Damage** : if the attack is not countered by **Reaction Cards**  (see below), the player under **Attack** will suffer as many Damage Points as the Damage Symbols on the card, no matter if they are Physical Damage or Energy Damage symbols. The **Damage Token**  is then moved on the Player Board to show the number of suffered Damage Point.

*Example: a player decides to activate the Shoulder Hit attack of the C3 Gunther Steambot: on the card there is one Physical Damage  symbol. As the opponent does not activate Reaction cards, they suffer 1 Damage Point, tracking it by moving the **Damage Token**  on the Player Board. .*

If the activated card is an Attack (**Physical** or **Energy**), the opponent can decide to activate **Reaction Cards**, provided that the cards are on the table and the player already deployed the right number of Resource Tokens required. Also in this case, if the card is played face down, revealing a wrong card (**Attacks**) forces the player to discard that card. Similarly, if the player reveals a card with more Resource Token than required or of different kind, their Steambot receives 1 Damage Point.

Some Reaction cards ome reaction cards contain symbols which absorb one or more Physical or Energy Damage Points: these cards allow to subtract the number of Damage Points shown by the number of symbols to the total Damage Points inflicted by the Attack Card.

*Example: Stefano is playing using the C1 Lancelot Steambot. During his Action Turn he decides to activate the **Charge** attack card. On this card he earlier deployed two **Physical Damage** tokens ☀ ☀ . His opponent is using the C2 Merlin model and decides to reply by activating the **High Voltage Shield** card: this card allows him to absorb one point of **Physical** or **Energy Damage** (⚡ or ⚡). Obviously, the enemy chooses to negate 1 **Physical Damage Point**: he declares it and, as he doesn't have other Reaction Cards to further defend himself, suffers the remaining **Physical Damage Point**, moving the Damage Token on the track of his Player Board.*

Some other cards contain symbols which neutralize a **Physical Attack** ⚡ or an **Energy Attack** ⚡ : in this case **ALL DAMAGE POINTS** inflicted by a single card is neutralized. Some reaction cards neutralize **Physical Damages** or **Attacks only**, while some others block **Energy Damages** or **Attacks**. In any case, a **Reaction** card is played against a single **Attack Card**. So, for instance, a **Reaction Card** which prevents two **Physical Damage** Points cannot be used to counter two **Attack Cards** inflicting one **Physical Damage Point** each.

*Example: Alan decides to activate the **Steam Spike Attack** card, a rather powerful **Physical Attack** which delivers three **Physical Damage Points** ☀ ☀ ☀ . His opponent activates the **Evasion Reaction Card**, which neutralizes one **Physical Attack** ⚡ . As a result, the effects of the **Steam Spike** card are negated and no damage is inflicted..*

Each activated card is then moved to his owner's discard pile and Resource Tokens deployed on them go back to the common pool (with several exceptions, as in the case of cards with Transfer ability).

IMPORTANT: during the first round of either player, no cards can be activated.



**The
veteran
says:**

Know your enemy! Each pre-defined Steambot Deck is composed of ten different cards, each of them in two copies! By studying and recording the opponent's moves, you'll be able to foresee which attacks and reactions he will be able to use in the next turns!



PILOT'S MANEUVERS

As a mandatory action during the Action Turn, a player has to select one of the two maneuvers of his pilot and use it. Usually the maneuvers show a certain amount of **Steam** or **Energy** tokens and force the player to take that amount of tokens from the common pool and deploy them to the cards already played on the table. These tokens do not have to be necessarily put on a single card: the player may choose to distribute them to his cards already played on the table, with the exception of Accumulators. It is not allowed to take a number of tokens different from the one specified by the selected maneuver. Also, it is not allowed to deploy tokens on cards played by other players.

Example: Stefano has two cards already played in his side of the table and is using Luthor Blissett as a pilot of his Steambot. He has to select one of the two pilot's maneuvers: he can use the first one and generate two Steam resources and deploy both on one of the two cards or one on each card. Also, he may choose to use the second maneuver instead and generate a single Energy token, to be deployed on one of the cards.

If the total amount of Resource Tokens deployed on a played card goes up to FIVE an **Overdrive** happens: the card is immediately discarded (without triggering any effect) along with the deployed Tokens and the player's Steambot suffers 1 Damage Point.

The Maneuver can happen in any moment of the player's turn, but before the end of the current turn. So, for instance, it is possible to play, consume and activate cards before and after the Maneuver is used.

If a player has to generate Resources Tokens using a Pilot Maneuver and they have no played cards to deploy the Resource Tokens on, the Resource Tokens are discarded and the player's Steambot suffers one Damage Point for each discarded Resource Token.

PILOT CARD

PREFERRED MODEL →



← **PILOT NAME**

← **MANEUVER 1**

← **MANEUVER 2**

SPECIAL ABILITY →



The veteran says:

Beware of overdrives!
Sometimes it is a good idea to use an already played card for storing tokens in excess and avoid overdrives: it may contain up to four tokens without exploding!

CONSUMING CARDS

In any moment of the game, even during other players' turns, a player can consume one or more cards from their hand. To do so, a player simply has to put a card in the discard pile and take a matching Resource Token from the common pool, to be immediately deployed on a played card they own. A player can consume as many cards from their hand as needed.



The veteran says:

Consuming cards to obtain Resources can be done even outside of your turn! Maybe for activating a Reaction Card. Use this action to surprise your enemies!!

An opponent without cards on his deck will suffer two Damage Points each turn. Is it time to attack and finish him or maybe you could just defend yourself and wait for him to self-destroy?

EXAMPLE OF A GAMING TABLE

FACE DOWN CARDS WITH TOKENS



ACCUMULATOR



PILOT AND BOARD



DECK







DISCARD PILE

Cards effects

In addition to type and effect symbols, the cards may contain different additional symbols which trigger special effects.

Accumulator


These cards are physical or energy attacks and are always played face-up: A **Steam Accumulator**  triggers a **Physical Attack**  , while a **Energy Accumulator**  triggers an **Energy Attack**  .

At the start of each Action Turn, the player deploys on the **Accumulator** Card one Resource Tokens of the matching type, taken from the common pool. When on an **Accumulator** card there is the required quantity of Resource Tokens (or more), the card is automatically activated. A player can freely choose the exact moment of activation, but this must happen by the player turn's end. Important: it is not possible to deploy Resource Tokens on an Accumulator Card using one of the Pilot's Maneuvers or by consuming cards. It is, however, possible to transfer Resource Tokens on an Accumulator Card using the Transfer special ability. In any case, an Accumulator Card cannot contain more resources than its activation cost. If, by mistake, a player plays an Accumulator face-down, when the card is revealed it is automatically discarded without triggering any effect, and the player's Steambot suffers 1 Damage Point.

Counterattacks

Some Reaction Cards may also contain Physical Damage or Energy Damage symbols. When activated, these reactions inflict Damage Points to the attacking Steambot. If the attacking player has to suffer Damage Points due to a reaction, they can play other reactions in order to prevent the damage or even counter-attack again.

Transfer

Cards with the **Transfer ability**  forces the player, once the card is activated, to transfer the specified amount of Resource Tokens on other own cards played in earlier moments. Then the card and the remaining Tokens are discarded as usual. If a player activates a card with the **Transfer ability** on it and has no other played cards to assign the Tokens, the Tokens are discarded and that player's Steambot suffers 1 Damage Point for each Token. The **Transfer ability** also allows the player to transfer Resource Tokens on Accumulator Cards. The effects of the **Transfer skill** are applied after any other effect on the card have been resolved.

Remove /

This ability allows the player to remove the indicated amount of **Steam** or **Energy** Tokens from any card on the table (belonging to either the owner of the card or the opponent). Tokens removed with this skill are put back to the common pool. If this skill is present on an **Attack** Card, it can be activated only if the **Attack** has been successful and inflicted at least 1 Damage Point to the opponent.

End of the game

In a two-player game, when a player's Steambot suffers at least 10 Damage Points, that player loses the game. When both players suffer an amount equal or greater than 10 Damage Points during the same turn – for instance, with a counterattack – the game ends in a tie.

3-4 player game rules (everyone against everyone)

Rules for playing a game of C.O.A.L. with more than two players are very similar to the ones already explained in this manual, with several important differences. First of all, the players are fighting a brawl, everyone against everyone. The game is won by the last player standing (whose Steambot did not suffer at least 10 Damage Points).

3-4 PLAYER GAME SET UP

Each player select a Steambot (players may decide the order of selection or assigning them randomly).

Each player gets the Player Board of their Steambot and puts it in their play area. The player also gets the relative deck of cards and 1 Damage Token, to be placed on the 0 space of the damage track on the Board. They also leave some space near the draw deck to make room for a discard pile.

All the players select their pilot choosing between the ones related to their Steambot. Simultaneously, the players reveal the card simultaneously and place it in the Pilot space on the Player Board.

The players shuffle their decks of 20 cards and draw the top 5 cards without showing them to the opponents. The player's hand is always kept secret to other players.

A starting player is randomly chosen. The game play continues clockwise around the table.

ACTIVATING CARDS (3/4 PLAYERS)

When a player activates an **Attack** card during their turn, its effects are applied to every other player, in clockwise order, so that each player is attacked by that card. Each player can activate **Reaction cards** in order to defend their Steambot, just as in a 2-player game.

There is an important difference regarding **Reaction cards** with an **Echo symbol** (☪). When they are activated in reaction to an **Attack**, the effects are normally applied. However, these cards are not immediately discarded: they are kept face-up in front of the player who activated them. The symbols displayed on the right of the **Echo symbol** remain active and will be applied automatically to any subsequent attack card, played by that player or other players. At the start of a player's turn, both **Action** or **Maintenance Turn**, any active card with **Echo effects** played by the same player during the previous turn is discarded.

Some **Echo cards** also contain counterattack effects which relate only to the player who is attacking the player who activated them. These counterattacks can be neutralized by other **Reactions**, which can consequently contain other **Echo effects**. These effects will stay active until the start of the next turn of their owner.

General advice

FACE UP OR FACE DOWN CARDS?

When you play a non-Accumulator card, you may decide to play it face up or face down. Playing face-down cards allows you to plan actions without showing them to the other players, yet at the same time it requires you to remember which cards you actually played, as you are not allowed to look at them before the activation. On the other hand, playing cards face-up is easier as you don't have to rely on memory, yet the other players know what you are up to. Choose wisely!

RULE OF THE FIVE

Remember: you can have a maximum of five cards played on the table and you can never put a fifth resource token on a card (otherwise it will be an overdrive).

REMEMBER WHAT YOU PLAY

Once a card is played face-down you can't look at it until the activation. So, if you choose to play cards face-down, find a good way to help you remember their type and their activation cost. At maximum, you have to keep track of five cards. Try different positions on the table or study particular ways of putting the Resource Tokens on the cards in order to help your memory, without being too much obvious to the other players. C.O.A.L. is a game which requires a bit of interpretation!

TAKE ADVANTAGE OF YOUR PLAYER BOARD!

In addition to host your pilot card and allow to track the damage points of your Steambot, the player board could be a precious ally when trying to remember what face-down cards you played! Have a look at its borders, for instance: their color is the same of the Resource Tokens, so you may decide to put cards on the table on the different sides of the board according to a scheme you decided. Use it at your advantage.

BLUFF!

Bluffing is an important element in C.O.A.L. You may trick other players into thinking that you are preparing certain moves by placing cards on the table in a seemingly obvious way. Place unnecessary resource tokens on cards you plan not to activate in order to confuse the enemies. Sometimes even getting one Damage Point may be an acceptable sacrifice to screw other players' strategies.

CONSUME CARDS!

Remember: in addition to playing cards on the table, you can discard cards from your hand to generate Resource tokens even outside of your turn, maybe for activating a Reaction card. Use surprise effects to gain the upper hand!

ACCUMULATE WELL!

Accumulator cards are particular and very powerful. Remember that you can't send Resource Tokens on them using pilot maneuvers or by consuming cards. Yet, you can move Tokens on them by using the **Transfer** special ability of some cards.

Deck Building Rules

As an advanced feature, in C.O.A.L. players may assemble their own custom decks. Following these rules players may create hybrid Steambot by mixing two models in a single deck.

A custom deck:

- must contain exactly 20 cards
- can contain cards belonging to a maximum of TWO Steambot models
- must contain at least eight **Reaction Cards** 🗡️
- must contain at maximum twelve **deck-building symbols** ⚙️



**The
veteran
says:**

**So you feel you are already an
expert in playing C.O.A.L?
WRONG!
Real Steambot pilots build
their own models!!**

It is possible to build custom decks using a single box of C.O.A.L., although for a larger degree of freedom each player should use his own box of the game.

Variants

Once you learned how to play C.O.A.L. you may try the following variants which alter the game experience.

TEAM BATTLE (TWO VERSUS TWO)

It is possible to organize team battles forming teams of two players each. Once the team are defined, each player selects one Steambot and a pilot, following the regular rules. Players in the same team seat at the opposite side at the table. The game proceeds as a regular 4-player game, with the following differences:

Attacks are applied first to the opponent on the player's left and then to the opponent to the right. Attacks never apply to the team partner.

The team which remains with at least one Steambot with less than 10 Damage Points wins the game. So, if one of the players of a team is defeated and the other one manages to defeat the opponent team, both players share the victory.


It is allowed to consume cards to send resource tokens on cards played by the team partner.

Players belonging to a team may freely speak between them, yet they can't show their cards or communicate to the partner which cards they have in their hand or they played.

FREE PILOTS

In C.O.A.L. every pilot is related to a specific Steambot model. Using the Free Pilots variant players may decide to use pilots with whatever Steambot model they want, creating different combinations of Steambots, Maneuvers and special abilities. Using this variant, the players also have to decide which way they want use to select the pilots.

TAG MODE

This variant is suitable with every other rule setup, both for two players and 3-4 players settings, and even for team battles. It follows the regular rules of the game with a single difference: during the setup each player is given two **Tag Tokens**  and put them on the player board, to be seen by other players. Then, each player selects two pilots instead of one (the players choose which method to use for the Pilot selection). The players choose which pilot to be put on the player board and keep the other one near the Board. In **any moment** during the game, a player may discard a **Tag Token** in order to swap the **two** pilots. When the Pilots swap happens outside of the player's turn, it is necessary to announce the swap following any action of the current player. After the swap, the game continues normally. In the case a player activated an **Attack** or a **Reaction Card**, this card will trigger an effect anyway and cannot be blocked by the player after the Pilot swap done by the opponent.



**The
veteran
says:**

Experiment! You will discover that certain combinations of Steambots and pilots may be really powerful and unpredictable. You have thirty-two different combinations to try: have fun!

Even though players may agree on different ways for choosing the pair of pilots, for the first times you try the Tag Mode it is better to use the pre-defined pairs of pilots for each Steambot model.

Pilot Special Abilities

Each of the eight pilots in the game own two distinct maneuvers and one special ability. This is a list of the Special Abilities and the related rules. The Special Abilities cannot be activated during a Maintenance Turn.



LUTHOR BLISSETT

During a player's turn he does not suffer more than two Physical Damage Points from an opponent. Other Physical Damage Points inflicted after the first two in the same turn are simply ignored. Warning: a Damage Point is considered inflicted when it is actually assigned to the Steambot. Neutralized Damage Points are not considered.



SIR ALAN POWELL

Once during a turn, Sir Alan Powell can consume a card which would generate a Steam Resource Token in order to generate two Steam Resource Tokens. This ability can also be activated during other player's turn with the same limitation of once per turn. Note: during team battles, this pilot can use his ability for assigning two Steam Resource Tokens to the team partner or even split them between their cards and the partner's cards.



CLINT GOLDSTEIN

Once per turn, Clint Goldstein may discard a card from his hand to remove a Resource Token (Steam or Energy) from any card in play. A player can use this ability either on their cards or on opponents' cards. This ability can only be used during the player's own turn and always before activating Attack Cards.



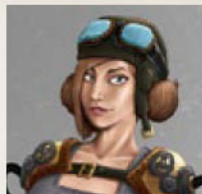
MADAME WHITE

When Madame White consumes cards, she may generate Steam regardless of the consumed card's type. This means that she can generate Steam from a card which would instead generate Energy.



LORENZ ZERLOON

At the end of his turn, Lorenz Zerloon inflicts an extra Physical Damage Point to each opponent who he successfully hit with two Physical attacks. These attacks must have inflicted at least one Damage Point each. The extra damage inflicted by Eric's special ability cannot be countered in any way.



FAY FEUERSTIEG

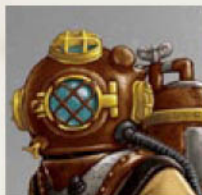
When Fay Feuerstiegl consumes cards, she may generate Energy regardless of the consumed card's type. So, she can generate Energy from a card which would instead generate Steam.

Important: Fay's maneuver II can only be used if the player has a card to be discarded from his hand.



BARON KRAUS

Each time Baron Kraus suffers two damage points (regardless of their kind) from a single attack he immediately draws a card from his deck, if possible. If the draw deck is exhausted, the Steambot does not suffer two DamagePoints as a result of the use of this special ability.



VON NEMO

During his turn, Von Nemo may decide to discard two cards from his deck (by moving them straight from the deck to the discard pile) in order to remove one Damage Point from his Steambot. This ability may be used just once per turn.



Training Pilots

Should you want to try a simplified version of C.O.A.L., you can decide to use the Training Pilots Alfa-Spar and Omega-Spar. These Pilots do not have Special Abilities, but they have three different Maneuvers, rather than two.

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DAST@WORK

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SPECIAL THANKS:

From Daniele Simeoni: All the gamers.

From Stefano Castelli: Diego Cerreti, Lorenzo Calvi, Valerio Francescangeli, Pierluigi Ambrosini, Camillo Quatrini, Marco "Iz" Valtriani, Luca Ricci, Massimiliano Calimera, lo staff di Gioconomicon.net e di Gioconauta.it, Andrea Ligabue, Enrico Procacci and my wife Francesca.

From Alan D'Amico: Francesca Luslini and Laura D'Amico.

Key



STEAM



ENERGY



**PHYSICAL
ATTACK**



**ENERGY
ATTACK**



**NEUTRALIZE
PHYSICAL ATTACK**



**NEUTRALIZE
ENERGY ATTACK**



PHYSICAL DAMAGE



ENERGY DAMAGE



**NEUTRALIZE
PHYSICAL DAMAGE**



**NEUTRALIZE
ENERGY DAMAGE**



REMOVE STEAM



REMOVE ENERGY



**STEAM
ACCUMULATOR**



**ENERGY
ACCUMULATOR**



REACTION



ECHO



TRANSFER



DRAW A CARD



**DISCARD FROM
THE DECK**



**DISCARD FROM
THE HAND**



**CONSUME TO
GENERATE STEAM**



**CONSUME TO
GENERATE ENERGY**



DECK BUILDING



GENERIC DAMAGE



ONCE PER TURN



**REMOVE
1 DAMAGE POINT**

Official Site:
www.dastwork.it