

1 : BURNING (blaze)

Take 5 Direct DMG after each Action you take. Includes Action to remove Effect.

2 : FREEZING (cryo)

Take 2 Direct DMG for each Space you Move. Incl. Boost, Push, Pull, etc.

3 : CHARGED (shock)

Take 4 Direct DMG when an [Effect] is applied. Incl. [Charged] reapplication.

4 : CORRODING (acid)

You can no longer Soak or Shield DMG. Add +4 Risk to your DMG Negate Rolls.

5 : DAZED (honed)

You can only act at Self or Side Range. You also Roll with +4 Risk.

6 : STUCK (mass)

You can't be moved from your current Space. You also Roll with +4 Risk.

- : FRENZY (n/a)

You must ATK a random Target or Self during your Turn Phase.

NOTES :**>> TENSION BURNS**

1 >> +2 SKILL DICE TO ROLL

1 >> +2 RISK DICE TO ROLL

2 >> REMOVE ANY EFFECT FROM ONE UNIT

2 >> INSTANT 1 ACTION FOR ONE NON-BOSS UNIT

3 >> EMPOWER THE DMG OF ONE UNIT'S ACTION

4 >> INSTANT 1 ACTION FOR ONE BOSS UNIT

4 >> APPLY ONE UNIVERSAL FIELD EFFECT

ROLL TABLE

ROLL	0	1	2	3	4	5
SKILL	0	1	1	1	1	2
RISK	0	-1	-1	-2	-2	-3

EMPOWER : OVERLOAD DAMAGE

Deals x2 DMG against Shields. Round down when moving to Integrity.

EMPOWER : BREACH DAMAGE

When ATK connects reduce Target's Soak by 2 for the rest of the Phase.

EMPOWER : DISCHARGE DAMAGE

Apply a Target's [Effect] to all Units adjacent to it after DMG is resolved.

DIRECT DAMAGE

Cannot be Negated by any means. DMG is dealt directly to Integrity.

>> UNIVERSAL FIELD EFFECTS**COST : 4 TENSION**

Only 1 Tension Field Effect can be active at once. A new Field Effect will replace the old one. These do not overwrite or negate Biome Field Effects.

• STANDOFF

All 3+ Range ATK Rolls gain +3 Dice. Includes AoEs / Lines.

• POWDER KEG

Elemental Detonations gain +3 Dice.

• OPPRESSION

Removing Status Effects costs +2 SYN.

• EMBATTLED

All Terrain now takes an additional Space to move through.

• HEAD TO HEAD

All Side Range ATK Rolls gain +3 Dice.

• SYMPHONY

ATKs gain +1 Dice per Allied Unit adjacent to ATKer OR their Target.

• ATTRITION

All Stratagems cost an additional +3 SYN to Recharge.

>> BASIC TENSION TRIGGERS

Tension can also be gained as a result of Pilot Actions. This Tension is gained immediately and can be spent at instant speed.

Note: Pilot is mainly used to refer to "Players"

• ECHO

Gain 1 Tension each time a Pilot spends 1 Bond

• VENGEANCE

Gain 1 Tension each time a Pilot kills an Enemy Pilot

• MONOLOGUE

Spend 1 Boss Action to monologue and Gain 4 Tension

• ENRAGE

Gain 1 Tension if a Pilot Negates all DMG from an ATK

• PASSION

Gain 1 Tension each time a Pilot calls a Gravity in their favor

• RIVALRY

Gain 1 Tension if a Boss is ATKed by a Pilot they know/hate

• HUBRIS

Gain 1 Tension each time a Pilot says this is too easy

GENERATE TENSION

equal to Tension Level at the start of each Enemy Phase.

Increase Tension Level at the end of each Enemy Phase:

STANDARD : +1

MONSTROUS : +2

ASCENDANT : +3

TENSION LEVEL

