

LINE^{OF}FIRE

BURNT MOON






GAMEPLAY MANUAL

Bolster, deploy, and command your robots to take control of Io! You and your opponent will play cards to deploy and move your Remote Operated Vehicles (ROV), attack the opposing forces, and grab objectives.

You win if you control sites worth **8 points in total** or every lane is free of your opponent's MOSS-type ROV.



COMPONENTS

- A.** 12 Personnel cards  (6 per faction)
- B.** 56 ROV cards     (28 per faction)
- C.** 12 Interference cards (6 per faction)
- D.** 1 Initiative card
- E.** 4 Player aid cards (2 per faction)
- F.** 10 Site tiles (5 per faction)
- G.** 6 Fortification tiles (3 per faction)

A



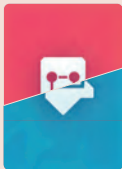
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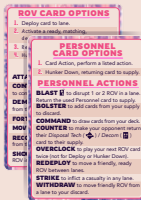
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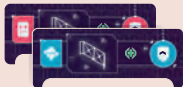
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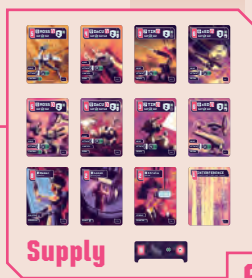
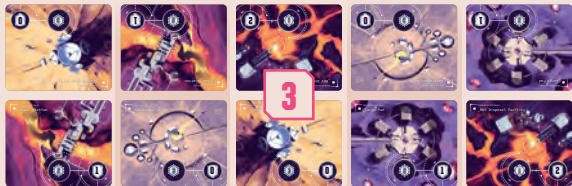
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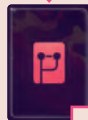
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SETUP





Supply



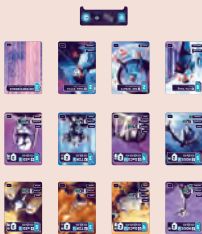
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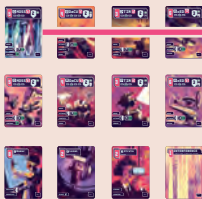
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1. Choose a faction each ( / ). Take all cards of that faction.
2. Flip your five **Site tiles** to their uncontrolled (without faction icon) side and shuffle them.
3. Place them next to each other at random in the centre of the play area. Align them with your opponent's sites to form five **lanes** with space below them to play cards to.
4. Find the nine cards with *XX* in the bottom right corner to form your starting deck.
5. Shuffle that deck thoroughly and place it face down next to you. Leave space for your own face-up discard pile.
6. Separate all other cards by type and force, and place them into twelve face-up piles to form the **supply**. Place these cards and your **Fortification tiles** next to you.





7



8



7. Randomly determine who begins with the initiative. Flip the **Initiative card** to show this player's faction and place it in the centre of the play area, next to the **Site tiles**.
8. Beginning with the player with the initiative, each place one of your **MOSS A cards** from your supply into one of the five lanes. The second player cannot place their MOSS into the same lane as the first player.
9. Start the game with the first phase, 'Draw Cards'.

HOW TO PLAY

Play takes the form of a series of rounds.

Each round consists of three phases:

- 1. DRAW CARDS**
- 2. DETERMINE INITIATIVE**
- 3. PLAYER TURNS**

Once the last phase is complete, the round is over and the next round begins.

This continues until one player wins.

1. DRAW CARDS

Both players simultaneously draw four cards from their deck to form a hand.

If you empty your deck, shuffle your discard pile into a new deck and continue drawing cards.



2. DETERMINE INITIATIVE

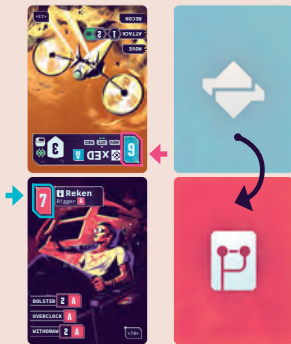
Both players secretly select one card from their hand and reveal it simultaneously.

The player who selected the card with the highest initiative wins, flipping the **Initiative card** so it shows their faction's icon.

That player will perform all of their actions first during this round.

In the case of a tie, the player whose faction is showing on the initiative card keeps the initiative.

Both players discard their chosen card.



This step should always occur before Player Turns, including during the first round.

3. PLAYER TURNS

The player with the initiative plays cards from their hand, one at a time.

Once they have no more cards in their hand that they can (or wish to) play, their turn ends and they discard any remaining cards.

The player without the initiative then takes their turn in the same way.

You cannot save cards in your hand for future rounds.

PLAYING A PERSONNEL CARD

Personnel (♫) represent the various people directing ROV. They cannot inhabit the surface of Io and are never played to lanes.

Whenever you play a **Personnel card**, use it to do **one** of the following:





- ▶ **Card action:** perform one of the listed actions, then discard the card.
- ▶ **Hunker down:** return the card to your supply.

Personnel icon



Card actions

PLAYING AN ROV CARD

ROV are the 4 varieties of robot-like vehicles on the surface of Io: the multi-purpose MOSS (), agile survey drone xED (), defensive DaCU (), and aggressive incident response TIR ().

Whenever you play an **ROV card**, use it to do **one** of the following:

- ▶ **Deploy:** place the played card into one of the five lanes. It is now deployed.
- ▶ **Activate:** perform an action with a matching, ready, deployed ROV card, then discard the played card.
- ▶ **Ready:** ready a matching, deployed ROV card that has been disrupted, then discard the played card.
- ▶ **Hunker down:** return the played card to your supply.

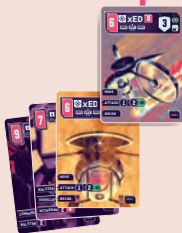
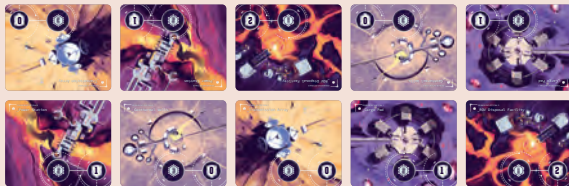
DEPLOYING ROV

Play an **ROV card** from your hand into one of the five lanes, making sure to follow the **Force Cohesion** (p.20) and **Scanning** (p.24) rules.

Place the card on top of any of your other ROV already in the lane. The top strip of each card must be visible to both players.

ROV cards are deployed 'ready'.

You can deploy any number of **ROV cards** of the same type and force (e.g. xEDs from Force A), either in the same lane or across lanes.



*Deploying an
xED B to the
central lane*

PLAYING AN INTERFERENCE CARD

You cannot play **Interference cards** during your turn, only when determining initiative.

Usually, an **Interference card** will stay in your hand until the end of your turn, when you will discard it as normal.

The only way to remove an Interference card from your deck is to take a Recon action (see p. 9 in the *Action Manual*).



An Interference card

ENDING THE GAME

You win the game immediately if, during your turn, either:

You control lanes with a combined total of at least **8 control points**

or

Every lane is free of your opponent's MOSS-type ROV



Control points, found on sites

FURTHER CONCEPTS

FORCE COHESION

A player may never have cards belonging to Force **A** and Force **B** in the same lane.

The Force Cohesion rule applies to each player separately.

LANE LIMITS

There is no limit to the number of cards in a lane.

Each player can have a maximum of one Fortification tile in each lane.

MATCHING

One of your ROV with the same type and force.



MAJORITY

Majority enables or modifies certain actions, in particular Attack and Control.

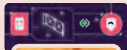
In each lane, a side may hold majority status. To determine if a side has the majority in a lane, each player must do the following:

1. Count their ready ROV cards in the lane (don't count disrupted cards).
2. Add 1 if they control their site in the lane.
3. Add 1 if they have a Fortification tile in the lane.

If one player's total is higher than the other's, that player has majority in the lane.

If the totals are tied, no one has a majority.

Determining majority in a lane



+1 READY ROV

+1 CONTROL

= 2

+1 FORTIFICATION



+1 READY ROV

+1 READY ROV

= 3 (MAJORITY)

SCANNING

When you move or deploy an **ROV card**, you must take an **Interference card** from your supply and add it to your discard pile unless one or more of these conditions is true:

- ▶ You already have one or more ready **ROV cards** in the lane (disrupted **ROV cards** don't count);
- ▶ The ROV is an xED (see  on the card);
- ▶ You control the lane (see  on the site);
- ▶ You don't have any **Interference cards** left in your supply.

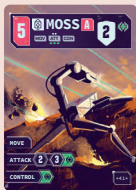
Do not take an **Interference** card when deploying the MOSS A card during the setup.

It is possible to receive **Interference** cards multiple times from the same lane.

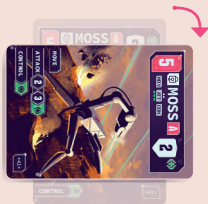


READY/DISRUPTED

Deployed ROV cards can be either ready (oriented vertically) or disrupted (horizontally).



Ready



Disrupted

Disrupted ROV cards cannot be activated and are effectively 'turned off'.

ROV cards are deployed 'ready'. They can become disrupted by the Shock and Blast actions (see p.9 or p.11 in the *Action Manual*).

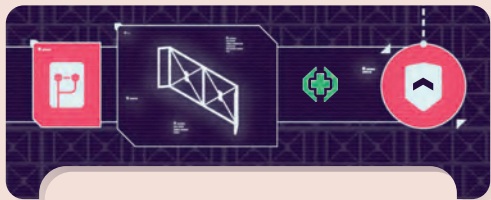
A disrupted ROV card can be readied by discarding a matching card from your hand in a future turn (see p.15).

A disrupted ROV does not count towards majority calculations (see p.22).

A disrupted ROV does not provide any Lane Effect (see p. 3 in the *Action Manual*).

FORTIFICATIONS

Fortifications are placed into lanes by the Fortify action and removed from the game by the Demo action (see p. 7 and p. 8 in the *Action Manual*).



A Fortification

INFLECT A CASUALTY

The Attack action and Strike action instruct you to inflict a casualty on a targeted ROV (see p.4 and p.13 in the *Action Manual*). When this happens, your opponent must find an **ROV card** that matches the target and remove it from the game.

1. If possible, they must remove a matching card from their hand.
2. Otherwise, they must remove a matching card from their discard pile.
3. Otherwise, they must remove a matching card from their deck. They must then shuffle their deck.
4. If they do not have a matching card in their hand, discard pile, or deck, they must remove the target (the deployed ROV card) itself.

EXAMPLE PLAYER TURN

After winning the initiative as POSIWID, Liz has three cards remaining in hand: a Decom and two MOSS B.



Liz plays the Decom for its Strike action **1**. Liz targets the LFA xED A in the leftmost lane **2**. The LFA player, Sam, searches for an xED A card. The first card he finds is in his hand, so he removes it from the game **3**. Liz discards her Decom **4**.

DISCARD



3



2



1



4



DISCARD

Next, Liz deploys a MOSS B. She deploys the card to the empty second lane **1** and places an Interference from her supply into her discard **2**.



Finally, Liz plays the second MOSS B from her hand to activate the one she just played **3** . The action she chooses is Control, so she checks for majority and then flips the Site to show that her side controls it **4** . She then discards the MOSS B in her hand **5** .



Liz has no cards remaining in hand, so she ends her turn. Now Sam would take his turn.

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