

LINE OF FIRE

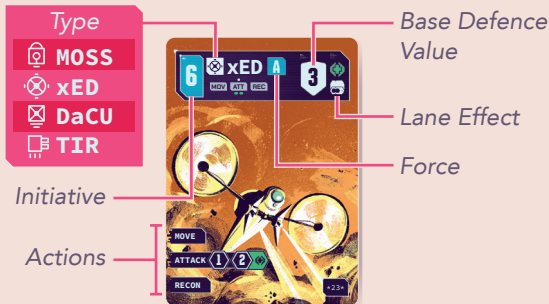
BURNT MOON

ACTION MANUAL

ROV CARD ACTIONS

When playing an ROV card from your hand, choose an action on one of your matching, ready, deployed ROV cards; and then perform the chosen action in full.






After the action, discard the played card.






ATTACK

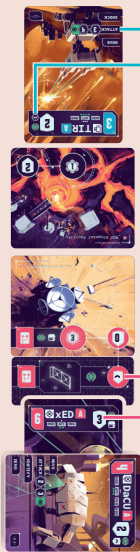


To perform an Attack action, follow these steps:

1. Choose an enemy ROV in the same lane as the activated ROV. This is the target of your attack.
2. Determine the total attack value:
 - a. The base value is indicated on the Attack action. If you have a majority  in the lane, use the   value. Otherwise, use the  value.
 - b. Add 1 if you have at least one ready TIR card in this lane, as shown by the  icon.

- 3.** Determine the target's total defence value  :
- a.** The base value is indicated on the top of the target's ROV card.
 - b.** Add the value indicated on the defender's Site in this lane.
 - c.** Add 1 if there is at least one ready, defender DaCU card in this lane, as shown by the  icon.
 - d.** Add 1 if there is a defender Fortification in this lane, as shown by the  icon.
- 4.** If the total attack value meets or exceeds the total defence value, inflict a casualty on the targeted ROV, as described on p.29 of the *Gameplay Manual*.

Otherwise, nothing happens.



ATTACK

ATTACK 3

ATTACK BONUS 1

= 4 ATTACK VALUE

DEFENCE

BASE DEFENCE 3


FORTIFICATION 1

= 4 DEFENCE VALUE

An Example Attack: The TIR targets the xED, and succeeds in its attack with a total attack of 4 compared to a total defence value of 4.

CONTROL

Flip your Site tile in the activated ROV's lane to its controlled side. If your opponent had control of this lane, flip their Site tile to its uncontrolled side as well.

You **must have a majority**  in the lane containing the activated ROV card to choose this action.

Only one player can control a lane at a time.

DEMO

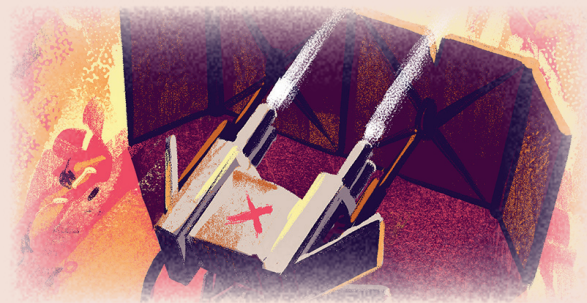
Destroy an enemy Fortification tile in the same lane as the activated ROV card.

Remove the Fortification from the game. Do not put it back in your supply.

FORTIFY

Take one of the Fortification tiles from your supply and place into the same lane as the activated ROV card.

You cannot take this action if you already have a Fortification in this lane or if you have no Fortifications left in your supply



MOVE

Move the activated ROV card to an adjacent lane, making sure to follow the Force Cohesion and Scanning rules (see p.20 and p.24 in the *Gameplay Manual*).

RECON

Remove an Interference card in your hand from the **game**. Draw a card from your deck to replace it, reshuffling if necessary.

Reminder: As with all other ROV actions, you must activate a **deployed**, ready, and matching ROV to perform the action.

SHOCK

Choose a ready, enemy ROV card in the same lane as the activated ROV card and turn it sideways. The chosen card is now disrupted.

PERSONNEL CARD ACTIONS

When playing a Personnel card from your hand, choose one of the actions listed on it; perform it in full; and then discard the card (unless otherwise instructed).





BLAST


Choose one or two ready, enemy ROV cards in any single lane and turn them sideways. The chosen cards are now disrupted.

After a Blast action you must place this Personnel card into your **supply** (not your discard). You may not play any more cards this round. Instead, discard any remaining cards.

BOLSTER



Take up to  cards from your supply and add them to your discard pile. Some cards can only bolster from their own force. This restriction is shown by the force icon  .

COMMAND

Draw  cards from your deck and add them to your hand. You can play those cards as normal this turn.

If your deck runs out before you finish drawing, shuffle your discard pile into a new deck and continue drawing. Do not shuffle this card into your deck.


COUNTER

Your opponent must find their Disposal Tech  / Decom  card and return it to their supply. If it is in their deck, they must shuffle their deck afterwards.

OVERCLOCK

Use the next ROV card you play twice. You can use the card to activate and ready matching ROV cards.

You cannot use the card to deploy or hunker down.

The ROV card must match the indicated force () in the Overclock action.

The chosen ROV card must be played the same turn.



REDEPLOY

Choose one of your ready, deployed ROV cards and then deploy it into any other lane, making sure to follow the Force Cohesion and Scanning rules (see p.20 and p.24 in the *Gameplay Manual*).

STRIKE

Inflict one casualty on any ROV in any lane.

WITHDRAW

Choose up to  friendly ROV cards of the indicated force () from a single lane. Place the chosen cards into your discard pile. You may choose disrupted and ready ROV cards.

INDEX

Actions, Personnel....	10	Initiative	3, 10
Actions, ROV	3	Initiative Value	3, 10
Attack	4	Lane Effect.....	3
Attack Value	4	Move	9
Base Defence Value....	3	Overclock	12
Blast.....	11	Recon	9
Bolster	11	Redeploy	13
Command.....	12	Shock.....	9
Control	7	Strike	13
Counter	12	Uncontrol.....	7
Defence Value	5	Withdraw	13
Demo.....	7		
Fortify	8		

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