

## **Z-G ADVANCED RULES**

### **CHARACTER CREATION**

You can create a unique character with any combination of parts and cards you like. By trading zGear cards or buying booster packs, build a 100% UNIQUE CHARACTER. If the parts fit, it's legal. Check out [Atomoton.com](http://Atomoton.com) for 1st-iteration ZGXL™ rules.

### **JOIN THE LEAGUE!!**

Z-G characters are built on a certain number of credits. Each Z-G card has a cost in credits; this cost is found on the lower left corner of the card. For example, the Spacewing Backgear has a cost of 50 credits (€50). A beginning Z-G interaction figure is composed of cards totaling 300 credits.

- **STANDARD ZGXL™ CHARACTER:** 600 credits, no character card, full Mode deck.

### **MODE CARDS**

Mode cards represent you, the character, the person wearing the Ulster. They describe your strengths and weaknesses, affiliations, training, and even the tricks of the game you've picked up along the way. However, while you may be a tactical genius, in any single moment the mind can hold only so much.

**MODE DECK:** Purchase as many Mode cards as you like, shuffle them together, and place the deck face down on the table. Note: If you have a character card, you can't have a Mode deck.

**CONTROL PANEL:** The control panel represents your current state of mind, your concentration on the events at hand, and the techniques and tricks you can bring to bear on the fight. The whole point of Mode cards is to get them from your Mode deck to your control panel. To draw Mode cards, you must "get in the mode" and be stimulated by or do interesting things. You start the game with one Mode card (typically a Drive card) face up in your control panel; after that you must find ways to draw them from your Mode deck.

### **DRAWING MODE CARDS:**

- **INTERACT WITH ARENA CARD:** If you interact with an Arena card in a way you haven't already interacted with it in the current game, draw a Mode card.

- (You scan it, you touch it, you blast it, or you get damaged by it.) E.g: You jump on a box with an electrical field and get shocked.
- **USE A NEW TACTIC:** If you employ a Tactic you haven't already used this game (or have it used on you!), draw a Mode card. (You are startled by the experience and it triggers something in you.) E.g: You are knocked down by your foe, or you knock them down.
  - **SLAG A zGEAR CARD:** If a foe slags 1 or more of your zGear cards, or you slag 1 or more of your foe's zGear cards, draw a Mode card. (You reorient your mind to new possibilities.)

**CONTROL SLOTS:** You may have only 3 control slots in your control panel at any time, but any number of Mode cards can be stacked in a slot. Only the top Drive or Syndic card can be active in each slot at one time, and only the top Maneuver card in each slot can be used. However, you can slag 1 of your own Mode cards at any time to free a slot. At the end of each player's turn, you may move a top Mode card from 1 slot to the top of another slot. You can look at all your Mode cards at any time, but you can't reshuffle them.

**PLAYING MODE CARDS:** Each player can play a maximum of 3 maneuver cards per pulse and can play them only against a foe they are in direct conflict or interaction with. Take turns playing one Mode card each; either player can play first.

## **TYPES OF MODE CARDS**

**SYNDICS:** Syndic cards describe your affiliations and connections. Each has a unique power that lets you break the basic rules. You may also discard a syndic card to make a retest.

**DRIVES:** Drive cards define the most important feature of your personality. Each card has a unique power. Drive cards can be discarded to save a zGear card — "It never happened" — but each zGear card (including Ulsters) can be saved in this manner only once per game.

**FLAWS:** Character weaknesses. You GAIN credits for taking a Flaw card. When a Flaw is drawn from the Mode deck, read its name and power out loud, then place it near your control panel, facing your foes. Foes can activate its power against you at any time. Flaw cards can't be removed or covered by other Mode cards, and their effects supersede any opposing effects.

**LODES:** Lode cards are "broken-in" computer chips you can place in zGear with Lode slots (the yellow crosses). These Lode cards are assumed to replace the G1 Lode that operates basic functions in all zGear. A Lode card opens a new slot in your control panel, upon which other Mode cards can be stacked and deployed as they would be in any other basic control slot. If you lose the zGear card to which the Lode is connected, you also lose the Lode card.

**MANEUVERS:** Special tricks and techniques you have practiced and can perform during a match. You may purchase a maneuver card for your Mode deck only if you have the requisite skill (i.e., you have that skill listed on a Syndic or Expert card in your Mode deck). After you use a Maneuver card, it's immediately discarded; put it in your slag heap. Mode cards can be played only on the turn number indicated on the card (see the Turn Order chart). There are 4 types of Maneuver cards, each with

its own basic power: o Bolster: +1 armor; play before test. o Augment: +1 armor piercing; play before test. o Speed: +1 Impulse or Move on any action. o Psychout: Play this card against any maneuver card after it has been played; if you match, the card's effect is negated and it is slagged.

Each maneuver card also has a specific power listed on it, which you can play instead of the basic power. For example, the Martial-Z maneuver Legsweep allows you to either play the card as an Augment OR use it to trip your foe.

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## **ARENA CARDS**

These cards define and describe terrain you place in the arena, such as mats, boxes, and entire play sets. Arena cards have special effects that occur when triggered (typically by touch). Place these cards on any terrain, as long as the terrain can be clearly defined ("this mat, this box"). As your only action, you may use a zGear card with Scan to PROBE an Arena card (flip it over and read it). If you placed an Arena card, it is your responsibility to "operate" its functions. When terrain with an Arena card is attacked, use its Arena card to as the target card for that terrain.

USE THEM IN PLAY: Use Arena cards to create Danger Rooms. o Have each player draw 3 to place face down under appropriate terrain. o If players are not evenly matched, give the weaker player that number of points in Arena cards and the opportunity to place them on terrain. o Have one player be the zMarshal and create a scenario with a powerful Villain (& minions) for a team of Exiles to combat.

- Character: The deck of cards and zGear parts that defines your unique character. "Give 'em a name."
  - Mode Deck: All the Mode cards your character has that are not yet in the control panel.
  - Control Panel: The active Mode cards that are face up in front of you.
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## **POWERUPS**

Powerups allow you to bend or break rules. Powerup rules supersede the basic rules of play. You choose when and how to use your powerups.

AIM: Replaces card's normal attack. As your action, draw 1 target card per strike. Your next attack counts as a sneak attack, and you may choose to attack any 1 of the target cards drawn.

CHARGE: When using this powerup, your whole move with this card must be in a straight line. If you move at least 3 cards before you strike your foe, your attack gets +1 armor piercing. Bonus: A charge works like a zone attack, striking all targets along your path.

GRAPPLE: Replaces the card's normal attack. If you score even 1 match, the foe may not move. Grapple is broken if you move, are knocked back, use your Grapple card, use a Shock Pulse powerup, or any of your cards is slagged.

**DODGE:** Immediately after an attack on you is declared, play the Dodge card and, as its full and only action, move 1 card. If you are no longer in range (or out of the zone), your foe forfeits their attack. Bonus: You may hold back a Dodge or Parry card in your hand until the end of the round to use that powerup only.

**KNOCKBACK:** For each match you score, you may elect to knock back your foe 1 card directly away from you — anywhere forward of the line drawn by your shoulders. Both of your foe's feet must touch the last card. A figure can be knocked back over any barrier lower than its knee. Bonus: See Knockdown.

**LAUNCH:** May move up to double the card's normal Move, but you can't attack with this card this round.

**MAGNABEAM:** Replaces card's normal attack. For each match, you may move your foe 1 card in any direction (unlike Knockback). You may lift your foe in the air and drop them (see Falling).

**PARRY:** After an attack is announced, but before your target card is spun, you can play this card from your hand to replace the target card (as its only action). You choose which end of the card to play. If your card survives, you may take its full move immediately. You can't parry zone attacks. Bonus: If the attacker gets 0 matches, you may counterstrike and attack that card with your parry card (if you can touch your foe's figure with your Parry item).

**REFLEX:** Before declaring Impulse, announce you're using Reflex.. As this card's only action, you may double its normal Impulse for this round. Bonus: After you use Reflex, your first attack may target a foe's hand.

**SCAN:** You may examine the target card before choosing an end. The target card end is still played randomly. You may elect to attack this card with your next action card instead of this one.

**STUN:** If you score at least 1 match with your attack, your foe may not retest, aim, or parry for the remainder of this round.

**SHOCK PULSE:** When foe is grappled, draw 3 target cards and attack all 3. This action breaks the grapple.

**Z-G:** You can move up or down — up to your full movement rating — without paying additional movement cost. Bonus: Take your move before or after your attack, chase a dodge (if you haven't already moved) to negate its effects, and, if in hand, negate a fall.

**ZONE:** Some attacks can hit multiple foes. Simply lay out cards, per the diagram on the card, in front of your figure (the triangle). All figures caught in the zone, including allies, must draw a target card to defend against this attack. The zone is assumed to be 1 card high. Bonus: Zone attacks can't be parried.

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## **ADVANCED POWERUPS**

These are descriptions of the level 2 and 3 versions of the basic powerups, which are found in booster-pack cards. An advanced powerup includes the basic powerup effect as well.

Aim2: You automatically draw 1 card from your foe's deck, plus 1 card per match, then may choose 1 as your next target card.

Charge2: +1 armor piercing for every full 3 Move you take in straight line before you strike your foe.

Charge3: You may also veer once (change direction) during your charge and keep your bonus.

Dodge2: May move 2 to avoid attack. Dodge3: May move 3 to avoid attack.

Grapple 2: You may attack normally with this card at the same time you attempt a grapple.

Grapple 3: Grappler can move, dragging victim with him.

Knockback2: You automatically knock back foe 1 card, plus 1 card per match.

Knockback3: You automatically knock back foe 2 cards, plus 1 card per match.

Parry2: You may make an immediate counterattack if parry card survives the attack.

Parry3: May continue to parry all attacks made by 1 foe this turn, so long as each parry attempt succeeds.

Reflex2: You may use Reflex and still move, dodge, or parry with this card this turn.

Scan2: You may draw a second card from foe's deck to target if you choose not to target the first card you drew.

Stun2: Foe may not use Syndic cards while stunned

Stun3: Foe may not use maneuver cards while stunned.

Z-G2: May make an attack at any point along move trajectory; may save Move points to chase a dodge.

Zone2: Last card in zone may be rearranged, so long as it remains adjacent to at least one other zone card.

Zone3: Last 3 cards in zone may be rearranged, so long as all are adjacent to at least 1 other zone card.

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## GAME TIME

- Pulse: The complete play of 1 action card (move-attack).
- Turn: 1 player taking all their actions.
- Round: All the players taking all their actions.

### **TURN ORDER**

- 1 Select Action Card
- 2 Move
- 3 Announce Attack Name
- 4 Announce Defense (Parry or Dodge)
- 5 Select Target Card
- 6 Test (match up cards)
- 7 Resolve Strikes

### **TURN #s**

Some cards have a Turn # listed on them. This number indicates at what point in the turn order a powerup may be played. You may play such a powerup only after the action of its Turn # has taken place but before the next Turn # has taken place. If the card has a Ø Turn #, it may be played at any time. Each maneuver card has a timing number printed on it. You may play a maneuver card only after the action of its timing number has taken place but before the next phase has taken place. If the card has a Ø timing number, it may be played at any time.