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IGNITION:CORE  
Core Rulebook

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IGNITION:CORE™



IGNITION:CORE™

Armor up and weapons hot, pilot.  
Dropship inbound, infantry on the ready line.  
Ignition in 3, 2...

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# IGNITION: CORE™

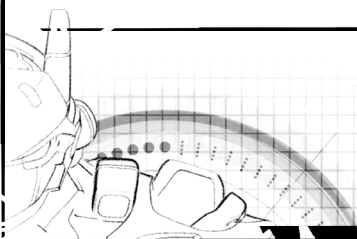
## INTRODUCTION



### SUIT UP

The battles never stop. The old nations, the money-mongers, the marauders... they're all long gone. Now, it's survival, supremacy, and there's not much ammo left. Welcome to the world of Isalia... at least the colonies established here. Suit up, pilot. We've got multiple targets inbound. Shoot first and ask questions later.

Welcome to Ignition:Core, a skirmish battle game of heavy mecha, heroic pilots, and storms of bullets. You'll be deploying, moving and attacking 'mechs and ground troops, tracking damage and ammo, and using terrain to defeat your opponent. To play, you'll need a few supplies, a good table, and a friend...



## INTRODUCTION

### STUFF YOU'LL NEED

Like all wargames, Ignition:Core uses lots of dice and battle rules to determine outcomes of player stratagems, attacks, and defenses.

Battle isn't all the fun, though! Collecting and painting Ignition:Core models is a hobby all its own! You'll be assembling, painting, and deploying your coolest models on the battlefield in hopes of glorious victory!

Once you're set up, you're ready to learn this fast and intuitive skirmish game with ease!

### Play Supplies Checklist

- 6 10-sided dice (D10s) initiative & attack rolls
- 8 8-sided dice (D8s) for rolling actions
- Dry-erase marker for tracking damage
- Gaming mat, 1" squares, at least 24x30 squares
- A collection of wargaming terrain
- Ignition:Core Rules and Datacards
- Ignition:Core models

## TERMINOLOGY

### COMMS AND JARGON

**Friendly:** All your models are considered friendly

**Hostile:** All your opponent's models are considered hostile!

**Defending Model:** When an attack is declared, the model being attacked is the Defending Model

**Attacking Model:** When an attack is declared, the model making the attack is the Attacking Model

**DMG:** Abbreviation for Damage

**Terrain:** Any object, structure, or blockage in the scenario

**Line of Sight (LOS):** A measurement for available sight-lines

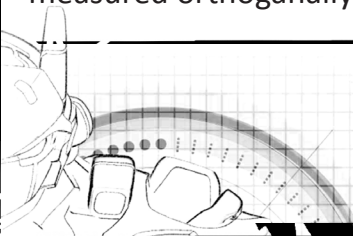
**Partial LOS:** If a model can draw a straight line from the center of its base only to the edge or perimeter of a target model's base, not crossing blockage or terrain, only Partial LOS is achieved.

**Full LOS:** If a model can draw a straight line from the center of its base to the center of the target model's base without it crossing blockages or terrain, it has full LOS.

**Partial LOS Penalty:** If a model only has Partial LOS on their target it subtracts 1 from all dice rolls made against that target

**Models as Cover:** A model can block LOS to another model in the same manner as terrain, if its base is the same size as, or larger than, the target model. IE: a Support MECH on a 50mm base may block LOS to models on 50mm and 25mm bases. It does not block LOS to a model on a 75mm base. Not big enough to cover it!

**Measuring Distance:** All movement and distances are measured orthogonally (not diagonally).



# IGNITION: CORE™

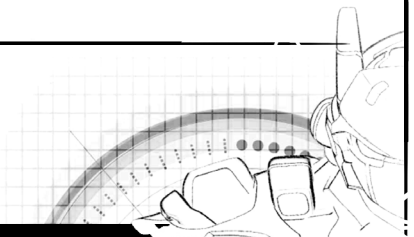
## TERMINOLOGY



Don't worry if you're new to skirmish gaming! The jargon may seem technical, but it's really just simple language that happens in battle!

You'll be running for cover, planning attacks, or just hoping your dice roll in your favor!

Now, let's get into the rules that you'll have mastered in no time...



## HOW TO PLAY

### TO BATTLE!

To play a game of Ignition:Core first gather your Freelance Armored Fireteams and lay out your datacards so that they are easy to read. Follow the steps below, and good luck!

- Choose a scenario and set up the board in accordance with the scenario instructions.
- Deploy all units in accord with Scenario instructions.
- The Scenario will specify when/how the game ends.

#### Standard Fireteam Roster

- In Ignition:Core, the typical roster is as follows:
  - (1) Pilot
  - (1) Warlord Class Mech
  - (2) Support Class Mechs
  - (3) Infantry
  - (1) Drop Ship

- If the Scenario is specified as a Matched Play Scenario each player must use an equal number of each type of models (e.g. player A one has one Support Class Mech in their collection and the scenario being played is a Matched Play Scenario. Player B is now limited to using one Support Class Mech in their roster.)
- If the Scenario is specified as a narrative, each player can bring whichever models they want, provided both players agree the game will still be fun, fair, and balanced.





## GAME STRUCTURE

### ON YOUR TURN...

**1. Setup:** The board is set up in accordance with the selected scenario. This may require the players to determine which player takes a certain deployment zone, or role (e.g. attacker or defender).

**2. Deployment:** Players alternate placing their models in their respective deployment zones.

**3. Battle Round 1:** All battle rounds play as follows...

**I. Initiative Phase:** Roll 3D10 for initiative order. (p. 8)

**II. Tactical Phase:** In this phase, tactical abilities are declared and resolved, starting with units at lowest initiative and moving up. Tactical abilities are listed on the unit data cards.

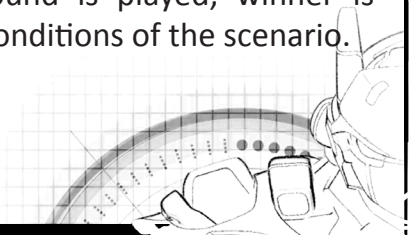
**III. Activation Phase:** Models are activated by the activation rules, in reverse initiative: *from highest to lowest*. (p. 10)

**IV. Scoring Phase:** Points are awarded per scenario details.

**V. Reinforcement Phase:** Players alternate returning out of play models, including models that were destroyed during the battle round, back in their respective deployment zones.

**4. Battle Round 2+:** The second battle round begins following the same structure as the first. This process repeats until the game is over. Most games play for 3, 5 or 7 rounds.

**5. Game End:** Once the final round is played, winner is determined based on the victory conditions of the scenario.



## INITIATIVE

### WIN YOUR SLOTS

To determine initiative, Each player rolls 3D10, looking to roll UNIQUE VALUES on each die. Unique meaning no other rolled die has that specific result. All *unique* results are locked into their respective number on the initiative tracker. Those are your slots!

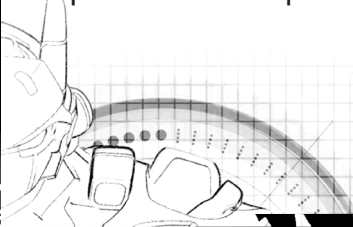
If any 2 of these 6 D10s have the same result, only 1 can be kept/slotted. Thus, re-roll duplicates by the rules below, until all 6 D10s are unique and locked into the initiative tracker.

**1: Mob Rule:** With duplicates rolled, if one player has rolled the same number on more dice than their opponent and that number is open, that player may lock in that number.

**2: One on One:** If both players roll the same number, on a single die each, both D10s must be re-rolled until unique and locking into an open slot.

**3: Unlucky:** If one player has locked in all 3 D10s, the other player gets *2 more attempts* to roll numbers that are not already occupied. If they cannot do so, their opponent gets to select which available slots any remaining dice are assigned to. With strategy, this can lend a timing advantage!

Each player now assigns each of their initiative slots a unit token on the tracker (starting with the lowest initiative and working up) Pilot, Infantry/Dropship, and Support Mechs. This sequence is a compact way to think about strategy!



# IGNITION: CORE™

## INITIATIVE

### A FEW EXAMPLES

**1: Simple:** Players grab their D10s, each group of 3 having a different color to keep things clear, and rolls! Player 1 gets a 3, 4, and 8. All unique! Player 2 rolls a 2, 5, and 0. All 6 slots are locked in with these dice, and tokens assigned. Easy!

**2: A Quick Roll-Off:** Our players roll, but 2 of the 6 dice come up with 4's. All other dice are slotted in at 5, 6, 7, and 8. Now, the players roll-off these 2 duplicates until the dice are A) not the same value *and* B) 1, 2, 3, 4, 9, or 0 result. Lock 'em in!

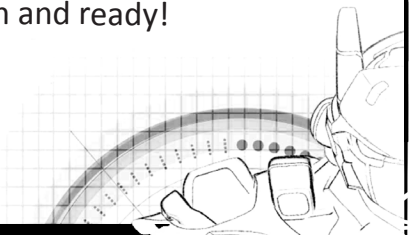
**3: Oof:** Player 1 rolls 3D10 and gets 3 unique results: 1, 2, and 0. Player 2, though, rolls an improbable roll of all 2's. Weird. Player 2 now has 2 attempts to get open slots. On the second roll, this poor soul rolls 2 2's and a 0. On this final attempt, by cruel fate, they roll 3 0's! Now, Player 1 can simply ASSIGN Player 2's dice to their desired slots, considering what they know of strategy to hamstring their opponent.

Player 1 Tokens locked in and ready!



Player 2 Tokens locked in and ready!

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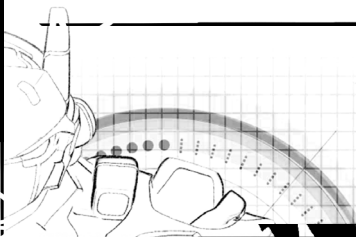
## ACTIVATIONS



### SPENDING POINTS

- When a model activates it must complete its entire activation before another model is activated.
- During its activation, the model may spend its movement and action points in any order and may alternate freely between spending action points and movements points.
- Continue until either A) all of that model's points are spent, or B) the controlling player no longer desires to spend points.

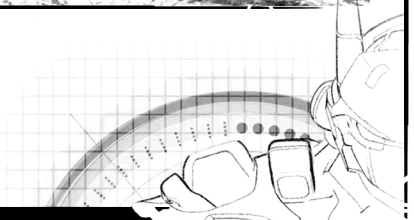
**Strategy Note:** Spending points during activation is a strategy of moving and attacking, while also using LOS and terrain to end an activation in cover or safety if possible.



## GAME STRUCTURE

### MOVEMENT

- Spend a **movement point** to move a single square.
- This movement must be in straight lines, or 'orthogonal' (diagonal movement is not permitted).
- Models may not move through any terrain or other models (friendly or hostile).
- A model may make any number of available actions before, after, or in between spending movement points.
- Note: Certain models occupy several squares. When counting their movement, the base shifting over **one row** of squares costs one point, not shifting the diameter of the base!



## ATTACK

### LIGHT 'EM UP!

Spend an **action point** to make a single attack.

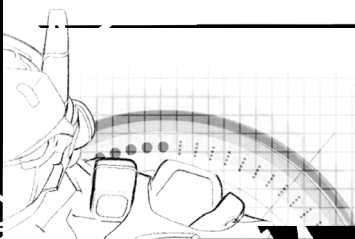
Once you have clear LOS on a target, the target is within your attacker's weapon range, and activation points to spare, **unleash an attack!**

When you pull the trigger, mark off 1 ammo on your attacker's weapon for each strike you wish to inflict. Boom, boom, boom! Mark off the amount of ammo used. For each ammo expended, grab a D10 to make your **burst roll**.

Rolling those trusty D10s in a burst roll will yield an output of D8s, and possibly some special effects. Your unit and weapon's data card will specify the details of your burst roll. You'll have a handful of D8s and maybe a critical hit or two!

Now roll those D8s! Compare all rolled values to the hit location chart of your target. A hail of fire! **For each location hit, the target model loses HP equal to the damage stat of the weapon fired.**

Did you roll any critical hits? Those count as an '8' rolled on a D8 burst die. That means the attacker chooses where that extra hit impacts (or a headshot with Infantry)! A crack shot! Let's look at an example of an attack to clear things up...



## ATTACK

### AN EXAMPLE ATTACK

In this example, the attacker is firing a Valkyrie Mini Gun. The attacker checks for LOS and range. All good. The data card reads the weapon info as follows:

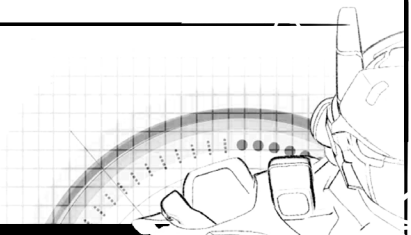
#### Valkyrie Mini Gun

Range: 16    Rate of Fire: 1-3    DMG: 1    Ammo: 9  
Burst Roll: 0=0, 1-2=1D8, 3-5=2D8, 6-8=3D8, 9=4D8+Crit

Our player decides to fully unleash, firing 3 bursts (***Rate of fire limits how much ammo can be spent in a single action***). She crosses off 3 ammo (reducing her weapon to 6 remaining bursts), and rolls 3D10. Bububububoom! For her burst roll she rolls 1,5, and 9. This gives her 7D8 to roll and 1 critical shot! She loads up all those glorious dice and rolls them.

All those D8s give results, which are compared to the target's hit location chart, and for each unique location hit, 1 DMG is inflicted! The perceptive player quickly sees that ***unique D8 rolls are the goal, not just high values!*** The more diverse the burst roll results, the more locations are blasted!

Getting blasted? Don't worry, models have defenses, too. Now that you know how to lay down weapons fire, let's take a look at how to survive such destructive attacks! Overwhelmed with weapons fire? Let's talk about models being destroyed!





## TAKING HITS

### BRACE FOR IMPACT

You've just been blasted with a burst roll! Rounds are impacting your model all over the place! *"Am I dead?"*

To determine the effects of being hit, track total damage, and all kinds of other useful data, you'll need to master your model's **data card**. Each hit location has its own details and, sometimes, special info.

There are also tactical abilities, pilot abilities, weapons, and damage capacity before destruction listed on your data cards. All of these will be critical in combat, so know these cards well!

Data cards can be attained in a few different ways, but they'll see a ton of use so durability is king! Good luck, pilot!





## DATA CARDS

### KNOW YOUR TECH

All units are operated by a data card. You'll have these tarot-sized cards handy at all times in play, with important tactical data on both sides. Let's take a closer look.

Each location includes bubbles for tracking damage.

Primary move, action points, and tactical data are down here.

Weapon details, burst rolls, and special rules are listed here.

**IGNITION: CORE**  
**PALADIN**

HEAD: 6 bubbles  
TORSO: 6 bubbles  
RIGHT ARM: 6 bubbles  
LEFT ARM: 6 bubbles  
RIGHT LEG: 6 bubbles  
LEFT LEG: 6 bubbles  
AMMO: 6 bubbles  
AMMO: 6 bubbles  
AEGIS SHIELD: 6 bubbles

**MOVEMENT: 6    ACTIONS: 2**  
*Tactical Ability:* Read here for special ACTIONS equipped with this unit.

**Hit Roll Chart:** 8: Attacker's Choice, 7: Head, 4-6: Torso, 2-3: Defender's Choice, 1: Miss  
\*\*Hits on locations with zero HP become 85\*\*

Below damage bubbles, you'll find notes for the effects of a destroyed location.

This hit chart is used when rolling your D8 bursts and attacks.

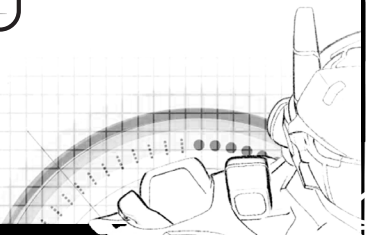
**IGNITION: CORE**  
**PALADIN**

**Gun-Blade: Gun-Mode**  
Range: 12 Rate of fire: 1-3 Damage: 1 Ammo: 9  
Burst Roll 0: 0  
1-2: 1D8  
3-4: 2D8  
5-6: 3D8  
7-8: 4D8 + Crit  
9: 5D8 + Crit2  
This weapon enters play in Gun-Mode. At any time during the battle this weapon can be switched to Sword-Mode. Once in Sword-Mode, it must remain in Sword-Mode for the remainder of the time in play.

**Gun-Blade: Sword-Mode**  
Range: 3 Rate of fire: 2 Damage: 3 Ammo: Inf.  
Burst Roll 0: 0  
1: 1D8  
2-5: 2D8  
6-8: 3D8 + Push 1  
9: 3D8 + Crit + Push 3

**Hellfire Missile Rack**  
Range: 30  
Rate of fire: 1-4  
Damage: 3 Ammo: 8 Burst Roll 0: 0  
1-5: 1D8  
6-7: 2D8  
8: 2D8 + Push1  
9: 3D8 + Push2  
Special Rule: This weapon can only be fired once per activation

You'll generally flip to this side when using the weapons and modules on your unit.



## FACTIONS

### FIGHT FOR YOUR PLACE

There are 6 key factions warring for the colonies of Isalia, either for order and hope, chaos and madness, or simple survival.

**PALADINS:** Duty-bound protectors of the colonies, and those threatened by rogue pilots and mecha.

*Heavy armor, shields, and defenses*



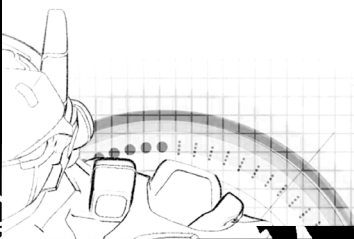
**ONI:** Territorial hard-liners who refuse to let others rule the colonies, with little sense of restraint or mercy.

*Heavy firepower and speedy attack*



**VALKYR:** Biomechanical warriors created by a synthetic intelligence to preserve harmony and balance.

*Fierce frontal attack and melee combat*



## FACTIONS

### FIGHT FOR YOUR PLACE

Choose your favorite faction on visual style, story, or combat techniques... or, build them all!

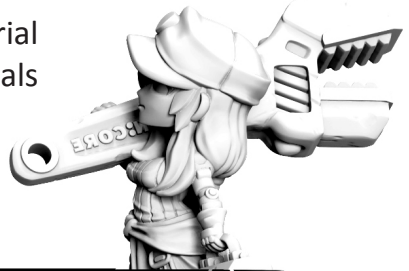
**NEPHILLIM:** A mysterious group of hit-and-run insurgents who seek to break the alliances and order of others.

*Guerrilla tactics and stealth*



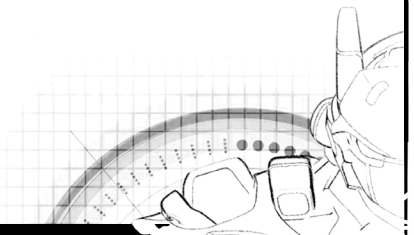
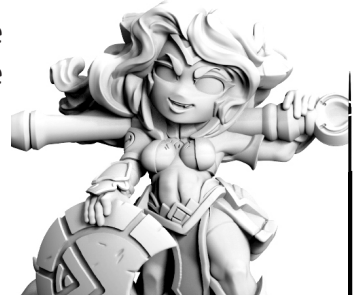
**FREGUILD:** Hard-working industrial fighters who embrace democratic ideals and old fashioned frontiersmanship.

*Flexible, Asymmetric Warfare*



**DEMIURGE:** An little-known people who use ancient technology to settle new parts of the colonial world.

*Melee combat and strange abilities*



## SCENARIOS

### COMBAT VARIETY

The battle for the fate of Isalia will be played out at your IGNITION: CORE table. Using simple variables, each battle can have a very different feel and opportunities for clever tactics. You'll find a large selection of these scenarios at [www.ignitioncoregames.com](http://www.ignitioncoregames.com), but here is a quick look at what aspects comprise an epic combat scenario.

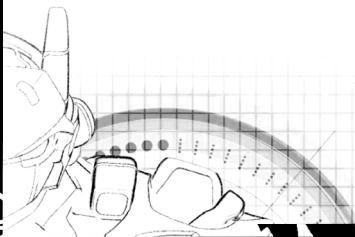
**ROSTER:** The 'mechs and ground fighters in a scenario comprise your *roster*. Depending on what's at hand, you'll have large and small forces to assemble.

**OBJECTIVES:** Every battle isn't just a slugfest! You'll have locations and assets to secure, capture, rescue, or steal.

**DEPLOYMENT:** This is a general term for 'where you start.' Many scenarios will offer deployment options, giving you a chance to use strategy from the first turn.

**TERRAIN:** The lay of the land is important in any combat situation, especially the use of cover relative to your objectives. Be devious, be careful, and be decisive!

The more you learn about the game, the more you'll be ready to create and play your own scenarios!



## RESOURCES

### BITS AND GOODIES

In addition to rules, data cards, and scenarios, your game can be improved with all kinds of extra bits at the battle table.

**TOKENS AND MARKERS:** To enhance the speed and clarity of your games, print this collection of tokens on cardstock and cut out.

**INITIATIVE MARKER:** Initiative is not only focal in Ignition:Core, but it has a lot of detail that can greatly sway a battle. Print and cut the one included here, or craft your own. It's always a key piece of any Ignition:Core table!

**BUILDINGS:** With a simple box-fold, you can create basic terrain features for your battles with the images included here. There are many fun ways to build terrains and scenes for battle scenes... make your scenes as cool as your models!

Be sure to visit [www.ignitioncoregames.com](http://www.ignitioncoregames.com) for all the latest updates, markers, tokens, and data cards!

*Now strap in, rack that pulse rifle, get in the fight!*  
-The Ignition:Core team

