

COLOSSUS

The Colossus is a tremendously large mechanized battle system that towers over all opposition. It bristles with weapon platforms and enhanced sensors and systems, and is a match for an entire army. The Colossus faction does have a few base defenses, but otherwise all weaponry is part of the Colossus itself.

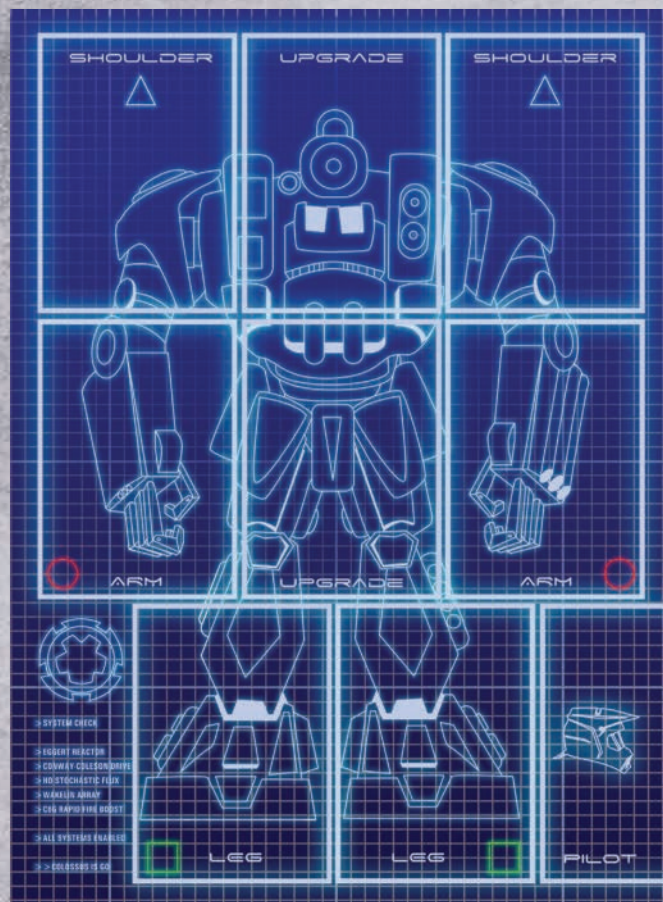
Starting Buildings and Units

Colossus starts with the Mini-Beam Building with two units.

Colossus Base Mat

The heart of the Colossus faction is the Base Mat. Unlike other factions, Colossus places most of their Forces on the Base Mat. Only Base Defense units are placed separately in the base.

Also unlike other factions, the buildings of Colossus are not inherently Infantry, Armor, or Air. They take on a particular aspect depending on where on the Colossus they are placed.



For example, a card placed in an Arm slot is considered an Armor unit.

There are nine slots on Colossus:

- Two Leg slots (Infantry)
- Two Arm slots (Armor)
- Two Shoulder slots (Air)
- Two System Upgrade slots
- One Pilot slot

Only one card may be placed into each slot. You can place new cards into a slot, but then the old card plus any existing tokens on that card are discarded.

Weapon cards may only be placed into one of the six weapon slots (Leg, Arm, Shoulders).

Cards that are placed into the Shoulder slots do not gain Deep Strike. Colossus can only gain Deep Strike through a System Upgrade (Jump Jets or Rocket Boots).

System Upgrade cards may be placed in the Upgrade slots or any of the Weapon slots. However if they are placed in a Weapon slot a weapon card may not also be placed there unless the System Upgrade card is discarded.

Pilot cards are placed in the Pilot slot, and only Pilot cards may be placed there.

During a Battle, cards are removed from the Base Mat to be placed into the Battle Line. At the end of the Battle, surviving buildings and upgrades are returned to the slot they came from.

WEAPON CARDS

Weapon cards are equivalent to standard Building cards, with the exceptions noted below.

As noted above, Weapon cards do not have an intrinsic 'type' (infantry, armor, etc). They take on a type based on the slot they are placed in.

To build a weapon card that has a build cost of more than zero a resource stack must be started in the desired slot on Colossus. Once started, a resource stack may not be moved to a different slot. If the weapon has a zero resource cost it can be placed directly into a weapon slot.

Weapons come in four different categories, each with slightly different characteristics: Lasers, Missiles, Guns, and Close Combat. The category can be identified by the card name in the sidebar.

Lasers

Laser weapons are the same as standard buildings, and use the standard rules.

Missiles

Missiles are the same as standard buildings, except that they have limited ammunition. This is represented by a Depletion number of '6'. P.S.Y.C.H.O. may modify the Depletion number to a '5' or '6'.

If the Depletion number is rolled during an attack, a unit token on the Missile card must be removed. If the die roll scored a hit, the hit is still counted, but the Missile token is removed.

Guns

Units on Gun cards are not built as normal. Instead, when a new Gun card is placed onto Colossus, the indicated number of Unit tokens are instantly placed onto the card during Construction. No additional tokens may ever be built or rebuilt onto the card.

If all the unit tokens on a Gun card are destroyed the Gun card is discarded.

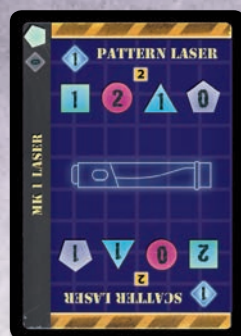
Close Combat

Unit tokens are built as normal on Close Combat Weapon cards. However, when in combat the Force may roll a maximum of one die regardless of the number of unit tokens in the Force. This is noted on the cards as having one 'attack'.

You can build more than one unit on a Close Combat card. If you do, the extra tokens act, essentially, as extra 'health' for the Close Combat weapon.

Even though Close Combat weapons get a maximum of one die roll, multiple tokens can be lost in a single combat round if the Close Combat Force receives more than one hit.

If the Close Combat weapon has a 'zero' to-hit number, two units can still combine to make a single attack with a 'one' to-hit, as normal.



Laser Weapon



Gun Weapon



Missile Weapon



Close Combat Weapon

The Claw can pick up units and throw them at other Forces. To represent this, if The Claw gets a hit on an enemy Force it may fire again at any other Force (not the one initially hit) with no Positional Modifier.

Wrecking Ball is very effective at destroying empty Buildings. To represent this, when attacking a Base card it always rolls two dice instead of one (even if there is only one unit in the Force).

SYSTEM UPGRADES

Colossus has special cards that are labeled System Upgrades. These give special abilities to weapon systems. They are not assigned to a particular Weapon card — they affect all applicable Weapons.

Many of the System Upgrade cards have power costs on them. Power is generated by placing resource cards on the System Upgrade and turning them into power tokens during Construction, as noted on the cards. Resource cards are placed on System Upgrades when cards are placed into the Base in a similar fashion as normal Buildings.

These power tokens are then used for the abilities that are described on the card. There is no limit to the number of tokens that may be placed on a System Upgrade card. Tokens are only lost from System Upgrades if it is noted on the card. For example, Long Range Scanners gives 1 scouting point per token, but the tokens remain between Battles. For Energy Shields it is explicitly stated that tokens are removed to negate a hit.

Ammo Pod

This upgrade allows Colossus to avoid discarding a Gun building after all of its tokens are destroyed. If Ammo Pod is discarded the Gun building is not removed and the gun units are rebuilt.

Jump Jets

This upgrade gives Colossus Deep Strike capability. A number of power tokens equal to the number of Weapon cards is required to activate the Jump Jets. For example, if Colossus has two laser cards, one missile card, and one Close Combat card, four power tokens will be required on Jump Jets to gain Deep Strike. Note that it is the number of cards, not the number of units on those cards that is counted.

Rocket Boost

Rocket Boost gives Colossus a 'one-time' Deep Strike capability at a cost of two Power Tokens. When a Deep Strike is launched, the Rocket Boost card and the token are discarded. There is no benefit to playing more than two resources on a Rocket boost card.

Jammers

Jammers may not reduce the opponent's Scouting rating below zero.

P.S.Y.C.H.O.

P.S.Y.C.H.O. is a top secret system that allows Colossus to overcharge its weapons to increase damage, but puts the weapons themselves at risk. P.S.Y.C.H.O. is built as a normal System

Upgrade. Once it is on Colossus, the Colossus player can choose to activate it if they are the Attacker. This choice is made after the creation of the Battle Line is complete and before any Combat Rounds have been conducted.

Once activated, P.S.Y.C.H.O. increases the ratings of all weapons by +2, but worsens the depletion numbers on missiles to 5-6, and gives all other weapons a depletion number of 6. P.S.Y.C.H.O. is in effect for the duration of the battle.

At the end of a Battle where P.S.Y.C.H.O. has been activated the card is discarded.

If P.S.Y.C.H.O. is destroyed by the opponent during a battle, the effects stop at the end of that combat round.

System Upgrades have no effect during a Raid Battle.

Pilots

Pilot cards give an extra bonus to Weapons that are on Colossus.

Pilots are built on the Pilot slot on the Base Mat. Pilots all require a one card resource stack before being built. Once the Pilot card has been built Colossus immediately gains the ability.

Only one pilot card can be on Colossus at one time. If you wish to play a new pilot, start a new resource stack on top of the existing pilot. If Construction occurs before placing the new pilot the existing pilot is still in command.

Pilots have no effect during a Raid Battle, and do not affect Base Defense units.

Chassis Cards

Unlike other factions, all Empty Buildings on Colossus (Weapons with no tokens, System Upgrades, and Pilots) may be attacked by the opponent, whether Colossus is Attacking or Defending, and whether it is a Frontier or Base Attack. In essence, Colossus is a mobile 'Base'.

To represent this, the Colossus player has two Chassis cards. These are treated as Base cards, but are always placed in the Battle Line, unless Colossus is defending its Base (in which case the Base cards are placed as normal). If Colossus is attacking the enemy base both the Chassis and enemy Base cards will be placed on the Battle Line. In this case they are always placed opposite each other.

A hit on a Chassis card cannot destroy an empty Base Defense building, only an empty building on the Colossus Base Mat.

Chassis cards are NOT used during a Raid, either on Attack or Defense.

Base Defense Buildings

The Colossus faction has several Base Defense buildings. These are not placed on the Colossus base mat. They are placed in the base area in the same fashion as buildings under the standard rules.

Pilot and System Upgrade cards do not effect Base Defense Units.

Base Defense cards are never considered 'Weapon' cards for special effects of Attack cards, System upgrades, or any other purpose.



Tips and Tactics

Colossus has a number of strong advantages. First, your ability to select which type of units you will build gives tremendous flexibility. Need an air unit? You don't need to wait for the right building to come up -- just drop the next available weapon into a shoulder slot.

In addition, except for the lasers, your weapons cards produce more powerful units, on average, than the other factions. Plus Gun weapons make Colossus a big quick-strike threat. For a single card you can get two units in play. Even the Xenos, with their half-cost units, need to play two cards to get two units.

Close Combat weapons are also excellent at filling in the gaps in your capabilities. Their strength '4' attacks are unmatched for their cost, but given their other ratings, getting good matchups is critical.

However this flexibility come with downsides. Missiles will tend to become depleted at inopportune times. Additional Gun units cannot be added once they are placed. When the units are gone the card is discarded. And Close Combat weapons are mostly Slow and only get a single attack die no matter how many unit tokens they have.

You are also at a disadvantage when it comes to upgrades. You only have two dedicated Upgrade slots on Colossus, and the only way to get bonuses to your attack strength is by using pilots -- and they are expensive, one-dimensional, and prone to dying.

In addition, your upgrades, like Long Range Scanners, require resources to be placed directly on them, so you need to pre-plan what you need. The other factions have the flexibility to decide which abilities they will power during Construction.

Finally, you have little Deep Strike capability. You are, after all, a giant robot. The Jump Jet and Rocket Boost upgrades can give you Deep Strike, but at a resource cost. Still, since no one expects a Deep Strike attack from Colossus, this can be a very effective technique for surprising someone and destroying their Base.

But in spite of your lack of long-range punch, you can strike fast and strike hard, and quickly rebuild if you suffer a setback.

Here are some sample starting hands:

Kinetic Gun & Standard Attack: This combo will let you get off to a very fast start. You can grab the Frontier on turn two, which no one else can do.

Short Range Missile & Long Range Missile: Another idea is to specialize in a particular type of weapon, like Missiles, and start with two of those Weapon cards, and look for the Missile Racks and the Standoff Attack cards.

Mk III Lasers & Base Defense: This combo is geared towards a slow buildup. The Base Defense allows you to fend off any early attacks while you build up the powerful Mk III Laser weapons.



Resources Allocated

The Colossus player has decided to launch an Attack on the Frontier, playing a Standard Attack card and a Normal Attack Combat Choice card.

After the defender does Construction, the Colossus player drops their screen and begins to build.

Starting from the top of the Base Mat, the **Pulse Ball** card, which is a Gun Weapon automatically gains two units. Since they are in the Shoulder slot Air units are placed.

The two resource cards on the **Long Range Scanners** are exchanged for two Power tokens. This gives Colossus two Scouting points, which will hopefully help them gain good matchups.

The **Sparrow** missiles in the legs have three resources played on them, so they are replaced with three Infantry tokens, since the Sparrows are in a leg slot. The resource on the Sparrow missile card in the arm is replaced with one Armor token.

One resource has been placed onto the Pilot slot, followed by **Sarge**. So Sarge is now in command of Colossus and will remain there for future combats until killed or replaced.

The Colossus player has two Base Defenses, the **Mini-Beams** which they start with, and a **Tank Trap**. The resource on the Tank Trap is replaced with a Building token. Note that Base Defenses are not placed on the Base Mat but are placed onto the table surface.



After Construction

There are still the two starting units on the Mini-beam, and the Colossus player has not placed any additional resources there, so there will be two at the end of Construction.