ROBOTECH®
CYCLONE RUN

*"My mission is to head to Reflex Point, the Invid's main base, and take it out!"*
- Scott Bernard

00 Objective

The alien Invid have conquered Earth & it's a race against time for the Rebels to reach Reflex Point, the heart of the Invid! Using luck & skill, explore the planet and destroy as many enemies along the way as you can!

01 Winning

In Robotech: Cyclone Run, you'll roll dice to draft different Robotech Heroes, allowing you to move your Cyclones across the 3x3 tile cassette, scoring points for each Invid ship you destroy & location you discover along the way. Who will be the Hero that saves Earth?
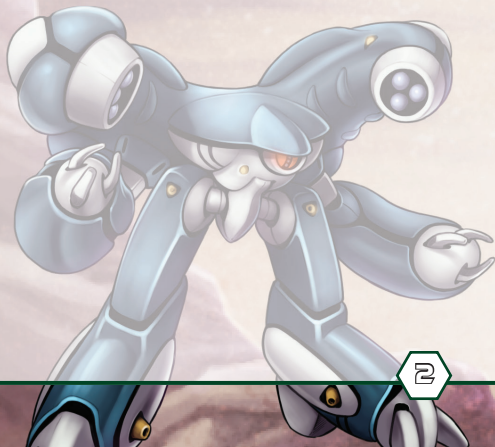
02 Game Statistics
Players: 2 to 4
Ages: 8+
Time: 20 minutes

Content Schematics

ROBOTECH © Action Dice

Target	Target	Move	Move	Instinct	Mars Base

Invid Tokens

Scout	Trooper	Shock Trooper	Elite Invid	Sera	Corg
2	3	5	7	8	9

Fuel Token

Location Tokens

| 4 | 4 | 4 | 4 |

Hero Cards

Location Cards

Reflex Point

- LOCATION -
EXCHANGE TO INFLICT
4 TO A TILE
WITHOUT A VEHICLE

Rook

Cyclone Meeple

Jeeple

03 Game Contents

- 1 Token Tray
- 5 Robotech Action Dice
- 9 Robotech Hero Cards
- 11 Location Cards
- 23 Fuel Tokens
- 1 Cyclone Meeple
- 1 Jeeple
- 1 Fuel Reference Card
- 1 Cloth Bag
- 100 Invid Back Tokens:
    - 30 Invid Scout Tokens / 11 Fuel
    - 25 Invid Trooper Tokens / 5 Fuel
    - 20 Invid Shock Trooper Tokens
    - 12 Elite Invid Tokens
    - 11 Location Tokens
    - 2 Sera & Corg Tokens

04 Key Terms

- **Cyclone** : A small transforming body armor that changes from a robot to a motorcycle.
- **Damage** : If Heroes inflict enough damage to an Invid, it is defeated.
- **Defeat Pile:** The tokens that have been scored by a player & piled up in front of the player.
- **Fuel** : This is a resource that you collect as you play the game. Spend Fuel to gain an advantage.
- **Invid:** Genetically evolved beings who used swarm tactics to conquer the Earth.
- **Jeep** : Lunk owns a jeep & uses it to support the team. (Represented by the Jeeple.)

- **Orthogonal** : Moving straight up and down or left and right.
- **Protoculture :** This is the fuel source of all machines. In this game it is represented by Fuel.
- **Round:** The time for all players to take a turn.
- **Scout** : This allows you to reveal face down Invid tokens.
- **Tray:** This is the square molded grid that holds the Invid Tokens.
- **Turn:** The phase of the game where a player rolls, buys & uses Hero Cards.
- **Victory Points (VP):** Each Invid token has a VP amount. The player with the most VP's wins.

05 Game Setup

1. Mix the square Invid tokens in the Cloth Bag. Set the Fuel tokens aside in a separate pile.

2. Place a number of Invid tokens from the bag, based on player count - see below - into each of the 9 cells of the Token Tray, face down - . Then place the Tray in the middle of the play area. Each cell in the tray counts as 1 space in the game.
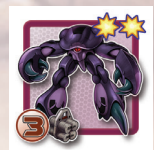
The number of tokens to place in each cell is determined by the number of players:

- • 2 Players: 8 face down in each Tray cell
- • 3 Players: 9 face down in each Tray cell
- • 4 Players: 10 face down in each Tray cell
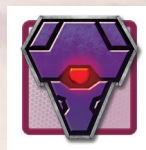
Face Down   **Face Up**

Note: You may adjust the game length by placing more (or fewer) Tokens in each Tray cell, to make the game longer or shorter, respectively.

3. Place all of the Hero cards face up near the Token Tray in full view of all players. Place the Lancer / Yellow Dancer card with Lancer facing up.

4. Shuffle & place all 11 of the Location Cards face down in a pile near the play area.

5. Determine the first player by rolling all 5 Robotech Dice - the player with the most symbols gets the First Player Token. Players may reroll in the case of ties.

6. Get ready to run the gauntlet!

Typical Game Setup

Hero Card Pool

Fuel Token Pile

Location Card

Player 3

Player 2

Defeat Pile

Cyclone Meeple

Tray Setup

Location Deck

Defeat Pile

Jeeple

Fuel Reference

Player 1

Defeat Pile

Action Dice
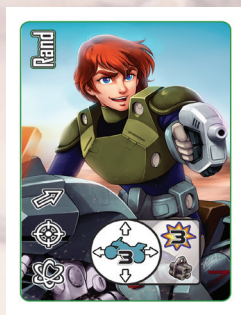
06 Game Play

Players take turns going clockwise. When each player is finished with their turn, the player to their left goes. A round is complete once all players have taken 1 turn. Your turn follows these steps:
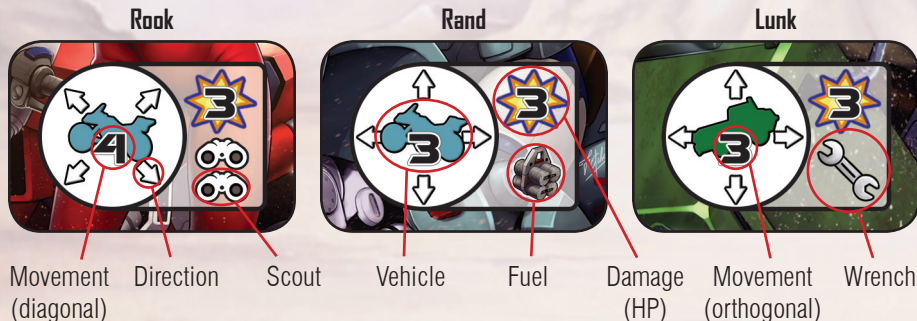
1. Take the Robotech Action Dice & roll all 5 of them:

2. You may use any of the dice to activate a Hero's abilities from the 9 Robotech Hero cards on the table.

More than 1 card may be activated, but each die can only be used once. For example, only 1 of the Heroes above can be activated, since you only have 5 dice & they each require 3 dice.

3. You can keep any dice you like & reroll the dice you don't like up to 2 more times (it is unlikely that the best result will happen on your first roll). You may reroll any or all of the dice.

4. Choose to activate Hero cards at the end of your rerolls. You may use a maximum of 3 Heroes on your turn. To track which Action Dice you have used, place them onto the Hero Card. Take 1 ⬡ - Fuel - from the pool & place it on any Hero you didn't select - see page 11. Leave activated Hero cards on the table for other players to use during their turns.

5. Review your selected Heroes' abilities.

Rook   **Rand**   **Lunk**

Movement (diagonal)   Direction   Scout   Vehicle   Fuel   Damage (HP)   Movement (orthogonal)   Wrench

- **Movement:** This is the total distance the Hero can move. Each space moved onto counts as 1 point of movement.
- **Direction – diagonal, orthogonal, any:** The arrows indicate the direction movement is taken in. Arrows in an "X" indicate only diagonal movement. In a "+" pattern, only orthogonal moves are made. If all 8 arrows are shown, movement may be taken in any direction.
- **Scout:** This lets you expose any face down Invid Token. You may do this once per binocular icon the Hero has & at any time during your turn - before or after moving the Hero.
- **Vehicle:** This is the type of meeple that the Hero moves: Cyclone or Jeeple.
- **Fuel:** When you take this Hero, gain 1 Fuel token.
- **Damage:** This is the total damage the Hero inflicts on each space they move to.
- **Wrench:** This allows you to take Locations - see page 10 - when your Hero moves onto them.

After you are done rolling, take a complete turn with each Hero. You may use them, one at a time, in any order.

6.   Move the Cyclone and Jeeple, reveal Invid tokens, attack Invid, & uncover Locations.

07 Movement

1. The first player chooses any edge space to bring a vehicle onto: Cyclone or Jeeple - based on the Hero chosen. Once a vehicle enters the tray it will never leave.
2. Reveal Invid tokens as you move - flip a token face up when you move onto a space. Track your movement total. Each space moved onto counts as 1 movement point.
3. If one vehicle is on a space you can't move the other vehicle on or across it. Vehicles also block the Invid token underneath. You can't reveal, remove, or take an Invid token that is covered by a vehicle.
4. Damage or Location recovery occurs when you move a vehicle onto an Invid token.
5. If your 💥 is equal to or higher than an enemy take the token. If it is a location & your Hero has a 🔧 symbol you can remove it from the tray and add it to your defeat pile.
6. Continue to move until you meet an Invid enemy who has a higher hit point (HP) total than your Hero's 💥 - see page 10.
7. If you cannot defeat an Invid whose space you moved onto, your Hero's turn ends.
8. When the Hero runs out of movement, their turn ends. Use your Heroes in any order.
9. If you have no wrenches, you may move through a Location spending movement.
10. An opponent may spend 1 🪙 to move a vehicle 1 space on your turn - see page 11.

Rook: example move

Rook uses her 2 👀 to reveal 2 tokens. She moves diagonally defeating the Invid on the first 2 spaces. However, she doesn't inflict enough damage to defeat the Invid at the 3rd space.
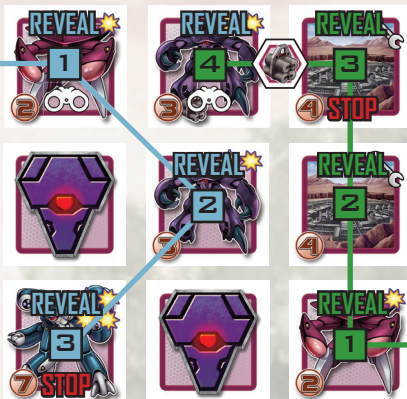
Lunk moves onto the board & defeats an Invid. He moves orthogonally & takes a Location. He moves again & takes a 2nd Location. An opposing player moves Lunk & defeats an Invid.

Lunk: example move

08 Attacking Invid

When you move onto a space occupied by an Invid, your Hero will defeat it with enough ☀. Each Invid has a HP (hit point) total. If your Hero inflicts as much or more ☀, then take the Invid & add it to your defeat pile. A Hero inflicting 3 ☀ will defeat all Invid with 3 or fewer hit points. Do not track wounds. A Hero either defeats an Invid fully, or doesn't damage it at all.

1 HP	2 HP	3 HP	4 HP	Lancer Yellow Dancer	5 HP
2 VP	3 VP	5 VP	7 VP	8 VP	9 VP

There are 2 special Invid: Sera & Corg. Corg has 5 HP, & can only be defeated by expending ⬡ - see page 11. Sera has no HP total, but can only be defeated by Lancer/ Yellow Dancer.

09 Locations

A Location token requires a 🔧 symbol to take & is worth 4 Victory Points at the end of the game. When you take a Location token, immediately place it in your defeat pile & draw the top Location card from the Deck. Place the card in front of you, near your defeat pile, face up for all to see.

Wrench

4 VP

Each Location card has a special ability. You may use all Location card abilities any time during your turn - even on the same turn you receive it. To show that you have used the Location's ability, flip the card face down. At the start of your next turn, flip up any used Location Cards & you may use any of them again.

Note: One of the Location Cards counts as 5 Victory Points at the end of the game and never activates during play. Several others are activated by discarding them in exchange for an effect.

10 Fuel

Fuel is represented by tokens. It is an expendable resource that helps your Heroes power their equipment & win the fight against the Invid. Fuel is obtained in 4 ways:

1. When you activate a Hero that has a placed on them by a player, collect all the placed on that Hero - see page 7.
2. When you defeat a Scout or Trooper Invid that is carrying Fuel, collect 1 from the Fuel Pile.
3. When you select a Hero that carries Fuel, collect 1 from the Fuel Pile.
4. One Location card gives you 3 when used. Take them from the Fuel Pile.

Spending Fuel

Fuel is spent to give you an edge against the Invid. Each may be spent in the following ways:

- **Reroll:** Spend 1 to reroll any number of dice one extra time. You may spend any number of in this manner to gain successive extra rerolls.
- **Attack Power:** Spend 1 to increase a Hero's ⭐ by +1 for 1 movement. You may spend any number of in this manner to increase the damage across multiple spaces, or increase multiple ⭐ in 1 space.
- **Move:** Spend 1 on another player's turn to extend a Hero's movement by +1 space. You collect Invid or Locations & place them in your defeat pile. You may only perform this once per opponent's turn - not your own. You do not gain any other benefits of the Hero, such as 👁.

11 Hero Overview

Alpha

The Alpha performs a strafing run on the Invid. It inflicts 4 ☀ across any row or column. It can't be "moved" by another player by spending Fuel, but may have its damage increased - see page 11.

Annie

Annie tags along with the team, providing much needed support & comic relief. She moves the 🚙 in any direction up to 3 spaces. She can take Locations & inflicts 1 ☀ to Invid.

Ariel

Ariel is a genetic construct of the Invid. She can sense them attacking. When selected, Ariel will reveal any or all tokens in the tray that are not covered by a vehicle. She is unable to move a vehicle, inflict ☀ to Invid, or take Locations.

Beta

The Beta is a heavy fighter. It performs a bombing run on the Invid. It can only inflict 2 ☀ over a 2x2 area or quadrant. It can't be "moved" by another player when spending Fuel, but may have its damage increased - see page 11.
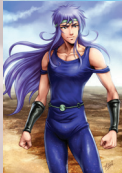
Lancer

Lancer has an alter ego he uses as a cover. He is really a spy for the resistance. After using this Hero, flip the Lancer card to reveal the Yellow Dancer alter ego. Lancer moves the 🏍 4 spaces diagonally & inflicts 2 ☀. He has 2 👓.

Lunk

Lunk is the group's heart & mechanic. He's tough with a big heart. He moves the 🚚 a distance of 3, only orthogonally. He is able to take Locations & inflicts 3 💥 to Invid.
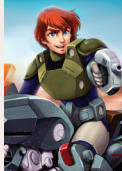
Rand

Rand wants to prove he is the best. He's brash & loyal. When Rand is selected, gain 1 ⬡. He moves a 🏍️ a distance of 3, only orthogonally. He cannot take Locations, but inflicts 3 💥 to Invid.

Rook

Rook is out to find herself among the chaos the Invid ensued. She moves a 🏍️ a distance of 4, only diagonally and has 2 👀. She cannot take Locations, but inflicts 3 💥 to Invid.

Scott

Scott is the team's leader. He'll stop at nothing to defeat the Invid. He moves 🏍️ a distance of 2, but can move in any direction and has 2 👀. He cannot take Locations, but inflicts 4 💥 to Invid.

Yellow Dancer

Yellow Dancer is Lancer's alter ego he uses as a cover. He is really a spy for the resistance. After using Yellow Dancer, flip the card to reveal the Lancer alter ego. Yellow Dancer moves the 🚚 diagonally 4 spaces. She is able to take Locations & inflicts 1 💥.

12 Alpha & Beta

There are 2 non-typical Heroes: the Alpha & Beta fighters. These are powerful machines that the Heroes pilot when the situation is dire. The Alpha & Beta count as Heroes & are activated just as the other Heroes when rolling. However, 1 🐺 must be spent as part of the activation.

After activation, the fighters make attack or bombing runs on the Invid. The pattern is indicated on the fighter's card as reference:

- **Alpha:** The Alpha attacks in a straight line. It inflicts 4 damage to each Invid across any row or column you choose.
- **Beta:** The Beta attacks in a 2x2 area - or quadrant. Any quadrant may be chosen. The Beta inflicts 2 damage to each Invid in the area of effect.

Cost	Alpha		Beta	Cost
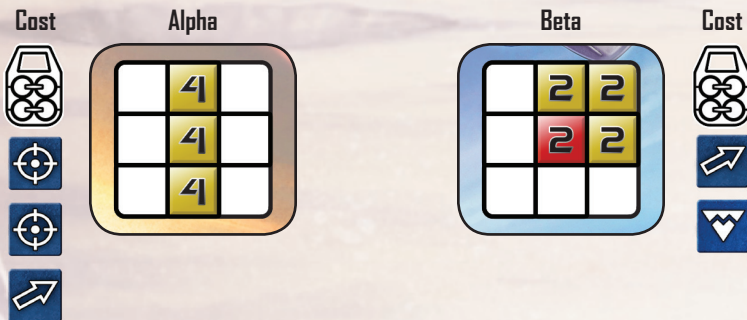
Tokens covered by either the Cyclone meeple or the Jeeple are not affected. Choose the tokens you intend to attack & reveal them if they are face down. Assuming you inflict enough 🌟 to destroy the Invid, add them to your defeat pile. If you are not dealing enough 🌟, you may spend 1 🐺 per space, to gain +1 🌟, to make up the difference in order to defeat the Invid (more details on page 11). You cannot take locations with the Alpha or Beta unless you have the Ruined City Location card that provides you the extra wrench.

13 Endgame

Endgame & Scoring: The game ends when a predetermined number of cells are depleted of Invid Tokens. This depends on the number of Players. As soon as the determined number of cells are depleted, the round continues & the game ends as soon as the last player finishes their turn.

- **2 or 3 Players:** 2 Cells Depleted
- **4 Players:** 3 Cells Depleted
- **Long Game:** 4 Cells Depleted

When the game ends, everyone counts their defeat piles for victory points gained by the number of Invid they have defeated & Locations uncovered. The player with the most victory points is the winner. In the case of a tie, the player closest to going last wins.

14 Credits

Game Design: Quinn Washburn & Jeff Mechlinski
Illustration: Francisco Etchart
Layout: Jeff Mechlinski
Rulebook Editor: Keith Garrett
Playtesters: Darius Hambleton, Christopher Gaulke, Ian Humphreys, Courtney Armour, Stephen Noell, & a special thanks to all of our other awesome playtesters!

ROBOTECH®
ATTACK ON THE SDF-1

Robotech: Attack On The SDF-1 is a cooperative board game for 1-5 players who each take on the role of a Heroic character from the venerable Super Dimension Fortress One, also known as the SDF-1. It is the players' duty to defend the SDF-1 against continuous waves of Zentraedi attacks, unexpected disasters & treachery. As Heroes, players will be forced to battle vicious enemies, repair damage, & manage resources. Tough decisions & sacrifices will be required for the players complete their objectives & reach home safely. Attack on the SDF-1 is a great addition to game night, or to play solo! Robotech: Attack on the SDF-1 is recommended for ages 14+ & playtime takes 120 minutes per scenario.

ROBOTECH®
BRACE FOR IMPACT

Robotech: Brace for Impact is a real time cooperative game for 2-10+ players from Escape Velocity Games. Players must work together as the Officers aboard the SDF-1 while one player takes on the role of the dreaded Zentraedi, assaulting the other players. Players each have a hand of cards representing problems that need to be solved. However, they must work with at least one other crew member to complete their actions. The timer is ticking & players must begin to fix their ship & return fire immediately. At the same time, the Zentraedi player will be using tactics cards from their hand, attacking with their fleet, & trying to take down the SDF-1. Can you survive the final 10 minutes of this intense firefight & save humanity? Robotech: Brace for Impact is recommended for ages 10+ & playtime is 10 minutes.