

BATTLECHROME

Version 2.0



System cards are placed Online for use during the turn, and Engaged when actually used. Pilots Engage Weapon Systems to damage their opponents, and Defense Systems to protect themselves.

System cards may be used every turn, as opposed to Action cards, which are discarded as they are played. As your BattleFrame takes damage, it will lose System cards. If you lose all your System cards, the next damage point destroys your BattleFrame.

GENERAL RULES

Terminology

To help immerse you in the flavor of the game, we use the following terms throughout the rules and on the cards. Players are called Pilots. A single game is called a Mission. Your armored suit is called your BattleFrame.

Card Play

Play cards face-up, and explicitly describe their effects as you play them. If a card affects a die roll, or an activity that requires a die roll, it must be played before the die is rolled.

If the text on a card disagrees with the rules, the text on the card prevails.

A card may not be played to interfere with an Attack you are not involved in.

If you think that you might play a card, say so. The game must pause for ten seconds or so while you decide whether to make the play.

Reshuffle decks as they become depleted.

Some cards contain effect text that includes “X.” “X” is an algebra variable. Insert the appropriate number for “X.” For example, if the card says “Subtract X from the current Attack where X is the Defender’s shoe size,” then subtract nine from the To Hit number if the target wears size nine shoes.

Die Rolls

Rolling Zero

Some dice are numbered zero through nine. A roll of zero is treated as a roll of ten.

Rolling a Ten

When Attacking, a To Hit roll of ten is always a miss, regardless of the Accuracy number.

Saving Throws

If a card or effect requires you to “Save versus X,” roll a die. If the result is equal to or less than X, you Succeed. Otherwise you fail.

MISSION BRIEFING

Aggressors versus Defenders

Pilots separate into two sides. Each side rolls a die. The side with the higher roll is the Defender side.

Each Pilot is assigned a Initiative number. The Defender side chooses any Pilot to be number one. Proceeding clockwise around the table, assign a unique number, from two to six inclusive, to each Pilot. The Initiative numbers are used to determine the order in which Pilots will carry out certain game activities. Any Initiative numbers not assigned, because there are fewer than six players, are ignored.

BattleFrame Design

Each Pilot selects one Frame card and as many System cards as desired. If you are playing with a budget, and we recommend you do, you must buy each card by subtracting its Cost from your budget. Good budgets are 25, 35, and 45.

System and Frame cards have Generation ratings. Generation represents the period when a device was designed — that is, how “high-tech” the device is. Players may wish to slum once in a while, and make an artificial limit on the Generation of a scenario, preventing players from one or both sides from using technology beyond a certain level of sophistication.

A Frame can carry as many Systems as its Hardpoint rating. For example, a Frame with a Hardpoint rating of five can’t carry more than five System cards.

Weapon Systems

Weapon Systems have three ratings in their lower right-hand corners. The top rating is Ranges. A Weapon will automatically miss any Target that is not at a Range in the Weapon’s Ranges box.

The next rating down is Accuracy. You must roll less than or equal to the Weapon’s Accuracy to Hit the Target.

The bottom rating is Damage. In the event of a Hit, the Target suffers the Damage/Effect shown.

Unique Systems & Armor Systems

A Frame may never carry more than one Armor system, nor may a Frame carry more than one Unique system of a given type.

Action Cards

Deal each Pilot a hand of six Action cards. These represent the Pilot’s training, experience, and the situation at the start of the Mission.

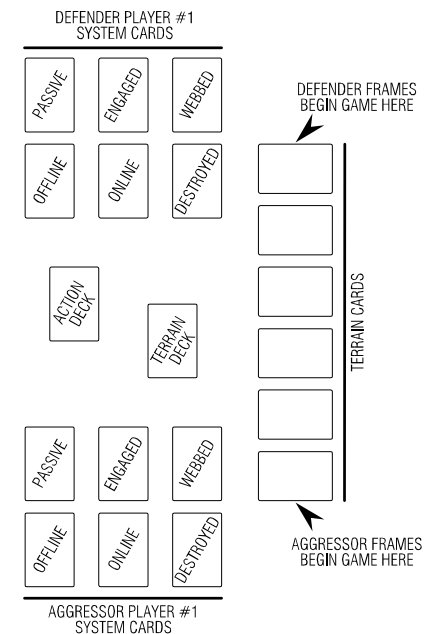
Card Types

Red, blue, and purple cards may only be played during the Combat phase — red when Attacking, blue when under Attack, and purple in either case.

Green and Gold cards may be played at any time. Green cards are bad luck cards played against opponents who meet some condition stated on each card.

The Arena

The Terrain cards are shuffled. Six are dealt face-up, one at a time, in a line from the Aggressor side of the table toward the Defender side. The remaining six are set face-down off to the side.



BattleFrame Placement

All Aggressor Frame cards are placed on the Terrain card closest to the Aggressor side of the table. All Defender Frame cards are placed on the Terrain card closest to the Defender side of the table.

The diagram shows the placement of all cards at the start of a Mission. During the game, you will move your System cards to other piles as directed by the rules.

PLAYING THE GAME

The game is played in a series of turns. All Pilots get to move, shoot, and play cards every turn. Each turn is composed of four phases.

Sequence of Play

- Initiative Phase
- Movement Phase
- Combat Phase
- Recovery Phase

Initiative Phase

At the start of each Initiative Phase, turn over the top card in the Terrain card pile. Each Terrain card has the numbers one through six printed on it. This is called the Initiative Sequence. Pilots carry out game activities in the order in which their Pilot numbers appear in the Initiative Sequence.

A new Terrain card is turned over every turn, so every turn has a unique Initiative Sequence.

Movement Phase

In Initiative Sequence, each Pilot moves his or her Frame card and puts his or her desired Systems Online.

Move Your Frame Card

You may move your Frame forward or backward one Terrain card, or not move it at all, at your option. Your Frame card has a Speed of one. Other cards may increase the Speed of your Frame.

Place Systems Online

Each Frame has a Control rating. After a Pilot moves his or her Frame card, the Pilot moves System cards from his or her Offline pile into his or her Online pile. The number of Systems that may be moved to the Online pile is equal to the Frame's Control rating.

Systems in the Online pile may be used during the turn. Systems in the Offline pile may not.

Every Frame has an Integrity. Each System has a Mass. During the game, a Pilot may not Engage a System whose Mass exceeds his or her Frame's Integrity.

Some Systems are Passive. To use one, simply put it face up in your Passive pile. It does not count towards your Control rating. This may be done at any point during your turn.

Terrain

Terrain cards often have special rules. All Attacks directed against BattleFrames hiding in the Terrain suffer the penalties of the special rules.

Combat Phase

Each Pilot may conduct one Attack per cycle through the Initiative Sequence. The Initiative Sequence is repeated as many times as necessary to give all Pilots the chance to conduct as many Attacks as desired. A Pilot may pass on his or her

opportunity to Attack during one cycle, and still make Attacks on subsequent cycles.

To Conduct an Attack, simply turn an Online Weapon System card face-up and place it in your Engaged pile. Announce the Target Frame, the Accuracy, and the Damage or Effect to the Target in the event of a Hit.

Both Pilots may now play Action cards from their respective hands to modify circumstances of the Attack. You may play as many cards as desired, in any order. Cards take effect in the order in which they are played. You must give your opponent the opportunity to play a card after you have played a card.

The Target may also Engage Defense System cards to protect his or her Frame from the Attack. Any number may be Engaged.

If the Range to the Target is not in the Ranges box on the Weapon card, the Attack fails. If the Target is within the Weapon's Range, the Attacker rolls to see if the Attack hits the Target.

Add the Accuracy of the Weapon to all Attack Modifiers (including the Target's Silhouette, Action card effects, Point Blank Bonus, etc.). Roll a ten-sided die. If the roll is less than or equal to the Modified Accuracy, the Weapon hits and the Target suffers the effects.

The Attack is now over and the next Pilot in the Initiative Sequence may conduct an Attack.

Rate of Fire

Some Weapons have a Rate of Fire. When attacking with such a weapon, roll your To Hit die a number of times equal to the Rate of Fire. Each Hit causes the listed Damage. The Damage is not cumulative to overcome Armor or other multiple Damage stopping Systems of effects. For example, three hits at two points each are not combined into a single six-damage attack.

Range

The Range separating two Frame cards is equal to the number of Movement points one of them would have to spend in order to enter the same Terrain card as the other. At the start of the game, the Frames are at Range five from each other.

Point Blank Range

When you are Attacking a Target at Range zero, you may add four to the Accuracy, or one to the Damage of every Attack you make.

Damage

When you take Damage that your System and Action cards did not fully negate, your BattleFrame's capabilities are diminished.

The Attacking Pilot chooses one of your System card piles. You choose a number of System cards from that pile equal to the amount of Damage not absorbed, and move these System cards to the Destroyed pile.

If a pile suffers more Damage than the System cards it contains, the extra Damage points are lost.

If all of a BattleFrame's System cards are in the Destroyed pile, the next hit suffered by that BattleFrame, that delivers at least one Damage point, destroys the Frame card, and removes that Pilot from further play.

Web Effect

When you take Web effect that your System and Action cards did not fully negate, your BattleFrame's capabilities are temporarily diminished. The Attacking Pilot chooses one of your System card piles. You choose a number of System cards from that pile equal to the amount of Web Effect not negated. Move these System cards to the Webbed pile.

You may move a System card from your Webbed pile to your Offline pile during your Movement phase, by reducing your Control rating by two for that turn. You may sacrifice Speed points, on a one-for-one basis, for Control points as desired.

Recovery Phase

During the Recovery Phase, each Pilot may draw up to two cards to replenish his or her hand. A Pilot may not have more than six Action cards in his or her hand at any time.

All System cards in each Pilot's Online, Passive, and Engaged piles are moved to his or her respective Offline pile.

END OF GAME

The game ends when all Frames on one side have been destroyed or have Escaped.

After all of a BattleFrame's System cards are Destroyed, the next damage point Destroys the Frame card. The Pilot discards all of his or her Action cards and ceases playing. If the Mission is not over, System cards owned by Pilots owning Destroyed Frames remain in play. This is important for Victory (and in expansions, salvage).

Escape

To Escape, simply move your Frame card out of the Arena by moving off the Terrain card it began the game on, during your Movement Phase. You may not reenter the Arena once you have Escaped.

Victory

The side that holds the Arena at the end of the game, wins.

TOURNAMENT RULES

Value and Generation

The Value of the Mission determines how much money each side has to spend on their forces. A side is forbidden to purchase cards whose total Costs exceed that of the Mission. A side is forbidden to purchase any card whose Generation exceeds that of the Mission. Failure to adhere to

the Generation or Value parameters is grounds for immediate forfeiture of the Mission.

Time Limit

Impose a time limit of thirty minutes per hand. The side with the higher number of Victory points when time is called is the winning side.

Victory Points

Score one Victory point for each hostile System Destroyed. Score one Victory point for spending fewer Value points than the other side. Score in Victory points the Value of all hostile Destroyed Frame cards.

Captured Terrain

Each Terrain card has a Strategic value. Score a number of Victory points equal to all Captured Terrain cards. A Terrain card is Captured if, when time is called, there are no enemy Frames between one of your Frames and your starting Terrain card.

Burning Terrain

Every Terrain card also has an Armor value and a Burned value. BattleFrames can Attack Terrain cards. If a Hit does Damage equal to or less than the Terrain's Armor rating, the Hit is ignored. If the Hit does more Damage than the Armor rating, the excess Damage is applied to the Burned value. If the Terrain card suffers its entire Burned value, its Strategic value is reduced to zero.

PLAYER ASSISTANCE

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CREDITS

Design

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Look for more art on our website:
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SECOND EDITION RULES EXTENSION

The following is an extension of the Revision B BattleChrome rules, providing new tables, Systems, and Frames for your enjoyment of the game.

APPENDIX F — FRAMES

Following is a list of Frame Types. Note that the Small and Large Frame cards provided in the game are incorrect. The correct Control values for those Frames are on the Tables, below. The abbreviations and terminology are as follows:

Sprite

A Sprite Frame is a design that boosts the agility of the Frame by making it lighter, downgrading the output of the servos and power-boosters, and reducing the ratings on all skeletal components. This makes the Frame harder to hit, but unable to carry as powerful of Systems.

Solid

A Solid Frame is a design that boosts the strength and Integrity of the Frame at the expense of its Agility. While the Solid Frame can carry and use massive Systems relative to its size, Solid Frames tend to lumber, and are frequently easy targets.

Impulse

An Impulse Frame is a Frame design that uses Impulse technology. Impulse technology is a fusion of several advanced sciences, that has the effect of improving the human-to-BattleFrame interface, strengthening skeletal components, improving power-booster output, and harnessing excess heat. This makes a Frame that is very hard to hit, very agile, very fast, and very powerful.

Organic

An Organic Frame is a Frame design that is a genetically-engineered organism. This organism may have a parasitic controller, or may simply be a ferocious creature. Humans do not normally use Organic Frames. Some extra terrestrial enemies Humans have encountered do use Organic Frames.

NT

NT is an acronym that stands for Non-Transformable. Many, if not most, BattleFrames are Transformable. This means that most BattleFrames are designed to manipulate several modular components into a variety of different system types, such that the Frame can compose itself into the combination of Systems that the pilot finds most appropriate for the circumstances. NT Frames are cheaper than their Transformable brethren, but not as versatile or durable.

Con

Con is short for Control. This is the number of Systems that the Frame can put Online during a single turn.

Sil

Sil is short for Silhouette. This is the modifier to the Accuracy of any Attack directed against the BattleFrame.

Int

Int is short for Integrity. This is the maximum Mass of a System that the Frame may place Online during a turn. A Frame may carry a System of a Mass two higher than it's own Integrity.

Gen

Gen is short for Generation. This is the time period during which the System was designed. You may not purchase a System whose Generation is higher than that of the current Mission.

Hrd

Hrd is short for Hardpoints. This is the maximum number of Systems that the BattleFrame can carry.

Cst

CST is short for Cost. This is the Cost of the System or Frame selected. In Missions in which you have a budget, your total Cost of all of your Frames and Systems may not exceed your Budget.

BattleSuit

Battlesuits are human-sized body multipliers. A soldier wearing a body suit is fully armored. The suit responds to the soldier movements, giving the soldier many times the normal strength and lift capacity of a regular grunt. A BattleSuit usually masses one or two tons, and stands under three meters.

Type	Con	Sil	Int	Gen	Hrd	Cst
Sprite NT			Does not Exist			
Sprite			Does not Exist			
Solid NT	3	-2	1	3	3	2
Solid	3	-2	1	5	6	3
Normal NT	3	-4	0	2	3	1
Normal	3	-4	0	4	6	2
Impulse	4	-5	0	8	7	8
Organic	3	-5	0	6	4	4

Small

A Small BattleFrame masses about five to ten tons, and stands about four to five meters. Each has one pilot. A Small Frame is usually the smallest individual Frame seen alone in hostile environments.

Type	Con	Sil	Int	Gen	Hrd	Cst
Sprite NT	4	-4	0	2	4	3
Sprite	4	-4	0	4	8	6
Solid NT	4	0	2	2	4	3
Solid	4	0	2	4	8	6
Normal NT	4	-2	1	1	4	2
Normal	4	-2	1	3	8	4
Impulse	5	-3	1	7	9	16
Organic	4	-3	1	5	5	8

Medium

Medium Frames compose the bulk of the BattleFrame inventory of most better-equipped armies. A Medium Frame stands ten to fifteen meters tall and masses between 25 and 40 tons. Medium Frames have a single pilot, though some are equipped with a second seat for training or other uses.

Type	Con	Sil	Int	Gen	Hrd	Cst
Sprite NT	5	-2	1	1	5	6
Sprite	5	-2	1	3	10	12
Solid NT	5	+2	3	1	5	6
Solid	5	+2	3	3	10	12
Normal NT	5	0	2	0	5	4
Normal	5	0	2	2	10	8
Impulse	6	-1	2	6	11	32
Organic	5	-1	2	4	6	16

Large

Large BattleFrames are seen occasionally, but only in the inventory of very wealthy powers. Large Frames are not usually front-line units, but instead use special or heavy weapons for specific missions or combat roles. Large Frames frequently stand 20 to 30 meters, and mass 70 to 120 tons. Large Frames can be controlled by a single pilot, but a second crewmember is normal.

Type	Con	Sil	Int	Gen	Hrd	Cst
Sprite NT	6	0	2	2	6	12
Sprite	6	0	2	4	12	24
Solid NT	6	+4	4	2	6	12
Solid	6	+4	4	4	12	24
Normal NT	6	+2	3	1	6	8
Normal	6	+2	3	3	12	16
Impulse	7	+1	3	7	13	64
Organic	6	+1	3	5	7	32

Titan

Only a few powers are wealthy enough to construct Titan Frames, and even then, only a few are built. Rarely seen on a battlefield, Titans are terror weapons the threat of which is often much worse than their use. Properly escorted, a Titan can tear a city apart with its manipulators, or bring down a star cruiser with energy or missile barrages. Titans frequently have crewed bridge decks, and can mass hundreds of tons.

Type	Con	Sil	Int	Gen	Hrd	Cst
Sprite NT	7	+2	3	3	7	24
Sprite	7	+2	3	5	14	48
Solid NT	7	+6	5	3	7	24
Solid	7	+6	5	5	14	48
Normal NT	7	+4	4	2	7	16
Normal	7	+4	4	4	14	32
Impulse	8	+3	4	8	15	128
Organic	7	+3	4	6	8	64

APPENDIX S — SYSTEMS

Weapons

Type	Rng	Acc	Eff	Gen	Mss	Cst
AutoCannon L	0123	5	1x3	0	0	3
AutoCannon M	0123	5	1x6	0	1	6
AutoCannon H	0123	5	1x9	0	2	9
Cannon L	01234	5	1	0	0	1
Cannon M	01234	5	2	0	1	2
Cannon H	01234	5	3	0	2	4
Cannon VH	01234	5	4	1	3	8
Death Web L	012	9	1W	0	0	1.5
Death Web M	012	9	2W	0	1	3
Death Web H	012	9	3W	0	2	6
Laser L	012345	9	1L	2	0	4
Laser M	012345	9	2L	3	1	8
Laser H	012345	9	3L	4	2	16
Laser Array L	012345	9	1X3	3	1	8
Laser Array M	012345	9	2X3	4	2	16
Laser Array H	012345	9	3X3	5	3	32
Manipulators	01	9	Int	1	0	4
Melee Wpn L	01	9	1	0	0	0.5
Melee Wpn M	01	9	2	0	1	1
Melee Wpn H	01	9	3	0	2	2
Missile L	2345	9	1	0	1	2
Missile M	2345	9	2	0	2	4
Missile H	2345	9	3	0	3	8
Mssl Mtrss L	234	8	2X3	1	2	8
Mssl Mtrss M	234	8	2X6	1	3	16
Mssl Mtrss H	234	8	2X9	1	4	32

Defenses

Type	Gen	Mss	Cst	Effect
Armor, Bi-Phase	0	0	8	-1 Dmg All
Armor, Poly	1	0	16	-2 Dmg All
Armor, Reactive	0	1	10	-1 Dmg All -2 Cnn & Msl
Armor, Meta	2	0	32	-3 Dmg All
Armor, Prsmtc	2	0	32	-1 Dmg Lsr All -4 Sil All
Sepia	1	1	4	-1 Dmg Lsr x1 -4 Silhouette x1
Shield Buckler	1	1	2	-1 Dmg (70%) OR 1 Mle Dmg
Shield L	1	0	0.5	-1 Dmg x1
Shield M	1	1	1	-2 Dmg x1
Shield Kite	1	2	2	-3 Dmg x2

Utility

Type	Gen	Mss	Cst	Effect
Agility	1	0	0.5F	-2 Silhouette +1 Speed
Flight	1	0	0.5F	-1 Silhouette +1/+3 Speed
Reinforced Frame	1	0	0.5F	+1 Integrity

On the following page are blank Frame and System cards you may photocopy to build BattleFrames of your choosing.

PREDESIGNED FRAMES

United States

VM4 Phoenix — Medium Normal (\$54M)

Agility, Flight, Bi-Phase Armor, Shield, Sepia, Sepia, Manipulators, Missile Launcher, Missile Launcher, Heavy Auto Cannon

SM2 Phantom — Medium Normal NT (\$20M)

Bi-Phase Armor, Shield, Shield, Heavy Cannon, Heavy Melee Weapon

NM54 Tiger — Medium Solid NT (\$36M)

Poly-Phase Armor, Shield, Death Web, Heavy Missile Launcher, Heavy Melee Weapon

SM55 Dragoon — Medium Sprite NT (\$22M)

Agility, Bi-Phase Armor, Shield, Death Web, Melee Weapon

VM7 Warthog — Medium Solid (\$63M)

Agility, Reinforced Frame, Reactive Armor, Shield, Shield, Death Web, Death Web, Heavy Missile Launcher, Heavy Auto Cannon, Manipulators

European Alliance

F.3.1 Gladiator — Small Sprite NT (\$8M)

Agility, Reinforced Frame, Melee Weapon, Melee Weapon

F.4.1 Barbarian — Medium Sprite NT (\$19M)

Reinforced Frame, Heavy Melee Weapon, Heavy Melee Weapon, Sepia, Kite Shield

F.6.2 Mongul — Large Sprite NT (\$38M)

Agility, Flight, Reinforced Frame, Manipulators, Heavy Melee Weapon, Kite Shield

F.6.5 Excalibur — Medium Normal (\$62M)

Agility, Poly-Phase Armor, Reinforced Frame, Heavy Melee Weapon, Heavy Melee Weapon, Sepia, Kite Shield, Heavy Missile Launcher, Heavy Missile Launcher, Manipulators

Russian Federation

HCUA Gorsky — Large Solid NT (\$73M)

Reinforced Frame, Poly-Phase Armor, Kite Shield, Shield, Heavy Missile Mattress, Manipulators

VHCU SuperGorsky—Titan Solid NT (\$140M)

Reinforced Frame, Meta Armor, Kite Shield, Kite Shield, Heavy Missile Mattress, Heavy Missile Mattress, Manipulators

Eastern Cooperative

J71 Bricklayer — Small Normal (\$24M)

Bi-Phase Armor, Sepia, Shield, Shield, Cannon, Cannon, Melee Weapon, Melee Weapon

J74 Beauregard — Medium Normal (\$36M)

Bi-Phase Armor, Shield, Shield, Kite Shield, Heavy Cannon, Heavy Cannon, Heavy Melee Weapon, Heavy Melee Weapon, Missile Launcher

J77 Butterfly — Large (\$92M)

Poly-Phase Armor, Kite Shield, Kite Shield, Kite Shield, Kite Shield, Very Heavy Cannon, Very Heavy Cannon, Very Heavy Cannon, Very Heavy Cannon

Cannon, Missile Mattress, Heavy Melee Weapon, Heavy Melee Weapon

Japan

M31 Tanto — Small Sprite (\$31M)

Agility, Flight, Reinforced Frame, Sepia, Sepia, Melee Weapon, Manipulators, Death Web

M51 Raiden — Medium Sprite (\$66M)

Agility, Flight, Reinforced Frame, Reactive Armor, Sepia, Sepia, Manipulators, Death Web, Death Web, Laser

M52 Ronin — Medium Sprite (\$66M)

Agility, Flight, Reinforced Frame, Reactive Armor, Sepia, Sepia, Missile Launcher, Manipulators, Death Web, Death Web, Laser

M71 Kamakazi — Large Sprite (\$134M)

Agility, Flight, Reinforced Frame, Poly-Phase Armor, Sepia, Sepia, Manipulators, Heavy Melee Weapon, Heavy Death Web, Heavy Death Web, Heavy Laser, Heavy Laser

SAMPLE MISSIONS

Mission #1 — The Arena

Combat is between salvaged BattleFrames for a regularly broadcasted event. Each Pilot scavenges the parts necessary to build a BattleFrame from junk found in a military salvage yard of obsolete equipment.

Players: 2 to 6

Teams: 2 to 6 — This is great as a free-for-all.

Special Rules: Use a normal budget, but the cost of each piece of equipment is its normal Cost multiplied by its Generation. (Generation zero counts as one-half.) This ensures that almost all equipment is Generation zero or one. Players may wish to make this even more challenging by building a “junk yard” of equipment cards (say, twelve per player). All junk yard equipment is shuffled and dealt out, with players trading and haggling for specific items.

Multiple Teams: When playing with more than two teams, roll to see which player chooses his or her Initiative Number first. There are no Aggressors or Defenders.

Terrain Cards: Every player places three random Terrain cards in front of himself or herself. These compose the Arena. You may need several sets to supply enough Terrain cards. Each Frame begins on the rear-most card in the three closest to the Frame’s owning player. Frames can move on these three, or move to other players’ three Terrain cards by moving from the front most card belonging to one player to the front most card belonging to another player.

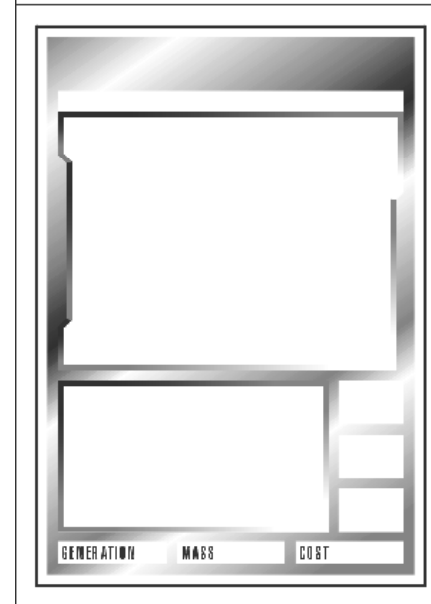
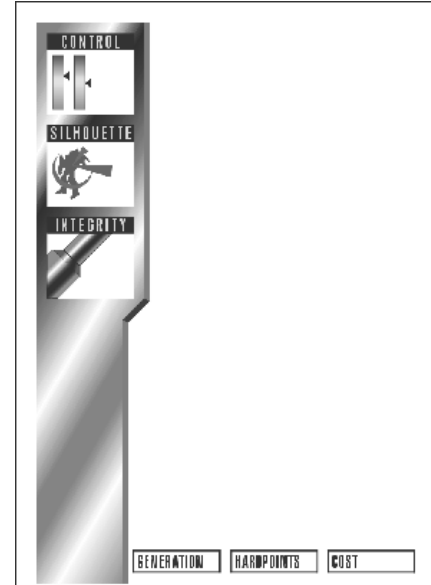
Special Victory: Capturing Terrain has no effect on Victory.

Scenario #2 — The Assault

Players: 2 to 6

Teams: 2

Special Rules: The Defender side selects the six Terrain cards. The two outermost Terrain cards must be Border Terrain. The next two in must be Transit Terrain. The center two must be Core Terrain. The Defenders may set up anywhere. The Aggressors choose their beginning Border Terrain.



Scenario #3 — The Battery

Players: 2 to 6

Teams: 2

Special Rules: Setup like the Assault Mission. The Aggressors score Victory points equal to the Strategic Value for each Terrain card Burned. Defenders score Victory points equal to the Strategic Value for every Terrain card not Burned. No points are scored for Damaged Frames.

