



SPOTLIGHT

Mini Expansion By Scott Almes

"Lights, Cameras, Destruction! It's primetime here at Battle Arena and the crowd is roaring. Let's see a replay of that last epic battle. Wow! What a play! Those Spotlight Cameras are really loving the energy of that pilot, and fans sure are going crazy! I think we may have a clear winner... Now let's go to Maxine on the sideline..."

COMPONENTS

4 Camera Tokens



SETUP

- Place as many Cameras as there are Pilots in the game next to the Round Card.
- Place unused Cameras back into the box.

OVERVIEW

Combat makes the crowd go wild! When a Pilot wins in combat, a Camera Drone puts its spotlight on them. Pilots with a Camera on them gain extra resources and additional victory points during scoring.

GAMEPLAY

A Camera can **ONLY** be **gained during non-scoring Rounds 1, 3, and 5**. They cannot be gained in scoring Rounds 2, 4, and 6. During those non-scoring Rounds, if you win a Combat (*you are not the one who is KO'd or retreats*), place a Camera Token next to your Pilot's picture on your Pilot Card. Each Pilot may have a max of 1 Camera.



COLLECT EXTRA RESOURCES

When using a *Collect Action*, you gain **1 extra resource** of your choice if you have a Camera.



LOSING YOUR CAMERA

You lose a Camera if you:


- Retreat or are KO'd in a Combat.
- Trigger a Mine.
- Are KO'd by a Turret.



You DO NOT lose a Camera if you just take damage from a Turret.

 *The player who causes someone to lose a Camera, whether from Combat or from Mines/Turrets immediately scores .*

SCORING WITH A CAMERA

At the end of a scoring round, having a Camera scores . Return the Camera back to the Round Card after scoring.



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SPOTLIGHT QUICK REFERENCE



Cameras can **ONLY** be gained during non-scoring rounds 1, 3, and 5.



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Collect 1 additional resource.

Score **1** if you cause someone to lose a Camera.



CAMERA



At the end of a scoring round, having a Camera scores **3**.