

# Make a mech RULE BOOK

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## START:

Pilots roll 1xD20; the highest roller goes first. Players will sit clockwise in high-low rotation in alphabetical order

Draw phase:

Every Pilot starts with five starting cards for a mech: the head, chassis, legs, battery and weapon.

These can be modified by destroying enemies and acquiring Loot from the fallen enemies.

When a monster is destroyed, you may take one card from the respective deck and add that card to its respective initial starter shuttle card, e.g., head piece goes on top of head piece.

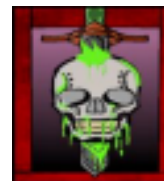
Once per turn, you may roll 1xd6; a roll of four or higher will allow you to pick up one card from the scavenger deck.



Scavenger deck:

The scavenger deck is slightly stronger than the base set; some cards will have abilities.

Some will not, same with archetypes



Monster deck

Monster deck is red with an impaled skull on the back, filled with bosses and monster cards; some cards can be reshuffled into the deck after a battle.

## MECH STATS

HP: THE HEART: Mech max Hp

DEF: THE SHIELD: Defense is subtracted from a monster's ATK. This can be doubled by turning a card 90 degrees to the left; however, rolling more than the respective dice roll of a monster will have that part rendered paralyzed for two turns of combat

Fighting:

Monster cards have four distinct attributes: HP, atk, dice roll, and Archetype

Hp: Monster health pool

ATK: DMG dealt to the player

Dice roll: The number required to hit the monster



Archetype: The damage type of the monster

Attributes come in three flavors: slash, puncture, and electricity



Slash is weak to puncture

Puncture is weak to electricity

Energy is weak to slash

If the attribute is in your favor, you now deal double damage to monsters on the field. If not, you will only deal with base dmg based on all five cards' base ATK.

If you have five cards in storage, overflow parts can be used to take one card from the mech deck pile and reshuffled afterwards, if they are five parts of the same set, you may take two cards; the mech deck is then reshuffled

And if the monster's attribute is better than yours, the monster deals double dmg.

Attributes can also be used to ATK against other players; the same attribute effect applies.

Combat mechanics:

During combat, add up all 5 cards hp, THEN MULTIPLY YOUR MAX HP BY X5 again, that is your max hp pool, affecting all 5 cards, HP is doubled with DEF of 35+, when damaged, subtract dmg from hp pool from the Monsters Atk, Losing all HP, you lose one Mech part, doubled, lose two, et sic porro

All five Card initial HP x 5, (DEF > 35+) x2 max hp, (DEF > 40) x3 max hp

If less than 35 DEF, you gain DEX, which allows you to dodge one ATK, up to three atks with 30 Def

up to x5, losing all five parts means the respective pilot misses a turn, if there are no other players, roll a 1xd20, the boss with (con. Gains hp = Mech Atk X d20 / any integer of 4 (4,8,12,16,20), any number less than bosses gain no health, landing on any of the aforementioned 4x table gain hp up to x5.

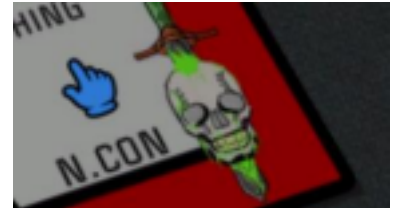
During combat, if you are fighting monsters that are a little too difficult, you may roll 1xd6, a roll of 5+ allows you to draw a card from the monster deck and place it on top of one active monster on the field, if the Backlog of monsters reaches 5 cards, place the stockpile back into the deck and reshuffle the respective deck and place the top card on the field.

If you are dealing with cards that destroy parts, they must be returned to their respective deck and shuffled, if the part is the initial shuttle mech card, flip the card, then calculate dmg based on remaining parts.

Bosses, icons, and other accessories:

Tokens and monster effects:

Any monster that has a token, you may place 1xD20 on the card and use that as its token counter. Regarding effect activation and HP



Con= consecutive

N. Con= nonconsecutive

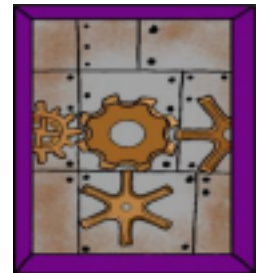
Consecutive means that under its name, it does not regenerate health after battle, and can be fought at its current health by any player in rotation

If a boss monster has N.CON [nonconsecutive], after the pilot who fought the boss is killed, the boss rolls 2xd20 and gains health = die roll

Mech deck:

After defeating a monster with the impaled skull image, you may draw one card from the mech deck.

These cards will be much more powerful than scavenged cards.



Winning the game:

Pilots must collect five boss cards to win, or collect one full set of a legendary mech.

iif the win is by 'Legendary Mech Assembly' you must complete the following to win.

Have one full 'legendary mech set'

The set has five impaled skulls

Beat three boss monsters. If no boss monsters are on the field, the lowest rolling Pilot from earlier rolls the d20, draws cards until a boss monster is drawn, repeats until victory

Mech parts and what they do:

Head: +1 to monster dice rolls if paralyzed

Chassis: def halved if paralyzed

Battery: when disabled, rolls of one deal double dmg to you

Weapon: half atk

Legs: -2 to Pilot dice rolls

#### PLAYER COUNT:

1 PILOT: IF MONSTERS ARE TOO DIFFICULT, ROLL 1XD20 Rolling higher Than 15 or higher allows you to draw +1 monster from the deck

2 PILOTS: roll 1xd20 each, highest dice roll decides to keep the monsters on the field or draw a new card and cover up one card already on the field

3 PILOTS: DEMOCRACY! Players vote to draw cards; The highest vote draws a card and adds it to the field, max 4 cards on the field at a time. 4+ CONTINUE DEMOCRACY