

MECH FORCE

INTERNATIONAL DEFENSE LEAGUE



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INTRODUCTION

In **Mech Force: International Defense League**, you take on the role of a mech warrior, whose purpose is to defend the planet from an invading enemy.

Every turn, you'll upgrade your mech and gain **Battle Dice**, which will allow you to damage the enemy whilst defending yourself from incoming attacks.

Every successful battle will earn you **Battle Points (BPS)**, skill cards and resources.

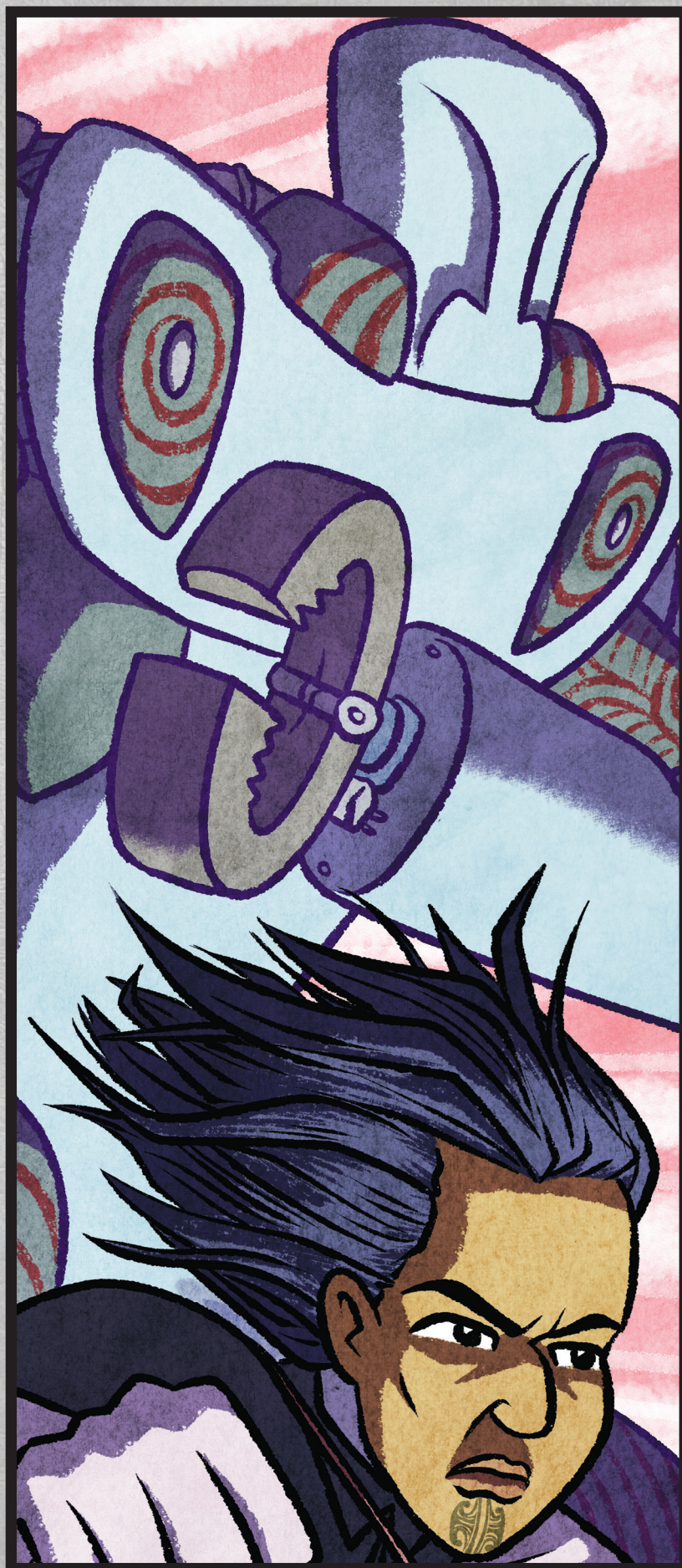
The game is divided into **3 waves**, with **2 turns** each wave. Each progressive wave brings harder and more brutal enemies. However, you'll gain access to more potent **Battle dice** and unique new skills to help them gain the edge.

Be aware, many enemies will be too powerful to take on alone so you'll need to work with other mech warriors. But how much and with who is up to you, as a problem shared means half the reward. Don't be too greedy though, if the threat level climbs too high, Earth will be overrun and everyone loses!

If, collectively, you manage to keep the threat level below the threshold, you will have successfully defended the planet!

However, you can't put the world's finest mech warriors in the same room and not expect some 'friendly' rivalry. You'll also gain fame by earning **BPS**, meeting your secret personal goal, and obtaining skills and resources by the end of the game.

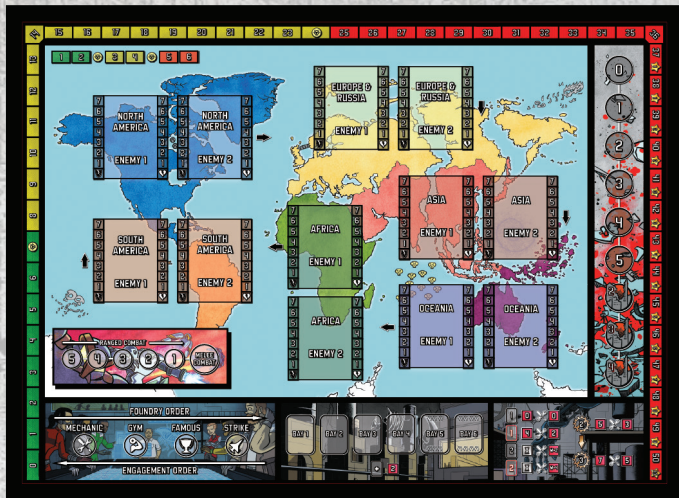
The warrior with the most fame will be crowned Chief Commander!



WHAT'S IN THE BOX?

Along with these instructions, you'll discover the following components.

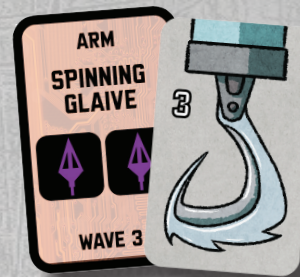
GAME BOARD



8 PERSONAL GOAL CARDS



96 'MOD' TILES



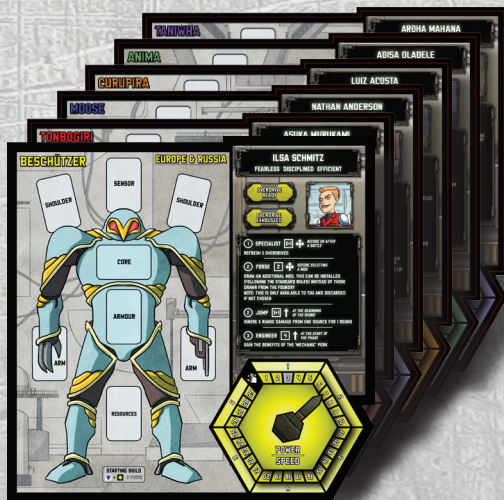
12 OVERDRIVE TOKENS



6 BLEED TOKENS



6 MECH WARRIOR TABLEAUS



6 X 2 PLAYER MECH MEEPLES



3 MARKER MECH MEEPLES



5 INVASION DICE



1 AIRSTRIKE DIE



1 CLOTH BAG



60 ENEMY/SKILL CARDS (30 ALIENS & 30 KAIJU)



2 'FLED' MARKERS



50 COMBAT TRACKING/ RESOURCE CUBES



6 X 2 BROKEN MECH TOKENS



GAME SETUP - 1

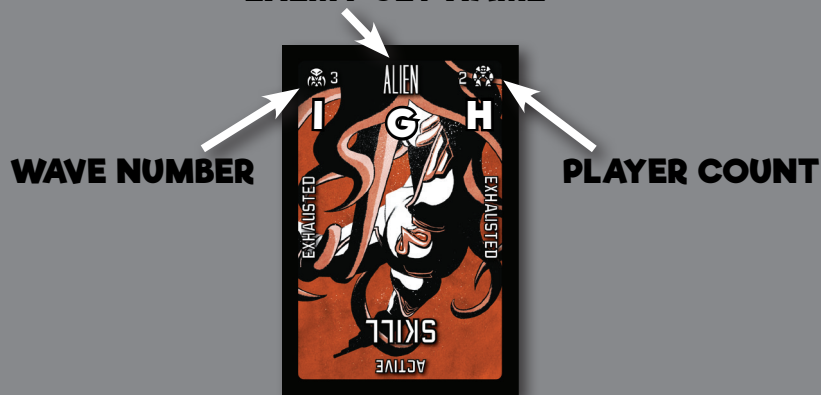
GAME BOARD SET UP

- Place the game board in the centre of the table.
- Place the black tracker meeples in the following positions:
 - on 1 on the Turn Track (A)
 - on 0 on the Threat Track (B), and
 - next to the Engagement Track. (C)
- Place the Airstrike die beside the board. (D)
- Take player count + 1 Invasion dice and place them near the board. (E.g. 4 dice for 3 players) (E)
- Place the green Wave 1 mods in the cloth bag and mix. (F)

ENEMY SET UP

- Choose an enemy set from the box. (e.g. Alien) (G)
- Create the enemy deck according to the number of players. (H) For 3 players, add 2 and 3 numbered cards. For 4 players, include all cards. Place unused cards back in the box.
- Separate the enemy decks into the 3 waves (I) and shuffle. Put the Wave 2 and 3 decks aside for later.

ENEMY SET NAME

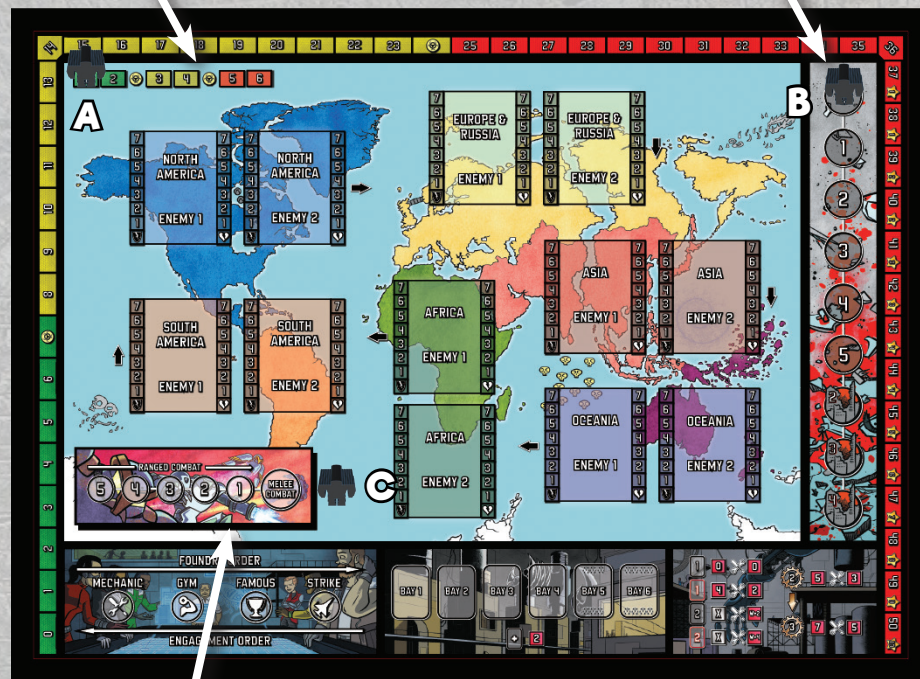


PLAYER SET UP

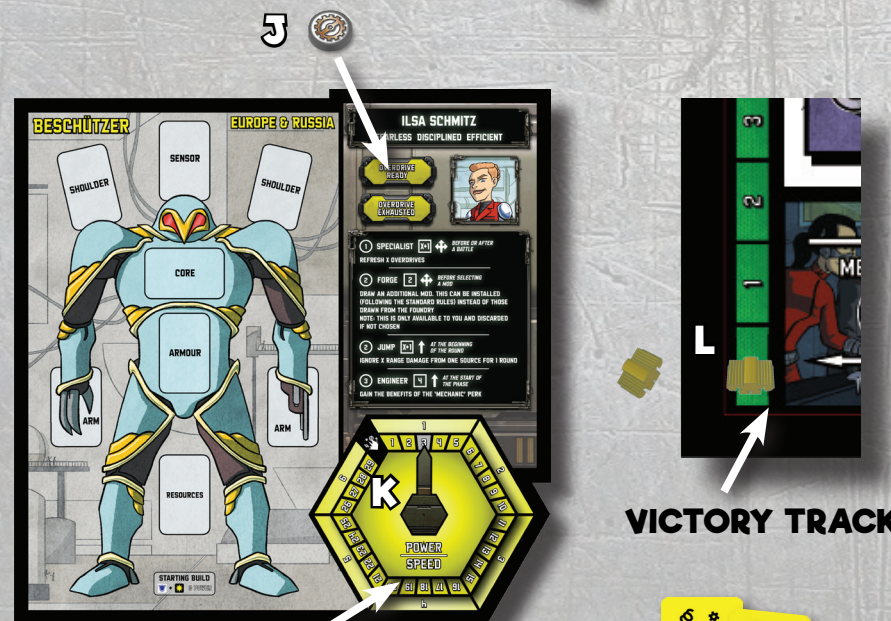
- Each player:
 - takes a Mech Warrior Tableau and places 1 Overdrive token in the 'Overdrive Ready' space (J)
 - sets the Power to 3 on the Power/Speed dial. (K)
 - takes 2 color matching mech counters and places one on the Victory Track at 0. Keep the other one near. (L)
 - takes 2 Broken Mech counters matching their color (M)
 - takes 1 Damage & 1 Protection die, and 2 resource cubes (N)

TURN TRACK

THREAT TRACK



ENGAGEMENT TRACK



POWER/SPEED DIAL

VICTORY TRACK



GAME SETUP - 2

PERSONAL GOAL DRAFT

10. Shuffle the Personal Goal deck and deal 2 cards to each player.



if playing a 2 or 3 player game, remove 'The Hunter' and 'The Scientist' goals before shuffling.

11. Each player selects 1 Personal Goal and discards the other. Discarded goals can be put back in the box.

The Personal Goals are secret and should not be revealed to other players.

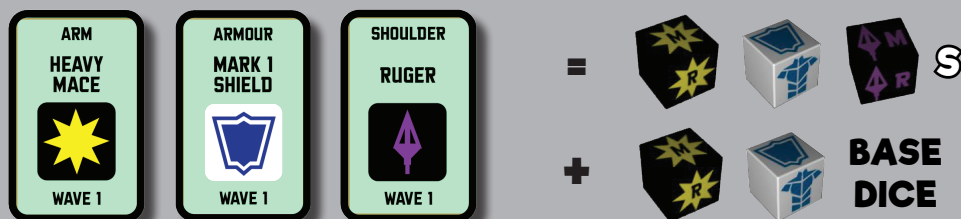
MOD DRAFTING

12. Each player does the following:
- Pulls 3 standard mod tiles from the cloth bag. (C)
 - If any advanced mods tiles are selected (those with a **red border**), they are put aside and the player pulls a replacement tile. (P)
 - Selects 1 mod and passes the other 2 to the next player, in a clockwise direction. (Q)
 - Selects a second mod, passing the final mod to the next player, again in a clockwise direction. (R)
 - Installs the mods into their mech and takes the appropriate dice shown on the mods into their pool. (S)
 - Increases the Mech's Power/Speed Dial by the mods installed. (T)

The Mod Power is the same as its wave. I.e. A wave 1 mod will increase the power of a mech by 1, wave 2 is 2 Power.

13. If any mods cannot be installed (as the slot on the mech is already taken), the mod is placed back into the bag and the player receives a resource cube.
14. Any advanced mod tiles selected during the draft are placed back in the bag.

STARTING DICE POOL EXAMPLE



STARTING POWER = 6 (3 BASE + 3 WAVE 1 MODS)



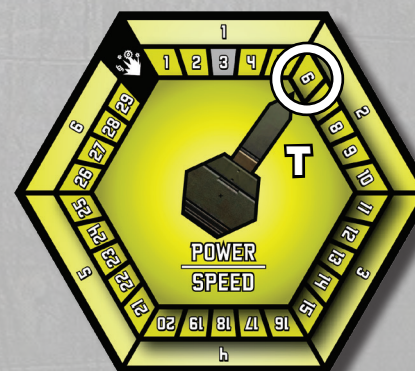
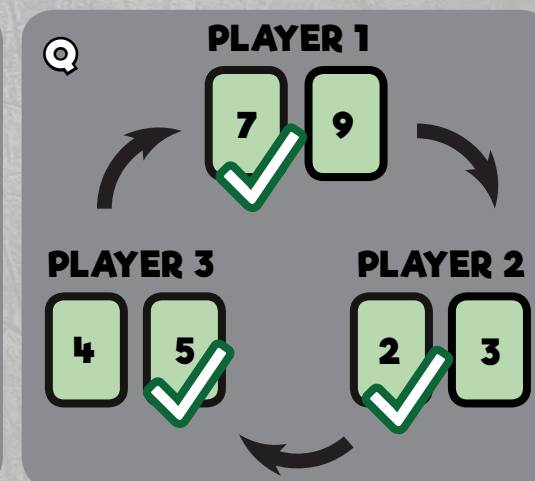
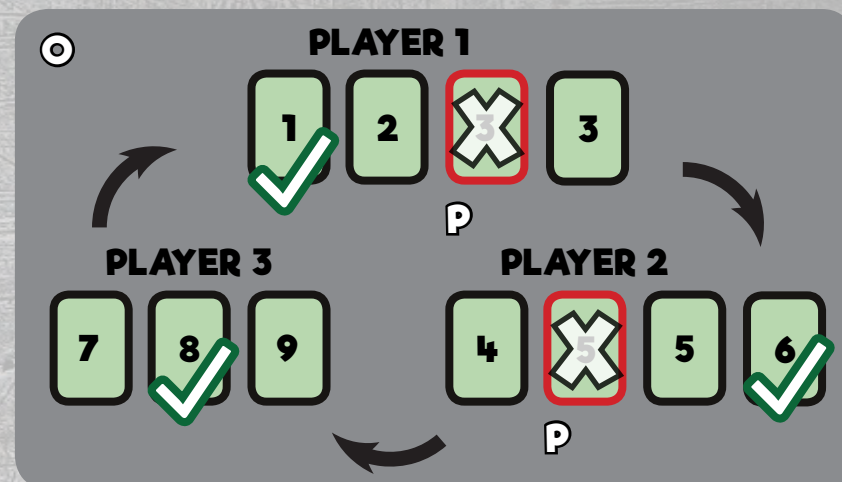
STANDARD MOD



ADVANCED MOD

Advanced Mods provide the warrior with better Battle Dice, but installation comes at a cost!

EXAMPLE MOD DRAFT



GAMEPLAY

The game is played over 6 turns.

- WAVE 1 - Turns 1 and 2
- BATTLE POINT CHECK 1
- WAVE 2 - Turns 3 and 4
- BATTLE POINT CHECK 2
- WAVE 3 - Turns 5 and 6

Each warrior needs to earn enough Battle Points by the end of the wave 1 and wave 2 otherwise the Threat Track will increase. See Page 18.

Each turn is divide into 6 phases:

- 1. REFLECT**
Warriors refresh their Exhausted skill cards.
- 2. INVASION**
Enemies invade the map.
- 3. FORGE**
The Foundry is restocked with new mods.
- 4. BRIEFING ROOM**
Each warrior selects a Perk that will give them a unique bonus during the turn.
- 5. WORKSHOP**
Each warrior selects mods from The Foundry and upgrades their mech.
- 6. BATTLE!**
Warriors take to the field of battle and engage the enemy!

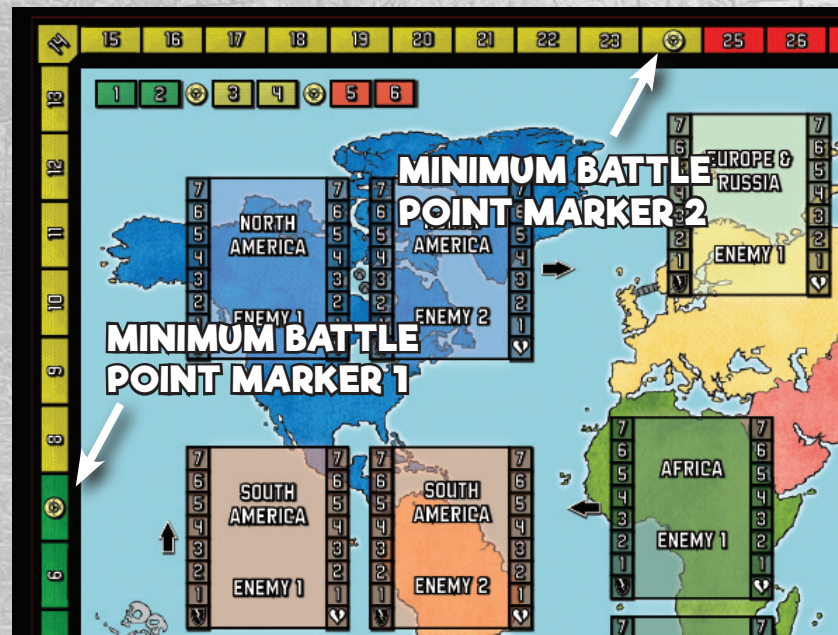
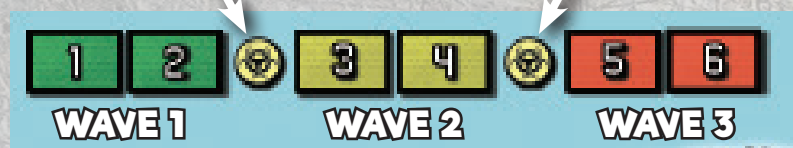
PHASE 1: REFLECT

- 1. All warriors refresh their Exhausted skill cards back to 'Ready.'**

This phase is skipped in the first turn as warriors won't have collected any skill cards.

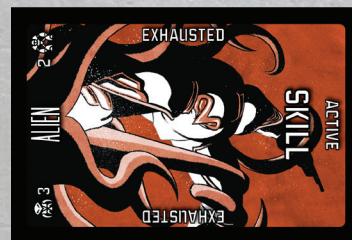
BATTLE POINT
MARKER CHECK 1

BATTLE POINT
MARKER CHECK 2



SKILL CARDS

REFRESH TO
READY



EXHAUSTED



READY

PHASE 2: INVASION

1. Roll Player count plus 1 Invasion Dice. This will determine which regions the enemies are attacking this turn.
2. Starting from North America, place the enemy cards into the slots on the main board

ENEMY PLACEMENT RULES

- A - If a region is rolled twice, fill both slots on the board.
- B - If both slots are filled, move the card to the next available space in the next region, shown by the arrows on the board. (A)
- C - In the rare occasion the next region is also full, follow the arrows until there's a space available.

3. Place resource cubes on the shield (B) and health (C) values, shown on the Enemy card.

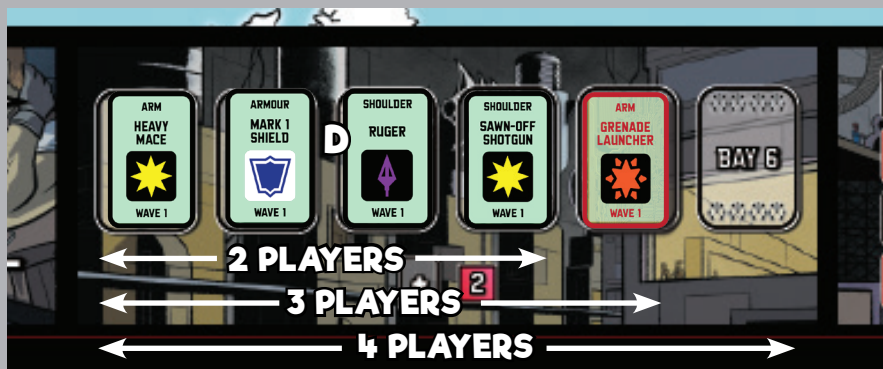
The red cubes are used as both enemy damage trackers and resources.

PHASE 3: FORGE

1. Discard any existing mods off the bays in The Foundry. This step is skipped in the first turn.
2. Draw mods from the bag and place them in the bays. (D)

In a 2 player game, only the first 4 bays are used. In a 3 player game, only first 5 bays are used.

THE FOUNDRY



INVASION EXAMPLE

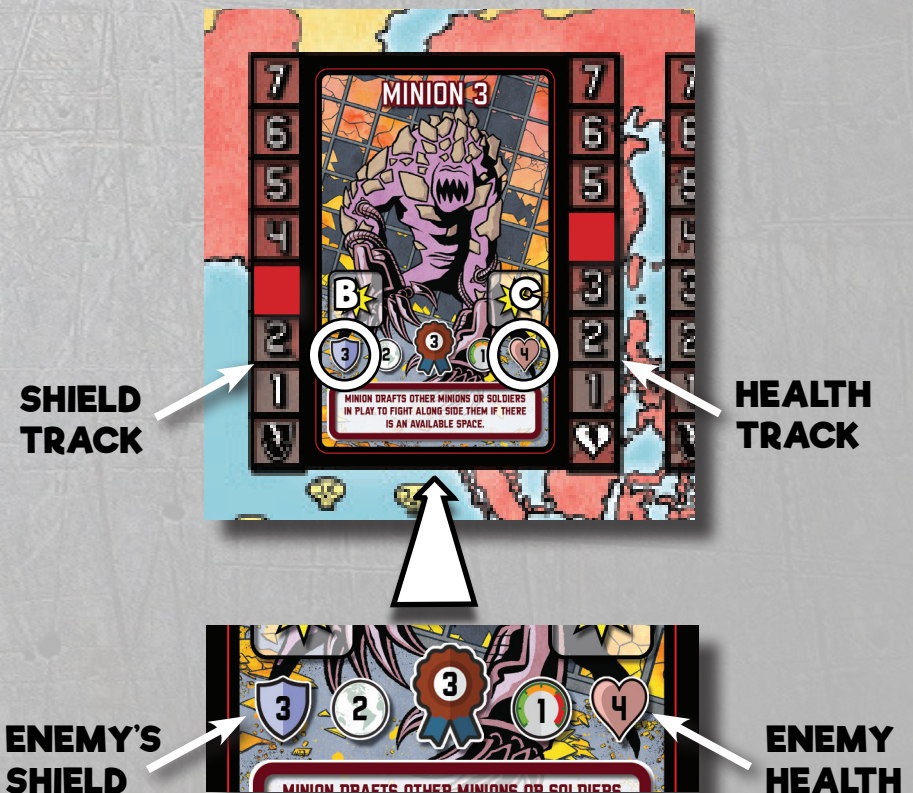
1. ROLL INVASION DICE



2. PLACE ENEMY CARDS



3. PLACE THE CUBES



PHASE 4: BRIEFING ROOM

1. In reverse Battle Point order, Each warrior chooses a Perk from The Briefing Room and places their second mech meeple on the icon.

A Perk can only be selected by one Warrior each turn.

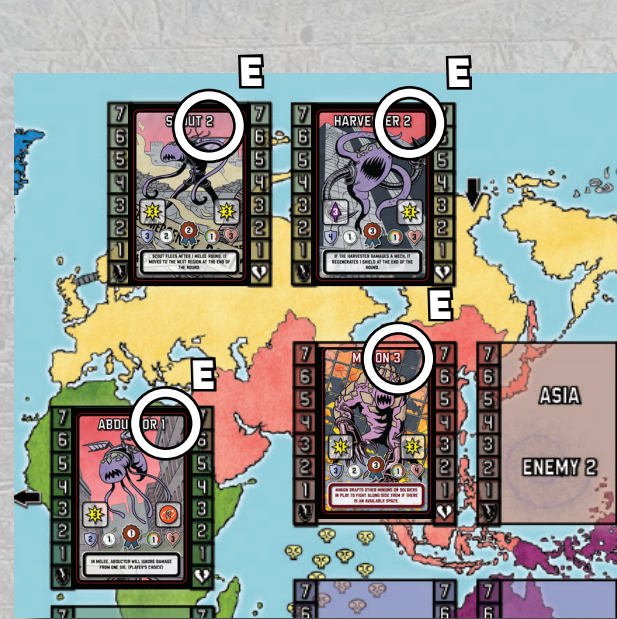
2. During the first turn, or in the event of a tie, the warrior with the greatest enemy threat in their region chooses first. To find out who has the most threat in their home region, add up the enemies power, shown next to their types. (E)

Every warrior has a home region, shown by the color of their tableau and mech, and matched to an area on the map.

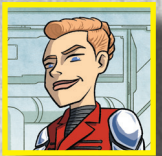
3. If there is still a tie, players randomly decide.

Perks also govern the player order when choosing a mod from the Foundry (Foundry order) and when fighting (Engagement order).

BREAKING A TIE EXAMPLE



1ST PICK



2 + 2 =
4 POWER

2ND PICK



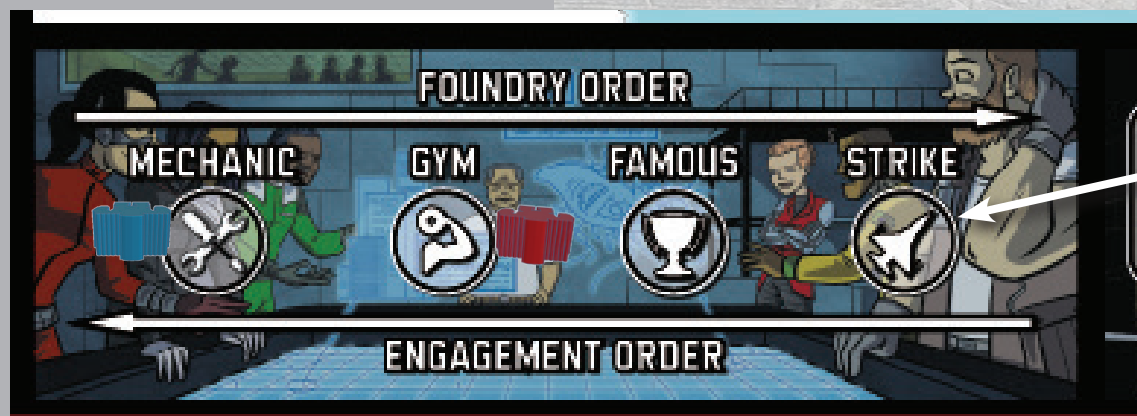
3 POWER

3RD PICK



1 POWER

THE BRIEFING ROOM



PLACE MECHS ON THE PERK



Choosing the **MECHANIC PERK** gives the warrior discounted upgrades, which are shown in The Workshop area of the game board. They can also install a second mod from a bay during the turn, though this must be chosen after every other warrior has taken a mod.



Choosing the **GYM PERK** provides the warrior a discount of 1 on all skills they use this turn. However, the minimum cost for any skill used is always 1.



Choosing the **FAMOUS PERK** gives the warrior bonus BPS for each battle won during the turn. The number of bonus BPS is based on the current wave. E.g. Wave 2 = 2 BPS bonus. However, the warrior suffers double BP penalties this turn.



Choosing the **STRIKE PERK** gives the warrior access to the **Airstrike Die**. They may either keep the die and use it in their battles during the turn, OR they can forgo using it before Phase 6 begins and move enemies from one region into any other valid space on the board.

PHASE 5: WORKSHOP

- In the following Perk order, each warrior selects a mod from The Foundry.

MECHANIC → GYM → FAMOUS → STRIKE

- Mods **MUST** be installed immediately into the mech.
- If a mod is not installed, either by choice or if the player does not have enough resources, it is recycled. The mod is returned to the bag and the warrior receives 1 resource cube per Wave level of the mod. E.g. Wave 2 mod = 2 cubes.
- Black border mods** are free to install (F). However, **Red border Advanced mods** require 4 resource cubes (G), or 2 resource cubes if the Mechanic Perk has been chosen (H) to install.
- Instead of drawing a mod from the Foundry, a player may spend 2 resource cubes to draw an extra mod from the bag. This mod is only available to that player and can be recycled (and discarded) if not used. This may be done once per turn.
- If a new mod replaces a filled slot on their mech, the old mod, along with the associated Battle Dice is removed and returned to the box. The player receives resources for recycling the old mod based on the mod wave.

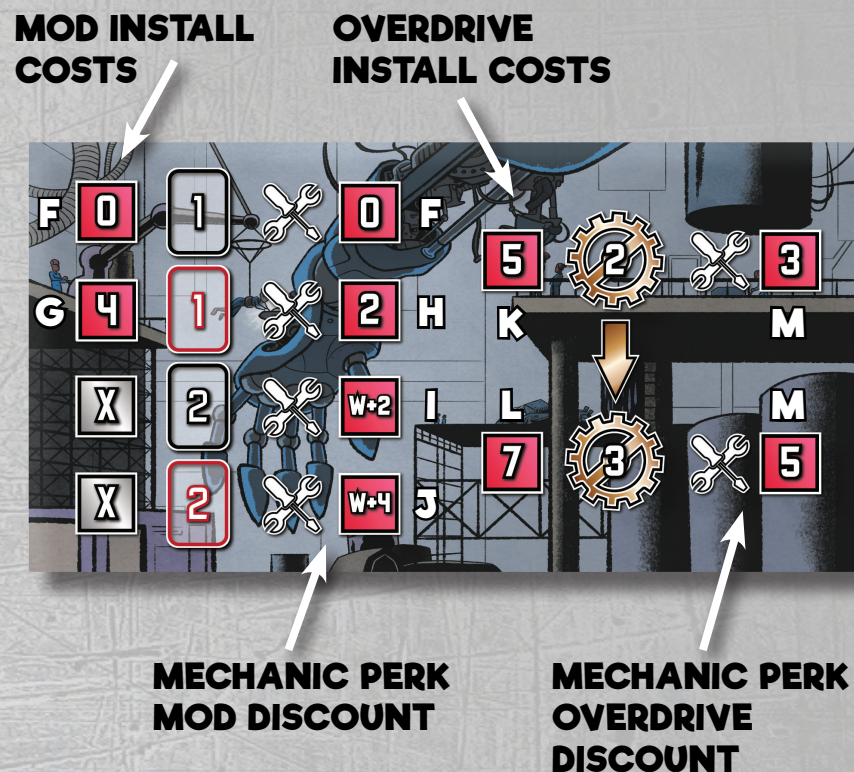
These extra resources can be put towards the install of an advanced or second mod used to fill that slot.

- Once every player has installed or/and recycled, the warrior who chose the Mechanic Perk may install a second mod from The Foundry provided they have the necessary resources to do so. Current wave + 2 cubes for a standard mod (I), 'Current wave + 4' cubes for an advanced mod. (J)

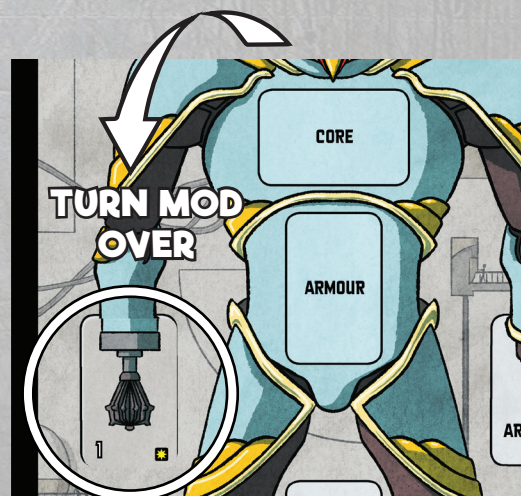
The second mod may be also drawn from the bag if the player has 2 resource cubes to spend. For example, During wave 1, Dawn decides to draw from the bag for her second mod, costing 2 cubes. She pulls a standard mod, and decides to install it into her mech, which costs an extra 3 cubes.

- The Mech's Power/Speed dial is now reset to the new maximum: 3 plus the sum of the installed mod powers.
- Every player may also spend their resources to obtain extra Overdrive tokens. A 2nd Overdrive costs 5 cubes (K), and the 3rd Overdrive 7 cubes (L). The player who chose the Mechanic Perk gets a 2 cube discount. (M)

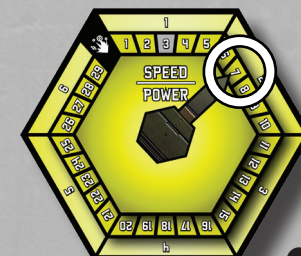
WORKSHOP ICONOGRAPHY



INSTALLING A MOD



AND POWER INCREASES BY 1



MOD OVERVIEW

MOD SLOT

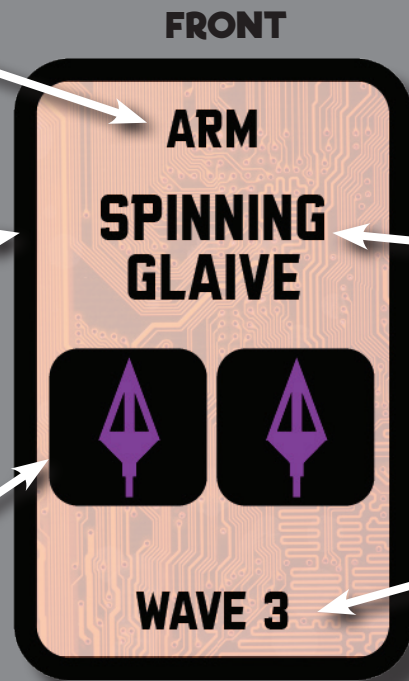
Shows which slot the mod is installed into. There are two arm slots and two shoulder slots in each mech.

TILE COLOR

The color of the tile shows whether it's a standard mod (**black border**) or an advanced mod (**red border**). Advanced mods provide the warrior more advanced weaponry

BATTLE DICE

Installing the mod into the mech will give the warrior the die or dice shown on the mod.



BATTLE DICE

Shown to assist the player as to what the mod provides when it's installed in the mech.

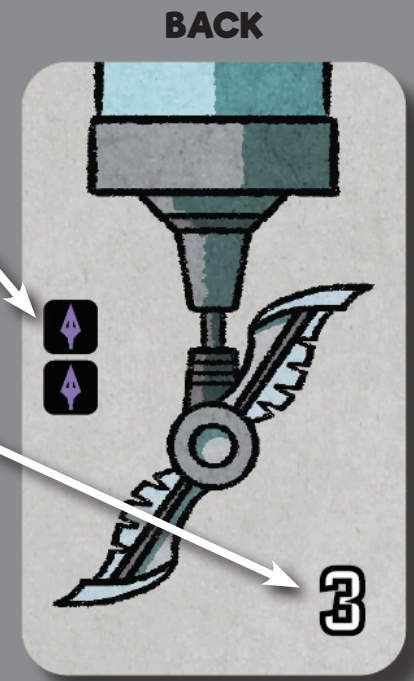
MOD NAME

POWER INCREASE

Once installed, the mod gives the mech a Power increase.

WAVE LEVEL

The wave which the mod is released into the foundry.



PHASE 6: BATTLE! - 1/4

1. In reverse Perk order from phase 5, each warrior engages with enemies in an occupied region.

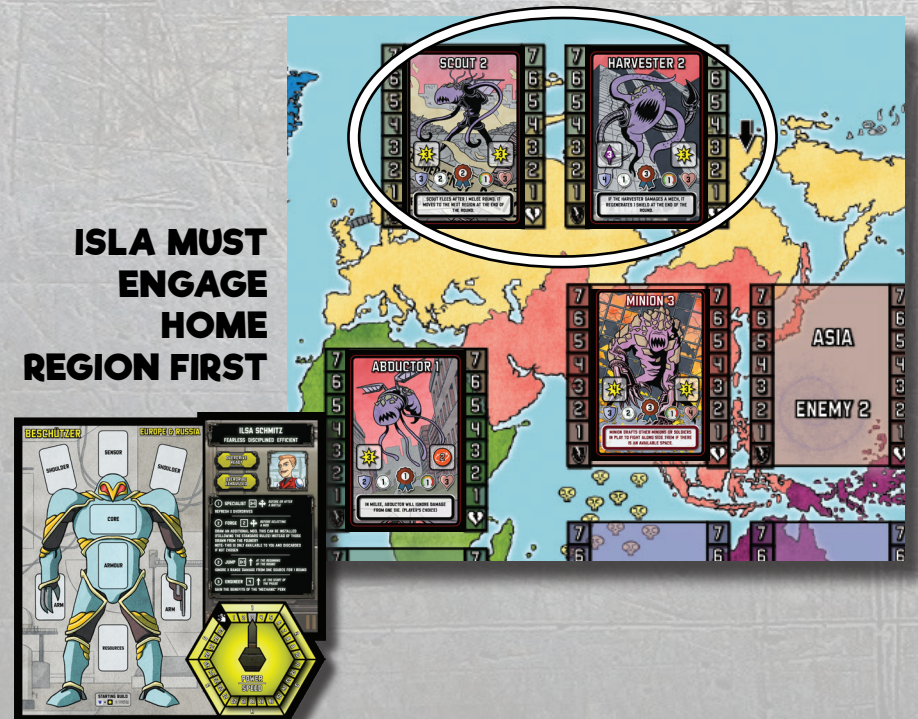
STRIKE → FAMOUS → GYM → MECHANIC

2. A warrior must engage with an enemy (or enemies) in their home region first. A warrior's home region is shown by the matching colour of their tableau.
3. If there are no enemies in their home region, a warrior can either:

- A - Engage an enemy (or enemies) in another region
- B - Wait. However, waiting incurs a cumulative 1 BP penalty throughout the game. E.g. 1st time - 1 BP, 2nd time - 2 BPS etc.
- C - Return to base. The player removes their Mech meeple from the Briefing Room and can no longer participate in any battles this turn but they will not incur any BP penalty for non-participation.

STEP 2

ISLA MUST ENGAGE HOME REGION FIRST



PHASE 6: BATTLE! - 2/4

THE BATTLE BEGINS...

- The black meeple is placed on the enemy's starting position on the Engagement Track.
- The warrior rolls their battle dice. If they picked the Strike Perk, and chose to keep the **Airstrike die**, can roll it alongside their own dice.
- If the engagement is in the range zones on the Engagement Track, all black Attack Dice showing an **R** symbol, are a successful hit.
- If the engagement is in the melee zone on the Engagement Track, All black Attack Dice showing an **M** symbol, are a successful hit.
- All white Defense Dice showing any symbol is considered a potential block, regardless whether the battle is in the range or melee zone.
- The warrior then separates their hits and blocks from their misses.

THE AIRSTRIKE DIE

The Airstrike die is a potent, high odds damage dealer. Regardless of whether the battle is at range or melee, if the Airstrike icon is rolled, it counts as 1 damage.

It is immune to all enemy abilities that reduce dice rolls or damage. Its face can't be shifted or changed, but it can be rerolled using an Overdrive token.



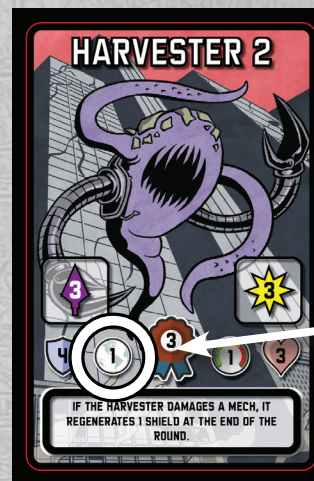
HIT!



MISS!

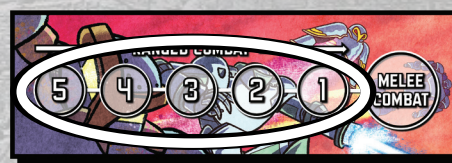
THE BASICS OF ENGAGEMENT

STEP 4



SET THE STARTING POSITION

STEP 6

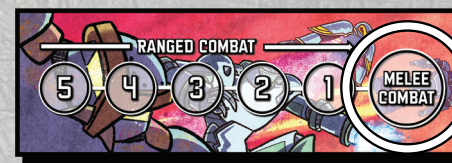


HIT!



MISS!

STEP 7

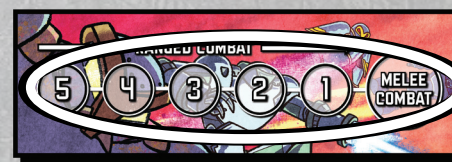


MISS!



HIT!

STEP 8



BLOCK!



MISS!

STEP 9

EXAMPLE (RANGE ZONE)

HITS!



MISSSES!



PHASE 6: BATTLE! - 3/4

10. A warrior may decide to reroll one or more of their dice by Spending a readied **Overdrive** token. If they choose to, the **Overdrive** token is moved to the Exhausted bay on their player tableau and they can reroll one or more of their dice. The second roll must be taken.

Rerolling may be repeated multiple times, even in the same round, providing the warrior has enough readied Overdrives.

11. Damage is then resolved. The warrior compares their current speed on their Power/Speed dial against the enemy speed. This may be adjusted by dice powers.

IMPORTANT!

If the warrior's speed matches, or is greater than the enemy's speed, they resolve their damage first. If the enemy has a higher speed, then enemy's resolve their damage first.

IF THE WARRIOR ATTACKS FIRST:

12. The warrior totals up the damage and reduce the enemy's Shield track, tracked on the left of the card. If the enemy's shields have been depleted, the warrior reduces the enemy's health track, tracked on the right of the card. If the warrior has done **Penetrate** damage, the enemy's health is reduced, ignoring their current shield value.
13. If damage dealt reduces the enemy's health to 0 and below, it is defeated and the warrior is awarded the following:
- A - BPS shown on the enemy card. Move the player's meeple on the Battle track.

If the warrior chose the Famous perk, they earn extra BPS. E.g. 1BP - wave 1, 2BPS - wave 2, 3BPS - wave 3

B - A number of resource cubes shown next to the enemy name.

C - The enemy card is transformed into a skill card. Flip the card.

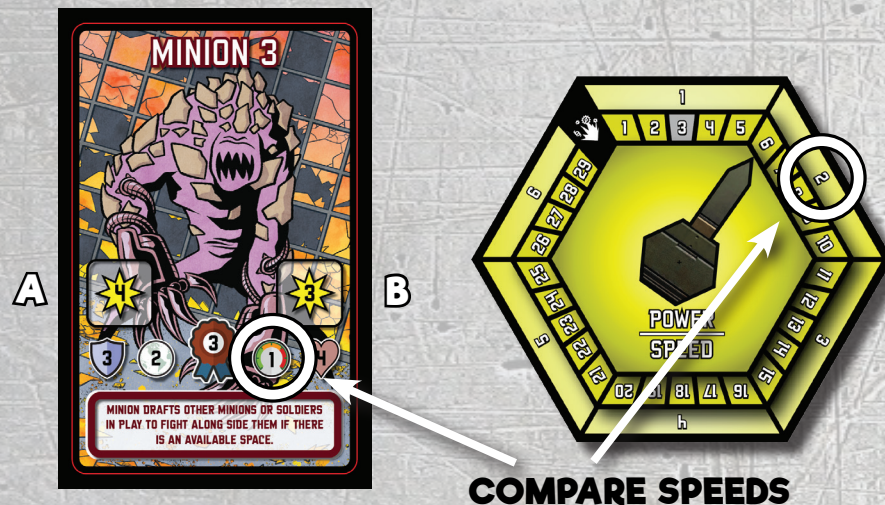
The battle then moves on to the next warrior.

14. If the enemy is still alive, the warrior now totals up their Defense Dice, and subtracts it from the damage dealt by the enemy. Either in Range (A), shown on the left hand side of the enemy card, or in Melee (B), on the right hand side of the enemy card.

STEP 10



STEP 11



STEP 12



STEP 13



PHASE 6: BATTLE! - 4/4

15. If the Mech takes damage, the warrior reduces the power on the Power/Speed dial.

This may also reduce the speed of the Mech next round, which could change the damage resolution order.

16. If the enemy deals enough damage to reduce the Mech to 0, it is disabled and the warrior must return to base, taking no further part in this battle this turn. They place a broken mech token on the enemy card.

Damage done to the enemy by the disabled Mech remains.

IF THE ENEMY ATTACKS FIRST:

17. Enemy damage HAS TO BE RESOLVED before warriors deal their damage. This may reduce the mech to 0 before any damage can be dealt to the enemy.

BOTH SIDES STILL STANDING? ...NEXT ROUND!

18. Once all damage is resolved, the next round begins. If the battle was still in the range zone, the meeple marker is moved 1 space to the right and the warrior rolls their Battle Dice again.
19. This may shift the battle into melee. If this is the case, warriors are now required to roll **M**s on their Attack Dice.

ATTACKING AN ENEMY THAT HAS PREVIOUSLY DISABLED OTHER MECHS:

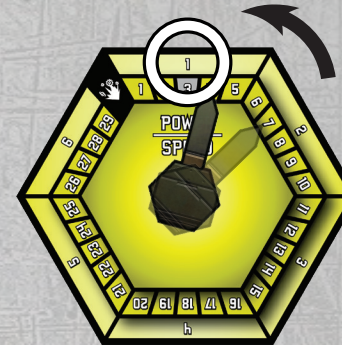
20. Warriors may engage with an enemy that disabled other mechs.
21. The battle continues as normal. But if the enemy is defeated, the BPS are shared with the previously disabled warriors. However, the resource cubes and skill cards are not.

The initial disabled warrior is awarded any BPS that cannot be divided equally.

22. All broken meeple tokens are returned to their warriors.

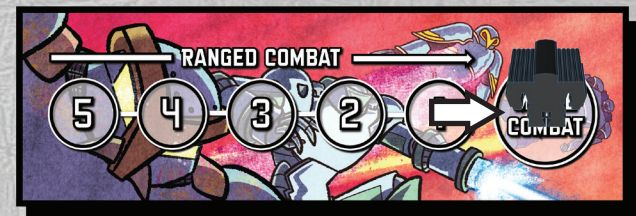
The warrior who took the Famous Perk WILL NOT receive the bonus from a battle resolved by another player.

STEPS 14 & 15



DIAL REDUCED BY 3
SPEED HAS NOW DROPPED TO 1

STEPS 18 & 19



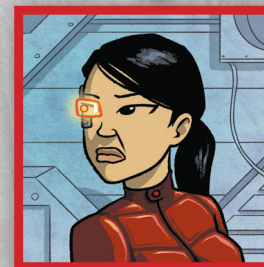
BATTLE MOVES FROM RANGE TO MELEE

STEP 21

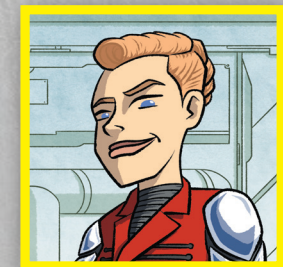
FOR EXAMPLE...



IS DIVIDED...



3BPS



2BPS

ENEMY CARD OVERVIEW

ENEMY NAME

INVADER 2

RANGE DAMAGE

Damage the enemy deals to mechs when at **RANGE** on the Engagement Track.



ENEMY POWER AND RESOURCE REWARD

On a scale of 1 to 3, how tough the enemy is. Also, it represents the number of resource cubes gained by defeating it.



ENEMY'S STARTING SHIELDS

Enemy's shields must be removed before damaging their health

MELEE DAMAGE

Damage the enemy deals to mechs when at **MELEE** on the Engagement Track

ENEMY STARTING POSITION

What position the enemy starts on the engagement track at the start of battle



ENEMY STARTING HEALTH

If the enemy's Health is reduced to 0, the enemy is defeated.

INVADER GAINS AN EXTRA EXPLOSIVE DAMAGE PER MECH INVOLVED IN THE ENGAGEMENT.

ENEMY ABILITY

Every enemy type has a special ability that will effect the battle.

BATTLE POINTS

The number of BPS earned by the warriors for defeating the enemy.

ENEMY SPEED

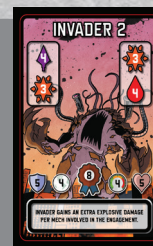
How fast the enemy is. This governs who hits first in an engagement.

ADVANCED ENEMIES

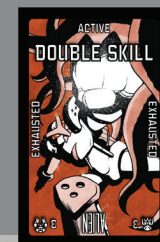
When defeated, most enemies are converted into a skill card which players can use to activate their skills.

There are also more potent enemies, that when defeated, will give the player a Double Skill card. These advanced enemies can be identified by their Red Border and text.

STANDARD ENEMY

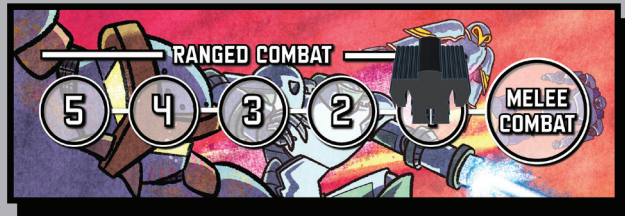


ADVANCED ENEMY

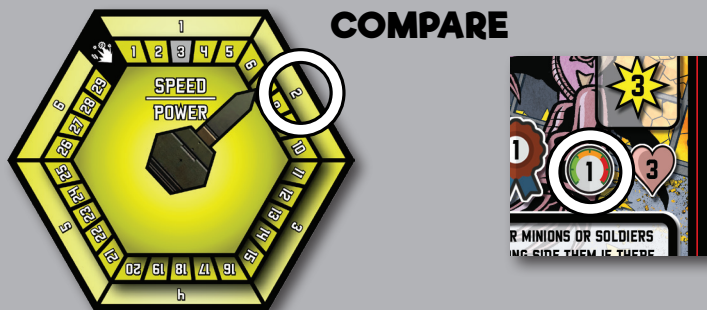


A COMBAT EXAMPLE - 1/2

- Beth decides to engage the level 1 Minion.
- As per the Minion's stats, she places the meeple tracker on Range 1 on the Engagement Track.



- Beth's Mech currently has 7 Power so her Speed is 2. The Minion's speed is 1 so she acts first.



- Beth rolls her Battle Dice. Checking for 'R's, the results are 2 Damage, 1 Penetrate and 1 Shield.



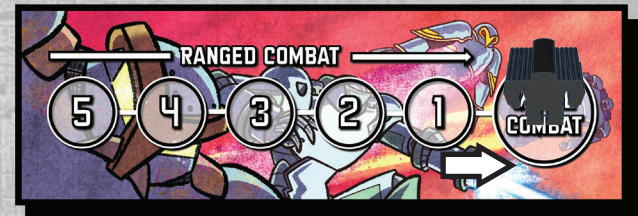
- Therefore, the Minion's shield marker drops by 2 and its health marker drops 1, as Penetrate goes through shields.



- The Minion is doing 3 Damage at Range. Beth has only rolled 1 Defense so her mech takes 2 damage, reducing her Power dial down to 5. Her speed drops to 1. This is still okay, as the Minion's Speed is 1, so Beth will still resolve her damage first as it's the same.



- Next round. The meeple tracker is moved along one space on the engagement track, into the Melee Combat Zone.



- Beth rolls again, checking for 'M's. Not a great throw. She only rolls 1 damage and 1 block.



- She decides to use an **Overdrive**. She moves her token into the exhausted bay, leaving her successful melee and shield die on the table, she picks up the other dice and rolls again.



A COMBAT EXAMPLE - 2/2

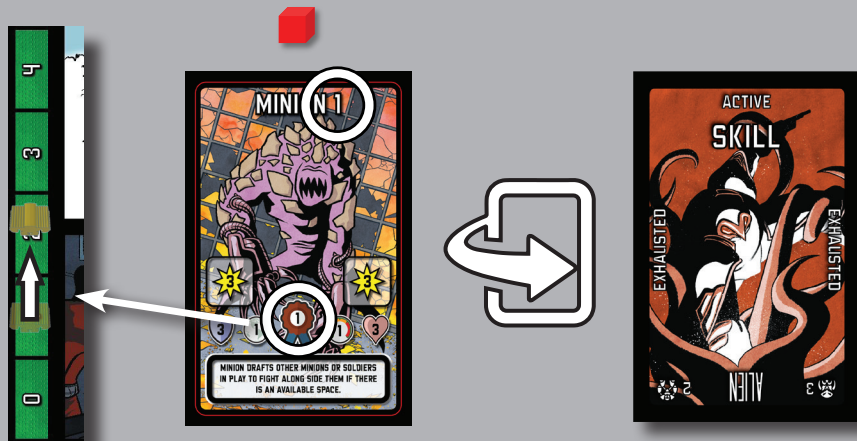
10. Much better! 3 Damage and 2 Shields.



11. Beth manages to reduce the Minions shields to 0, and then its health to 0, defeating it before it has a chance to do any damage to her.



12. Beth gains 1BP and moves her meeple on the Victory Track. She claims the enemy card and turns it over. As the enemy's Power was 1, she takes 1 Resource cube and places them on her mech tableau.



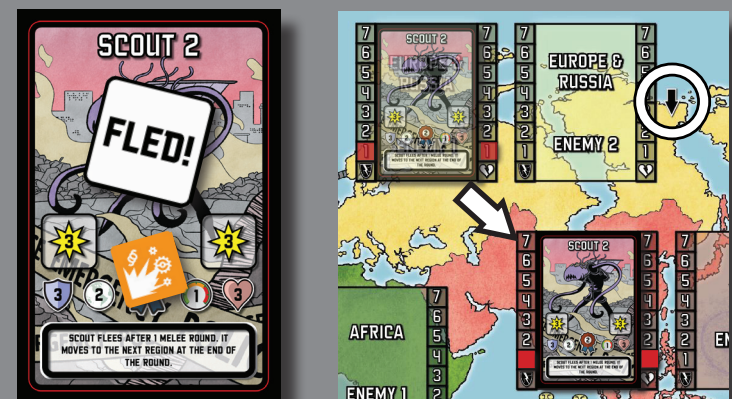
13. Now the fight moves to the next player!

DISENGAGING FROM BATTLE

1. Before starting a round, a player may chose to disengage from the battle, saving their mech from destruction. However, they will incur a 1BP per current wave penalty. E.g. 2nd wave equals 2BPS penalty. If they flee from battle in their home region, this penalty is doubled.
2. If a player does decide to disengage, all damage the enemy may have taken remains. However, the player does NOT get a share of the BPS.
3. The warrior who took the Famous Perk suffers double BP penalty by disengaging. 4x in 'home' region.

FLEEING ENEMIES

1. An enemy with the Flee ability may flee before the warrior can destroy it. The warrior places the Fled marker, as well as one of their broken mech tokens on the enemy card and the combat is over.
2. Shield and health markers stay at the same position on the enemy card to show how much damage it has taken.
3. At the end of the turn, remove the Fled marker from the enemy and move them to the next region following the arrows and standard movement rules.
4. Fleeing enemies cause the Threat Track to rise. See 'End of Wave' section on page 19.



FIGHTING MULTIPLE ENEMIES

If multiple enemies attack the same location, they must be fought together. The following rules apply:

1. The enemies attack at the lowest speed.

If the slower enemy is defeated first, the speed of the remaining enemy will return to its original value at the beginning of the next round.

2. They start at the nearest space to the Melee Combat Zone on the Engagement Track.
3. They both deal damage at the same time, though the mech warrior can choose which damage to take or defend against first.
4. The warrior may divide their Battle Dice (Attack and Defense) between both enemies.
5. Resources, BPS and skill cards are claimed from both enemies.

ASKING FOR HELP - 1/2

An important part of winning Mech Force is teamwork. There will be battles which a single warrior cannot take on the enemy by themselves, and they should ask for assistance from one or more other warriors.

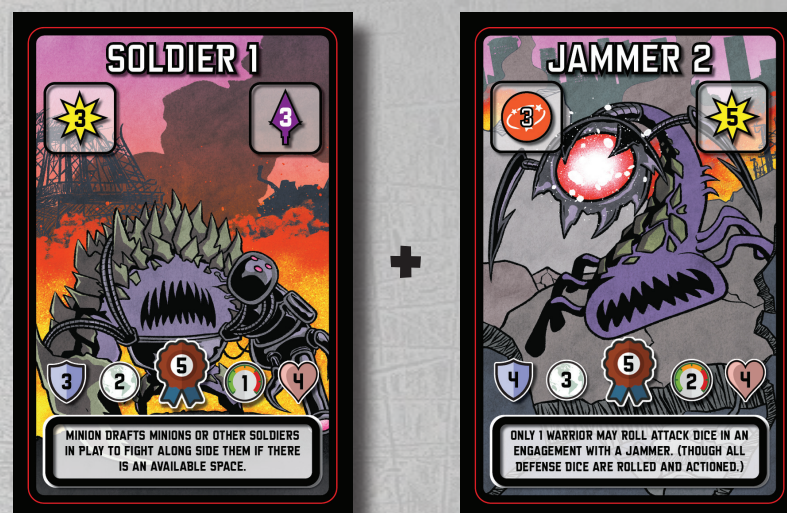
Players can refuse to help!

Before a joint battle commences, decisions must be made on how the rewards will be split. Resources and skill card distribution needs to be discussed and agreed upon, and can be divided however the players see fit. Players may even choose to give the primary attacker (i.e. the warrior who initiated the battle) some of their own resources if there are eager to join the fray.

However, BPS are ALWAYS divided equally and cannot be bargained for. If the BPS cannot be divided equally, the primary attacker receives the remainder. If there is an uneven number between two or more assisting mechs, the primary attacker chooses who gets the extra BPS.

IMPORTANT! - AGREEMENTS MUST BE HONOURED!

FACING MULTIPLE ENEMIES EXAMPLE



SPEED 1  

STARTING POSITION 2  

BPS 5  + 5 

RANGED DAMAGE 3  + 3 

MELEE DAMAGE 3  + 5 

RESOURCE CUBES 3 

RESOURCES AND SKILL CARDS CAN BE NEGOTIATED...



...BPS CANNOT



The warrior who took the Famous Perk will also earn their extra BPS from assisting!

ASKING FOR HELP - 2/2

If one or more warriors choose to help, they fight together using the following rules:

1. They act on the slowest speed between them.
2. They combine their battle dice.
3. Players can decide who will take what damage but they must take all of one type of damage from a source. For example, if an enemy does 5 damage, and the warriors defend 3, one mech must take the remaining 2 damage.
4. If a decision cannot be made between players, the primary attacker must take the damage.

NOTE: All damage done to primary and assisting mechs is permanent until the start of next turn.

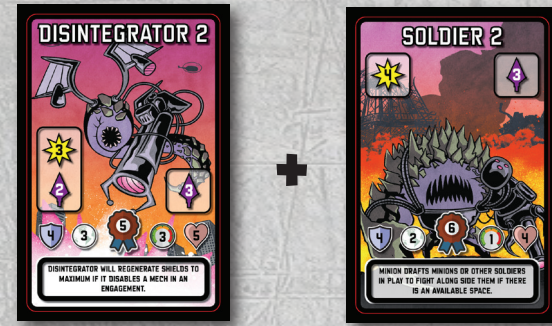
DISABLED MECHS IN A JOINT BATTLE

If a mech is disabled during the battle but the battle is won, the warrior still receives the BPS, agreed resources and skill cards. However, they must return to base, remove their mech from the Briefing Room, and play no further part in the rest of the battles this turn.

FLEEING FROM A JOINT BATTLE

A warrior can flee from a group battle, but they will suffer the same penalties as if they were fighting solo, including losing their share of the reward for defeating the enemy.

EXAMPLE: GROUP DEFENSE AGAINST 2 ENEMIES (ATTACKING AT RANGE)



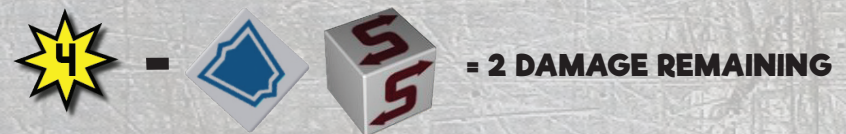
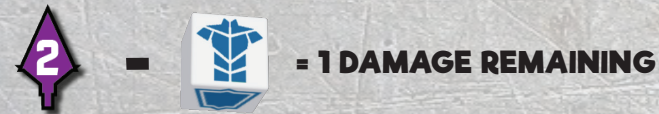
BETH'S DEFENSE DICE



ANDREW'S DEFENSE DICE



JOINT DEFENSE DICE ASSIGNMENT



THEY DECIDE TO TAKE ONE DAMAGE SOURCE EACH:
 - BETH TAKES 1 DAMAGE
 - ANDREW TAKES 2 DAMAGE

ASKING FOR HELP EXAMPLE

- It's Beth's turn. She's currently third on the BP track. She's got a particularly nasty battle coming up in her home region and needs some help.
- She asks who want to assist and everyone all put their hands up.
- She immediately discounts Dawn, as she's out in front and she has the Famous Perk, which would earn her even more BPS.
- Cameron is fourth but he wants the double skill point enemy card for his troubles. Beth doesn't want to give that up.
- Andrew is happy to help for a couple of resource cubes, so she decides to invite him into the fray.

END OF THE TURN

If there are still enemies on the board once every player has fought, perk order is repeated, starting with warrior who chose the Strike Perk.

The turn ends when one of the following conditions is met:

1. There are no enemies left on the map.
2. All surviving enemies have fled combat.
3. All mechs have returned to base as a result of being disabled in battle or by choice.

IMPORTANT!

Every enemy left on the board at the end of the turn **INCREASES THE MARKER ON THE THREAT TRACK.**

IF THE THREAT LEVEL REACHES THE PLAYER COUNT ICON, THE GAME IS OVER AND THE PLAYERS HAVE LOST.

Otherwise, the turn marker is moved along 1 position (A) and a new turn begins.

END OF THE WAVE

AT THE END OF THE WAVES 1 & 2 (TURNS 2 & 4):

ALL warriors must have earned enough BPS to reach the wave marker shown on the BP track.

Any warriors that have not reached the marker at the end of that wave, **WILL INCREASE THE THREAT LEVEL, POSSIBLY ENDING THE GAME.**

AT THE END OF THE WAVE 3 (TURN 6):

ALL enemies must be defeated by the end of the game.

If any enemies are left on the board by the end of turn 6, **THE PLAYERS HAVE LOST, REGARDLESS OF THE POSITION OF THE MARKER ON THE THREAT TRACK.**



2 SURVIVING ENEMIES WILL CAUSE THE THREAT TRACK TO CLIMB 2 SPACES

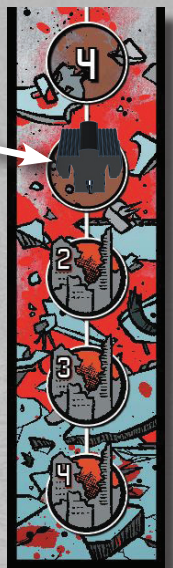
THREAT TRACK LIMITS

THREAT MARKER

2 PLAYER THREAT LIMIT

3 PLAYER THREAT LIMIT

4 PLAYER THREAT LIMIT



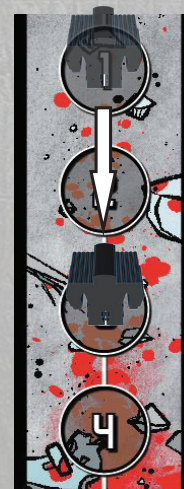
MOVING THE TURN MARKER



A

EXAMPLE: WAVE MARKER CHECK

2 WARRIORS HAVE NOT REACHED THE MINIMUM BP MARKER...



...SO THE THREAT TRACK MOVES ALONG TWO SPACES

WORKING TOGETHER EXAMPLE

- It's the end of the second turn and there's one more battle to go. It's Andrew's battle and he only needs 2 more BPS to reach the wave 2 marker. Currently, Beth is the only other mech warrior to already pass the marker.
- Although Andrew could probably take the enemy out on his own, he decides to invite Cameron along. He only needs 1 BP to hit the marker. As they can share the BPS, both would reach the target. They decide on how to split the resources and engage the enemy.
- Unfortunately, Dawn hasn't made it so the threat level will climb 1 position at the end of the turn.

BEGINNING A NEW WAVE

When beginning a new wave, make the following changes:

1. Empty the mech mod bag back into the box. These mods are no longer required.
2. Add the next wave's mech mods to the bag.
3. Use the next wave of enemy cards to invade the game board.

END OF THE GAME

At the end of turn 6, if all enemies have been defeated and the threat has been kept below the level for the player count, the enemy has been vanquished and the warriors have won!

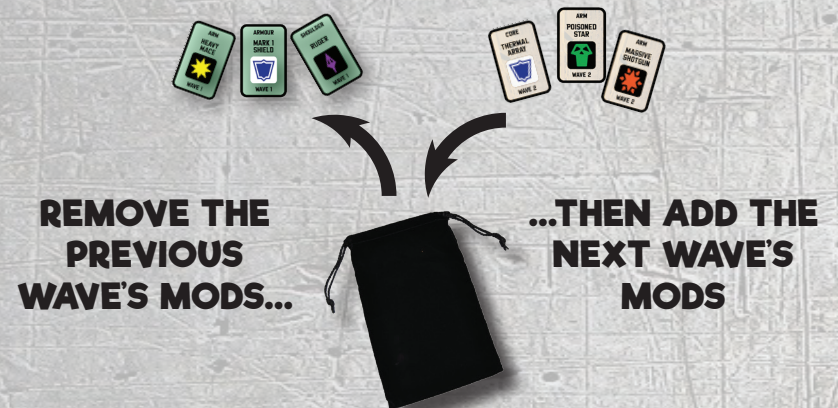
Now it's time to find out who's managed to gain the most FAME. Each warrior's Fame is calculated by:

1. Their final position on the BP track.
2. The level they've met their personal goal.
3. 1 Fame per 2 skill points accumulated, rounded down. Double skill cards count as 2.
4. 1 Fame per 3 resources cubes left unspent, rounded down.

THE WARRIOR WITH THE MOST FAME IS CROWNED CHIEF COMMANDER!

In the event of a tie, the warrior who's furthest along the BP track wins. If this doesn't break the tie, both warriors share the title.

Warriors can never earn more than 50 BPS. However, once reached, the warrior may still claim skill cards and resources.



1. BP TRACK



2. PERSONAL GOAL



3. SKILL POINT TOTAL / 2

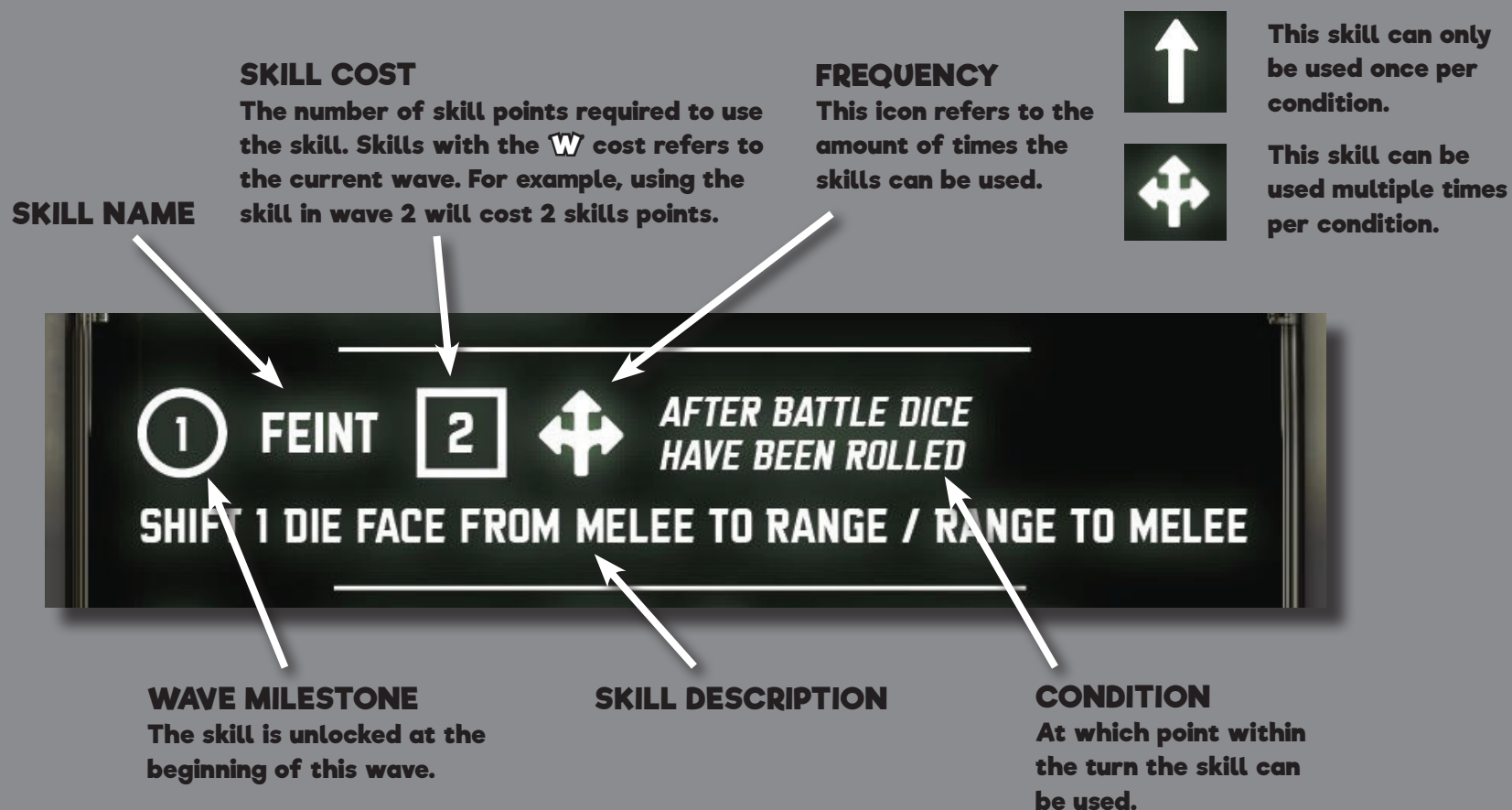


4. UNSPENT RESOURCE CUBES / 3



SKILL TREE OVERVIEW

Each warrior has access to a unique set of skills, which they can use when they have the available skill points to spend. New skills are unlocked at the beginning of each wave.



To use a skill, a player must exhaust the required number of skill cards. To show the skill card has been exhausted, it's turned on its side.

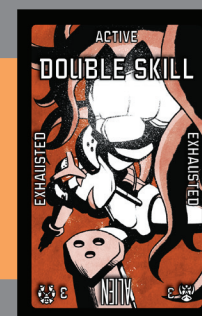
Skill cards can be used immediately once they have been claimed. However, they remain exhausted until the beginning on the next turn.

'EXHAUST' TO USE



Double Skill cards provide 2 skill points at once. This can be used to carry out multiple frequencies of the same skill. For example, if Dawn had the Gym Perk, she could use the Double Skill card to carry out two 'Reflect's in a row and recover 2 Overdrive tokens.

However, Double Skill cards cannot be split between skills. If the second point cannot be spent on the same skill immediately, it's wasted.



BATTLE DICE / ICON OVERVIEW - ATTACK

THE DAMAGE DIE / BASIC DAMAGE



Deals 1 damage to enemy or mech.

THE PENETRATE DIE / PENETRATE DAMAGE



Deals 1 damage to enemy or mech.
WARRIOR: Penetrate ALWAYS ignores an enemy's shields.
ENEMY: Penetrate is only blocked if a warrior rolls a 'Bulwark' face on the Protection die.

THE EXPLOSION DIE / EXPLOSION DAMAGE



Deals 1 damage to all enemies in a single region, or all mechs in battle.

THE BLEED DIE / BLEED DAMAGE



Deals 1 damage to enemy or mech and adds a Bleed token to the enemy card or mech tableau. At the beginning of the round, the enemy or mech will take 1 damage for each accumulated Bleed token. The Bleed effect can stack.
WARRIOR: Bleed effect only works when reducing an enemy's health, not shields.
Note: At the end of the battle, discard all bleed tokens.

THE WEAKEN DIE (MECHS ONLY)



Deals 1 damage to enemy.
Weaken also reduces the amount of damage performed by the enemy during the round, regardless of initiative order.
WARRIOR: Player's choice if multiple types of damage is being dealt by the enemy.

THE BLACKS OPS DIE - DRAIN FACE / DRAIN DAMAGE



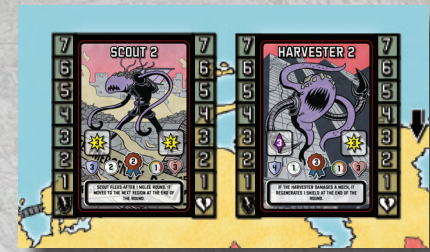
Deals 1 damage to enemy or mech. Damage dealer then regains 1 power (mech) or 1 health (enemy) immediately.
Note: Power/Health cannot exceed the Mech's/Enemy's maximum.
WARRIOR: Drain's effect works when reducing enemy health OR shields.

THE BLACKS OPS DIE - FUSION FACE (MECHS ONLY)

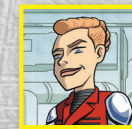
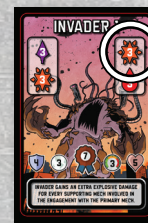


Deal 3 damage to enemy. Face will strike in both Range AND Melee Zones.

EXPLOSION



AND



BLEED



AT THE BEGINNING OF EVERY ROUND

WEAKEN



SOLDIER NOW ONLY DOES 2X

DRAIN



MECH GAINS 1 POWER

BATTLE DICE / ICON OVERVIEW - DEFENSE

THE PROTECTION DIE - SHIELD FACE



Protects the mech from 1 damage, except for Penetrate damage.

THE PROTECTION DIE - BULWARK FACE



Protects the mech from 1 damage, INCLUDING Penetrate damage.

THE MOVEMENT DIE - BOOST FACE



Protects the mech from 1 damage, except for Penetrate damage. Boost increases the speed of the mech by 1 during the round.

Note: Boost may change the initiative order.

Note: Multiple Boosts can stack. I.e. 2 Boost = 2 Speed.

THE MOVEMENT DIE - TELEPORT FACE



Protects the mech from 1 damage, except for Penetrate damage. The warrior may jump their mech forward or back 1 step on the engagement track before damage is resolved.

Note: This may change the engagement zone. E.g. Range to Melee.

Note: Multiple Teleports can stack. I.e. 2 Teleports = 2 jumps.

THE RETALIATE DIE



Protects the mech from 1 damage, except for Penetrate damage, and then does 1 damage to the enemy.

Note: Die **MUST** show the correct Engagement zone to Defend and Retaliate. I.e. **R** at Range, **M** in Melee.

THE BLACKS OPS DIE - DRAIN FACE / DRAIN DAMAGE



Protects the mech from 1 damage, except for Penetrate damage, and changes the face of 1 attack dice from one damage zone to another. I.e. Melee to Range, or Range to Melee.

Note: Shift does not change blank or Retaliate dice faces.

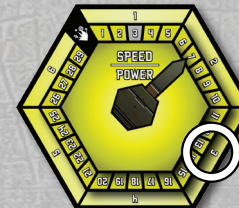
BULWARK



BOOST



=



NOTE: Although Speed increases, Power remains the same.

TELEPORT



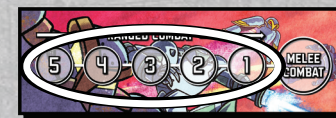
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RETALIATE



=

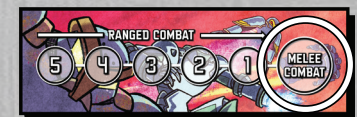


BLOCK AND HIT!

BLOCK AND HIT!



=



SHIFT



=



CAN'T BE SHIFTED



ENEMY POWER - STUN



Deals 1 damage to mech. Any amount of Stun damage taken by a mech will force the warrior to set aside their Attack dice for one round. They may only roll Defense dice. However, the Retaliate die may still hit if rolled.

Note: Stun damage does not affect the Airstrike Die.

DICE RESOLUTION ORDER

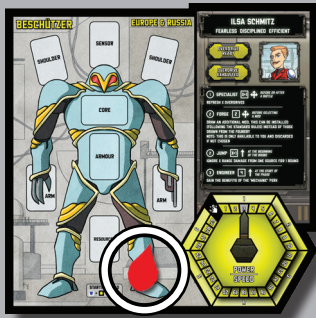
Dice are resolved in the following order during a round.

ROUND SETUP

1. Reduce the health of the enemy according to the number of Bleed tokens on the card. Check enemy's health.



2. Reduce the Power on a warrior's mech according to the number of Bleed tokens on the card. Check mech's power.



3. If the warrior took Stun damage last round, set aside all black Attack Dice. This will not be rolled this round.



ROLL BATTLE DICE

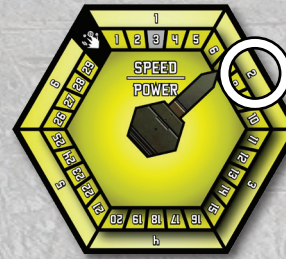
MOBILIZE

5. If the Boost face has been rolled, change the Speed of the mech.
6. If the Teleport face has been rolled, move the marker on the Engagement Track back or forward 1 space.
7. If the Shift face has been rolled, change the face of one Attack Dice from melee to range, or range to melee.



ENGAGE

8. Compare the speed of the mech and the enemy to determine damage resolution order.



THE PLAYER'S STEPS

- P9. Resolve player black Attack Dice IN ANY ORDER.



- P10. Add Bleed tokens to the enemy card for every Bleed damage taken.



- P11. Increase the power of the mech for every Drain damage the enemy has taken.



- P12. Check enemy's health.

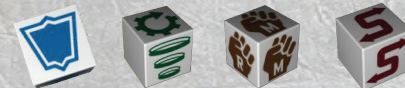


THE ENEMY'S STEPS

- E9. Reduce enemy damage for every Weaken face.



- E10. Block enemy damage for every Defense face.



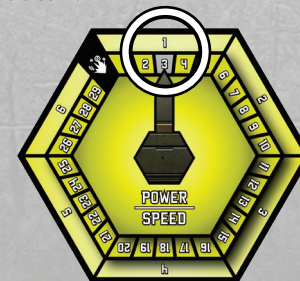
- P10. Add Bleed tokens to the Mech Tableau for every bleed damage taken.



- P11. Increase enemy's health for every Drain damage the mech has taken.



- P12. Check Player's health.



SKILL CLARIFICATIONS

ALL EXCEPT ILSA SCHMITZ

REFLECT - Overdrive tokens can be refreshed BEFORE or AFTER a battle, not DURING.

NATHAN ANDERSON

LIONHEART - If Nathan has already selected the Famous Perk this turn, this skill has no effect.

HEROIC - Only mechs involved in the battle with Nathan get the benefit from the skill. Nathan may use this skill, even if he is the only mech involved in the battle.

ADISA OLADELE

TENACIOUS - If Adisa selected the Gym Perk this turn, spending just 1 skill point will allow him to reroll two dice.

FORESIGHT - If Adisa selected the Gym Perk last turn, he will still benefit from the skill point reduction when using this skill.

SALVO - If the Airstrike die is already being used in the current battle by a warrior, this skill has no effect.

LUIZ ACOSTA

FEINT - This skill has no effect with blank faces.

SIDESTEP - If an enemy has 2 or more damage sources, Luiz will only be able to block one, and must still defend or take damage from the other source(s).

RETALIATE - Once all damage has been resolved by both Luiz and the enemy, this skill can be used, providing Curupira is still functioning. Luiz rolls black Attack Dice only.

AROHA MAHANA

SALVAGE - This skill can be used when assisting in a battle. It can also be used when recycling a mod part.

FABRICATE - This skill activates after all mods have been chosen, including The Mechanic Perk ability. Resource cubes still need to be spent to install an advanced mod if selected. Aroha may also spend 2 resource cubes to pull another mod from the bag instead of choosing from the foundry bays. If Aroha chose the Mechanic Perk this turn, this skill has no effect.

FACTOTUM - The copied power must be from a warrior currently in play.

ASUKA MURUKAMI

DROPZONE - The enemy can never be moved further than 5 range zones away.

NEPOTISM - When Asuka chooses a perk that has already been taken, the primary warrior always goes first in Engagement and Foundry orders.

ILSA SCHMITZ

SPECIALIST - Overdrive tokens can be refreshed BEFORE or AFTER a battle, not DURING.

JUMP - If an enemy has 2 or more damage sources, Ilsa will only be able to block one, and must still defend or take damage from the other source(s).

ENGINEER - This is in addition to the actual perk Ilsa picks during the turn. Ilsa will still select a mod following the Foundry and Engagement Order based on her actual perk. If Ilsa chose the Mechanic Perk this turn, this skill has no effect.

PERSONAL GOAL CLARIFICATIONS

THE MASTER BUILDER - Increase the power of your mech by filling all mech slots with the highest possible value.

THE FACTOTUM - Collect as many different types of Battle Dice (attack and defense) as possible. Multiples of the same type don't count.

THE SPECIALIST - Specialise in either attack or defense dice. The difference between them (E.g. 9 attack - 3 defense = 6) earns Fame.

THE PERFECTIONIST - Meet multiple conditions to earn Fame. Each condition met will earn 1 Fame.

THE TANK - Accumulate the most amount of dice as possible by installing mods that give multiple battle dice.

THE EXHIBITIONIST - Earn Fame by installing advanced mods, (i.e. those with a red border) into your mech.

THE SCIENTIST - (4 player game only) Collect different types of enemy of any level. Multiple enemies of the same type don't count.

THE HUNTER - (4 player game only) Collect level 3 enemies. These enemies don't have to be advanced enemies.

ENEMY ABILITY CLARIFICATIONS - ALIEN

WAVE 1 ALIEN TYPES

SCOUT - At the end of the 1st melee round, if the scout has not been defeated, the 'FLED' marker is placed on the enemy card and the battle is over. The warrior also places his broken mech token on the scout.

The scout cannot be engaged until next turn. At the end of the turn, the scout is moved to the next region on the board and the 'FLED' token is removed. Scouts that flee will always cause the threat level to climb.

ABDUCTOR - If the battle takes place in the Melee Zone, the Abductor will be able to ignore damage from 1 of the players' dice. However, the players can decide which die this will be.

The abductor cannot ignore damage from the airstrike die.

HARVESTER - If the Harvester damages any mech during the battle, it regenerates 1 shield at the end of the round.

The Harvester cannot regenerate its shields higher than the maximum value stated on its card.

MINION - The Minion will draft other Minions or Soldiers only if there is a space available in their region.

If there is a choice of minions or soldiers to choose from, the strongest enemy type (i.e. Soldier) with highest power will be drafted first.

WAVE 2 ALIEN TYPES

JAMMER - Multiple mechs can be involved in an engagement with a Jammer but only one warrior can roll attack dice. The warrior who rolls attack dice can change each round. If the Jammer is fighting alongside another enemy, the restriction still applies until the Jammer is defeated.

SOLIDER - See Minion description.

DISINTEGRATOR - The Disintegrator will regenerate shields to maximum IMMEDIATELY if it disabled a mech in a battle.

SYMBIOT - The Symbiot's bonus damage ends immediately if the other alien is defeated.

WAVE 3 ALIEN TYPES

MOTHERSHIP - ALL 'Basic' damage must be defended before warriors can defend against the bleed or weaken damage.

DRAINER - Drainer's drain ability increases for every additional mech involved in the engagement. Drain damage only recovers health, not shields, and never goes above the Drainer's maximum health value stated on its card.

SWARM - Swarm only attacks one mech, regardless of the number of mechs involved in the battle. They will continue to attack that mech until they are defeated, or until the mech is disabled.

If Swarm disables a mech, it will then move to another mech. Isla and Luiz's ability to ignore damage from one source only works against one set of Swarm's damage, not all three.

INVADER - Every mech will take a set of damage from the Invader's explosive ability. For example, 2 mechs attacking a power level 3 Invader at range will have to defend against 2 sets of 5 damage (+1 because of the additional mech), and 4 penetrate damage!



ENEMY ABILITY CLARIFICATIONS - KAIJU

WAVE 1 KAIJU TYPES

TERRORDON - If the Terradon damages a mech, it moves one step further away from the melee zone at the end of the round. At the beginning of the next round, it will move forward, effectively staying in the same position on the engagement track.

ARACHNIA - If Arachnia damages a mech, that mech rolls 1 less defense die next round. This effect is not accumulative and the mech gets that die back at the beginning of the next round.

However, the mech may end up having to remove a another defense die if hit, which can be the same die.

TUBEROS - If a mech attacks Tuberos in melee, it will ignore 1 damage die. Therefore, a warrior will need to associate at least 2 attack dice to Tuberos to do damage. Players can decide which die tuberos ignores.

Airstrike is not affected by Tuberos's ability.

BEAST - Beast increases the speed of all enemies attacking in the same region. I.e. enemies attack first.

If Beast is destroyed first, the second enemy's speed returns to normal at the beginning of the next round.

All enemies attacking with Beast only attack in melee.

Beast doesn't do any damage at range.

WAVE 2 KAIJU TYPES

KANG - Kang does extra damage equal to half the amount taken at the end of the round. For example, if a mech does 4 damage, they will receive an extra 2 damage at the end of the round. This damage can be blocked if warriors have available defense dice.

This damage is considered coming from one source. I.e. It cannot be divided amongst multiple mechs.

ORPHIDIAN - if Orphidian damages a mech, that mech rolls 1 less die next round. This die can be an attack or defense die. The effect is cumulative.

If the mech is reduced to no dice, excluding the Airstrike die, and is still functional, they must retreat. However, all dice are regained at the start of the next battle.

Orphidian's ability doesn't affect the Airstrike die.

THE HIVE - Mechs that took damage from The Hive in a round will receive the same amount of damage at the beginning of the next round.

This damage CANNOT be blocked.

WAVE 2 KAIJU TYPES (CONT.)

INFERNUS - At the end of the 2nd melee round, the warrior forfeits the battle regardless of the mech's existing power. They cannot take part in any other battles this turn and must remove their mech from the Briefing Room. They leave their broken mech token on Infernus.

WAVE 3 KAIJU TYPES

RAZORBACK - Mechs pool their misses together to calculate the amount of damage they take, divided by 2, at the end of the round.

This damage can be blocked if warriors have available defense dice. This is considered coming from one source. Raxorback's ability does not count Airstrike die misses.

HYDRON - Hydron moves towards the melee combat zone at the end of the round if it damages a mech, effectively moving it forward twice. Every mech will take a set of damage from the hydron's explosive ability. For example, 2 mechs attacking a power level 1 Hydron in melee will have to defend against 2 sets of 6 damage!

IMPERIUM - Each mech involved in the battle has to roll a Protection die. Roll a die from the supply if they don't own one. If they roll a blank face, the mech deals half damage. The damage ignored is decided by each player. Imperium's ability is in effect even if a mech is attacking another enemy in the battle.

Imperium's ability doesn't affect the Airstrike die.

TYRANNUS - Tyrannus regenerates shield to maximum at the end of the round.

Any bleed damage already affecting Tyrannus will continue to work beneath the shield.



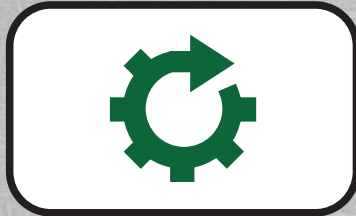
BATTLE TRACK

REDUCE HEALTH / POWER FOR EVERY  ON ENEMY / MECH

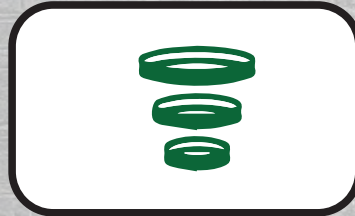
ROLL BATTLE DICE  STUNNED MECHS ROLL DEFENSE DICE ONLY

PLACE MOBOLIZE DEFENSE DICE

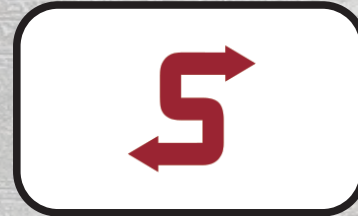
ADJUST SPEED



MOVE ON TRACK



SHIFT ATTACK DICE FACES



ONCE RESOLVED, MOVE THE MOBILIZE DICE INTO THE DEFENSE ZONE AND PLACE REST OF BATTLE DICE

ATTACK ZONE

AMBI ZONE

DEFENSE ZONE



CHECK SPEED FOR DAMAGE RESOLUTION ORDER

PLAYER TURN

ENEMY TURN

RESOLVE PLAYER ATTACK DICE IN ANY ORDER

REDUCE ENEMY DAMAGE FOR EVERY 

ADD BLEED TOKENS ON ENEMY FOR EVERY 

BLOCK ENEMY DAMAGE FOR EVERY DEFENSE DICE

INCREASE POWER BY EVERY 

ADD BLEED TOKENS ON MECH FOR EVERY 

CHECK ENEMY'S HEALTH

INCREASE ENEMY HEALTH BY EVERY 

CHECK MECH'S POWER