

MECHA SQUAD

PILOT ACADEMY

OF PLAYERS: from 1 to infinite (It is recommended a maximum number of 4)

Playtime: 30-45 minutes each level

Components Required:

- 1 character sheet per player
- 1 Stage sheet of the level you want to play
- 6 red dice, 6 White dice, 1 black dice and 1 die of any other color. All opt them 6 sided
- 1 Coin

Welcome pilots, what you are about to see is highly confidential and cannot leave here, not a single ounce of information ... You have been chosen for your incredible abilities and your audacity to be part of the MECHA (Mobile Engined Costume Heavy Armored) program. Designed to prepare a strike force for future threats that are slightly different from the ones we usually face. But before getting on the machines, you must demonstrate your adaptability and speed of response in the simulator ...

SUMMARY AND OBJECTIVE:

Your objective is to defeat the enemy monster before it defeats all of you or it damages the nuclear reactor so it explodes.

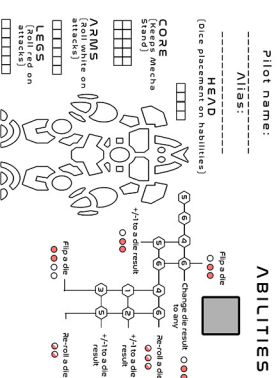
SET UP:

Give a character sheet to each player and leave the scenario sheet in the center of the table. Leave the dice within the reach of the players, each player will need a pencil or pen.

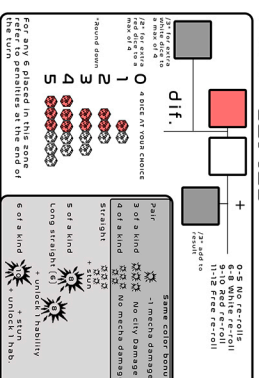
Before starting the game, each of the players can cross out as many numbers in the abilities scheme as players are playing freely BUT without get to complete any row or column so you'll start the game with no abilities unlocked. (See Abilities section)

First of all, let's take a look at the control panels: the player sheet and the scenario sheet.

Here you have a diagram with the different parts of your MECHA. As they suffer damage you must fill in the boxes

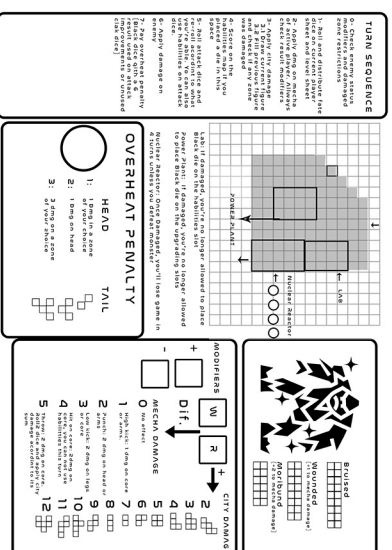


In these spaces you will place the dice during the fate rolls. The result will determine how the attack roll will turn out. You can see a reminder below for the number of dice and to available the re-rolls that you will have.



Here is a list of the attacks that you will be able to carry out according to the result of your attack roll, they indicate the damage points that the enemy will suffer in addition to other effects

This is the map of the city, you must fill in the squares as it suffers damage



This table indicates the damage suffered by your MECHA or by the city in case of overheating (Every time you place a 6 in the player's attack zone) At the beginning of the game place the coin face up here .

This is the abilities scheme. You should gradually unlock these result modifiers that will undoubtedly be a great help during attack rolls.

In this area you can see the life points of your enemy. It will be in different status that add modifiers to his actions or the play

This is the enemy attack zone. Here you must place dice during the fate roll. Later, according to the result of this distribution you will apply damage to your character and to the city, here you have a table that indicates the damage to apply in each case.

The player who knows best how to dance like a robot will be the starting player. He will be the first active player to carry out the play sequence.

PLAY SEQUENCE:


1) FATE ROLL:



Roll 2 Red Dice, 2 White Dice. Look at the results and choose a color to allocate per the following :


Red Dice or White Dice: They are both allocated to attack zones. For the color chosen, one of the two dice is allocated to the matching coloured square at the player's attack zone, the other is allocated to the matching coloured square within the enemy attack zone.

Black Dice: Select one of the black spaces on the character sheet to place the black dice.


Once you have selected a color and distributed its dice, roll the rest of the dice and choose a color with the new results. Repeat one more time until all the dice have been distributed. The objective is to get the best combination of dice on dice placements that regard your attack and the combination that is less harmful on the enemy's attack zone. We'll see how this operates further. Black die is also useful to get abilities and improve attacks.



Example: Alex, rolls the 5 dice and gets the following results: 

Alex chooses the color red. Then chooses to place the die with the  result in the character's attack zone, then chooses to place the die with the  result in the enemy's attack zone.

Then, Alex rolls White and Black dice, with the following result 

Alex chooses the color black and places the die in the abilities zone on his character sheet.

Then throws the white dice getting the following result: 

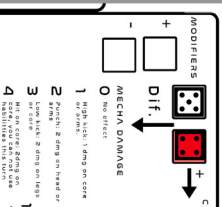
There are no more colors to choose so Alex must distribute the white dice. He chooses  to place it on the Player's attack zone and places the result die there, then chooses to place  in the enemy's attack zone.

2) MECCHA damage / City damage:

Take a look at the enemy's attack zone. The two dice that have been placed there during the fate roll determine the damage that your character will suffer and the damaged spots of the city on the map.

MECCHA damage: Calculate the difference between the two dice placed in the enemy's attack zone. Check the result and apply the damage to the areas of your Mecha as indicated in the results table.

Example: In the fate roll, Alex has placed the following dice in his enemy's attack zone:



The difference between the two dice is 1. Looking at the results table, Alex sees that he can choose between applying 1 point of damage to the Chest or the Arms, chooses to apply a point of damage in arms and cross out the corresponding box.



When one of the MECCHA parts can no longer be damaged since all the related boxes has been crossed out it is destroyed. If when applying the damage an area is destroyed and you still have points of damage to be applied, these are lost.

In this case Alex must Apply 2 points of damage on head or arms. Since there is still a health point left to be crossed out in his arms, he can still apply damage to that area. Crosses out the last box on arms life points and it is not mandatory to use the 2nd point of damage at another zone.

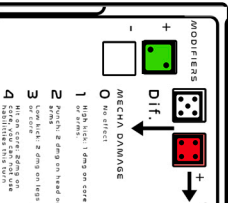


MECCHA PARTS:

- Head: Once destroyed, you're no longer able to acquire new abilities, even as a result of attack rolls.
- Arms: Once destroyed you're no longer able to roll white dice on attack rolls
- Legs: Once destroyed you're no longer able to roll red dice on attack rolls
- Core: Once your mecha is destroyed it no longer remains standing and you lose the game.

MODIFIERS: Some enemy attacks or states cause modifiers to the character's damage results. These modifiers will cause a change to the result, not the damage specified by each result.

Example: Alex's roll is subject to a +2 change in MECCHA damage, we used the free color die as a reminder by placing it in that modifiers space. With the dice we had placed on Enemy's attack zone, we must apply the result 3 (1 for the difference between the red and white dice +2 for the modifier). Therefore, we must choose to apply 2 points of damage to the legs or to the thorax.



City damage. Calculate the sum of the two dice placed in the enemy's attack zone. Check the result and see the figure that you have to draw.

Then draw the figure on the city map. Draw only its outline. This must have one of the squares adjacent to the figure drawn in the previous turn (in the first turn it must be adjacent to the initial square).

You can draw the figure by rotating it 90, 180 or 270 degrees and also mirror it.

ex. If it corresponds to us to draw  we can draw any of these versions:



After this, fill with X the squares of the figure that the previous player drew in the previous turn and that you will recognize because you may only see the outline with the squares that form it don't crossed out.

Check if you damage any of the special areas by doing this. If this happens, apply the effects that correspond for the rest of the game.

In the roll that we are using as an example, the sum of the dice placed in the enemy attack zone adds up to 9. We consult the results table and check which figure we should draw.

We go on to draw the figure in the map. Always adjacent to the figure drawn in the previous turn and in any of the turning or flipping options.

We draw the contour, this must be adjacent to at least one square of the previous figure

Next we cross out the squares that are part of the previous figure

DAMAGED ZONES: The moment you cross out a square that is part of one of the special zones, the effects for damaging this zone will be applied. Check the scenario sheet for the effects.

As you can see, the figure drawn in the previous turn is inside one of the special zones

We proceed to draw the corresponding figure for our turn, again adjacent to the previous figure

The next step is to cross out the boxes that make up the previous figure with which we have damaged that area and the effects of this damage are applied for the rest of the game

You have endured the attack showing great strength, now is the time to respond, let's see how the player's turn works.

The player's turn is based on how the dice have been placed, from top to bottom, starting with the Skills scheme

3) Abilities scheme.

We have the possibility to place the black die in the abilities place. But we can only do it if there are numbers without crossing out corresponding with the result of the dice that we want to place. At the beginning of the player's turn we will cross out a box of our choice that corresponds to the result of the dice that we have placed here.

As we cross out boxes in the skills scheme, we obtain the ability to modify the results of the dice that we roll during the attack or the possibility of rolling some of these dice again. Once we have completed a horizontal or vertical line, surround the text and the corresponding circles for this line. We now have this ability. Each time we use it we will fill in one of the circles according to which color of the dice we have used it.

ABILITIES

During the roll that we saw as an example, Alex has chosen to place the black dice with a result of 5 in the abilities area. Among all the number boxes that hasn't been crossed out, he chooses to cross out the box at the bottom right, now both the ability that he has acquired for completing the vertical line and the one that he has achieved for completing the horizontal line are available.

ABILITIES

Now you know how to acquire abilities to improve your attack rolls. When the time comes to explain these rolls, we'll see how to use the acquired skills

4) Calculate player attack

As with the dice assigned to the enemy, the dice placed in the character's attack zone have different effects by adding or subtracting their values.

The difference between the dice results will determine how many dice you will roll in your attack roll.

The sum will determine which dice you can choose to re-roll once during the attack roll.

In the same way, since the sum of the dice is 8 we check that we'll be able to re-roll white dice during the attack roll

White dice during the incoming attack roll.

0-5	No re-rolls
6-8	White re-roll
9-10	Red re-roll
11-12	Free re-roll

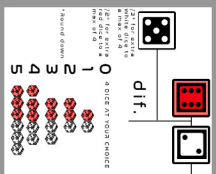
0 1 2 3 4 5
0 1 2 3 4 5
0 1 2 3 4 5
0 1 2 3 4 5
0 1 2 3 4 5

MODIFIERS

In the player's attack zone, you will see that there are also spaces to place the black dice. Depending on which space you place the black die in, you can modify either the number of dice to roll on your attack roll or the dice that you'll be able to re-roll once.

Amount of dice modifier: By placing a black die in this space, you can add white or red dice to the total number of dice that you will have available in the attack roll. Divide the result of the black dice placed here by 2 (rounding down) to add that number of red dice. Or divide it by 3 (rounding down) to add that number of white dice. There is a restriction on how many dice you can roll in your attack: **You can never roll more than 4 dice of the same color.**

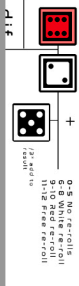
Re-roll modifier: Placing a black die in this space modifies the result of the sum of destination dice in this area. Divide the result by 3 (Rounding down) and it to the result before calculating the available re-rolls.



Lets figure that on the Example roll Alex has decided to place the black die on the amount of dice modifier. Remember that by the result of the red and black dice he will roll 3 red dice and 2 white dice on the attack roll. Now, in addition, he can choose the following:

-An additional white dice since $5/3 = 1.66$ which rounded down is 1. Resulting on a total of 3 white dice and 3 red dice for his attack roll.

- An additional red dice since $5/2 = 2.5$ which rounded down is 2. BUT as the maximum number of dice of the same color, he will roll a total of 4 red dice and 2 white dice on his attack roll.



Now lets figure that Alex has decided to place the black die on the re-roll modifier. To the result of 8 that we had, we will add 2 points since $5/2 = 2.5$, which rounded down is 2. In total, the result is 10 so that the re-roll in the attack rolls will be made on the red dice.

Once you have defined the dice that will be part of your attack roll and which will be the re-roll to be performed, the attack roll begins.

5) Attack roll

In the attack you will roll a number of red and white dice depending on the result you have obtained in the placement of the dice (With the possibility of having additional dice if you used a black dice here). After rolling the dice. Check which dice you can roll again, choose which dice you want to keep with the current result and roll the rest of the dice you are able to. At this time you can also apply the skills that are available to alter the results of one or more dice or make extra re-rolls and thus improve the result of your attack.

When you can no longer or do not want to reroll dice, consult the results table and apply the effects indicated according to the chosen figure you have achieved, also if all the dice with which you have obtained it are the same color you can obtain a bonus or an effect that will weaken the enemy for the next turn. Important: **you cannot use more than one ability on the same die.**

After this, we look for the figure we've chosen from the achieved ones, we check how many points of damage we must apply to the enemy and we cross out as many boxes as we do damage on the enemy's life counter.

The bonuses obtained with the attack and that affect the enemy, will be applied in the next turn

-1 to enemy damage: On the next turn, subtract 1 from the result of the difference between the dice placed in the enemy attack zone during the fate roll.

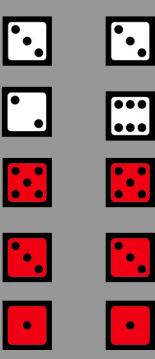
-No MECHA damage: In the next turn the active player does not receive any damage to his wick

-No city damage: In the next turn no damage is applied on the city map, the figure drawn but not filled will continue like this until the next turn in which if damage is caused to the city

- Stunned: The enemy will not deal damage to either the active player's mecha or the city. In any case, the fate roll works with the same rules, simply the dice that are placed in the enemy's attack zone have no relevance.

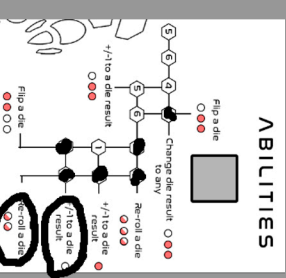
In the turn we are using as an example, we had determined that (without having used the black die in the attack modifiers but in the abilities place) Alex has to roll 3 red dice and 2 white dice, and that he can re-roll the white dice.

Alex rolls the dice and gets the following result:



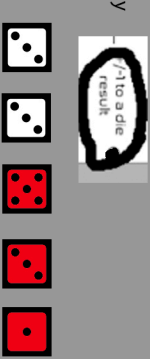
He can re-roll white dice so he decides to keep the 3 and re-roll the 6, getting a 2 so his attack roll result is now:

After this relaunch, Alex can use the available abilities, remember that in the example of obtaining skills we had unlocked 2 of them.



Alex can add or subtract 1 to the result of a white die, he also has 2 chances to re-roll a die of any of the 2 colors. What he can never do is use more than one ability on the same die.

Alex adds 1 to the result of the white die that currently has a result of 2, he must cross out the circle that appears next to the description of that ability and his attack roll looks like this:

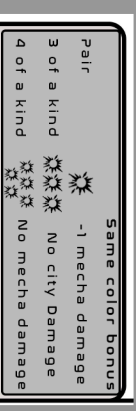


Alex still wants to spend abilities to improve the result of his attack so he decides to reroll one of the red dice.



After crossing out one of the boxes corresponding to this ability he rolls the dice that had a 1 as a result and when he re-rolls it he gets a 5, the attack roll has this result now:

Now Alex has 2 results to choose from: a 3 of a kind that allows him to do 3 damage to the enemy, or a pair that allows him to do one point of damage to the enemy and that, since it has been obtained with dice of the same color, also has a bonus: in the next turn the enemy must subtract 1 from the result of the damage to MECHA damage in his attack.



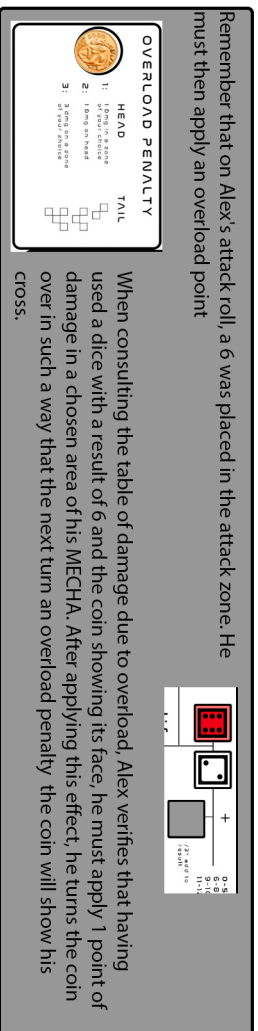
Finalmente elije la pareja de circos rojos, con lo que deberá tachar un punto de vida del enemigo, y restar 1 al resultado del ataque enemigo en el siguiente turno, para esto colocará un dado de recordatorio en la zona de ataque del enemigo.

6) Overload

If the active player has placed one or more dice with a 6 as a result in his attack area, an overload occurs. This will cause damage to the city or to the character himself depending on the number of dice placed and the position of the coin placed in the overload reminder zone.

Check there the damage that you must apply according to the coin showing its heads or tails and the amount of dice with result of 6 that you used. Apply the damage to the city or character as you normally would and then flip the coin

Remember that on Alex's attack roll, a 6 was placed in the attack zone. He must then apply an overload point



The image shows a table titled "OVERLOAD PENALTY" with two columns: "HEAD" and "TAIL". The "HEAD" column lists three levels of damage: 1) 1 point of damage, 2) 1 die on head, and 3) 1 die on a side. The "TAIL" column shows a 3x3 grid of squares. To the right of the table is a diagram of a character's attack roll. It shows a red die with a 6, a white die with a 6, and a coin showing heads. Below the dice is a plus sign and a box containing "6-6". To the right of the plus sign is another box containing "1-1". Below these boxes is a plus sign and a box containing "7-7". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "8-8". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "9-9". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "10-10". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "11-11". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "12-12". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "13-13". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "14-14". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "15-15". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "16-16". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "17-17". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "18-18". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "19-19". To the right of this box is another box containing "1-1". Below this box is a plus sign and a box containing "20-20". To the right of this box is another box containing "1-1".

When consulting the table of damage due to overload, Alex verifies that having used a dice with a result of 6 and the coin showing its face, he must apply 1 point of damage in a chosen area of his MECHA. After applying this effect, he turns the coin over in such a way that the next turn an overload penalty the coin will show his cross.

7) Turn end and end of the game:

After applying the overheating penalties, the active player's turn ends and it is the next player's turn. Next player will perform the entire turn sequence and successively alternate players until the game is over.

During city damage phase, player must draw the corresponding figure, adjacent to the figure drawn by the previous player and therefore with unfilled squares.

A player is eliminated from the game if his MECHA's core is destroyed, but the rest of the players will be able to continue facing the rival. The game ends if any of the following circumstances exist:

VICTORY: - The enemy is defeated after having crossed out all his life points

DEFEAT: - All players have been eliminated

- The nuclear reactor has been damaged and after 4 turns have elapsed without defeating the enemy, it explodes.

- You cannot draw the corresponding figure during the city damage phase

REMEMBER:

- You cannot place a die in the abilities space if there isn't a number box with the same number that the dice result that hasn't been crossed out.

- You can not spend more than one ability on the same die during the attack roll. The re-rolls acquired by fate rolls are not considered to be abilities.

- Modifiers to Enemy's attack are applied to the result of the difference of the dice placed on the enemy's attack area NOT to the damaged points suffered by a MECHA.

- You can NEVER roll more than 4 dice of the same color during attack rolls

ACKNOWLEDGMENTS:

- Jorge Malmierca Delgado

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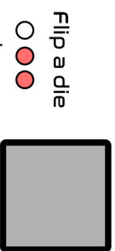
- The BGG community, the people active at the R&W contest's forums and the contest's host Sergi Labrador.

Pilot name: _____

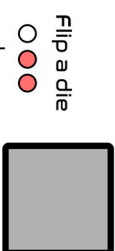
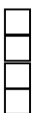
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ABILITIES

HEAD
(Dice placement on abilities)



HEAD
(Dice placement on abilities)

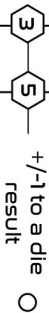
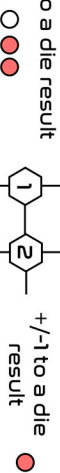
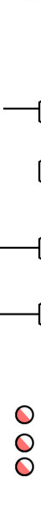
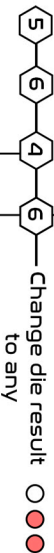
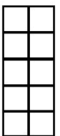


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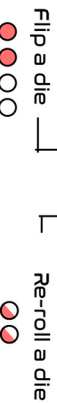
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ABILITIES

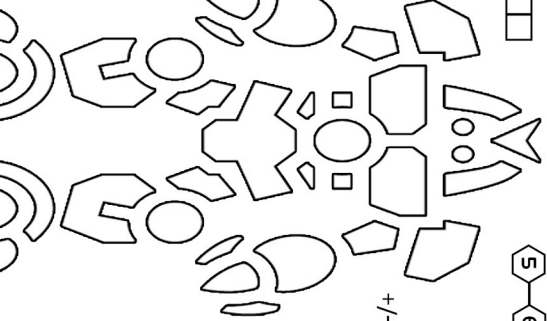
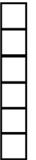
CORE
(Keeps Mecha Stand)



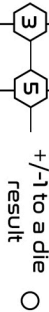
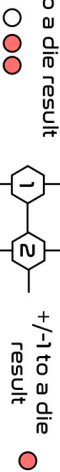
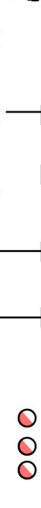
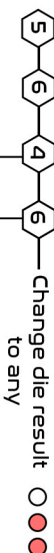
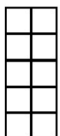
ARMS
(Roll white on attacks)



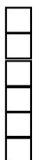
LEGS
(Roll red on attacks)



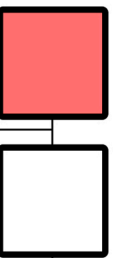
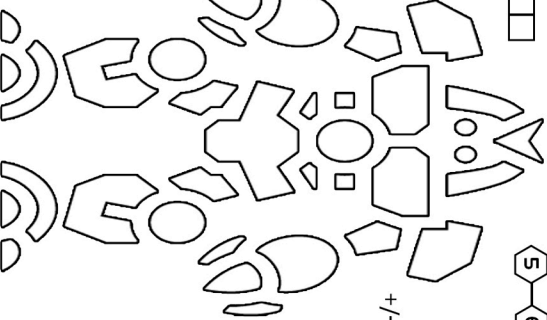
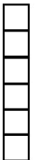
CORE
(Keeps Mecha Stand)



ARMS
(Roll white on attacks)



LEGS
(Roll red on attacks)



+
0-5 No re-rolls
6-8 White re-roll
9-10 Red re-roll
11-12 Free re-roll

/3* add to result

diff.

/3* for extra white dice to a max of 4

0 4 DICE AT YOUR CHOICE



*Round down

For any 6 placed in this zone refer to penalties at the end of the turn

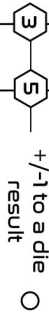
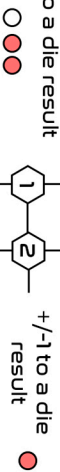
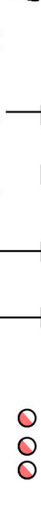
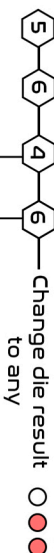
Pair		Same color bonus
3 of a kind		-1 mecha damage
4 of a kind		No city Damage
Straight		No mecha damage
		+ stun
5 of a kind		+ stun
Long straight (6)		+ unlock 1 hab.
6 of a kind		+ unlock 1 hab.

Pilot name: _____

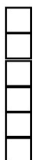
Alias: _____

ABILITIES

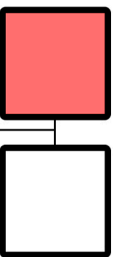
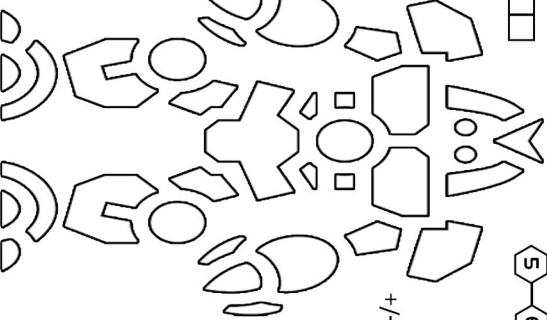
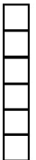
CORE
(Keeps Mecha Stand)



ARMS
(Roll white on attacks)



LEGS
(Roll red on attacks)



+
0-5 No re-rolls
6-8 White re-roll
9-10 Red re-roll
11-12 Free re-roll

/3* add to result

diff.

/3* for extra white dice to a max of 4

0 4 DICE AT YOUR CHOICE



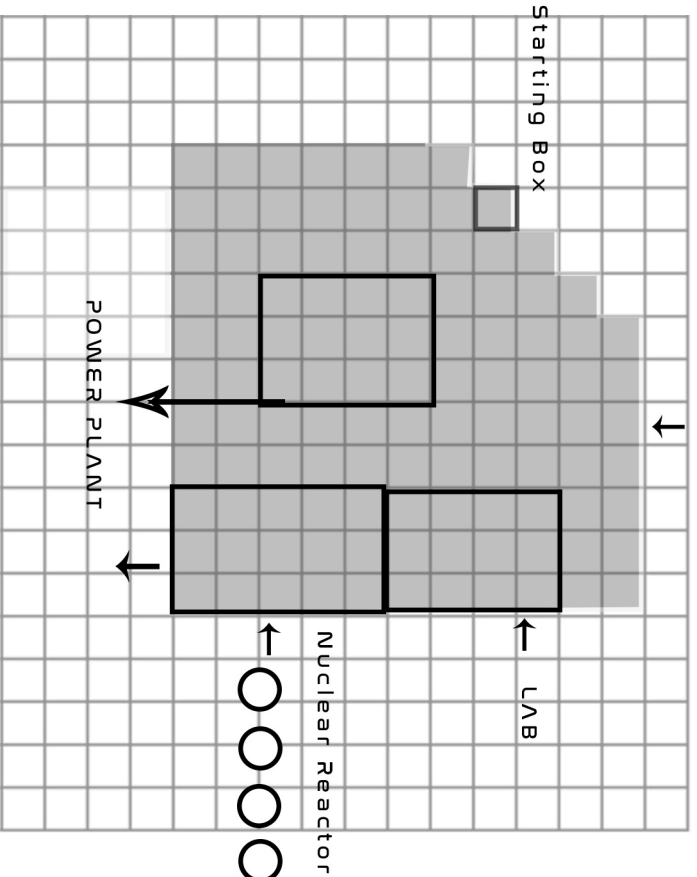
*Round down

For any 6 placed in this zone refer to penalties at the end of the turn

Pair		Same color bonus
3 of a kind		-1 mecha damage
4 of a kind		No city Damage
Straight		No mecha damage
		+ stun
5 of a kind		+ stun
Long straight (6)		+ unlock 1 hab.
6 of a kind		+ unlock 1 hab.

TURN SEQUENCE

- 0 - Check enemy status modifiers and damaged zone restrictions
- 1 - Roll and distribute fate dice on current player sheet and level sheet
- 2 - Apply dmg on mecha of active player. Always check result modifiers
- 3 - Apply city damage
 - 3.1 Draw current figure
 - 3.2 Fill previous figure and check if any zone was damaged
- 4 - Score on the abilities map if you placed a die in this space
- 5 - Roll attack dice and re-roll accordint to what you're able. Yo can also use abilities on attack roll's dice.
- 6 - Apply damage on enemy
- 7 - Pay overhear penalty (Black dice with a 6 result used on attack improvements or unused clak dice)



Lab: If damaged, you're no longer allowed to place Black die on the abilities slot

Power Plant: If damaged, you're no longer allowed to place Black die on the upgrading slots

Nuclear Reactor: Once Damaged, you'll lose game in 4 turns unless you defeat monster

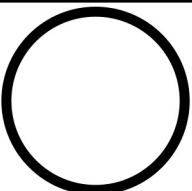
OVERLOAD PENALTY

HEAD

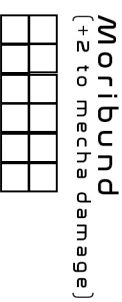
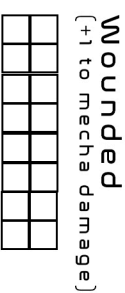
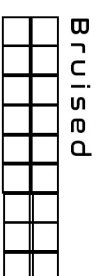
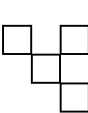
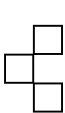
1: 1 Dmg in a zone of your choice

2: 1 Dmg on head

3: 3 dmg on a zone of your zhoice

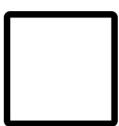


TAIL

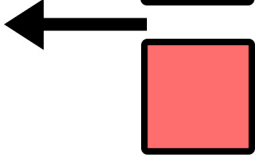


MODIFIERS

+

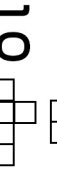
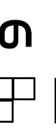
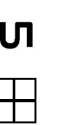


Dif.



+

CITY DAMAGE



MECHA DAMAGE

0 No effect

1 High kick: 1 dmg on core or arms.

2 Punch: 2 dmg on head or arms

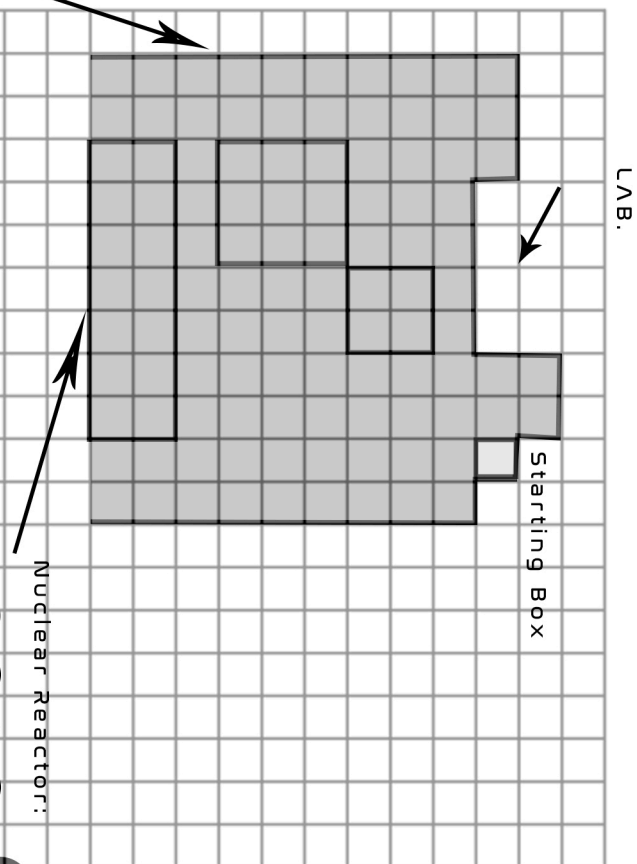
3 Low kick: 2 dmg on legs or core

4 Hit on core: 2dmg on core, you can not use abilities this turn

5 Throw: 2 dmg on core. Roll 2 dice and apply city damage accordint to its sum

TURN SEQUENCE

- 0 - Check enemy status modifiers and damaged zone restrictions
- 1 - Roll and distribute fate dice on current player sheet and level sheet
- 2 - Apply dmg on mecha of active player. Always check result modifiers
- 3 - Apply city damage
3.1 Draw current figure
3.2 Fill previous figure and check if any zone was damaged
- 4 - Score on the abilities map if you placed a die in this space
- 5 - Roll attack dice and re-roll accordint to what you're able. Yo can also use abilities on attack roll's dice.
- 6 - Apply damage on enemy
- 7 - Pay overhear penalty (Black dice with a 6 result used on attack improvements or unused clak dice)

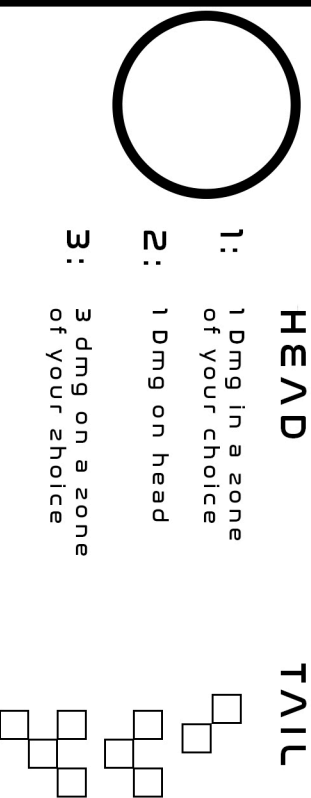


Lab: If damaged, you're no longer allowed to place Black die on the abilities slot

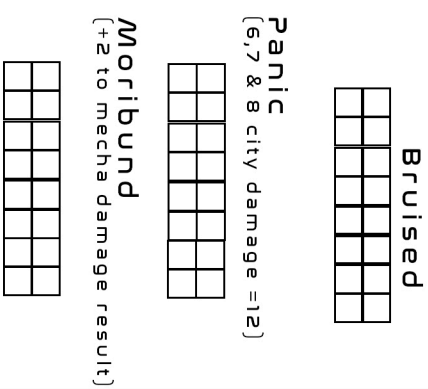
Power Plant: If damaged, you're no longer allowed to place Black die on the upgrading slots

Nuclear Reactor: Once Damaged, you'll lose game in 4 turns unless you defeat monster

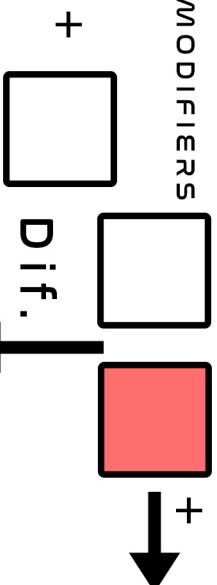
OVERLOAD PENALTY



- 1:** 1 Dmg in a zone of your choice
- 2:** 1 Dmg on head
- 3:** 3 dmg on a zone of your choice



MODIFIERS



CITY DAMAGE

- +** **Dif.** **+** **CITY DAMAGE**
- **MECHA DAMAGE**
- 0** 1 dmg in a zone of your choice
- 1** Low kick: 2 dmg on legs or core.
- 2** High kick: 3 dmg on core or arms
- 3** Punch: 2 dmg on head or m3 on arms
- 4** Hit on core: 2dmg on core + 1 on head, you can not use abilities this turn
- 5** Throw: 4 dmg on core. Roll 2 dice and apply city damage accordint to its sum
- 6***
- 7***
- 8***
- 9**
- 10**
- 11**
- 12**
- *While enemy is in panic draw:**

TURN SEQUENCE

- 0 - Check enemy status modifiers and damaged zone restrictions
- 1 - Roll and distribute fate dice on current player sheet and level sheet
- 2 - Apply dmg on mecha of active player. Always check result modifiers
- 3 - Apply city damage
 - 3.1 Draw current figure
 - 3.2 Fill previous figure and check if any zone was damaged
- 4 - Score on the abilities map if you placed a die in this space
- 5 - Roll attack dice and re-roll accordint to what you're able. Yo can also use abilities on attack roll's dice.
- 6 - Apply damage on enemy
- 7 - Pay overhear penalty (Black dice with a 6 result used on attack improvements or unused clak dice)

Nuclear Reactor: 4 turns to lose game

○○○○

Lab

Starting Box

Power plant

Lab: If damaged, you're no longer allowed to place Black die on the abilities slot

Power Plant: If damaged, you're no longer allowed to place Black die on the upgrading slots

Nuclear Reactor: Once Damaged, you'll lose game in 4 turns unless you defeat monster

OVERLOAD PENALTY

HEAD

TAIL

1: 1 Dmg in a zone of your choice

2: 1 Dmg on head

3: 3 dmg on a zone of your zhoice



Raged
(+2 to mecha damage)

○○○○

Wounded
(Always place dice in this order: R,W,B)

○○○○

Moribund
(-1 to mecha damage)

○○○○

Execute
(damage by 4 of a kind or superior)

○○○○

MODIFIERS

+

-

Dif.

CITY DAMAGE

MECHA DAMAGE

0 1 Dmg. in a zone of your choice

1 High Kick: 2 Dmg on core or arms

2 Punch: 2 Dmg. on head or arms

3 Low Kick: 3 Dmg. on legs or core

4 Core Blast: 3 Dmg. on core + 1 on head. You can not use abilities this turn

5 Massive blast: 5 Dmg on core + roll 2 dice and apply city damage

2 3 4 5 6 7 8 9 10 11 12