

MECHA METTLE

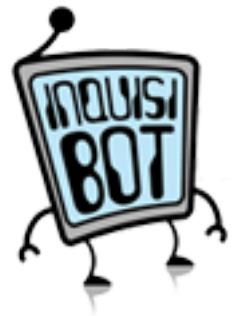
Print and Play Rulebook



2 Players



30 Mins



Introduction

In the distant future, the galaxy is at war. Battle rages across the stars as campaigns are won and lost in the vastness of space. Your role in this conflict puts you as the captain in command of a customized ship, whose purpose is to engage your enemies in thrilling and strategic space combat. Successful command requires you to know how to use your ship to its fullest. Attacking with your modules, evading incoming assaults, and maintaining the ship's integrity is all done with the end goal of taking advantage of weaknesses in your enemy's defense. Be strong, be brave, and most importantly, take risks.

Overview

Mecha Mettle is a 2 player card and dice game where the players are engaged in space combat as captains of their own custom ships. Players build their ship by playing module cards and choosing components that give special ship abilities. Battle takes place by firing with modules and rolling dice to resolve combat. Positioning and taking advantage of better numbers is the key to winning. The game ends once one player destroys 5 of their opponents ports.

Components (print and play)

Module Deck (50 cards)

Reactor x 6
Drone x 6
Strongbox (right) x 5
Strongbox (left) x 5
Scout (right) x 5
Scout (left) x 5
Gemini (right) x 5
Gemini (left) x 5
Hammer (right) x 4
Hammer (left) x 4

Component Cards (32)

Recombinator x 2
Hydrostatic Bearings x 2
Universal Ports x 2
Flux Engine x 2
Comms System x 2
Long Range Scanner x 2
Engineering Bay x 2
Artificial Intelligence x 2
Light Thrusters x 2
Defensive Flare x 2
Emergency Shields x 2
Heavy Armor Plating x 2
Extended Magazines x 2
Manual Override x 2
Advanced Targeting x 2
Experimental Weaponry x 2

Dice

6 sided dice x 16
(attack and defense dice values will be compared and 16 dice are recommended for ease of play)

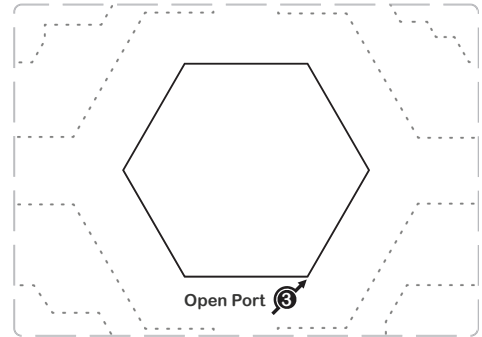
Tiles

Open Port x 18
Blast Door x 4

Components: Detailed

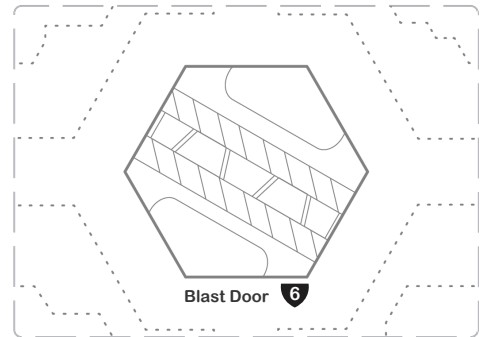
Open Ports

Open Ports are used to mark each player's individual play area. Each player has 9 open ports to start the game. Module cards are played on these spaces. Destroying 5 of your opponent's Open Ports is the main objective and leads to victory!



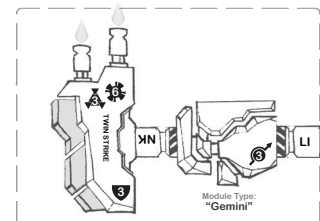
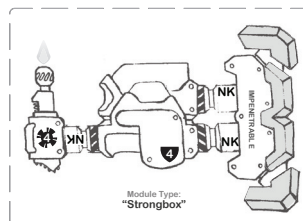
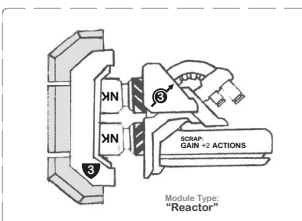
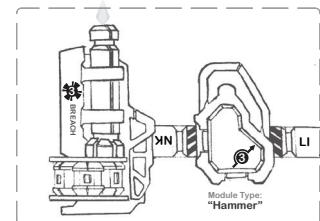
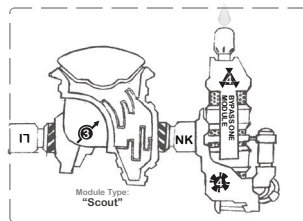
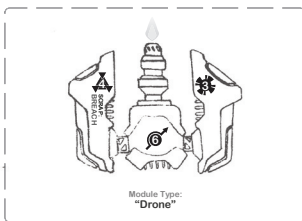
Blast Doors

Blast doors are defensive cards that replace Open Ports. Each player has 2 Blast Doors they can use. A Blast Door acts the same as an Open Port, with 2 key differences: It has a higher defense at the cost of being unable to play module cards on the space.

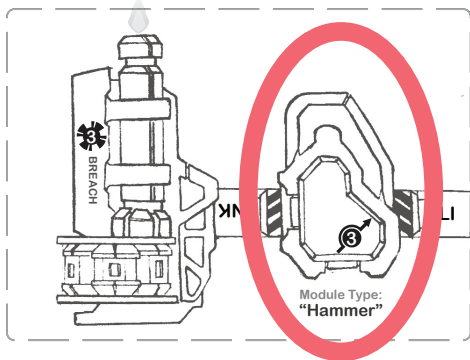


Modules

Modules are the cards that will be played on Open Ports to aid in attacking your opponent as well as defending your exposed spaces. Modules come in 6 varieties with different specialties. Some modules are able to upgrade existing modules in play, making for stronger weapons to attack with. These cards will make up the module deck from which both players will be drawing from.

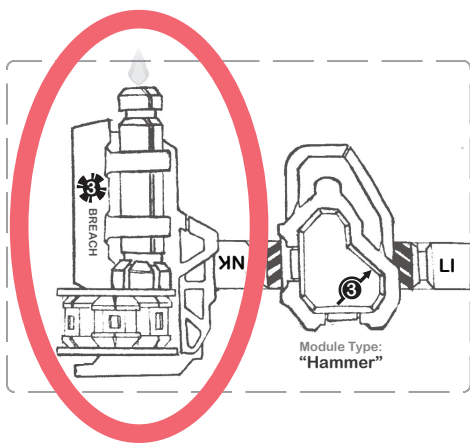


Anatomy of a Module



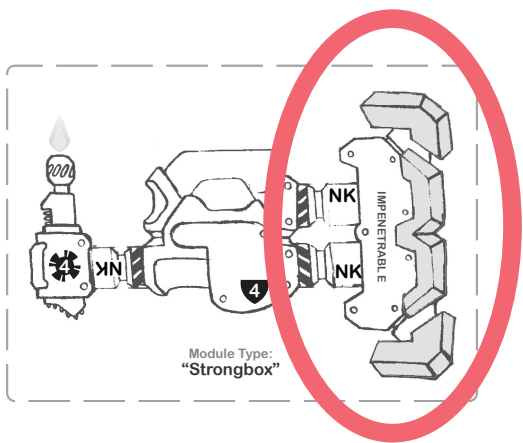
Body

The body of a module (circled left) is used to determine defense rolls. A quick way to identify the body is to look for the module name on the card. The module name is always directly beneath the body. In the case of the Drone, the entire module counts as the body.



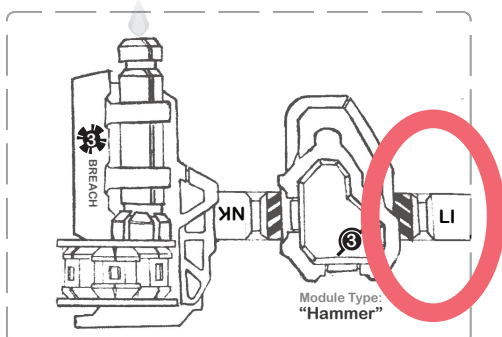
Weapon Attachment

A weapon attachment (circled left) is used to attack with the selected module. The weapon is used to determine the direction the module is facing, which dice to roll, and any special abilities that apply to that attack.



Shield Attachment

A shield attachment (circled left) is used strategically to discourage attacks from the direction the shield is facing. Shields are coloured grey on modules. If a shield is hit, the shields dice are used instead of the body, as well as any special abilities that apply.



Open Link

Some modules have an open link (circled left) to allow for a new attachment to be added to the card. An open link has no weapon or shield attachment. A module with an open link can be played on an existing module in play to upgrade it with a weapon!

Components: Detailed (continued)

Modules: Detailed

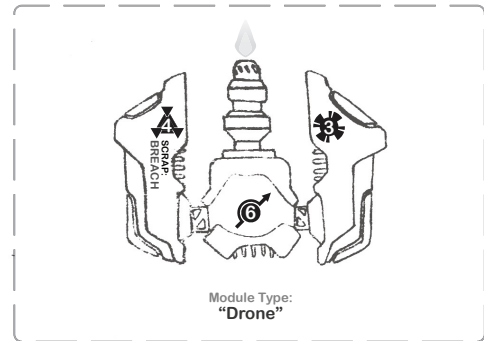
The following will explain the individual stats of each module and go into detail about their special abilities.

Drone

Body: 6 Evasion dice

Weapon: 3 Regular Attack dice

Scrap (discard this module): 4 Special Attack dice. Breach (If a successful attack has the Breach special ability, it destroys all modules, Blast doors, and Open Ports in the targeted space). You cannot use this special if you have attacked with the Drone this turn.

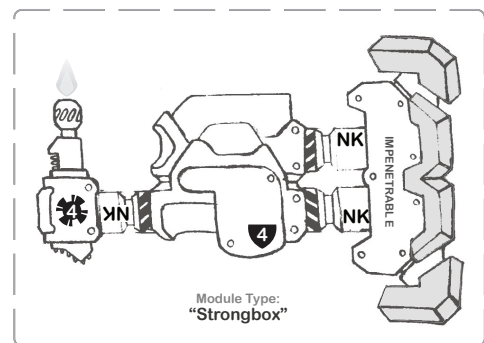


Strongbox

Body: 4 Shield dice

Weapon: 4 Regular Attack dice

Shield: Impenetrable (any attacks that would hit this shield automatically fail)



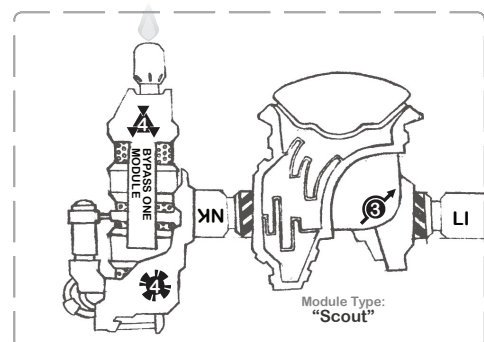
Scout

Body: 3 Evasion dice

Weapon: 4 Regular Attack dice

Special:

You may bypass 1 module blocking your Line of Sight. If you do, use 4 Special Attack dice instead of the Regular Attack dice.



Components: Detailed (continued)

Modules: Detailed

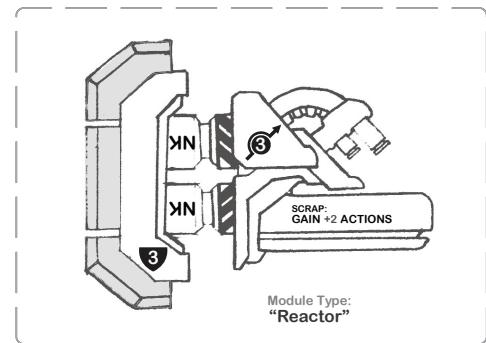
The following will explain the individual stats of each module and go into detail about their special abilities.

Reactor

Body: 3 Evasion dice

Shield: 3 Shield dice

Scrap (discard this module): gain 2 additional actions on your turn (a net total of +1 action)



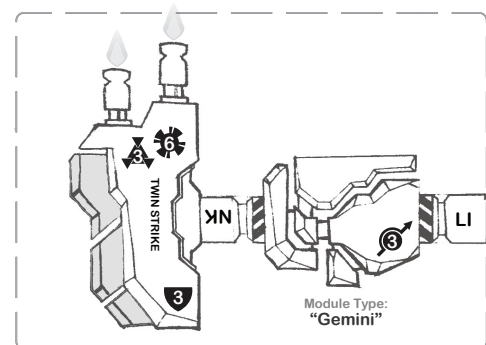
Gemini

Body: 3 Evasion dice

Shield: 3 Shield dice

Weapon: Twin Strike

When you would attack with this module, roll 6 Regular Attack dice and 3 Special Attack dice. Choose the best result from either the Regular Attack or Special Attack roll.

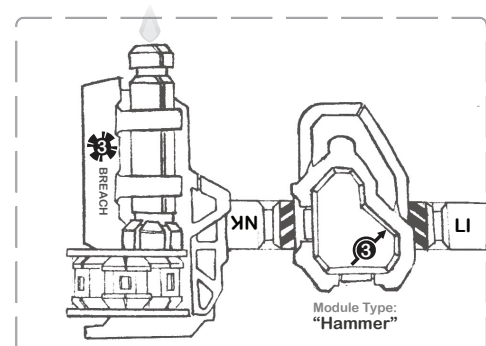


Hammer

Body: 3 Evasion dice

Weapon: 3 Regular Attack dice

Breach (If a successful attack has the Breach special ability, it destroys all modules, Blast doors, and Open Ports in the targeted space).



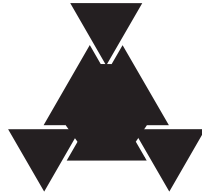
Components: Detailed (continued)

Dice: Converting Symbols

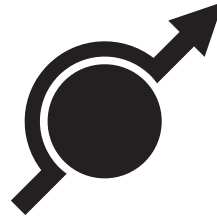
For the print and play version of this game, you will need to know how to convert the symbols used on the cards to regular six sided dice. It is also recommended that you have at least 16 dice for ease when comparing attack and defense results, however fewer dice can be used.



Regular Attack



Special Attack



Evasion



Shield

How many dice to roll

When these symbols appear on module cards, Open Ports, Blast Doors and Component Cards, they often have a number inside of them. This number is the amount of dice you need to roll for this test. In the example on the right, you would roll 4 dice to resolve the Regular Attack test.

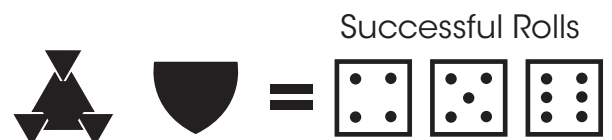
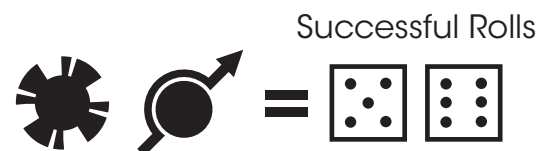


How to count successes

In Mecha Mettle, combat is resolved by comparing the total number of successful rolls of an attack against the total number of successful rolls for a defense.

The symbols for Regular Attack and Evasion count rolls of 5 and 6 as successes.

The symbols for Special Attack and Shield count rolls of 4, 5, and 6 as successes.



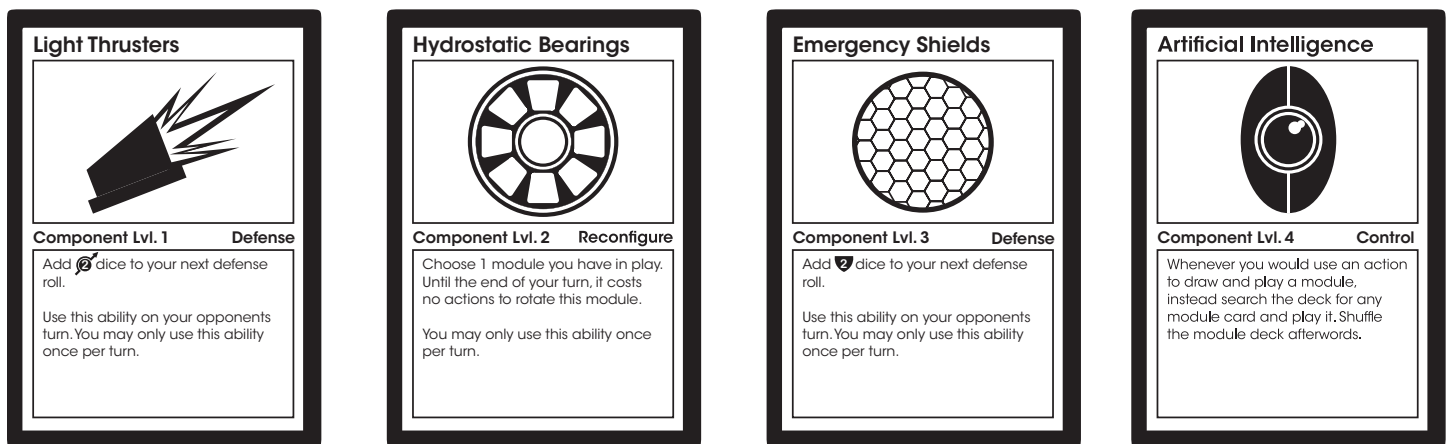
Components: Detailed (continued)

Component Cards

There are 16 different Component Cards of varying power and ability. Component Cards are used to build your ship before the game begins, allowing you to choose which abilities you can gain throughout the match to aid you in battle.

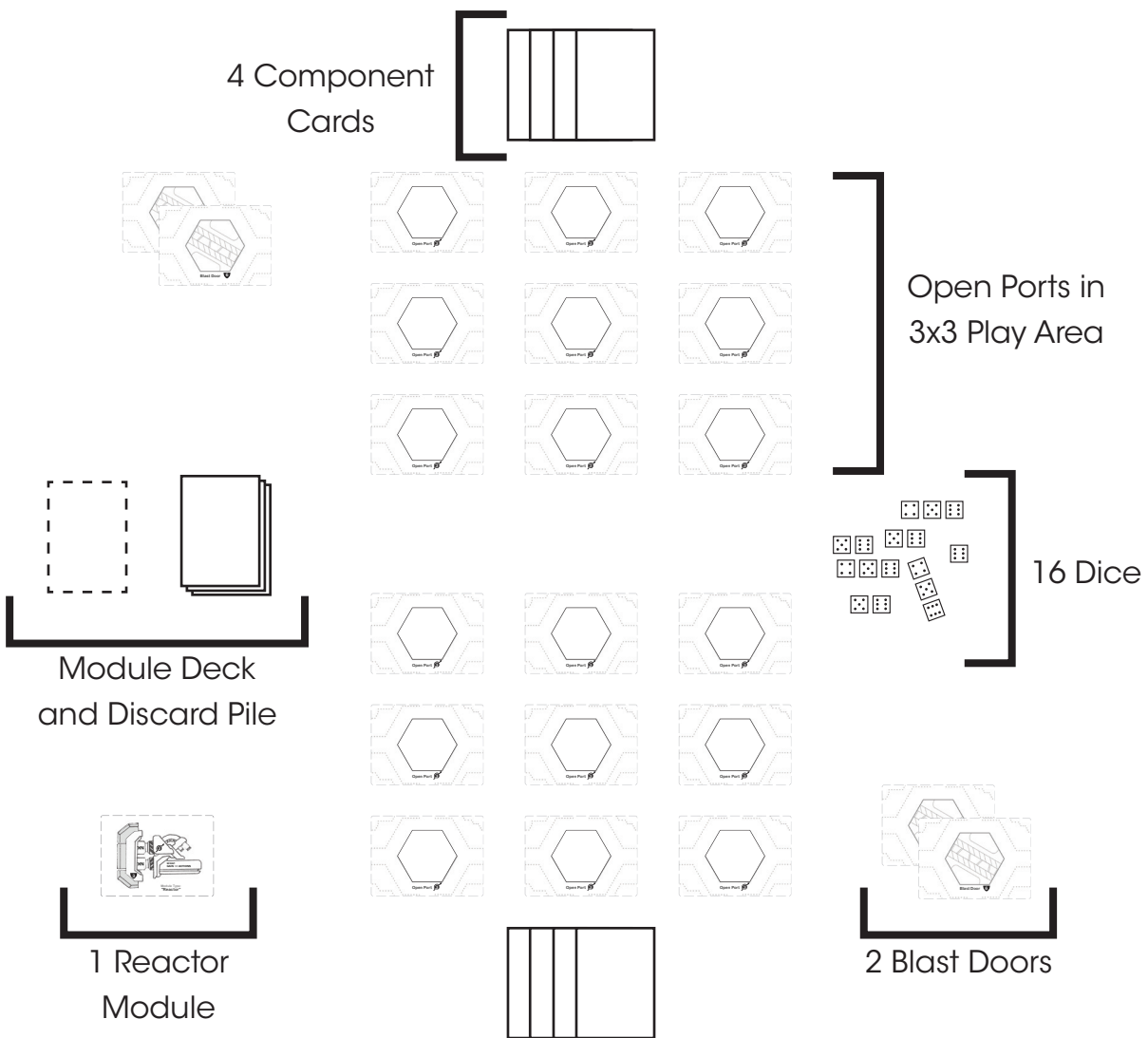
Component Cards come in 4 different categories: attack, defense, control and reconfigure. Each of these categories modifies a different aspect of your game: attack components make your attack rolls easier; defense components increase your chances of defending; control components allow you to manipulate the module deck to get the cards you need; and reconfigure components help modify your existing modules in play.

In addition to different categories, there are different levels of power, ranging from 1 to 4. Each level gets consecutively stronger and provides a new ability to you. Whenever one of your ports is destroyed you unlock the next Component Card, so you are never quite out of the game! At the start of the game, your Component Cards are inactive. Once one of your own ports is destroyed, you reveal the level 1 component you have chosen. When a second port you own is destroyed, your level 2 component becomes active and so forth, however all previous components are now deactivated. You can only use a Component Card if it's level matches the number of destroyed ports in your play area.



Above is a sample of 4 chosen Component Cards that a player has decided to start the game with. A player must make a set of 4 cards containing one component of each level, in any combination. You can mix and match, or stick to a set, the choice is yours to make!

Setup



To begin setting up the game, give each player 9 Open Port cards. Each player will then make a 3x3 grid in front of them with the Open Ports to create their play area (as shown above).

Next, give each player 2 Blast Door cards. Set these aside from the play area.

Take 1 Reactor module and set it aside from the play area. Shuffle the remaining module cards together to create the module deck and place it between both players.

Finally, place the dice you will be using for the game to the side, within reach of both players.

Now that the play area is set up, the next step is to draft Component Cards and determine turn order. This will be detailed in the next section.

Objective

The objective of Mecha Mettle is to **destroy 5 of your opponents Open Ports**. The first player to complete this objective wins the match! However, before the game can start, we must determine turn order and choose the Component Cards to customize your ship.

Determine Turn Order

To determine who will start the game, have each player roll a die. The player with the highest result can choose to who will be the starting player. In the case of a tie, reroll the dice.

Once turn order has been determined, the player who is second to act receives the Reactor module that had been set aside during setup. They must place the Reactor module on one of their 9 Open Ports.

Draft Component Cards

We are almost ready to start the game. The last step before we begin playing is to customize your ship by choosing your Component Cards! Each player will have an identical set of 16 Component Cards. There are 4 categories of Component Cards, with 4 levels within each.

Each player must choose 4 Component Cards. You may only have 1 card of each level. They each aid with a different aspect of the game (dice rolling, card drawing, board manipulation) so choose carefully!

Once each player has selected their Component Cards, place them in a pile face down in front of you (as seen in the set up diagram) and set aside the remaining Component Cards and get ready to start your game of Mecha Mettle!

Turn Overview

When you start your turn, you have a total of **3 Actions** you can make. In addition, there are some free moves that you can make that do not require an action to complete. Once you have made your 3 Actions and any available free actions, the next player starts their turn.

Actions

The following require **1 action** to be completed:

Draw and Play a module card:

For one action you may draw the top card of the module deck and play it on an Open Port, or if possible, upgrade an existing module in play.

Rotate a module:

For one action, you may rotate a module card you have in play 90 degrees clockwise or counter-clockwise.

Attack with a module:

For one action, you may attack with a module you have in play. Declare a legal target in the module's Line of Sight and resolve combat by rolling the appropriate dice. A module can only attack once per turn.

Use a module special ability:

For one action, you may use a special ability of a Drone* or Reactor module you have in play.

** You may not use a Drone special if it has already attacked this turn.*

Remove a Blast Door Card:

For one action, you may remove a Blast Door Card from your play area and set it aside. Replace it with an Open Port Card. The Blast Door Card can still be used again.

These actions can be taken in any order and can be used multiple times in a turn, with some exceptions. A typical starting turn may consist of Drawing and Playing 2 modules and then attacking an opponents Open Port with the final action.

Free Actions

The following do not require any actions to be completed:

Play a Blast Door Card:

You may play one free Blast Door Card on an Open Port you own. You can only play one Blast Door Card per turn. You cannot have more than 2 Blast Doors in play.

Use a Component Card Special Ability:

You may activate a special ability of your current Component Card.

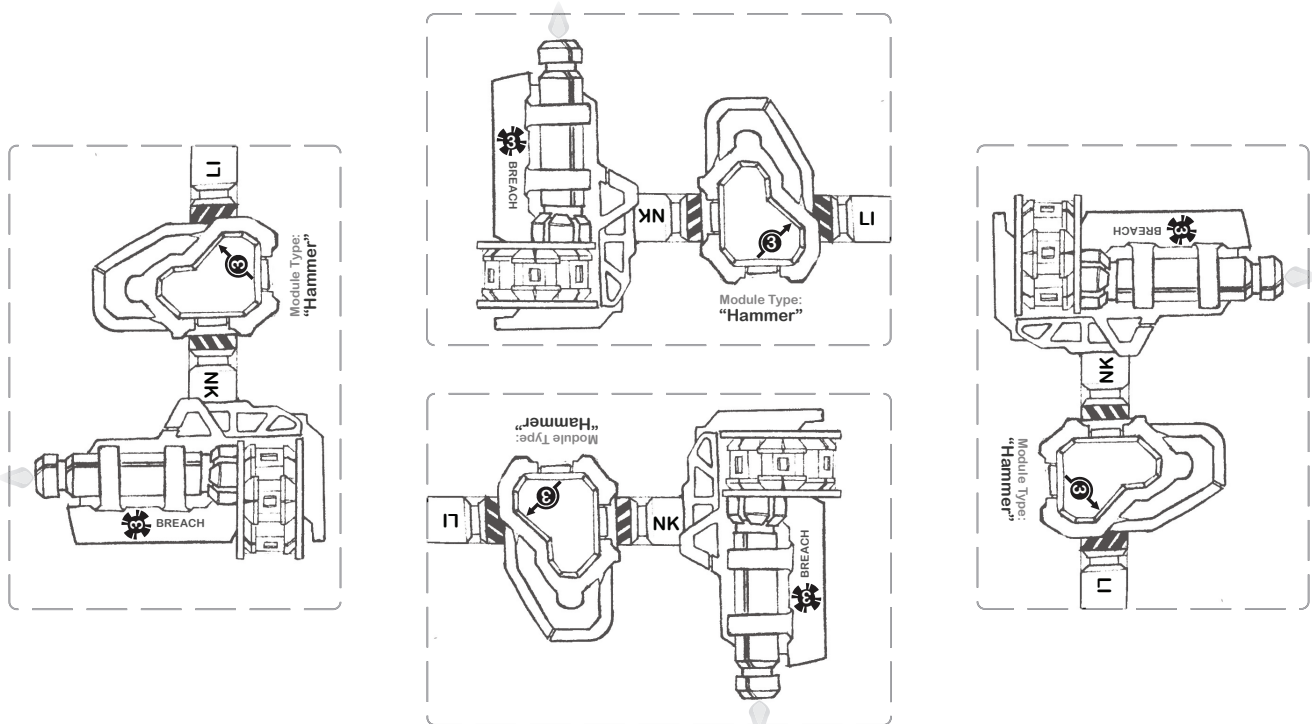
Actions: In depth

Draw and Play a module card

For one action, you may draw the top card of the module deck and play it on an Open Port, or if possible, upgrade an existing module in play.

When playing a module on an Open Port, you may play it in any starting position. Positioning a module is important as it helps decide the initial direction a module is facing for attacks, or if it has a shield, it places the shield in a position to discourage an incoming attack.

You can only have 1 module on an Open Port at a time. You may not play a module on a destroyed port or on a Blast Door Card. You cannot play modules in your opponents play area. If you draw a module and you cannot play it on an Open Port or upgrade a module with it, you must discard that module card.



A module can be played in 1 of 4 directions, facing to the left or right, or facing ahead towards the opponent or backwards toward its owner.

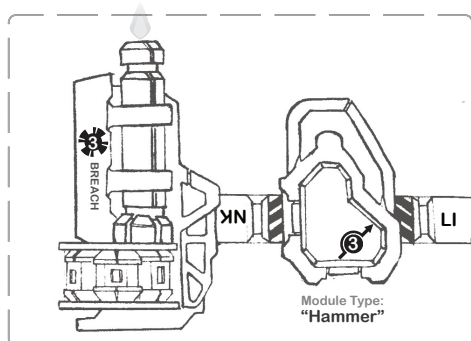
Actions: In depth

Draw and Play a module card: Upgrading a Module

If when drawing and playing a module card you have drawn a module with an Open Link, you may choose to use that module to upgrade an existing module you have in play.

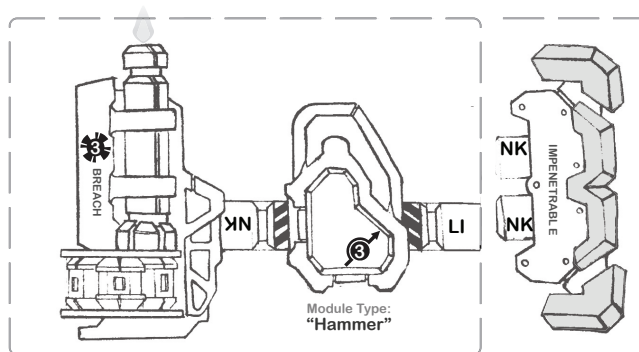
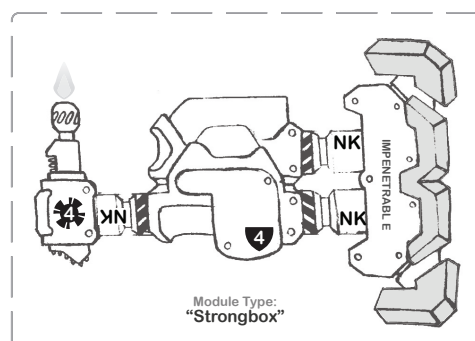
An Open Link has the letters **LI** on it, with no weapon or shield attachments. To upgrade an existing module, you must overlap an existing module you have in play which has an attachment with the letters **NK** on it. Have the Open Link complete the word **LINK** when connecting to another weapon or shield attachment by overlapping the cards. The cards must be flush, and the letters must spell the word **LINK** (the word cannot be jumbled or have parts of it upside down). Upgrading a module can provide an existing module with a second weapon, or have a better weapon on a module with a shield.

Upgraded modules count as one module card. The only stats used are those that are visible on the new upgraded module.



*I have drawn a module (left) with an Open Link. I can upgrade an existing module if it has an attachment that completes the phrase **LINK**.*

I have module in play already that can receive an upgrade (right).



The result of upgrading has created a Hammer module with the shield from the Strongbox module.

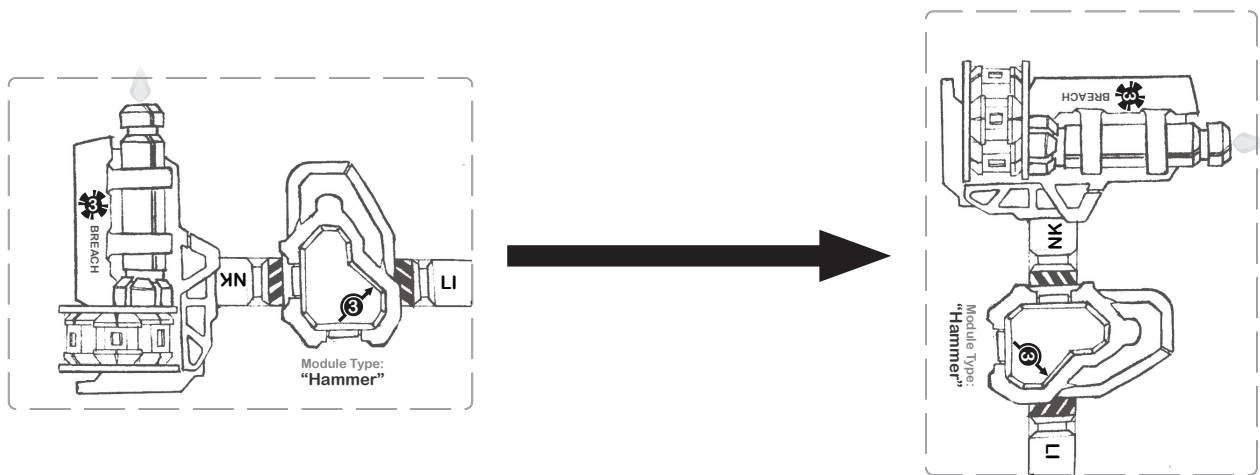
Actions: In depth

Rotate a module

For one action, you may rotate a module card you have in play 90 degrees clockwise or counter-clockwise.

Rotating a module has 2 purposes that are important to strategic play. The first is to rotate a module to change its Line of Sight, giving it a new attack path in order to gain new targets. The second is to rotate a module to position its shield attachment to be in the way of incoming attacks.

When Open Ports become unavailable for playing modules later in the game, rotating a module you have in play may be the key to your next move.



A module can be rotated multiple times per turn, but each rotation costs one action. A module can only rotate 90 degrees at a time.

Actions: In depth

Attack with a module

For one action, you may attack with a module you have in play. Declare a legal target in the module's Line of Sight and resolve combat by rolling the appropriate dice. A module may only attack once per turn.

Attacking allows a player the chance to destroy parts of an opponents play area. Successful attacks can destroy modules, Blast Doors, and Open Ports. Targeting Open Ports when you can is a good idea, as the first player to destroy 5 of their opponents Open Ports wins the match. You cannot attack a destroyed port.

A module may only attack once per turn. When you start an attack, you must declare which module you are using to attack with and a valid target in that modules Line of Sight.

An upgraded module that has 2 weapon attachments can attack with both weapons for one action. Fire each weapon on an upgraded module one at a time. Choose 1 weapon to start the attack, choose a target and resolve it's combat, and then you can fire with the remaining weapon, choosing a new (or the same) target and resolving combat.

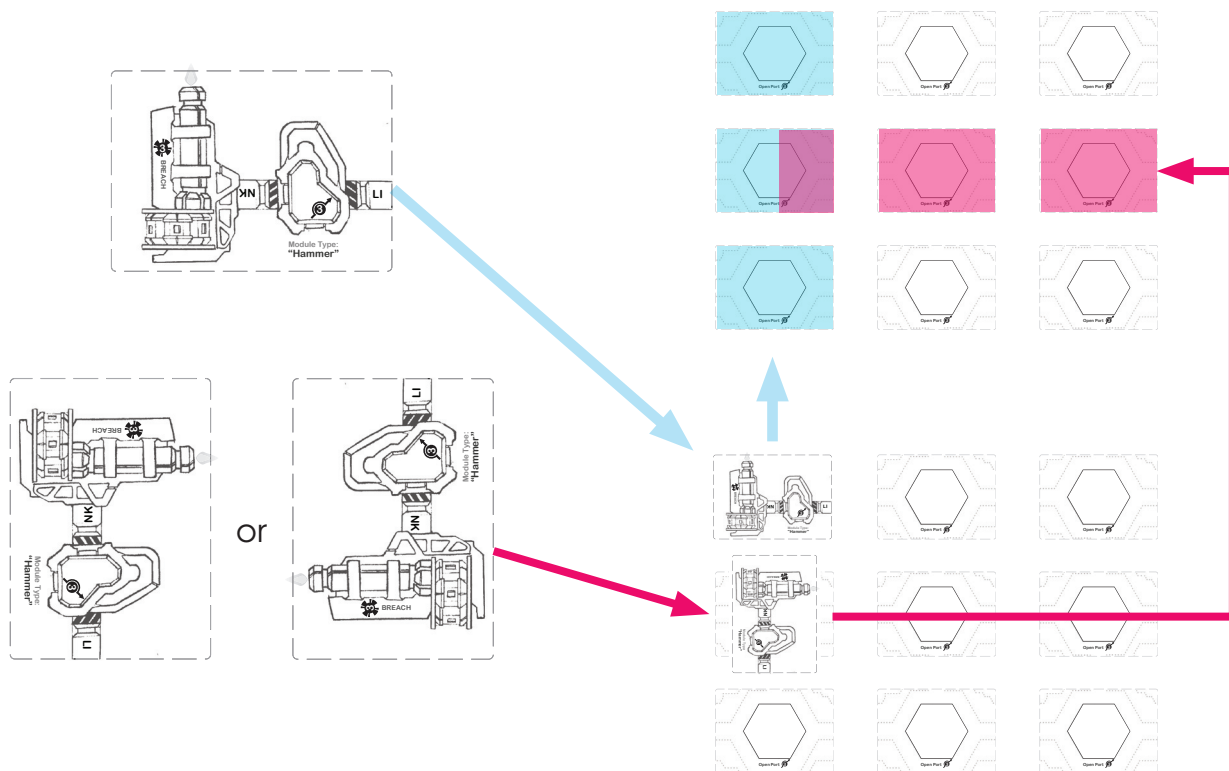
The following sections will describe Line of Sight, choosing targets in your Line of Sight, and resolving combat.

Actions: In depth

Attack with a module: Determining Line of Sight

Line of Sight is determined by the direction a module is facing. A module can only attack in 3 directions, aiming forward towards your opponent, or to the left or right. A module facing backwards towards it's owner cannot attack.

When attacking, a module can hit one of 3 possible spaces belonging to their opponent in the column or row that the attacking module is currently facing.



A module facing forward attacks straight ahead at the column on their opponents play area that is opposite of their own. Modules facing to the left or the right will attack from the side towards the row in their opponents play area that is opposite of their own.

In the above example, if the module in the top left were to attack, we would first determine it's Line of Sight. It is facing forward, so it is attacking along a column. It is in the left column, so it's Line of Sight is the left column (or right from the opponents view).

If the module in the left column and middle row were to attack, we would also determine the Line of Sight. It is facing to the right, so it's attack will be along the row. It is in the middle row, so its Line of Sight will be along your opponents middle row.

Actions: In depth

Attack with a module: Determining a Target in Line of Sight

When attacking, a module can hit one of 3 possible spaces in the column or row that is in the attacking module's Line of Sight. An attack must start from the outside of the opponents play area and can then begin moving across the targeted column or row if it is not blocked.

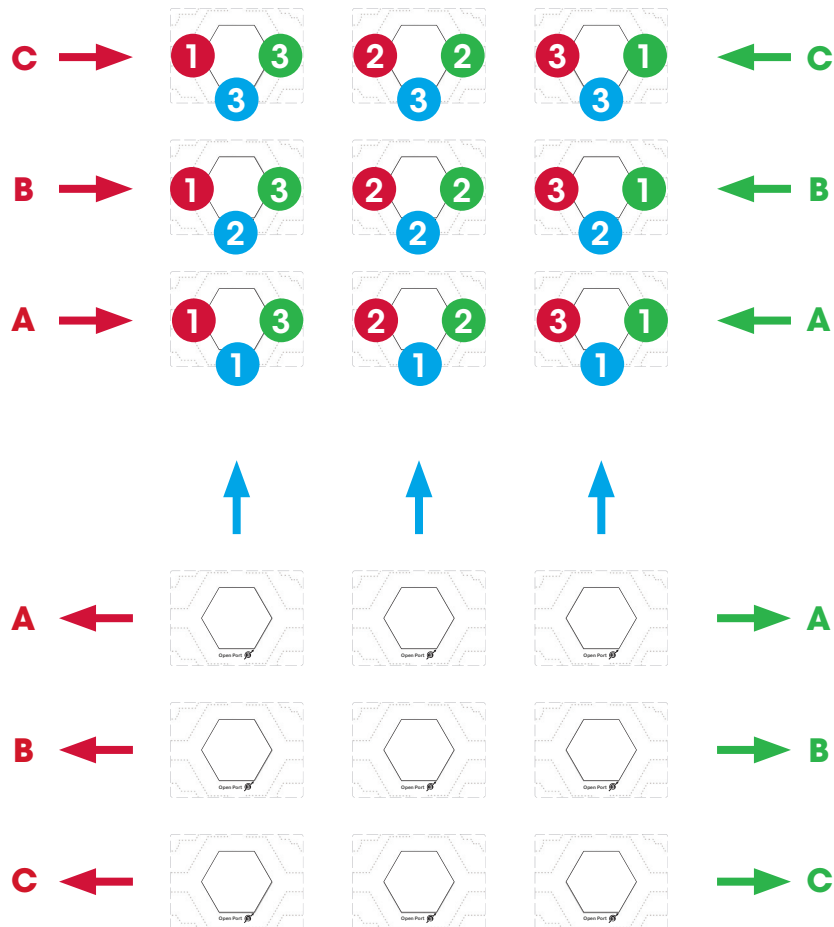
In the following diagram, the priority for attacks will be shown.

Line of Sight for modules facing straight ahead and targeting along columns will be in BLUE.

Line of Sight for modules facing to the left and targeting rows will be in RED.

Line of Sight for modules facing to the right and targeting rows will be in GREEN.

Attacks must start at target 1 and if not blocked, it may move towards target 2, and if still not blocked, it may then hit target 3.

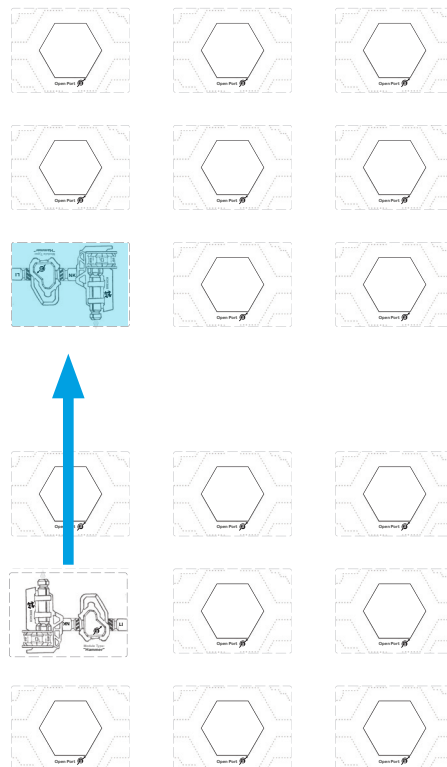


Actions: In depth

Attack with a module: Blocked Line of Sight

Line of Sight can be blocked by modules in your opponents play area. Open ports, Blast Doors and destroyed ports do not block Line of Sight during an attack. Modules in your own play area do not affect your Line of Sight.

In the example below, the attacker cannot fire beyond the module in his opponents play area because the opponents module is blocking the Line of Sight. The attack can hit the opponents module, but nothing beyond it until that module is destroyed, a special ability is used to bypass it, or the attacker rotates their module to change its Line of Sight.



The attacking module's Line of Sight is blocked by an opponents module. They are unable to target any spaces beyond until they either destroy the opponent's module, use a special ability to bypass the module, or rotate their module to change it's Line of Sight.

Actions: In depth

Attack with a module: Combat

Once a legal target in the attacking module's Line of Sight has been chosen, the attacker can then choose what type of attack they are making. Some modules have special abilities that affect attacks, allowing them to roll different dice or to even bypass modules blocking their Line of Sight. Component Cards may modify the number or type of dice being rolled, but this must be done before attack and defense dice are rolled.

After the type of attack has been chosen, the attacker then rolls the appropriate amount of dice listed for that attack. Results will be compared with the defenders roll.

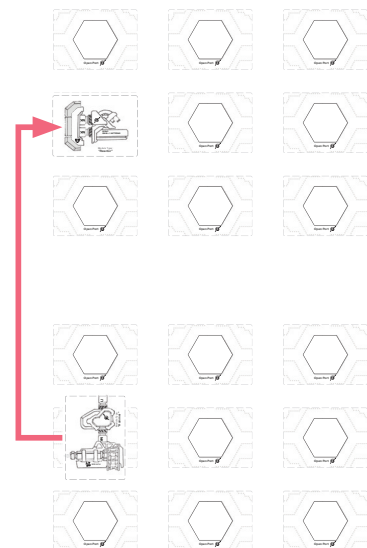
Now that the attacker has chosen his target and the type of attack he will be making, the defender must find out what type of dice they will be rolling for defense.

Attacks against Open Ports and Blast Doors will use their listed defense to determine the number and type of dice they will be rolling. Attacks against modules will use either the listed defense on the module's Body or, if possible, a Shield Attachment. To find out if a Shield will be used in defense, you need to see if the Shield is facing the direction of the incoming attack. Some shields have special abilities that affect defense, and some Component Cards may modify the number or type of dice being rolled, but this must be done before attack and defense results are compared.

Once the defender has determined the type and number of dice he will be rolling, both players are ready to roll to compare results and resolve combat.

In the example on the right, the Hammer module has chosen its attack to strike the Reactor module in the opponents middle row. The Hammer rolls his listed attack (3 Regular Attack dice).

Because the Hammer's attack is coming from the left, it would strike the Reactor's Shield Attachment because it is facing to the left. This allows the defender to roll the Shield's listed defense (3 Shield dice) instead of the listed defense on the modules's Body.



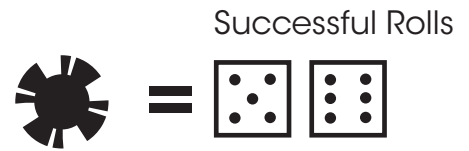
Actions: In depth

Attack with a module: Resolving Combat

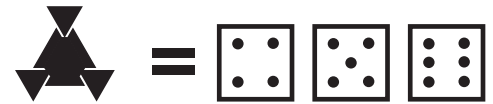
Now that both the attacker and defender know what type and number of dice they are rolling, they can compare their results.

In order to win an attack and deal damage, the attacker must roll more total successes than the defender.

When rolling Regular Attack dice, results of 5 and 6 count as successes.

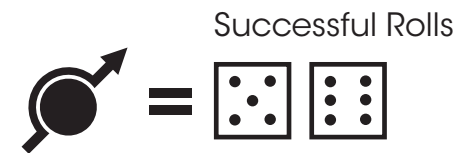


When rolling Special Attack dice, results of 4, 5 and 6 count as successes.

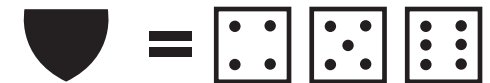


If the defender ties or exceeds the number of successes that the attacker rolls, they defend against the attack and no damage is done.

When rolling Evasion dice, results of 5 and 6 count as successes.



When rolling Shield dice, results of 4, 5 and 6 count as successes.

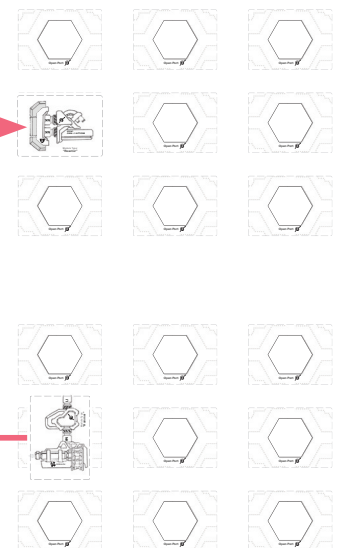
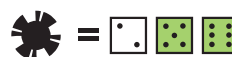


The attacking Hammer module has rolled 3 Regular Attack dice, resulting in 2 total successes.



The defending Reactor module has rolled 3 Shield dice, resulting in 1 total success.

The attack has overpowered the defense (2-1) and was successful. Now the attacker gets to deal damage.



Actions: In depth

Attack with a module: Dealing Damage

If an attack has successfully overpowered an opponents defense roll, the attacker deals damage to the target.

If the target was a module, that module is destroyed. Place the module card in the discard pile. The Open Port it was on is now exposed.

If the target was an Open Port or a Blast Door, it becomes a destroyed port. Remove the Open Port or Blast Door from the play area (separate from the discard pile) and take the top card of the module deck and play it face down on the target space to mark it as a destroyed port.

If a successful attack has the Breach special ability, it destroys all modules, Blast doors, and Open Ports in the targeted space.

If a player receives damage that results in a destroyed port, they immediately reveal their Component Card that matches it's level with the number of destroyed ports they have. Any previously revealed Component Cards are inactive and cannot be used.

Actions: In depth

Use a module special ability

Two modules have special abilities that require 1 action to complete. Those modules are the Reactor and Drone. Below we will go over their special abilities and any restrictions that may apply to them.

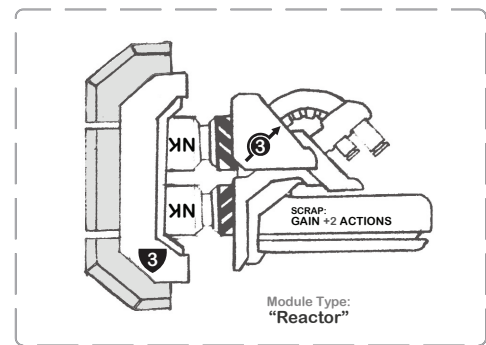
Reactor

For 1 action you may:

Scrap (discard this module): Gain +2 Actions

Using this special ability results in a net total of +1 action.

You cannot use this on an opponent's turn. You cannot activate an opponent's Reactor.



Drone

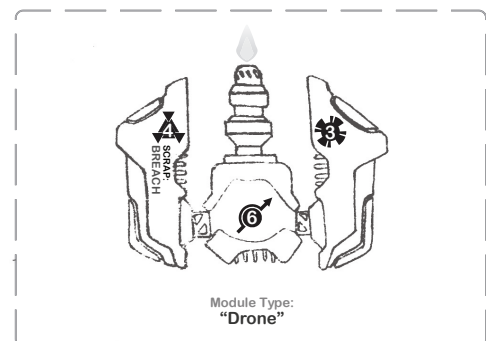
For 1 action you may:

Scrap (discard this module): 4 Special Attack dice.

Breach

This special ability allows you to use a secondary attack with the Drone that allows you to roll Special Attack dice with the Breach ability at the cost of destroying the Drone module.

You cannot use this special if the Drone has already attacked this turn. You cannot use this on an opponent's turn. You cannot activate an opponent's Drone.



Actions: In depth

Remove a Blast Door Card

For one action, you may remove a Blast Door Card from your play area and set it aside. Replace it with an Open Port Card. The Blast Door Card can still be used again.

As the game goes on, you may not have any Open Ports remaining to play modules. Removing a Blast Door returns 1 Open Port back to you, freeing up room to play more modules. Of course, that space no longer benefits from the increased defense of the Blast Door, so be sure to make the choice to remove the Blast Door count!

Free Actions: In depth

Play a Blast Door Card

You may play one free Blast Door Card on an Open Port you own. You can only play one Blast Door Card per turn. You cannot have more than 2 Blast Doors in play. You may only do this on your turn.

Playing Blast Doors help protect your play area for a time. While not invulnerable, Blast Doors discourage your opponent from attacking because of their extremely high defense. The defense comes at a cost however, as you are unable to play module cards on a Blast Door. Thankfully, playing a Blast Door is a free action, however if you were to need that Open Port later on, it will cost you an action to remove it.

Use a Component Card Special Ability

You may activate a special ability of your current Component Card.

Component Cards have a special ability that can modify some actions you will have to take during the game. The individual Component Cards detail when each of them can be used, and any restrictions that may apply to them. If a special ability on a Component Card conflicts with the rules, use the cards rules.

You may only use a Component Card if it's level matches the current number of destroyed ports you have in your play area.

When a new Component Card is revealed, you may use its ability if you meet it's requirements even if you have used your previous Components Card special ability already.

Special Cases

Using a Component Card to add dice to Gemini attacks

The Extended Magazines, Advanced Targeting, and Experimental Weaponry Component Cards have special interactions with the Gemini module.

When using Extended Magazines and Advanced Targeting on the Gemini module, you may add the dice to one of the two rolls you will be making with Twin Strike. As an example, with the Extended Magazines, you can add the 2 Regular Attack dice to either the 6 Regular Attack dice, or 3 Special Attack dice, but not both.

When using Experimental Weaponry in combination with the Gemini module, you may change one of the two individual dice rolls in Twin Strike to 6 Special Attack dice. As an example, you can change either the 6 Regular Attack dice or the 3 Special Attack dice to 6 Special Attack dice, but not both.

Using a Component Card to add dice to upgraded module attacks

When using Extended Magazines, Advanced Targeting, or Experimental Weaponry on an upgraded module, you only add the dice to one of the weapons, not both.

Can I use Defensive Flares to make an opponent attack my Strongbox's shield, making their attack fail?

Yes you can do this, as long as the Strongbox is a legal target in the attacking modules Line of Sight and the attack would strike the shield portion of the Strongbox.

What happens when I use Universal Ports on an upgraded module?

Take the top most module from the upgraded module and then follow through with the rest of the instructions on the card. The module that was underneath remains in the port.

Special Cases (Continued)

I moved a module with Universal Ports. Can I attack with it again?

Yes, you can attack again with a module that you have moved with Universal Ports.

If you have upgraded a module with this ability and that module has already attacked for the turn, it may not attack again.