

WRECK MECHA

Build your own Mecha and battle it out with another player.
The game ends when one player gets 10 victory points.

BLUE & RED CARDS

Contains legs, arms, & faction

BLACK CARDS

Contains heads & cores

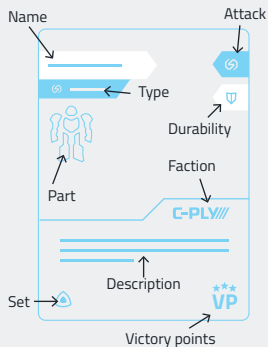


DAMAGE COUNTERS

Place these on parts as they take damage



Card Anatomy

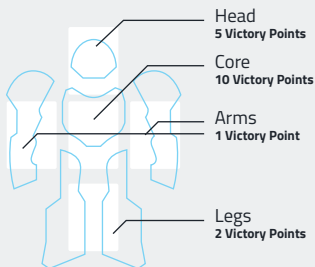


★ **2-VS-2 TEAM MODE** (Requires 2 copies of *Wreck-A-Mecha*) Refer to the teams rule card

Getting started

MECHA LAYOUT

Only a core is required for a Mecha. It may also contain 1 head, 2 arms, and 1 leg part.



1

Split the decks up by color. One player gets red and the other blue.

2

Separate out legs, arms, and faction cards. Shuffle arms and legs separately to form the arm deck and leg deck.

3

Select one of the three faction cards and set the others aside. Both players may select the same faction.
**If this is your first time playing, ignore the Faction Cards.*

4

Randomly assign a head and core card to each player. Install assigned cards face up. **See Mecha Layout**

5

Each player draws 3 cards from their arm deck and 2 cards from their leg deck into their hand.

6

Select 1 arm and 1 leg card to play. Install arm and leg card facedown.

7

The players then reveal their installed parts simultaneously. Whoever has the lowest combined attack value across their Mecha will go first.
**If there is a tie, the winner of a rock, paper, scissors match will go first.*

8

The other player turns their arm card sideways, signifying that it is defending.

EACH TURN, YOU GET 3 ACTIONS.

Player turn

Use any actions in any combination or order as many times (with certain limitations) as you want. Certain card descriptions will bypass the rules.

Draw a card from either your arm or leg deck.

DRAW

Install a part faceup into an empty or occupied slot. Installing into an already occupied slot will discard previous arm or leg card. *See Critically Damaged Parts*

INSTALL

Only calibrated arms can perform attacks. *See Calibration & Targeting* After a part attacks, it cannot perform actions again until your next turn.

ATTACK

Only arms may defend. Turn the arm sideways to signify that it is defending. You may not defend if you do not have a leg card installed (though you may still attack). Defending parts cannot perform further actions.

DEFEND

Some parts have an ability in their description that specifies using 1 or more actions to activate.

ACTION
ABILITY

You may only use a core ability once during an entire game. Turn your core upside down after use.

CORE
ACTIVATION

Faction abilities may only be used once per turn. Your Mecha must have at least 2 parts installed with that faction shown to activate a faction ability.

FACTION
ABILITY

WEAPON TRIANGLE

Advantage +1 damage
Disadvantage -1 damage

Ex: Projectile parts do an additional damage to melee parts



Targeting

If your opponent has a defending arm, you must target it before targeting any other parts. Once the defending part has been attacked, it is no longer defending and any further attacks are not required to target it.

If your opponent has multiple parts defending, you may choose which one to target.

When your opponent has no defending parts, you may choose to attack any part, even the Core.

Critically Damaged Parts

Parts with less than 4 durability remaining are considered Critically Damaged. If a part is installed over a Critically Damaged part, the points are awarded to your opponent. Otherwise, it may be discarded with no penalty.

Taking Damage

When a part is attacked, it receives damage equal to the attacking part's attack stat *See card anatomy*, unless modified by the weapon triangle above.

When a part's damage is equal or greater than its durability, it is destroyed and awarded to the other player's victory pile, even if it was destroyed by the owner. When the victory points in one player's victory pile reach 10, they have won and the game is over.

Calibration & Refresh

Once a part is installed, it is calibrating until your next turn and cannot perform an attack, but can defend (if it's an arm).

Any parts of your Mecha that are still defending at the start of your turn refresh and are no longer defending.