# Tiny Epic Mechs

## Game Flow

**1. Game sequence**. The game is composed of six rounds, each consisting into three phases.

1. <u>Program</u>. Players secretly and simultaneously choose four Program Cards and lay them out (i) in the order they will execute them, (ii) parallel to the Zone Cards in the Arena, and (iii) covered by their four unused Program Cards.
2. <u>Player's turn</u>.
    1. One at a time, beginning with the Starting Player and in clockwise order, each player reveals and resolves the first unrevealed Program Card in his or her row.
    2. Players in Ad Hoc Mode:
        1. can choose any Program Card and perform its movement and action;
        2. may use a same Program Card already used earlier in the Round;
        3. on their first turn in Ad Hoc Mode, cannot start Combat with another player. However, other players may start Combat with them.
    3. After all players have resolved all four turns, the Round ends.
3. <u>Scoring</u>. At the end of the 2nd, 4th and 6th rounds, players score Victory Points (VPs) as it follows:
    1. Mines: VPs equal to the zone value;
    2. Turrets: VPs equal to double the zone value;
    3. Pilot: VPs equal to the zone value, even if in the same zone of an owned mine or turret;
    4. Mighty Mech: 3 VPs to the Player controlling the Mighty Mech;
    5. Purchased Weapons (only at the end of the 6th Round): VPs listed on the Weapon card.

**2. After the end of the Round.**

1. <u>Prepare for the next Round</u>. After the Scoring phase from the 1st to the 5th Round:
    1. advance the Round Token to the next space on the Round track;
    2. pass the Starting Player Token to the next clockwise player;
    3. all players pick up their Program or Ad Hoc Mode Cards.
2. <u>Endgame</u>. After the Scoring phase of the 6th Round, the Player with the most VP wins. Tie-breakers:
    1. tied pilot in control of the Mighty Mech;
    2. the player with the most weapons wins;
    3. victory is shared.

## Player's Turn

**1. Equipping/Exchanging Weapons**: At the start of your Turn, you may equip/exchange your Weapons.

**2. Movement**. Move your Pilot according to the arrow on your programmed card.

1. <u>Simple movement</u>. Move one Zone in the direction the Program Card is oriented.
2. <u>Diagonal Jump</u>. Move diagonally one Zone in the direction the Program Card is oriented.
3. <u>Double Jump</u>. Ignore any enemies, Mines, and Turrets in the first Zone in the direction the Program Card is oriented, and move in the next Zone.
4. If you would move in a direction "out" of the Arena, moving make you remaining in the same zone.

**3. Checklist.** Upon entering a Zone, Check for the following:

1. **Entering the Mighty Mech**. If (i) you enter the same Zone as the unoccupied Mighty Mech, and you are (ii) in Power Armor (iii) with full heath, you may choose to take control of it.
    1. Gain 2 VPs.
    2. Choose one side of the Mighty Mech Card, and cover your Pilot Card with it. The ability listed on the Mighty Mech Card temporarily replaces the ability listed on your Pilot Card.
    3. Place your Health Token at full health on the "11" space.
    4. Remove your ITEMeeple from the Power Armor and place it into the Mighty Mech.
    5. You may equip/exchange your Weapons.
    6. You cannot voluntarily leave the Mighty Mech once you take control of it.
2. **Stepping on an enemy Mine**. If you entered a Zone with an enemy Mine:
    1. reveal the Mine's number and immediately take damage equal to the Mine value plus the value of the zone;
    2. return the Mine to its owner's supply;

3. if you reach 0 Health, give 1 VP to the owner of the Mine, and you are Knocked Out (see);

3. **Combat**. If you enter a Zone with an enemy Pilot, you score 1 VP, and start a combat. In combat, pilots alternately attack each other starting from the Pilot who initiated combat.

   1. <u>Check for retreat</u>. If the attacking Pilot has exhausted all equipped Weapons, they must retreat. A player cannot voluntarily retreat.

      1. The attacking Pilot moves to the closest orthogonal Zone that is not hostile (if multiple Zones like this exist, the attacking Pilot may choose).
      2. The attacking Pilot enters in the Ad Hoc Mode, and replaces all played Program Cards from their Program Area with the Ad Hoc Mode Card.
      3. The enemy Pilot scores 1 VP, and the combat ends.

   2. <u>Attack</u>. The attacking Pilot:

      1. "Exhausts" one of the equipped Weapon Cards for the Combat by rotating it 90°;
      2. Deals the damage listed on the card's second line (Power Attack):
         1. in the first round of combat, if he started combat with either a Diagonal or a Power Jump;
         2. after the first round of combat: if the attacking Weapon counters the type of Weapon the enemy has just used (Area Weapons counters Ranged; Ranged counters Melee; Melee counters Area;
      3. Deals the damage listed on the card's first line if the is not a Power Attack;
      4. Resolves any effects listed on the attacking Weapon;
      5. Scores 1 VP for each 1 damage dealt (damage dealt in excess of an enemy's health does not reward VPs).

   3. <u>Check for combat end</u>.

      1. If no players reaches 0 Health, switch the attacking role, and start another round of combat.
      2. If a player reduces to 0 the health of the enemy player:
         1. he scores 1 VP, and the combat ends.
         2. The player reaching 0 is Knocked Out (see).

4. **Activating an enemy Turret**. If you entered a Zone with an enemy Turret:

   1. immediately take damage equal to the value of the zone;
   2. if you reach 0 Health, give 1 VP to the owner of the Turret, and you are Knocked Out (see);
   3. if you survive, return the Turret to the owner's supply.

4. **Action Execution.** After moving, you may perform the action listed on your Card unless you attached or were KO'd.

   1. **Deploy a Mine/Turret**.

      1. Pay credits/energy equal to the Zone's listed value to place a Mine/Turret Token into the Pilot's Zone. Mines are secretly chosen, and placed with the number face-down.
      2. Players may deploy a Mine/Turret into any unoccupied Zone, including enemy Base Zones and the Mech Zone.
      3. There can be only 1 Mine or 1 Turret in any Zone at a time.
      4. You cannot place a Mine/Turret in the Zone where the Mighty Mech is unless you control it.
      5. If all your Mines/Turrets have already been placed, you may pay the deployment cost, and move any one of your Mines/Turrets into your Zone.

   2. **Collect Resources**.

      1. Gain 1 of the listed resource(s) from each Zone you control, which are Zones occupied by your Pilot, and/or by your Mines and Turrets.
      2. If you control a Base or the Mech Zone, you collect both 1 Energy and 1 Credit.
      3. You may only collect once from each Zone per Collection action, even if both your Pilot and a Mine/Turret occupy it.

   3. **Purchase one Basic or Advanced Weapon.**

      1. Pay the listed amount of resources on a Weapon Card, and place it in your stockpile.
      2. Draw a new card from the deck to replace the Advanced Weapon.
      3. You may equip/exchange your Weapons.
      4. <u>Limitations</u>:
         1. Players can purchase Weapons even if they cannot use them at their current status.
         2. Players may have an unlimited number of Weapon Cards in their stockpiles, but only one of each type of the Basic Weapons.

   4. **Power Up**. Choose one of two separate actions (this action has no effect while you have control of the Mighty

Mech):

    1. <u>Heal</u>. For every 1 Energy you pay, increase 2 Health. The Health Token may not advance past the highest space.

    2. <u>Upgrade</u>: If your status is a Pilot, you may pay 5 Credits to upgrade to your Power Armor.

        1. Flip your Pilot Card to the Power Armor side.

        2. Place your Health Token to full health on the "9" space.

        3. Place your ITEMeeple into your Power Armor

        4. You may equip/exchange your Weapons.

**5. Equipping Weapons**: You may equip/exchange your Weapons. You cannot switch Weapons you have equipped during Combat.

# Equipping/Exchanging Weapons

**1.** Place the Weapon Cards face-up into the labelled slots on the Pilot or Mighty Mech Card.

**2.** Place the corresponding Weapon Items into the slots on the ITEMeeple, Power Armor, or Mech you control.

**3.** <u>Limitations</u>.

    1. You must always have at least one Weapon equipped, unless you are controlling the Mighty Mech.

    2. Pilots can equip up to two Basic Weapons but no Advanced Weapons.

    3. Power Armors can equip up to two Basic Weapons, and up to two Advanced Weapons.

    4. The Mighty Mech can equip up to four Advanced Weapons but no Basic Weapons.

# Knocked Out Players

A players reaching 0 Health is Knocked Out (KO'd), enters in the Ad Hoc Mode, and replaces all played Program Cards from their Program Area with the Ad Hoc Mode Card.

**1. Pilot**:

    1. Restore to full health.

    2. Place your Pilot onto your Base Zone. If your Base is occupied by an enemy or an enemy Mine/Turret, place your Pilot on the closest orthogonal Zone to your Base that is not hostile.

    3. If you have less than 2 Energy or 2 Credits on your resource track, place the Resource Token(s) on the "2" space.

    4. You may equip/exchange your Weapons.

**2. Power Armor**:

    1. Flip over your Pilot Card to the "Pilot" side;

    2. Remove your ITEMeeple from its Power Armor.

    3. Restore to full health.

    4. Your Pilot moves to the closest orthogonal Zone that is not hostile.

    5. You may equip/exchange your Weapons.

**3. Mighty Mech**.

    1. Place the Mighty Mech card back in its place.

    2. Remove your ITEMeeple from the Mighty Mech, and gain Pilot Status.

    3. Restore to full health.

    4. Moves their Pilot to the closest orthogonal Zone that is not hostile.

    5. You may equip/exchange your Weapons.

    6. The player who KO'd you may take control of the Mighty Mech (even if they are only Pilot status, see Entering the Mighty Mech).

    7. In case a Mighty Mech is KO'd by a Mine/Turret, the Mech remains in that Zone.