

Set Up

Separate and pass out a Core, a Laser Cannon, and 2 Standard Legs to each player. Each player assembles these into their mech how they want, but it must follow the rules for building (see below, **Building Rules**).

Pass out \$5 to everyone (the game currency, not actual money).

Give each player one crew member. Each player places it on their Core module.

Each player chooses a playing piece and places it on the movement tracker at position 0.

Shuffle the 3 Weapon Module, Utility Module, and Movement Module decks (minus the starting parts already passed out at the start of set up). Draw 2 from each deck and place them face up in a spot everyone can reach. Place the rest of the crew tokens next to these cards they can be hired for \$4 in the Buy Phase and are placed in the player's mech's core. This forms the shop.

Choose a starting player. The game begins with the first Buy Phase.

Game Flow

The game has 2 phases: The **Buy Phase** and the **Fight Phase**. In the Buy Phase players take turns buying modules from the shop and adding them to their mech. Once each player has taken their turn, the Fight Phase begins. In the Fight Phase, players take turns the same as with the Buy Phase, but instead of buying modules they move their crew and activate modules to damage other players' mechs, protect their own, and earn money. Once each player has taken their turn in the Fight Phase, play moves back to the Buy Phase and each player can use the money they acquired in the Fight Phase to buy new modules. The game lasts X rounds, where 1 round is both phases occurring. At the end of the game, each player adds up their money and the cost of their modules as described in **Scoring**.

Buy Phase

Starting with the player who received the most damage in the last Fight Phase, each player chooses if they want to buy anything from the shop, and if so, what they want to buy. Cost is listed on the cards in the yellow circle. The active player may also spend \$2 to refresh the shop by removing all modules in the shop, placing them at the bottom of their corresponding decks in a random order, and drawing 2 new modules from each deck.

As soon as a module is bought, the player who bought it attaches it to an available connection on a module on their mech by placing it next to one. The full rules for attaching modules are the following:

Building rules:

Any module can be attached to any other module as long as at least one connection on the attaching module lines up with at least one connection on an attached module. An open connection *can* go against a module side without a connection (as long as the modules are attached via some other connection(s)). Movement modules have an additional rule: they can still be attached like any other module, but if they aren't at the same level or below as all other modules in the mech, and/or do not face down, they only produce half the Mobility they otherwise would (rounded down).

During the buy phase, you may also **sell** any modules that are already part of your mech, removing them and gaining money equal to half their cost (rounded up) or 1/3 of their cost (rounded up) if they are **broken** (see **Damage**). Additionally, you may **repair** any broken modules by paying money equal to half their cost (rounded down) and flipping them back over (again, see **Damage**).

Fight Phase:

Play starts with the same person who started the Buy Phase (the one who took the most damage in the last Fight Phase). The active player activates their modules by moving their crew members through their mech until their crew is out of movement or the player chooses to stop. Specifically:

Activating Modules:

Modules are activated by moving your crew into them. Each crew member can move up to 3 spaces each turn, though you don't have to move the full amount. Whenever a crew member enters a space, you may activate that module. If you do, you can only activate it once per Fight Phase, even if a crew moves into it again. Depending on the icons and text on the module, it will do different things:

-If there is a **damage icon** on the module (a red circle with a number in it), you can deal damage to a module in another player's mech. Choose a module, then deal the number listed on the icon as damage to that module.

-If there is a **Mobility icon** on the module (a blue hexagon with a number in it) you may move your mech that much. Move your playing piece up to that many spaces on the movement track in either direction.

There also often will be text on the module with additional effects-follow the text as well. Finally, there are also 3 additional icons which do not represent effects, but indicate attributes of the module:

-All modules will have a **cost** indicating the price to buy them from the shop listed in a yellow rounded rectangle on the upper left of the card. They also will have their **health** listed in a green circle on the upper right-this is how much damage needs to be done to it before it is **broken**.

-Additionally, **weapon modules** will have their **range** indicated by 3 blue chevrons. The range is indicated by which ones are filled in with color and which ones are just outlined: The first chevron on the left indicates the weapon can be used at close range (if the chevron is filled in), the middle one mid range, and the last long range. A weapon can be used at any of its listed ranges.

Range:

A weapon can only be used on a mech that is within the weapon's listed range(s), as determined by both mechs' positions on the movement tracker. The ranges are:

Close Range: both mechs are within 0-4 spaces of each other

Mid Range: both mechs are within 5-8 spaces of each other

Long Range: both mechs are more than 8 spaces away from each other.

Note that a weapon may have (for instance) Long Range and Mid Range but not Close Range. This means it can be used at either Long Range or Mid Range but *not* if the mechs are at Close Range (that is, within 0-4 spaces of each other).

Damage:

Whenever you deal damage, you gain money equal to the amount of damage you deal. If a module takes damage equal to or greater than its health, it is **broken**.

When a module is broken, flip it face down, and it cannot be activated (but it can still be moved through) until it is **repaired** as described in the Buy Phase.

Additionally, the player that destroyed the module gets an extra \$3 as a bonus.

If at the end of the Fight Phase a module has taken damage, but not enough to destroy it, all damage is removed-damage does not carry over between phases.

At the end of the Fight Phase, the player who took the most damage receives \$3 and begins the next Buy Phase (and the next Fight Phase).

Scoring:

At the end of the game, each player's score is calculated by adding up all of their money and adding it to the sum of the cost of all their modules multiplied by 2. If a module is broken, its cost is not multiplied by 2 when scoring. The player with the highest score wins!