

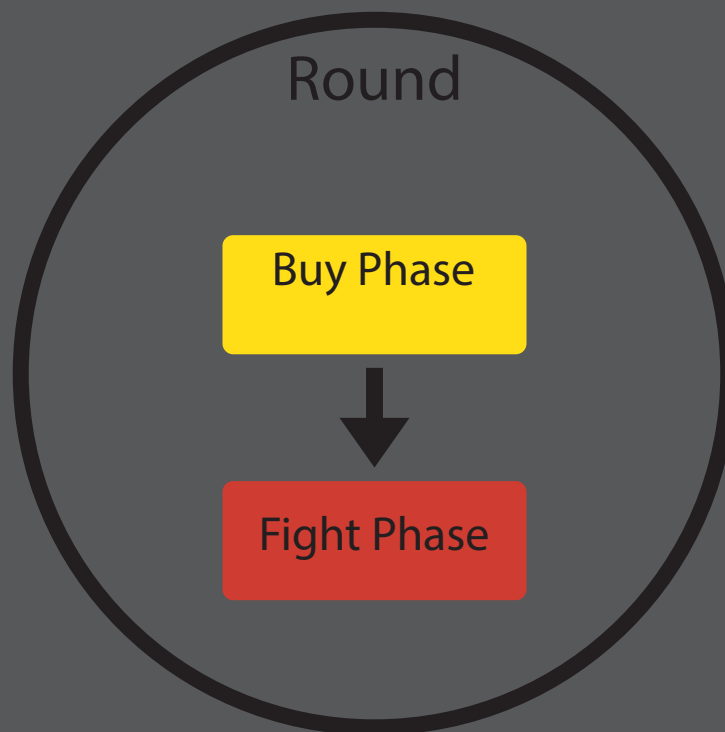
Welcome to **MECH CHAMPIONSHIP ARENA!**

Here's how to play:

The game has 2 phases:

The Buy Phase
and the Fight Phase

Every round is made up of these 2 phases, which occur in that order:



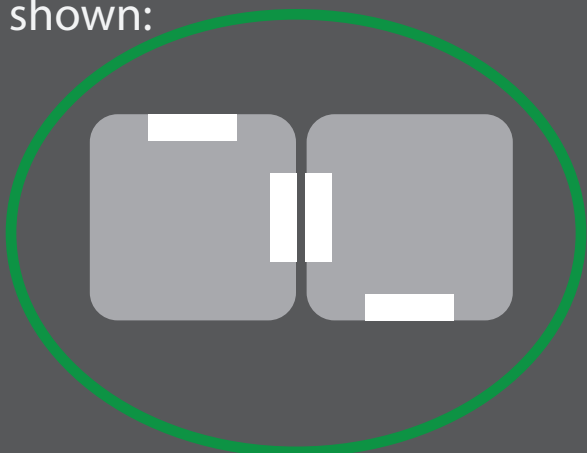
Buy Phase:

Players take turns in order buying modules from the shop and adding them to their mech. You can also hire crew members for \$4 each.

The shop is made up of 6 cards (modules), two from each deck (weapons, utility, movement):



When you buy a card, attach it to your mech by placing it next to another card that's already a part of your mech, as long as you can connect those cards via a connection, as shown:



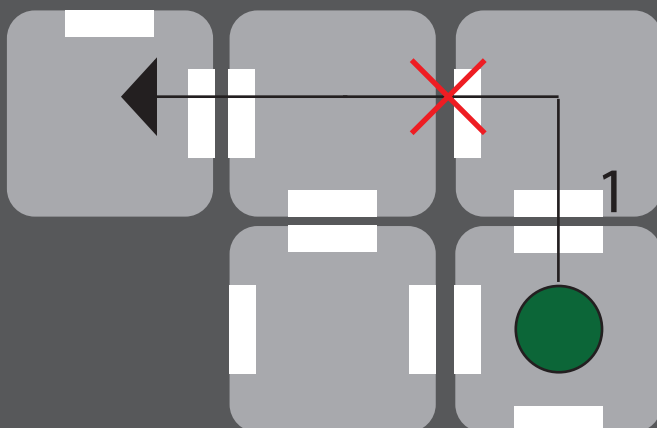
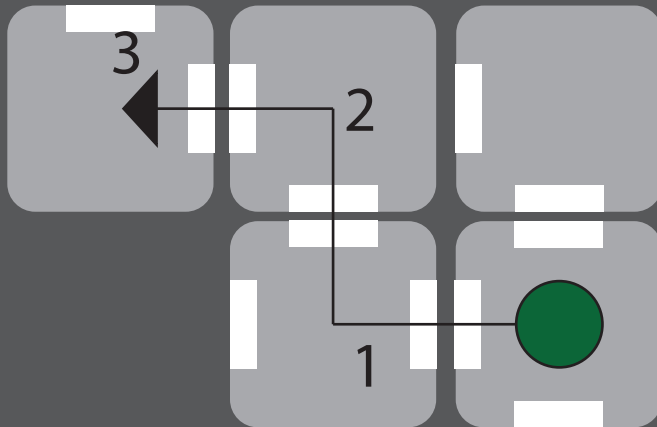
As long as the new card is connected by at least one connection to an already attached card, it's allowed.

Fight Phase:

Once everyone has taken their turn in the Buy Phase, the Fight Phase begins. Players take turns in the same order as the Buy Phase, but this time they move their crew to activate modules.

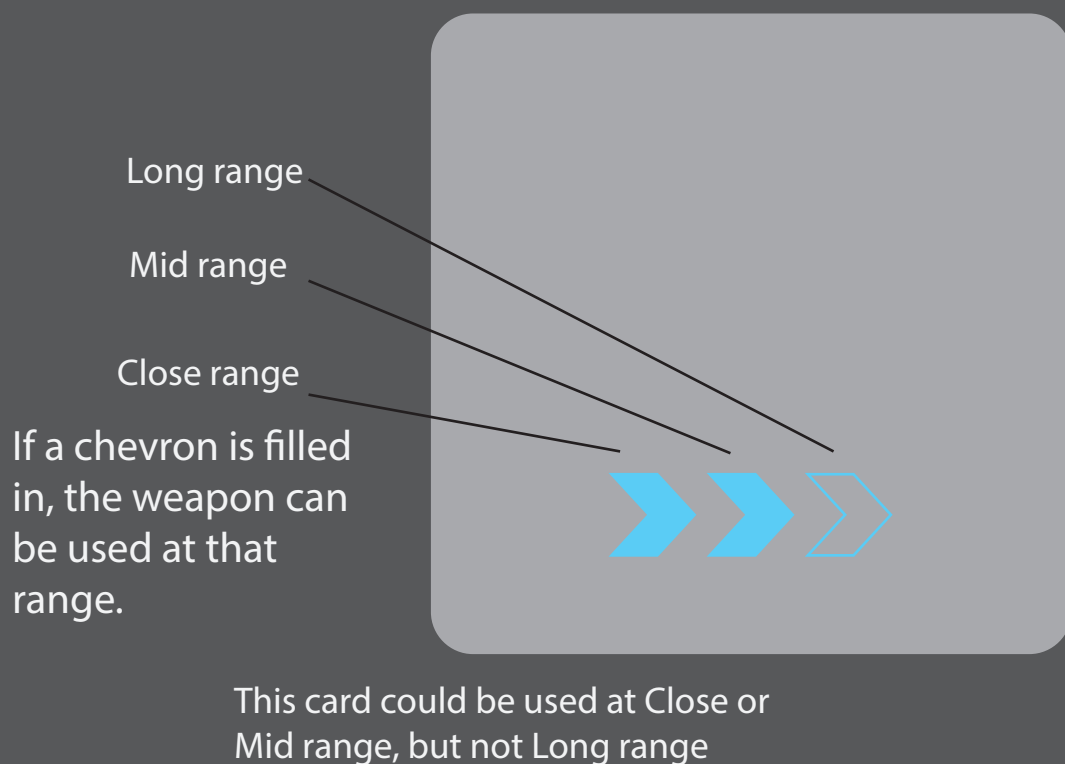
You start with one crew member, who starts in the central core of your mech. During the Fight Phase, you can move your crew up to 3 modules.

To activate a module, you must move your crew into it, or have started your turn with a crew member in it. You can only move a crew member to a module which is connected on both sides to the module the crew member is already in.



Range and Movement

Weapons can only be used at certain ranges. The ranges are specified on the card by the 3 blue chevrons on the bottom of the card, as shown:



Range is determined by the position of your mech as tracked on the movement tracker. You may change your position by activating a movement module, which lets you move a number of spaces up to the amount indicated on the module.

The ranges are:

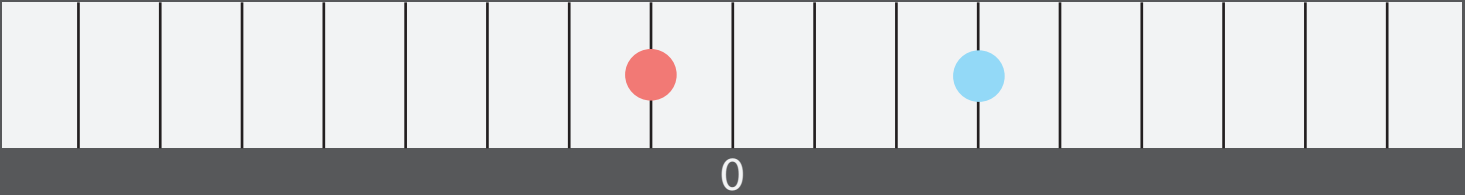
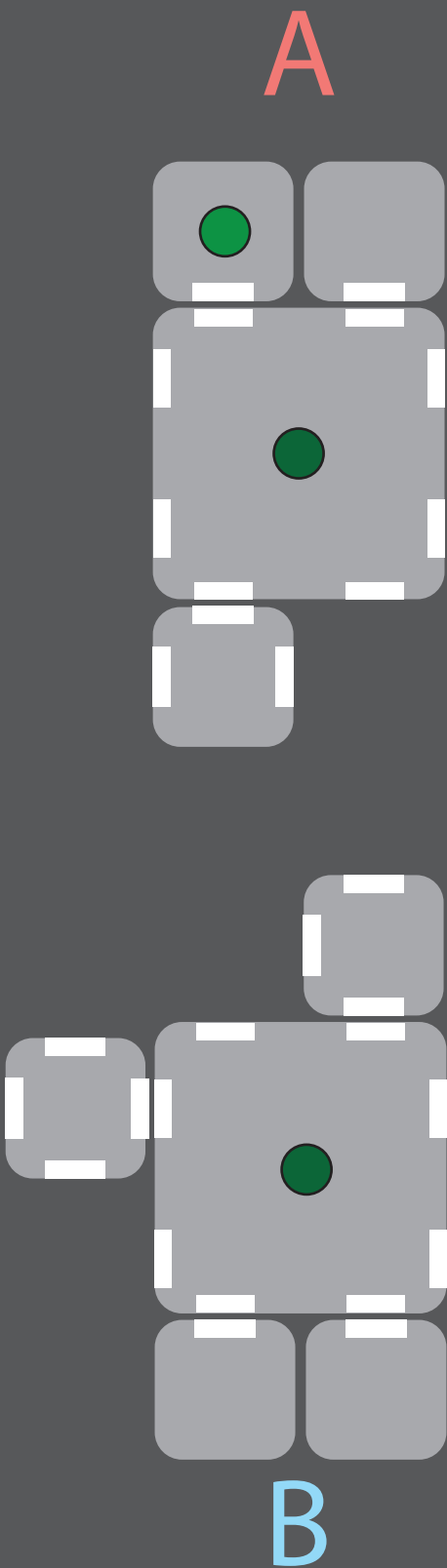
Close range: within 0-4 spaces of the target mech

Mid range: within 5-8 spaces of the target mech

Long range: 9 or more spaces away from the target mech

Example of Play:

Player A has a Laser Cannon, and an additional crew member. Player B has only one crew member, but has both a Laser Cannon and a Mega Fist - a weapon that does 6 damage but can only be used at close range . Both players also have 2 standard legs, each of which can move them 2 spaces on the movement tracker. Player A is at position -1 on the tracker, and Player B is at position 3 - meaning they are within close range of each other.

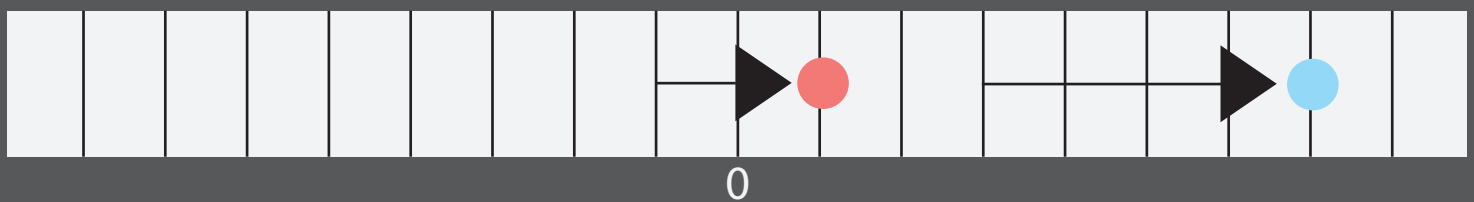
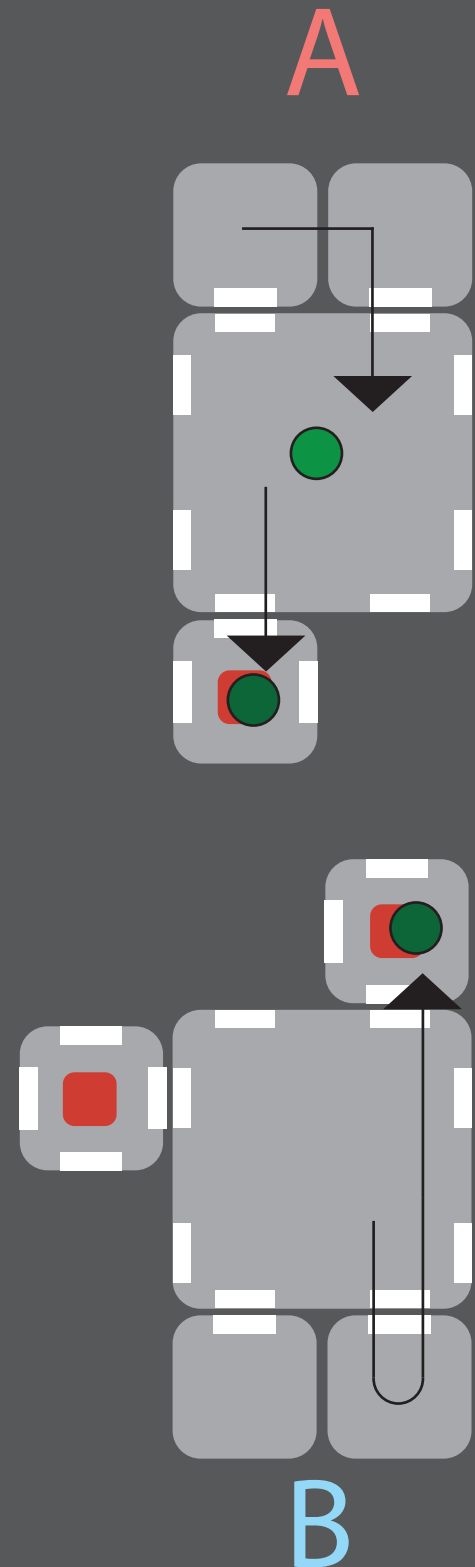


Example of Play:

Player A goes first. They know that Player B's Mega Fist is dangerous, but it can only be used while they are in close range. They need to move out of range, but they also want to still attack. Luckily, thanks to their additional crew member, they can do both! They move 1 crew member to activate both of their legs, moving 4 spaces away from Player A-moving them from close to mid range. They then use their other crew member to activate their laser cannon, dealing 2 damage to the opponent's laser cannon and earning 2 money.

Now it's Player B's turn. Because Player A used both their legs, there's no way for them to get in close range and also use any of their weapons. They therefore opt to activate one leg and their laser cannon. This lets them at least move 2 spaces closer in preparation for a future turn, and still fire their laser cannon to deal 2 damage (earning 2 money) to a module of Player B's.

Neither player had modules which could be destroyed with just 2 damage, so it didn't matter in this case which modules they targeted.



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