

MECHA MONSTER MELEE!!

Players assume the role of a team of mech pilots, using this powerful technology to fight off evil monsters that terrorize humanity. These mechs can also merge to form a larger mech, with each pilot controlling a limb. This combined form requires more teamwork and coordination to control, but rewards the pilots with even greater power to face off against even greater threats.

A monster has just emerged from the depths, and is about to wreak havoc on a nearby city. Mechs assemble!

Player Set-Up

The game is best played with 4 players and a GM, but also accommodates 2 players and a GM.

4 Pilots:

Take 4 playing cards, one of each suit, and randomly distribute them among the pilots. Each pilot controls a limb based on their card:

- Heart - Left arm
- Diamond - Right arm
- Spade - Left leg
- Club - Right leg

2 Pilots:

Take 2 playing cards, one of each color, and randomly distribute them among the pilots. Each pilot controls half of the mech based on their card:

- Red - Arms
- Black - Legs

And the GM forms the head! (*referred to as the 'head pilot'*)

Scenario Set-Up

Use the three buttons in the generator to determine the following:

- the city in which your battle will take place
- the name of your pilot team, the forms your mechs will take, and the combined mech's name and signature weapon
- the origin, name, features and signature attack of the monster

Gameplay: Turns

The monster attacks! The head pilot relays information of its first move to the pilots, and rolls 2d6 to determine the damage dealt if it lands. The pilots then discuss what action they should take to counter. Once decided, the action is carried out through the following steps:

- If the action is offensive, roll 2d6 to determine the damage dealt if it lands
- The head pilot assigns each pilot a number of d6 to roll, from 0 to 2, depending on how relevant their limb is to the action, and a minimum value for that roll to be successful
- Each pilot rolls their d6
- The head pilot determines the results of the action attempt, depending on the number of successful rolls

Following these steps, update the HP of the mech and monster as necessary. This ends the turn.

At the start of the next turn, the head pilot relays the current state of the monster and (if applicable) its next action.

The pilots win once they reduce the monster's HP to 0. If the mech's HP reaches 0 before the monster's, the pilots have been defeated and lost the game.