

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. However, these mechs also hold even more potential: each can form a limb and combine to form a larger mech that requires more teamwork to control, but rewards the pilots with even greater power to fight off 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!

Gameplay

Each pilot takes turns "scanning" the monster, describing one of its deadly features. The head pilot then uses these scans to create a full description of the monster, describing it to the other pilots. Roll 4d6 to determine the monster's total health, then again to determine the mech's.

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. Actions can be either defensive or offensive. Once they agree on their action, the head pilot determines what each limb needs to do in order to successfully perform the action. The limb(s) more relevant to the action roll 2d6, and the less important limb(s) roll 1d6. The head pilot determines the minimum value needed for each type of roll to be successful. The head pilot can also determine a higher minimum roll for a special bonus effect.

If every roll is successful, the action is successfully carried out, and the more 2d6 rolls made, the stronger the effect (at the head pilot's discretion). If either of the 1d6 rolls fail, the mech takes damage. If either of the 2d6 rolls fail, the damage is doubled. Effects for each type of action are as follows:

Defensive:

- Successful - no damage taken, monster is staggered, next action is offensive with no risk of taking damage
- Failure (1d6) - 0.5x damage taken, monster attacks first next turn
- Failure (2d6) - 1x damage taken, next action must be defensive

Offensive:

- Successful - no damage taken, monster takes damage equal to average of all pilots' rolls
- Failure (1d6) - 1x damage taken, monster attacks first next turn
- Failure (2d6) - 2x damage taken, next action must be defensive

Turns repeat until either the monster runs out of health (victory) or the mech does (defeat).