

MECHA DICE

INTRODUCTION

Dice game for 2 players.

Each player pilots M.E.C.H.A (Machine Enhanced Combat Hazard Armour). As the name suggests these are large suits of armour fitted out with weapons and various defensive systems. The game can be played with simple or advanced rules (which are still simple). It also can be played as a solo game.

DICE & BITS

Each player needs the two Mecha dice that represent their Mecha.

Use the Battle Dice to battle with and the Hit Dice to keep track of Hits. (Told you it was simple)

VICTORY

Reduce your opponent to zero hits.

SETUP

Choose which Mecha you want to pilot.

Each Mecha starts with 1 dice worth of Hits represented by the Hit dice. (80 Light, 100 Medium, 120 Heavy)

Players roll the Hit dice to see who goes first. Highest wins, re-roll draws.

TURN SEQUENCE

Each turn is divided into 3 phases:

Attack Phase

Defend Phase

Damage Phase

ATTACK PHASE

The attacker (the current player whose turn it is) rolls his Battle die.

If you roll the Booster, Roll again and add 10 to the Force of the roll.

If you roll the Tactica, Roll again twice and choose one of the rolls.

If you roll a Defence result the turn ends and you gain 10 Defence for your opponents Attack phase.

You can choose to keep your 10 defence or you can choose to roll in the Defend phase. If you choose to roll you loose your 10 defence bonus.

If you roll an Attack face proceed to the Defend phase.

DEFEND PHASE

If the defender (the other player) has a defence bonus he may use it or roll his Battle die.

If you roll the Booster, Roll again and add 10 to the Force of the roll.

If you roll the Tactica, Roll again twice and choose one of the rolls.

If you roll any other result proceed to the damage phase.

DAMAGE PHASE

The Attacker does damage (in Hits) to the defender equal to the Force of his Attack result.

If the defender rolled a Defence result in Defend phase, he subtracts the Force of the Defence result from the Damage he receives. (Treat a negative result as zero)

SPECIAL RESULTS

Neutralize: This is a type of Attack result: Your opponent skips his next 2 attack phases.

Critical Hit: This is a type of Attack result: If ATTACKING, roll again and double the Force of the result.

Repair: This result applies in any phase. Regain 10 lost hits.

MECHA DICE

ADVANCED RULES

If you look at the Battle dice you will notice there are different Weapon and System symbols on the Attack and Defence faces. Each defensive system works differently against the various weapons.

1. A defence system can negate an attack totally. This is how the simple rules are played.
2. A defence system can be partially successful in negating an attack. In the Defend phase take half of the defence result rounded up and subtract this Force result from the Damage he receives.
3. Or a defence system may not negate the attack in other words have no effect at all.

Weapon		Attack type	Defence		Other Symbols
Mass Driver		Ranged	Shield		Booster
Autocannon		Ranged	Armour		Tactica
Laser		Ranged	E.C.M.		
Plasma Gun		Ranged	Dodge		Neutralise
Flamer		Ranged	Parry		Critical Hit
Club		Close Combat	Jump Jets		Repair
Blade		Close Combat	Stealth		
Punch		Close Combat			

Defence	Negates	Partially Negates	Doesn't Negate
Shield	Close Combat	Ranged Combat	Flamer, Club
Armour	All	-	-
E.C.M.	Critical	Ranged Combat	Mass Driver, Close Combat
Dodge	All	-	-
Parry	Close Combat	Ranged Combat	Laser, Plasma Gun
Jump Jets	Close Combat	Ranged Combat	-
Stealth	Ranged Combat	-	Close Combat

SOLO RULES

You can play the game solo using the simple or advanced rules.

The only difference is when you roll for your opponent, the Tactica counts as a Booster.

Playing solo games is a good way to find out what Mechas are capable of, especially for the advanced rules.

MULTI-MECHA COMBAT

It is possible to play with more than one Mecha per side, although more than two per side usually requires a pencil and paper for record keeping.

In the simple version, players must start with equal numbers of Mecha. The attacker must designate which opposing Mecha he is going to attack, with each of his own Mecha before rolling any dice. The attacker cannot gang up on a single Mecha.

When there is an unequal number of Mecha on both sides, (e.g. one side has a Mecha destroyed) then the attacker may choose which Mecha is not joining the combat and it cannot attack this turn or be attacked by his opponent next turn.

For a more advanced fight (and more carnage), you can allow ganging up. You can also allow uneven but matched conflicts e.g. 3 x Light Mecha (240pts) versus 2 x Heavy Mecha (240pts).

In advanced combat the Defend phase result is applied to all Attack phase results not split between them. e.g. Three Mecha attack and score 30, 20, 40 on a Light Mecha. The Light Mecha scores a 20 for defence. The result is 30-20, 20-20 and 40-20 for a total of 30 damage, not bad for the onslaught it received.

If it had only scored a 10 it would have taken 60 damage, and if it had not rolled any defence result it would have been destroyed by 90 damage.

MECHA DICE

LIGHT MECHA

RUNNER

1D8	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	UL Laser	A	40	
4	Close Combat	A	20	
5	MD Flamer	A	20	
6	Dodge	D	40	
7	Jump Jets	D	30	
8	Armour	D	10	

80 Hit points

ARMADILLO

1D8	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	Club	A	30	
4	Blade	A	30	
5	MD Autocannon	A	20	
6	Repair Droids	D	-	10 HP
7	Dodge	D	40	
8	Armour	D	30	

80 Hit points

MEDIUM MECHA

FIREFIGHTER

1D10	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	UL Laser	A	40	
4	LG Laser	A	30	
5	MD Flamer	A	20	
6	Close Combat	A	10	
7	Stealth	D	40	
8	Jump Jets	D	30	
9	Armour	D	20	
0	Parry	D	10	

100 Hit points

KNIGHT

1D10	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	Close Combat	A	30	
4	Blade	A	30	
5	MD Plasma	A	20	
6	Targeter	A	-	Critical Hit
7	Dodge	D	20	
8	Parry	D	20	
9	Armour	D	30	
0	Shield	D	30	

100 Hit points

HEAVY MECHA

RAMPAGER

1D12	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	UL Autocannon	A	40	
4	LG Autocannon	A	30	
5	SM Autocannon	A	10	
6	SM Autocannon	A	10	
7	Tazer	A	-	Neutralise
8	Armour	D	40	
9	Shield	D	30	
10	Jump Jets	D	10	
11	Repair Droids	D	-	10 HP
12	Parry	D	10	

120 Hit points

DESTRUCTOR

1D12	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	Club	A	20	
4	Blade	A	20	
5	MD Mass Driver	A	20	
6	MD Mass Driver	A	20	
7	SM Mass Driver	A	10	
8	Targeter	A	-	Critical Hit
9	Armour	D	40	
10	Shield	D	30	
11	ECM	D	30	
12	Parry	D	20	

120 Hit points

ULTRA MECHA

DRAGON MECHA

1D20	Result	Type	Force	Notes
1	Booster			
2	Tactica			
3	Booster			
4	Tactica			
5	Targeter	A	-	Critical Hit
6	Tazer	A	-	Neutralise
7	UL Laser	A	40	
8	UL Laser	A	40	
9	SM Flamer	A	10	
10	SM Flamer	A	10	
11	SM Flamer	A	10	
12	SM Flamer	A	10	
13	Repair Droids	D	-	Repair
14	Armour	D	40	
15	Shield	D	30	
16	E.C.M	D	30	
17	Parry	D	20	
18	Parry	D	20	
19	Jump Jet	D	10	
20	Jump Jet	D	10	

200 Hit points

The odds are against you but when you win . . . Boy do you feel good!!!

MECHA DICE

DESIGN YOUR OWN MECHAS

All Mechas must have a Booster and a Tactica.

Light Mechas are 240 points:

80 Hit points
80 points distributed to Attacks
80 points distributed to Defenses
"Critical Hit" Attacks are worth 10 points
"Regain 10 Lost Hits" Defenses are worth 10 points
"Neutralize" Attacks are worth 10 points

Medium Mechas are 300 points:

100 Hit points
100 points distributed to Attacks
100 points distributed to Defenses
"Critical Hit" Attacks are worth 20 points
"Regain 10 Lost Hits" Defenses are worth 20 points
"Neutralize" Attacks are worth 20 points

Heavy Mechas are 360 points:

120 Hit points
120 points distributed to Attacks
120 points distributed to Defenses
"Critical Hit" Attacks are worth 30 points
"Regain 10 Lost Hits" Defenses are worth 30 points
"Neutralize" Attacks are worth 30 points

You can also design an UltraMecha but these are not fair to battle.

UltraMechas are 600 points:

200 Hit points
200 points distributed to Attacks
200 points distributed to Defenses
"Critical Hit" Attacks are worth 40 points
"Regain 10 Lost Hits" Defenses are worth 40 points
"Neutralize" Attacks are worth 40 points
You must also include two Boosters and two Tacticas.

Equipment to design your own Mecha

Weapon	Small		Medium		Large		Ultra		Mega	
Mass Driver	10	L,M,H	20	L,M,H	30	H	40	L,M,H		
Autocannon	10	L,M,H	20	L,M,H	30	H	40	H	50*	H
Laser	10	L,M,H	20	L,M,H	30	L,M,H	40	L,M,H	50*	L,M,H
Plasma Gun	10	L,M,H	20	L,M,H	30	L,M,H	40	L,M,H		
Flamer	10	L,M,H	20	L,M,H	30	L,M,H	40	L,M,H		
Club	10	L,M,H	20	L,M,H	30	M,H	40	H	50	H
Blade	10	L,M,H	20	L,M,H	30	L,M,H	40	M,H		
Punch	10	L,M,H	20	L,M,H	30	L,M,H	40	L,M,H		

Defence	Small		Medium		Large		Ultra		Mega	
Shield	10	L,M,H	20	L,M,H	30	M,H	40	H		
Armour	10	L,M,H	20	L,M,H	30	L,M,H	40	M,H	50	H
E.C.M.	10	L,M,H	20	L,M,H	30	M,H	40	H		
Dodge	10	L,M,H	20	L,M	30	L	40	L	50	L
Parry	10	L,M,H	20	L,M,H	30	M,H	40	H		
Jump Jets	10	L,M,H	20	L,M	30	L,M	40	L		
Stealth	10	L,M,H	20	L,M,H	30	M,H	40	M,H	50*	H

* Shadowtech Industries only.

Defence	Negates	Half Negates	Doesn't Negate
Shield	Close Combat	Ranged Combat	Flamer, Club
Armour	All	-	-
E.C.M.	Critical	Ranged Combat	Mass Driver, Close Combat
Dodge	All	-	-
Parry	Close Combat	Ranged Combat	Laser, Plasma Gun
Jump Jets	Close Combat	Ranged Combat	-
Stealth	Ranged Combat	-	Close Combat

Special	Equipment	
Neutralise	Tazer	L,M,H
Critical Hit	Targeter	L,M,H
Repair	Repair droids	L,M,H