

MECHA BUG



FIGHTERS



BATTLE ARENA

A Strategic Card Game

Dawn of the MECHABUGS

The war of electricity changed us. They said it was a solar flare that started the war, but it was the global EMP blasts that fried our technology.

We were lost.

Lost until Nikola showed up with his Thorium BATTERIES. Tiny, green sources of pure power. He brought its sickly light to our darkened world.

We began to sift through the remains, to rebuild. In time, we got most things running.

Legend has it that one day two teenagers scavenging deep in the restricted area found a gigantic, spider-shaped machine with an ATTACK chip in it. One of the kids managed to use a Thorium BATTERY to bring it on-line.

The mechanical insect scanned the room for an opponent. Suddenly, another enormous machine crashed through the ceiling. The machines spotted each other and began to fight. Thunder, explosions and mechanical squeals filled the air.

We called the mechanical insects the MECHABUGS, and in the charred wreckage of the two mechanical insects, the MECHABUG fights were born.

We never found out who created these mechanical beasts, these MECHABUGS, but over time, more were discovered and rebuilt.

And the fights they had were as terrifying as they were exciting.

In time, we worked out more ATTACKS and ways to BLOCK. We built WEAPONS, UPGRADES and SHIELDS and built helper MECHABUGS that we called MINIONS.

And now it's your turn to run a MECHABUG FIGHTER in the Battle Arena.



Welcome to MECHABUG FIGHTERS!

To Win: Get your opponent's MECHABUG FIGHTER TO 0 HP.

MECHABUG FIGHTERS is a strategic trading card game.

You control your MECHABUG FIGHTER'S actions and the roll of a d20 die determines your success.

Thorium BATTERIES power the Attacks you need to win.

Use Defense cards to keep your MECHABUG FIGHTER in the game.

Equip cards like a powerful WEAPON or a MINION that has its own Attack.

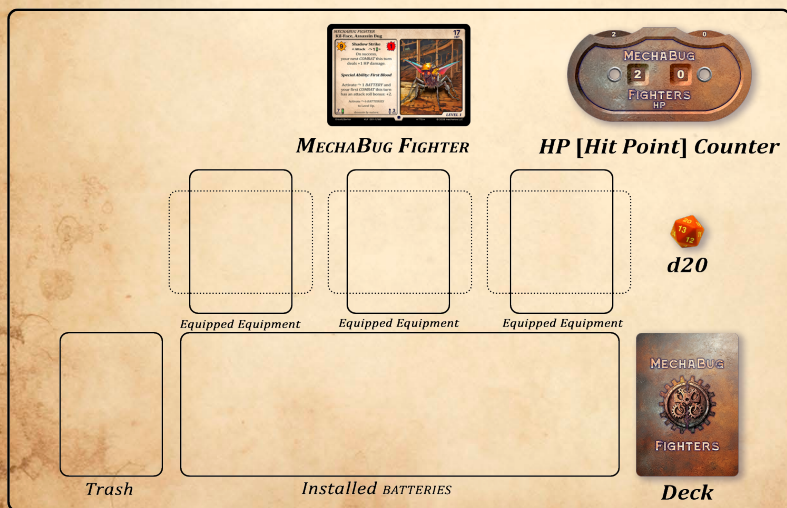
But above all, you'll want to keep your MECHABUG FIGHTER Attacking.

In this game, the last MECHABUG FIGHTER standing, wins!

Components and Setup

- This manual
- 4 MECHABUG FIGHTER cards
- 4 60-card decks with reference cards
- 4 HP counters
- 4 Single-player playmats
- 4 d20 dice

Choose your MECHABUG FIGHTER, take its deck, a d20 die and an HP counter. Set your HP counter to your FIGHTER'S max HP and thoroughly shuffle your deck.



The MECHABUG FIGHTERS

Your MECHABUG FIGHTER is the hero of the game.

It has a Built-In Attack which costs 0 BATTERIES to use. So you can always Attack.

You have a choice of 4 MECHABUG FIGHTERS, each has their own special ability and a supporting deck.



Asmodeus (ASM)
Horned Locust

A master of the air, this MECHABUG offers multi-Attacks.



Kil-Face (KLF)
Assassin Bug

Quick and quiet, this MECHABUG's strength is in COMBAT card Attacks.



Magnus (MAG)
Stag Beetle

A strong commander, this MECHABUG dominates with WEAPON Attacks.



Saffeara (SAF)
Black Widow Spider

Handy with a web, this MECHABUG helps with your MINION Attacks.

Your MECHABUG FIGHTER Hero Card

Diagram illustrating the components of a MECHABUG FIGHTER Hero Card:

- Bug Name:** Points to the top left of the card, identifying the fighter (e.g., Kil-Face, Assassin Bug).
- Built-in Attack:** Points to the top left of the card, identifying the fighter's innate attack (e.g., Shadow Strike).
- Special Ability:** Points to the middle left of the card, identifying the fighter's unique ability (e.g., First Blood).
- Hit Points:** Points to the top right of the card, indicating the fighter's health (e.g., 17 HP).
- Level:** Points to the bottom right of the card, indicating the fighter's current level (e.g., LEVEL 3).
- Install limits (BATTERIES / Equipment):** Points to the bottom left of the card, indicating the fighter's resource requirements (e.g., 7 BATTERIES, 3 Equipment).

The card itself displays the following information:

- MECHABUG FIGHTER:** Kil-Face, Assassin Bug
- Shadow Strike:** «Attack ~1» (Success, your next COMBAT this turn deals +1 HP damage.)
- Special Ability: First Blood:** Activate ~1 BATTERY and first COMBAT this turn has an attack roll bonus: +2. Activate ~6 BATTERIES to Level Up.
- Hit Points:** 17 HP
- Level:** LEVEL 3
- Install limits:** 7 BATTERIES, 3 Equipment
- Card ID:** KLF 001-1/160
- Copyright:** © 2026 mechas LLC

Card Anatomy

CARD TYPE
Card Name

Usage Cost

Attack Roll

Roll your d20
equal or higher
for success

Equip Cost

BATTERIES to activate
to attack with
this card

Deals HP
Damage

HP [hit points] of
damage done on
success

Action Text

Text you must follow
as part of your
attack/defense



Important Terms

Play/playing a card = put the card into your play space

Activate ∼ = turn a card 90° clockwise to track you used it

Refresh ∩ = turn a card straight-side up

Install a BATTERY = play a BATTERY into your play space

Equip an Equipment card = card is played below your MECHABUG FIGHTER after paying its Equip cost

Pay an Equip/Usage Cost = activate ∼ the required number of Installed BATTERIES

Try a Gambit = once per turn, take a chance on some extra help

Card Types

Battery [BATTERY]

To install a BATTERY, play it into your play space in front of you (once per turn).

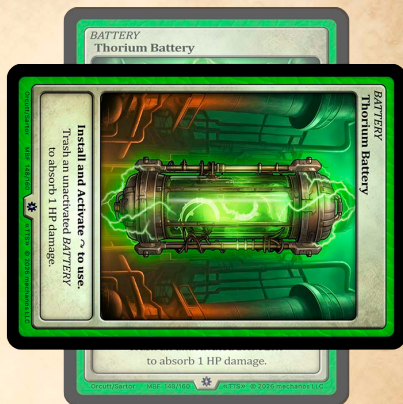
To use most cards you must activate ~ installed BATTERIES.

Activate ~ means to rotate an installed BATTERY clockwise 90°.

At the end of your turn, refresh ~ all your installed BATTERIES by rotating them back to their original upright position.

When Defending, one unactivated BATTERY can be trashed to BLOCK 1 HP of damage.

Installed BATTERIES never expire but are refreshed (turned right-side up) at the end of your turn.



Equipment [MINION, SHIELD, UPGRADE, WEAPON]

Equipment cards are Equipped into your MECHABUG FIGHTER.

They are easily identified by the faint arrow in their action text area or the Equip symbol in the upper right.

To Equip an Equipment card, activate ~ installed BATTERIES to pay the Equip cost.

All Equipped cards are used 4 times and trashed.

Rotate 90° after each use.

They can be swapped out and trashed on an Action.

Any Equipment card can also be played as an Action card and trashed after use, just pay the attack cost.



Each MINION has its own (bonus) +Attack.

Action [COMBAT, EXPERT, MINION, REPAIR, TRAINER, WEAPON]

An action card is played, resolved and trashed.

Action cards are also called instant or instance cards.

Many action cards REPAIR or aid your MECHABUG FIGHTER as detailed in their action text.

Make sure to resolve the action text completely before trashing the card.



Defense [BLOCK, SHIELD, TRAINER]

Defense cards absorb damage and are played and resolved *during your opponent's turn*.

You may Block with either a BLOCK card or a SHIELD, but not both.

You may trash 1 BATTERY from your hand or installed (but unactivated) to Block 1 HP damage each turn your opponent attacks you.

BATTERIES that are activated for Defense are not refreshed until the end of your next turn.



Let's Play

1. Everybody Roll!

- Highest roll decides who goes first. The first player does not draw a card on their initial turn.

2. Draw your hand of 7 cards.

- If your hand has 0 or 1 BATTERIES, you may take 1 mulligan. Show your cards to your opponents, put them back in your deck, reshuffle, and draw 7 new cards.

3. On your turn

- Draw a card and perform any number of actions:
- Install a BATTERY (1 per turn).
- Equip an Equipment card [MINION, SHIELD, UPGRADE, WEAPON] by paying the Equip cost.
- Play an Action card [EXPERT, REPAIR, TRAINER].
- Level up your MECHABUG FIGHTER to Level 2.

4. Attack actions (2 per turn)

- Attack with an COMBAT, MINION, or WEAPON card.
- Attack with your MECHABUG FIGHTER'S built-in attack.
- Play an Equipment card as an action card- pay its attack cost and trash it.
- You can use 1 of your 2 Attack actions to install a BATTERY.

At the end of your turn, you must draw or discard to 7 cards in your hand and refresh ♡ your Equipped BATTERIES.



Game Basics

You get unlimited actions per turn.

But, you get only **2 Attack actions per turn**. Attacking is how you win!

Your MECHABUG FIGHTER has a Built-In, no cost Attack at Level 1.

BATTERIES power everything, install as many as possible (1 per turn).

Play COMBAT, MINION, AND WEAPON cards and your FIGHTER'S Built-In Attack to knock your opponent's HP down to 0.

Attack and Equip costs are paid by activating ~ installed BATTERIES.

A card is activated by turning it 90° ~ to show you've used it.

Equipment cards [MINION, SHIELD, WEAPON, UPGRADE] can be Equipped into your MECHABUG FIGHTER and are used 4 times and trashed.

Action cards are played, resolved and trashed.



Level Up

At the start of the game, your Level 1 MECHABUG FIGHTER can have as many BATTERIES and Equipment cards as shown on the bottom.

When you have enough Equipped BATTERIES for your FIGHTER to level up, you can **UPGRADE** it to Level 2 by activating BATTERIES and then flip your FIGHTER card over.

Now your FIGHTER can have more installed BATTERIES and Equipped cards. You also get to REPAIR some HP.

Attacking

[COMBAT, MBF, MINION, TRAINER, WEAPON]

In MECHABUG FIGHTERS, Attacks are the way you win!

By using COMBAT, WEAPON, or MINION cards and your MECHABUG FIGHTER's built-in Attack, you fight your way to victory.

You have 2 Attack actions on your turn.

Your Level 1 MECHABUG FIGHTER has a built-in Attack.



Here is an sample Attack playing an attack card, Creepy Crawl. You could also Attack by activating ~ an Equipped card [MINION, WEAPON] or playing a MINION or WEAPON as an action card.

First, pay the Attack cost by activating ~ 3 Equipped BATTERIES.

Next, roll your d20 and if your roll is greater than or equal to the Attack roll of 9, it's a hit!

Then follow the action text and resolve it. Creepy Crawl lets you REPAIR if you fail the Attack.

Tell your opponent you dealt 3 HP damage.

Your opponent now has their Defense Phase.

Attack Critical Rolls

- Rolling a 20 is a critical success and does 2x damage.
- Rolling a 1 is a critical failure and that attack ends.

Defending

[BATTERY, BLOCK, SHIELD, TRAINER]

When your opponent lands a hit, you can try to absorb some damage by playing a Defense card.

You play a Defense cards like BLOCK or SHIELD during your opponent's turn.

A SHIELD is an Equipped card. It is used 4 times and trashed.



Here is a sample Defense playing a BLOCK card, Smile. You could instead activate ~ an Equipped SHIELD or play a SHIELD card as an Action card.

First, pay the Defense cost by activating ~ 2 Equipped BATTERIES.

Roll your d20 and if your roll is greater than or equal to the Defense roll of 8, your BLOCK absorbed 2 HP damage!

Subtract any remaining damage on your MECHABUG's HP counter.

Note: You may either play a BLOCK card or use an Equipped SHIELD card, but not both.

You can also trash 1 unactivated BATTERY to absorb 1 HP damage.

Defense Critical Rolls

- A critical success roll blocks 2x damage.
- A critical failure roll absorbs 0 damage.

Game Excerpt [1v1]

Join an in-progress 1v1 game of Adam [*Asmodeus*] vs. Beth [*Saffeara*].

On Beth's turn, she draws a card-BATTERY, *installs* it and then *equips* 1 WEAPON, Spider Rifle, by activating ~ 2 BATTERIES. She ends her turn by refreshing ~ her BATTERIES and drawing back to 7.

For Adam's turn, he draws MINION card Vermus. He installs a BATTERY, then *equips* Vermus it by activating ~ 4 BATTERIES. For his next action, he plays TRAINER card Rowan, which he uses to find his TRAINER Octavia from his trash.

Even though he now has a MINION Equipped, Adam cannot use its extra attack action since he used all his Equipped BATTERIES to install the MINION.

He ends his turn by refreshing ~ his BATTERIES and drawing back to 7.

For Beth's turn, she draws a card and attacks with her Equipped WEAPON, Spider Rifle. She activates ~ Spider Rifle and 2 BATTERIES. The action text says to roll twice and use the higher result. She rolls a 4, then a 13. That's a hit of 3 HP damage.

Adam trashes 1 BATTERY from his hand to absorb 1 HP damage and moves his HP counter down by 2 HP. Beth refreshes ~ her BATTERIES.

For Adam's turn, he draws and plays an COMBAT card, Launch and activates ~ 1 BATTERY. He rolls a 9 and does 1 HP damage.

Beth lets her MECHABUG FIGHTER take the damage and turns her HP counter to 19.

Continuing his turn, Adam uses his MINION'S Attack action. He activates ~ 2 BATTERIES to have MINION Vermus Attack. He rolls a 13, its a hit with 3 HP damage. The action text requires him to have an Equipped UPGRADE so he ignores it.

Beth plays a BLOCK card Ensnare, rolls a 12 and absorbs all the damage. And the game continues on.

Rather watch a video?

Go to youtube.com/@MechaBugFighters
or scan this QR code with your phone's camera.



Deck Building Rules

To be a champion in MECHABUG FIGHTERS, you might want to build your own deck.

Your deck must contain 60 cards and 1 MECHABUG FIGHTER. You must have exactly 1 EXPERT TRAINER card in your deck.

We recommend a good mix of cards and lots of BATTERIES.

The starter decks we designed have 20 BATTERIES and are a good balance of the cards you need to win.

Your deck can be constructed using cards from any of the 4 starter decks.

Your deck must follow the card limits indicated by the icon on the bottom of each card. The maximum number of cards for each category of card [MINION, WEAPON, etc] is shown by its card limit icon.



→ any number of **common** cards



→ up to 4 **uncommon** cards



→ up to 3 **rare** cards



→ up to 2 **legendary** cards



→ only 1 **mythic** card



→ only 1 MECHABUG FIGHTER card

Multiplayer Games

MECHABUG FIGHTER Battle Arena Multiplayer is a free-for-all game.

You may not provide aid and you may attack any opponent.

Roll to see who goes first and play goes clockwise.

FAQ

If I roll highest in the beginning of the game, do I have to go first?

No, you pick someone to go first and they won't get to draw a card.

What happens if I run out of cards?

Reshuffle and continue playing.

Can I undo playing a card if I made a mistake?

Yes, up until you roll your d20, trash a card or your opponent makes any move.

Can I swap out an Equipped MINION, SHIELD, UPGRADE or WEAPON?

Yes, that card goes to the trash.

Can I swap out my EXPERT for a different one from another deck when I'm building my deck?

Yes, but you can only have 1 EXPERT in your deck.

Does a "retry or re-roll" in the action text cancel out a critical failure?

Yes.

If I use an Equipment card [MINION, SHIELD, UPGRADE, WEAPON] as an action card, then play a TRAINER that resets one of those cards, can I bring it back into play?

No, resetting only applies to cards that were Equipped.

Can I target my Attack on an opponent's Equipped card like a WEAPON?

No, all Attacks target an opponent's MECHABUG FIGHTER.

Can a second Attack from a card's action text target a different opponent in multiplayer?

No, any extra Attacks must be directed to the same MECHABUG FIGHTER.

Does a critical roll apply to the action text as well?

No, it only applies to the damage listed on the card.

Which player decides which Equipment card to destroy?

The defender gets to choose if there are more than one of the same type Equipped.

How do I level up my MECHABUG FIGHTER?

Once you have the required number of BATTERIES Equipped, you can activate those BATTERIES to move to Level 2.

Can I play more than 1 Defense card like use a BLOCK card and then a SHIELD?

No. Only 1 Defense card can be played. But you can also trash 1 unactivated BATTERY to absorb 1 HP damage.

Can I use a BLOCK or SHIELD to absorb damage from more than 1 Attack?

No, if your opponent is doing a second Attack, you would have to defend against that separately.

Do I have to trash an installed BATTERY to absorb damage?

No, you can use one from your hand.

Can I install 2 weapons? How about 3 minions? Or 2 shields?

Yes, yes and yes.

Will 2 Equipped minions have 2 bonus attacks?

Yes.

If I have 2 Equipped shields, can I absorb damage with both?

No, your Defense is only for 1 card, either 1 BLOCK or 1 SHIELD.

Can I use a MINION Attack more than once?

No, a MINION has only one bonus Attack action per turn unless the card specifies otherwise.

Do I pay the Equip cost when I use an Equipment card as an action card?

No, only pay the Attack cost.

Can I Attack twice with my Built-In Attack?

Yes, you get 2 Attacks per turn plus any bonus MINION Attacks.

Start playing **MECHABUG FIGHTERS!**

- High Roll decides who goes first.
- Shuffle your deck.
- Draw 7 cards.
- Mulligan if you have 0 or 1 BATTERIES.

On Your Turn

Draw 1 card

Actions (unlimited per turn):

[activate ~1  BATTERIES (turn 90° *mouse-over+e* to pay costs)]

- Install 1 BATTERY (once per turn)
- Equip Equipment [MINION, SHIELD, UPGRADE, WEAPON]
- Play Action card [EXPERT, REPAIR, TRAINER]
- Activate ~ upgrades
- Trash 1 card in your hand to draw 1 card
- Level Up your MBF (once per game)

Attack (2 Attacks per turn + MINION bonus Attacks):

[roll d20 and meet/beat attack roll  => deal HP damage] 

- Play COMBAT
- Use Built-In Attack
- Use WEAPON
- MINION: +1 bonus Attack each turn per MINION
- Forfeit 1 Attack to Install 1 BATTERY

End of Turn

- Draw or discard to 7 cards
- Refresh ~ BATTERIES (turn upright *mouse-over+q*)

Defense (for opponent attack) [BLOCK, SHIELD, TRAINER, UPGRADE]

- Trash 1 unactivated BATTERY to absorb 1 HP (1 per Defense)



Created by Christopher J. Orcutt and Daniel C. Sartor
Text, Images and Gameplay © 2026 mechanos LLC
MechaBugFighters.com

