

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 it, 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 terrifying.

In time, we worked out more *ATTACKS* and ways to *BLOCK* attacks. We built *WEAPONS* and *SHIELDS* and built smaller machines that we called *MINIONS*.

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

Let's Fight!



Welcome to MECHABUG FIGHTERS!

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



Overview

MECHABUG FIGHTERS is a strategic trading card game.

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

Thorium *BATTERIES* power the attacks you will need to knock your opponent's *MECHABUG FIGHTER* down to 0 HP.

But don't be caught off guard! Use *DEFENSE* cards to keep your *MECHABUG FIGHTER* in the game.

Install Equipment 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!

GAME BASICS

- You get 2 actions on your turn.
- **BATTERIES** power everything, install as many as possible.
- Attacking is how you win. Use **ATTACK**, **WEAPON** and **MINION** cards and your **MECHABUG FIGHTER**'s built-in, no cost attack to knock your opponent's HP to 0.
- *Attack* and *Install costs* are paid by activating ~ installed **BATTERIES**.
- A card is activated by turning it 90° ~ to show you've used it.
- **BATTERY** and Equipment cards [**WEAPON**, **MINION**, **SHIELD**] can be installed into your **MECHABUG FIGHTER** and are used 4 times and trashed.
- Action cards are played, resolved and trashed.

MECHABUG FIGHTER

Your **MECHABUG FIGHTER** is the hero of the game. They will be doing most of the fighting for you.

It has a built-in attack which costs 0 **BATTERIES** to use. So you can always attack if you have a free action.



Your **MECHABUG FIGHTER** Hero Card

At the start of the game, your Level 1 **MECHABUG FIGHTER** can have up to 7 **BATTERIES** and 2 Equipment cards installed.

When you have 7 installed **BATTERIES**, you can use an action to **upgrade** your **MECHABUG FIGHTER** to Level 2 and flip its card over.

Now your **MECHABUG FIGHTER** can have up to 10 **BATTERIES** and 3 Equipment cards installed. You also add +2 HP to your HP counter.

The MECHABUGS

You have a choice of 4 **MECHABUG FIGHTERS**, each has their own powerful upgrade at Level 2.



Asmodeus
Horned Locust

A master of the air, at Level 2 this **MECHABUG** gives you a +2 on your **ATTACK** and **SHIELD** card rolls.



Kil-Face
Assassin Bug

Quick and quiet, at Level 2 this **MECHABUG** gives you a +2 on your **ATTACK** and **BLOCK** card rolls.



Magnus
Stag Beetle

A commander of combat, at Level 2 this **MECHABUG** gives you +2 on your **WEAPON** and **BLOCK** card rolls.



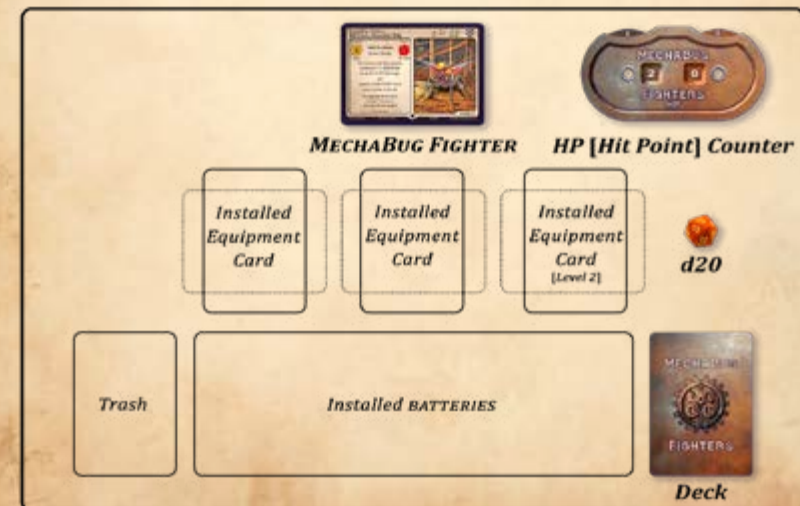
Saffeara
Black Widow Spider

Handy with a web, at Level 2 this **MECHABUG** gives you +2 on your **WEAPON** and **SHIELD** card rolls.

Play Setup

With your **MECHABUG FIGHTER** chosen, take its deck, a d20 die and an HP counter. Set your HP counter to 20 and thoroughly shuffle your deck.

A popular play setup looks like this:



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, put them back in your deck, reshuffle, and draw 7 new cards.

3. On your turn

Draw a card and perform any **2 actions**:

- Install a **BATTERY**
- Install an Equipment card [**WEAPON, SHIELD, MINION**] and pay the *install cost*
- Attack with an **ATTACK, WEAPON, or MINION** card and pay the *attack cost*
- Attack with your **MECHABUG FIGHTER's** built-in attack for 0 *attack cost*
- Play an Action card [**TRAINER, REPAIR**]
- Play an Equipment card as an action card, pay its *attack cost* and trash it
- Level up your **MECHABUG FIGHTER** to Level 2 and repair +2 HP
- Trash a card from your hand to draw a card

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



Card Anatomy

Playing cards that can attack and deal damage [**ATTACK, WEAPON, MINION**] are how you win **MECHABUG FIGHTERS**.

Here is a breakdown of the important parts of a typical card.



Important Terms

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

Activate ~ = turn a card 90° clockwise.

Refresh = turn a card straight-side up.

Install a BATTERY = play a **BATTERY** into your play space.

Install Equipment = card is played near your **MECHABUG FIGHTER** and has 4 uses before it is trashed.

Pay an Install/Attack Cost = activate ~ the required number of installed **BATTERIES** to *install* or *attack* with an Equipment card.

Play Type: Action = Card is played, resolved and discarded.

Play Type: Reaction = Card is used to block a successful attack from opponent and discarded.

Play Type: Install = Card is installed into MechaBug Fighter equipment slot, used 4 times and discarded.

Card Types

Battery [BATTERY]

To install a *BATTERY*, use an action to play it into your play space.

All attacks require **activating** ~ installed *BATTERIES*. except for the *MECHABUG FIGHTER*'s built-in attack.

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, any number of *BATTERIES* can be trashed to block 1 HP of damage each.

Installed *BATTERIES* do not expire like Equipment cards.



Action Card [ATTACK, BLOCK, REPAIR, TRAINER]

An action card is **played, resolved and trashed**.

You may know action cards as instant or instance cards.

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

Make sure to resolve the action text.



Equipment Card [WEAPON, SHIELD, MINION]

Equipment cards are installed into your *MECHABUG FIGHTER*.

To install an Equipment card, activate ~ the number of installed *BATTERIES* to pay the *install cost*.

To attack with it, pay the *attack cost* and roll your d20 to meet or beat the *ATTACK ROLL* to deal damage.

Installed Equipment cards are used 4 times and trashed.



Defense Card [SHIELD, BLOCK]

Defense cards stop your MechaBug Fighter from taking too much damage.

A **SHIELD** is a defense **Equipment** card that can be installed and used 4 times.

A **BLOCK** is a defense **Action** card that is played, resolved and trashed.

When played, roll your d20 to meet or beat the *DEFENSE ROLL* to block damage.



Attacking [ATTACK, WEAPON, MINION, MECHABUG FIGHTER]

In *MECHABUG FIGHTERS*, **attacks are the way you win!**

By using *ATTACK* cards, *WEAPONS*, *MINIONS* and your *MECHABUG FIGHTER*'S built-in attack, you fight your way to victory.

You have 2 actions on your turn, use 1 action to attack if you can.



To Attack do one of the following:

- play an *ATTACK* card, like this one, *Creepy Crawl*
- activate ~ an installed *Equipment* card [*WEAPON*, *MINION*]
- play a *WEAPON* or *MINION* as an action card and trash it after attacking

Now, pay the *attack cost* by activating ~ installed *BATTERIES*.

Roll your d20 and if your **roll is greater than or equal** to the *attack roll*, it's a hit!

Follow the *action text* and resolve it.

Tell your opponent the *HP damage done*.

Your opponent can now try to block.

Defending [BLOCK, SHIELD, BATTERY]

When your *MECHABUG FIGHTER* gets hit, you can block some damage with a defense card.

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

A *SHIELD* is an installed *Equipment* card. It is used 4 times and trashed.



To Defend when Attacked do one of the following:

- play a *BLOCK* card like this one, *Smile*
- activate ~ an installed *SHIELD*
- play a *SHIELD* card as a reaction card and trash it after

Then, roll your d20 and if your **roll is greater than or equal** to the *defense roll*, you blocked some damage!

In addition, you may always trash any number of *BATTERIES*, either installed or from your hand, to block 1 HP damage each.

Subtract any remaining damage on your *MECHABUG*'S HP counter.

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

Don't forget, when you reach 0 HP, your *MECHABUG FIGHTER* is destroyed and you lose!

Attack Critical Rolls

- Rolling a 20 is a critical success and does 2x damage.
- Rolling a 1 is a critical failure and does ½ **unblockable** damage rounded down from your attack card, to **your** *MECHABUG FIGHTER*.

Defense Critical Rolls

- A critical success roll blocks 2x damage.
- A critical failure roll does ½ unblockable damage rounded down from your defense card to your *MECHABUG FIGHTER* plus the damage from your opponent's attack.

Game Excerpt [1v1]

Here are turn examples from Adam [*Asmodeus*] vs. Beth [*Saffeara*].

On Beth's turn, she draws a card-*BATTERY*, installs it and 1 *WEAPON*, Spider Rifle, by activating ~ 3 *BATTERIES*. She ends her turn by refreshing ^ her *BATTERIES* and drawing back to 7.

For Adam's turn, he draws *MINION* card Krobhak and installs it by activating ~ 3 batteries. For his second action, he plays *TRAINER* card Alice, which he uses to find his *EXPERT TRAINER* Viktor from his deck.

Even though he now has a *MINION* installed, Adam cannot use its extra attack action since he used all his installed *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 installed *WEAPON*, Spider Rifle. She activates ~ Spider Rifle and 2 *BATTERIES* and rolls a 13. Its a hit of 2 HP damage. The action text would let her activate 2 *BATTERIES* for a second attack, but she has no more installed *BATTERIES* available.

Adam trashes 2 *BATTERIES* from his hand to absorb the damage and Beth refreshes ^ her *BATTERIES*.

For Adam's turn, he draws and plays an *ATTACK* 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* Krobhak attack. He rolls a 13, its a hit with 3 HP damage. The action text is for a failure so he ignores it.

Beth plays a *BLOCK* card, rolls a 9 and blocks all the damage.

And so on...

Rather watch a video?

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



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 continues clockwise.

Deck Building Rules

Want to build your own deck? No problem!







Your deck must contain 60 cards, 1 *MECHABUG FIGHTER* and include 1 *EXPERT TRAINER* card.

We recommend a good mix of cards and a fair amount 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 be built according to the deck building icon on each card. The maximum number of cards for each type of card [*WEAPON*, *ATTACK*, *BLOCK*, *SHIELD*, *MINION*, *TRAINER*, *REPAIR*, *BATTERY*] is determined by the 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



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 critical fail on a damage of 1?

You take no damage, half of 1 is $\frac{1}{2}$ and rounded down is 0.

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 or trash a card.

Can I swap out an installed *WEAPON*, *SHIELD* or *MINION*?

Yes, it counts as 1 action and that card goes to the trash.

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

Yes, but you can only have 1 *EXPERT TRAINER* 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 [*WEAPON*, *SHIELD*, *MINION*] 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 installed.

Can I target my attack on an opponent's installed 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 bonus actions 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 attacker gets to choose if there are more than one installed.

Can a *MECHABUG FIGHTER* have more than 20 HP?

Yes.

When I level up my *MECHABUG FIGHTER*, does that count as an action?

Yes.

Can I play more than 1 *BLOCK* card or use a *BLOCK* card and then a *SHIELD*?

No. Only 1 defense card can be played. But you can trash any number of *BATTERIES* to absorb damage.

Can I use a *BLOCK* or *SHIELD* to block more than 1 attack?

No, if your opponent is doing a second attack, you would have to block 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* for level 2? Or 2 *SHIELDS*?

Yes, yes and yes.

Will 2 installed *MINIONS* have 2 extra attacks?

Yes.

If I have 2 installed *SHIELDS*, can I block with both?

No, your defense reaction is only for 1 card, either a *BLOCK* or a *SHIELD*.

Can I use a *MINION* attack more than once?

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

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

No, only pay the attack cost.

Does a critical roll's effects apply to action text bonuses?

No, only to the original damage number.



On Your Turn

Draw a card and perform any 2 actions:

- Install a *BATTERY*
- Install an Equipment card [*WEAPON, SHIELD, MINION*] and pay the *install cost*
- Attack with an *ATTACK, WEAPON, or MINION* card and pay the *attack cost*
- Attack with your *MECHABUG FIGHTER*'s built-in attack for 0 *attack cost*
- Play an Action card [*TRAINER, REPAIR*]
- Play an Equipment card as an action card
- Level up your *MECHABUG FIGHTER* to Level 2 and repair +2 HP
- Trash a card from your hand to draw a card

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

Quick Tips

You get 2 actions per turn, try to use 1 of your 2 actions to attack.

Installed *BATTERIES* power attacks.

Pay *attack/install costs* by activating installed *BATTERIES*.

Activate ♻ a card by turning it 90° clockwise.

Installed Equipment cards are trashed after 4 uses.

A roll of 20 is a critical success and does 2x blockable damage.

A roll of 1 is a critical failure and does ½ unblockable damage to your *MECHABUG FIGHTER* + any damage from an opponent's attack.

Your *MECHABUG FIGHTER* can have:

Level 1: 7 *BATTERIES* and 2 Equipment cards installed.

Level 2: 10 *BATTERIES* and 3 Equipment cards installed.

You may upgrade your *MECHABUG FIGHTER* to Level 2 once you have installed 7 batteries.

An installed *MINION* has its own attack action.

A defense card [*BLOCK/SHIELD*] is played during your opponent's turn.

Always read and follow a card's action text.

You may trash any number of *BATTERIES* to block 1 HP damage each.



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