



# WRECK-A-MECH

## DECK BUILDING GAME ©

### Rules v1.0

Sunday! Sunday! Sunday! Build mechanized engines of death and destruction using spare parts, expired munitions and a can-do attitude! Witness these lumbering juggernauts tear each other apart for your amusement! Then invest your winnings in the local junkyard buying previously owned lethal extremities for your next killer robot! Do you have what it takes to win the belt?!

The most advanced Mechs in the world compete every week in the Mech Combat League. Soaring arenas glitter from a million cameras as lethal machines tear each other apart. Each combatant costs millions of dollars and represents the very pinnacle of corporate technology. Fortunes rise and fall on the results as a win in the arena demonstrates the superiority of a corporation's technology. Billions of fans sit riveted every Saturday and spend all of their money and time on the fights. It's the cultural phenomena of the century!

But this isn't the Mech Combat League. This is the Wreck-A-Mech Minor League where scrappy mechanics will rig together a Mech out of anything they can find in the junkyard. They meet at local events, take photos with grass roots fans and then bash each other to bits. Any part that isn't completely destroyed is fished out of the mud and retooled into next week's combatant. Nobody ever said getting to the big leagues was easy.

#### 2 Players

(3-4 Players with additional deck)

30 - 45 minutes Estimated Game Time

Ages 12 +

#### Box Contents

10 Rank 1 Cards—bronze border

30 Rank 2 Cards—silver border

30 Rank 3 Cards—gold border

2 Counter Cards – white border

1 Initiative Chip

10 Counter Rings

<https://www.thegamecrafter.com/games/wreck-a-mech-core-set>

<https://www.facebook.com/wreckamech>

<http://entireprizeenterprises.com>

Produced by Steve Vilbig

Art by Kayla Christine

#### Special Thanks

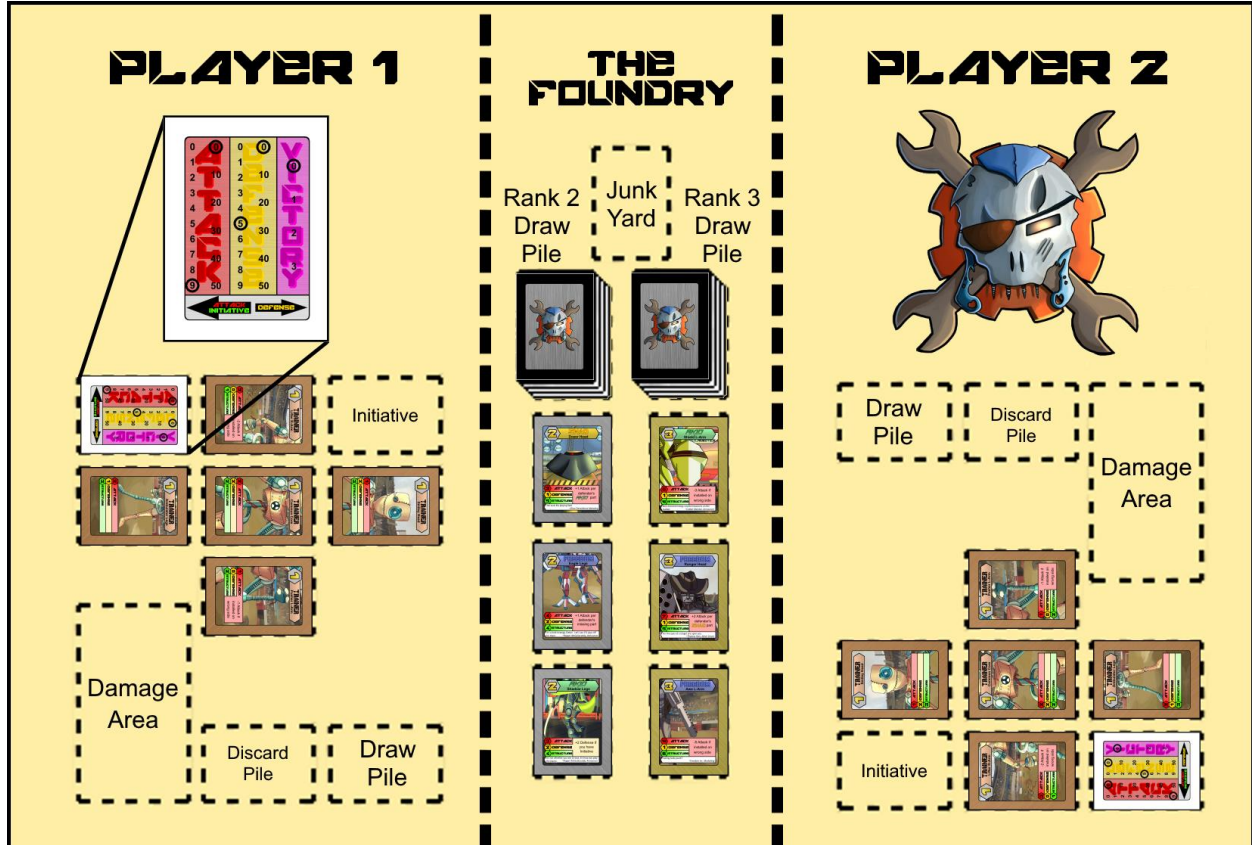
Sharon Vilbig, Jon Bratteig,  
Mark Mekkes, Tony Magrone  
And You!

### Overview

Wreck-A-Mech is a deck building card game where players assemble the best Mech (Mechanized Combatant) possible from the cards in their hand. Then combat ensues and the Mechs knock each other to pieces! Cause as much damage as possible to your opponent because the more you wreck, the more spare parts you can buy. Then draw from your new parts and improve your mech for the next round. Keep fighting until you knock your opponent out 3 times!

# Setup

- **Set Up the Board** - Separate the cards by border making stacks for white, bronze, silver and gold cards. Randomly determine which player has Initiative and give them the green Initiative chip. Shuffle all of the Rank 2 cards (silver border) thoroughly and lay the stack face down in the center of the play area to make the Rank 2 Draw Pile. Then draw the top three cards of the pile and lay them out in a column under the Draw Pile, face up. Repeat this process with the Rank 3 cards (gold border) and place them to the right of the Rank 2 Draw Pile.
- **Build Your Trainer Mech** - Distribute one of each of the 5 Trainer cards (bronze border) to each player. Each player then lays out the complete Mech in front of them in a cross layout with the head on top, body in the middle, left and right arms to the left and right and legs to the bottom. Each player should leave space on the table for their draw and discard piles, but these piles will both be empty at the start of the game.
- **Set Your Attack and Defense** - Give each player a counter card and 5 counter rings to keep track of their Attack, Defense and Victory points. On the first turn, these values will always be the same. Place rings on the numbers 9 of the ones line and the 0 on the tens line of Attack and on numbers 5 on the ones line and the 0 for the tens line for Defense. Place the last ring on the Victory number 0. The Attack and Defense values that you mark represent the total of all of the Attack and Defense values from every part of your Mech.
- **Proceed to the Combat Phase** - On the first turn, players skip directly to the Combat Phase since they have no cards available to draw.



# Turn Sequence

## Draw Phase – Reload!

Starting on turn two, all players simultaneously draw cards to play on their Mech (See **Drawing and Discarding**). Each player will draw 2 cards plus a number of cards equal to the highest Victory score achieved by any player. See below:

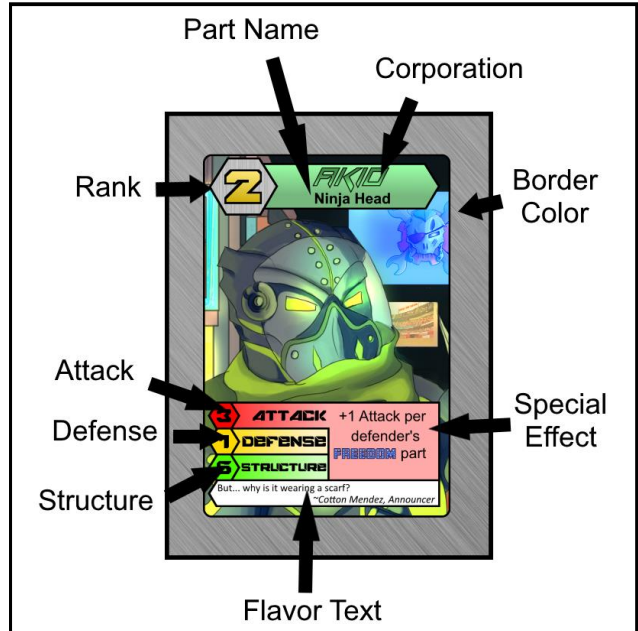
- If no player has any Victory, draw 2 cards each.
- If any player has 1 Victory, draw 3 cards each.
- If any player has 2 Victory, draw 4 cards each.
- In Sudden Death Overtime, draw 5 cards each.

## Build Phase – Build ‘er up!

Starting with the player who has the Initiative chip, the player will play as many cards as they choose on their Mech. If the player’s Mech already has a part of that type, then the previously installed part is discarded. All parts have to be played in the same configuration as the initial Trainer Mech in a cross layout with the head on top, body in the middle, left and right arms to the left and right and legs to the bottom. Previously installed Mech arm cards may be swapped from left to right or right to left during this phase. A left or right arm part can be played on the wrong side of the Mech, but the card must be played upside down and a penalty to the card’s Attack attribute will be applied as stated on the card during the Combat Phase. Players may also choose to discard cards from their Mech without replacing them, however they must end the phase with at least one card on their Mech. When a player finishes this phase any remaining cards in his hand are discarded (See **Drawing and Discarding**). Then the next player to the left takes his Build Phase until all players have had a turn.

After all players have finished playing cards, all players will simultaneously calculate Attack and Defense values of their Mech. The Attack value is determined by adding up the Attack values of all parts installed on a player’s Mech. This value can be modified by special rules on each card. When the total is determined, mark the value on the Attack section of the counter card using counter rings. Then repeat this process with Defense values on your Mech parts to determine the player’s total Defense value this turn. Once they are marked, the Attack and Defense values will not change until the next Combat Phase, regardless of which parts are discarded as damage in the Combat Phase.

## Mech Part Card



## Drawing and Discarding

When a player needs to draw cards, if they do not have enough cards in their draw pile and they still need to draw more cards, they must immediately shuffle their discard pile into their draw pile and draw any additional cards required. When discarding cards, all discarded cards are placed in the player’s discard pile face up. A player may check their own discard pile at any time, but may not inspect an opponent’s discard pile.

## Attacker and Defender

Whenever a rule refers to a player’s attacker, this refers to the opponent who is attacking the player and this is the opponent who sits to the player’s right. The defender refers to the opponent who the player is attacking and this is the opponent who sits to the player’s left. **In a two player game, a player’s opponent is both his attacker and defender.** This is not to be confused with the direction of attack and defense indicated by the arrows on the counter cards. The rules in this guide and on the cards are written to support up to 4 players. You may play with more than 2 players by combining the cards from two Wreck-a-Mech core sets or by adding a Wreck-a-Mech expansion set.



### **Combat Phase – *Fighting time!***

Starting with the player who has the Initiative chip, the player chooses which parts will be damaged by their opponent. First the player calculates how much damage they take by subtracting their Defense value from the Attack value of their attacker (See **Attacker and Defender**). If the resulting damage is greater than zero, the player will have to choose Mech parts to be discarded to absorb this damage. Each chosen part reduces the damage by its Structure value and is then moved to the damage area below the Mech. The player will need to continue choosing parts to be damaged until the damage remaining is zero or less. If all of a player's Mech parts have been damaged, then in this phase the player is wrecked and the player's attacker scores a Victory point (See **Scoring a Victory**). Parts in the damage area are not discarded until the end of the Upgrade Phase.

### **Upgrade Phase – *No pain no gain!***

For each Rank 1 card in the defender's damage area, the attacker gains a Rank 2 card from the Foundry (See **Gaining a Card**).

For each Rank 2 card in the defender's damage area, the attacker gains a Rank 3 card from the Foundry (See **Gaining a Card**).

For each Rank 3 card in the defender's damage area, the attacker gains a Rank 3 card from the Foundry (See **Gaining a Card**). The attacker may also junk a card from their discard or draw pile (See **Junking a Card**).

After the first player has finished gaining cards, the next player to the left and gains any appropriate cards from the shop and this continues until all players have gained any appropriate cards. Finally, all players discard all cards in their damage area.

### **Rebound Phase – *Get back in there!***

During this phase wrecked players will quickly rebuild a Mech to continue the fight. **Only players who have been wrecked this round will take a Rebound Phase.** Starting with the player who has the Initiative chip and proceeding to the left, the wrecked player may choose to junk up to 2 cards from their discard or draw piles (see **Junking a Card**). Afterwards, they will shuffle their discard pile into their draw pile. Unless all players have been wrecked, the the wrecked player will draw a card from the draw pile and immediately play it on their Mech. The player will continue to draw and play cards until their Mech has a number of parts equal to the opponent who has the most number of installed

Mech parts. If the player draws a part type that is already on their Mech, then the drawn card is discarded. Unlike the Build Phase, the player cannot replace a Mech part when a better part is drawn, nor can they swap the sides of the left and right arms on a Mech during the Rebound Phase. In the event that all players were wrecked this turn, after all wrecked players have had a chance to junk 2 cards, the play proceeds directly to the Draw Phase. After all wrecked players have had a chance to rebound, the player with the Initiative chip passes it to the player on his left and the next turn starts with the Draw Phase.

### **Scoring a Victory**

If a player discards all of their Mech parts during the Damage Phase, then the player's attacker has wrecked your Mech and stands victorious. But the crowd loves a good wreck and the game isn't over yet! Multiple players can score a Victory in the same turn. When your Mech is wrecked, shuffle your discard pile and any damaged parts into your draw pile. Then your attacker moves the Victory points on his counter card up one. Finally, check to see if one or more players have 3 Victory points (See **Victory Conditions**).

### **Gaining a Card**

When a player gains a card, they may, if they wish, choose a card of the appropriate rank from the Foundry in the center of the play area. They may choose any of the face up cards, or they may choose to draw a face down card from the Foundry deck of the appropriate rank. **If they choose a face up card, then the card is immediately replaced with a new card from the deck of the appropriate rank.** If a player ever draws the last card of a Foundry deck, then the game ends (See **Victory Conditions**).

### **Junking a Card**

When the player has the option to junk a card they may, if they wish, choose a card from their discard pile or draw pile and move it to the Junk Yard in the center of the table, face up. If the player chooses to examine their draw pile for a card to junk, then they must shuffle their draw pile afterwards. Cards stay in the junkyard until the end of the game.

### Victory Conditions

If a single player has 3 Victory points at the end of the Damage Phase (after all players have dealt damage), then that player is the winner. If multiple players have 3 Victory points, then these players discard all of their Mech cards, shuffle their discard piles into their draw piles, and engage in Sudden Death Overtime (See **Sudden Death Overtime**)!

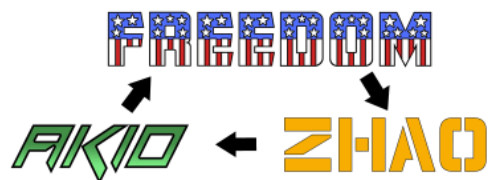
If a player draws the last card from a Foundry deck, then the winner is the player who has the most Victory points. If multiple players have the most Victory points, then these players discard all of their Mech cards, shuffle their discard piles into their draw piles, and engage in Sudden Death Overtime (See **Sudden Death Overtime**)!

### Sudden Death Overtime

In Sudden Death Overtime players engage in a final fight where they build the best Mech they can and then keep slugging until only one Mech is standing. All players participating in Sudden Death Overtime will start with a Draw Phase where they each draw 5 cards. Players will proceed with the Build Phase and Combat Phase as normal, but the Upgrade Phase is skipped. Players do not gain or junk cards during Sudden Death Overtime. Players then skip the Draw Phase and repeat the Build and Combat Phases repeatedly until one or more players score a Victory. If a single player scores a Victory, then they are the winner. If multiple players score a Victory, then these players repeat Sudden Death Overtime until a single winner remains.

## Strategy

- **Pick your Corporation** - Try to gain cards of the same corporation. The body (and sometimes leg) parts for each corporation give a bonus for using many parts of the same corporation. Build up the bonuses by using many parts from the same corporation. If no parts for your corporation are face up in the Foundry, then either pick a secondary corporation or draw a face down card to try and get lucky.
- **Keep your Parts in Balance** - Try to keep a balance the types of parts you gain by examining your discard pile to see what types of parts you already have. Gaining too many heads or legs may leave you stuck with weak or missing arms or a body.
- **Always Junk Parts When You Can** – Always take the opportunity to junk a card. Start getting rid of your Rank 1 cards as soon as possible as they are detrimental to building a strong Mech with Rank 3 parts. Once all of your Rank 1 cards are gone, start weeding out the Rank 2 cards if you can.
- **Watch your Opponent's Corporation** - The head parts for each Corporation give a bonus against defenders parts of a specific corporation. Watch what corporations your defender and attacker are gaining and try to focus on a corporation that is either strong against your defender or not weak to your attacker. Check the diagram below to help keep track of who each corporation is strong and weak against.



Wheel of Corporate Advantage

## Corporations

The most advanced Mechs in the world compete every week in the Mech Combat League. Soaring arenas glitter from a million cameras as lethal machines tear each other apart. Each combatant costs millions of dollars and represents the very pinnacle of corporate technology. Fortunes rise and fall on the results as a win in the arena demonstrates the superiority of a corporation's product line. Billions of viewers sit riveted every Saturday and fans can spend almost all of their money and time around these events. A handful of corporations manufacture these Mechs and profit from the oil soaked carnage.

# AKIO

Akio Telecom controls the majority of broadcast and online networks and retains exclusive broadcast rights to the Mech Combat League. As profits have grown without any sign of slowing, Akio created multiple networks devoted to Mech combat. Their subsidiary, Akio Robotics represents their first foray into actual Mech designs. While originally a gimmick for a reality show, Akio quickly found they can make much more money manipulating fans than by winning matches. Stock prices soared and Akio invested heavily in robotics acquisitions and partnerships to fast track development of consumer friendly fighting Mechs. Advances made in robotic technology that are proven in the arena are quickly repackaged and sold across the robotic service and manufacturing segments. Today Akio is the largest of the Mech producing corporations and they borrowed, bought or licensed characters from pop culture to leverage existing markets. And every part they make is designed to dazzle and amaze fans, even if it is destroyed in the process. But don't think they are all bark and no bite. Akio knows that everybody loves an underdog, but nobody loves a loser.

# FREEDOM

The history of Freedom International is awash in a haze of caffeine and drugs, allegedly born from the smoking ruins of a rogue frat house at MIT, Freedom quickly came to embody the best and worst of Mech fighting culture. Freedom is much smaller than the other Mech corporations and their annual profits represent a rounding error compared to Akio. Freedom's Mechs are severely restricted in the professional Mech Combat League but they completely dominate the semi-pro Wreck-a-Mech League which Freedom organizes. Hardly a match goes by without one of the combatants fielding Freedom parts. Their fans are the most devoted by far and this grass roots passion is a large part of the engine that drives the entire Mech combat industry. The other corporations recognize this and allow Freedom to exist to support the bottom line. Normally their fast growth and small size would make them an easy target for a takeover, but nobody else wants to assume the liability for the wild and reckless Wreck-a-Mech events which have injured many fans due to lax safety standards. Freedom has come to embody the plucky, can-do spirit of amateur Mech drivers everywhere.

# ZHAO

Zhao Construction has been making labor Mechs for the last 30 years and they are known for being rugged, dependable and cheap. As such, Zhao parts have been appropriated for fighting Mechs ever since the Mech Combat League began. Until recently, the company has been content to enjoy the subtle increase in demand for parts and maintenance caused by the used construction Mechs being sold on the secondary market. It became apparent that the new chairman of the board was a fan of the League when he took the job 3 years ago. This latest Chairman Zhao (the 5<sup>th</sup> generation to hold that title) has been emphasizing changes to make his Mechs more formidable in combat. There is very little practical demand for agile bulldozers or an Asphalt Cannon, and yet more and more components such as these are developed each year by the new leadership. These changes have caused political turmoil with the board of directors and could cost the chairman his job if it begins to affect the stock price. It remains to be seen if this shift represents Zhao Construction's entry into the burgeoning military weapons development industry.