HEXMECHS



RULEBOOK

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HexMechs

Welcome to HexMechs, a unique tactical board game for 1 to 4 players.

In HexMechs, you place up to 4 hex shaped game boards on a table to set the stage. Each board is divided into 49 smaller hex shaped tiles where the action takes place.

The game plays as a battle between machines of war (Mechs) and aliens. Players move and equip their mechs using a combination of cards and dice while the aliens move automatically, according to specific rules.

Each side has their own objectives and the first to reach them, wins.

Are you ready to command a squad of hi-tech mechs and take on the competition while keeping an alien infestation at bay?

Then let's get to it, shall we...



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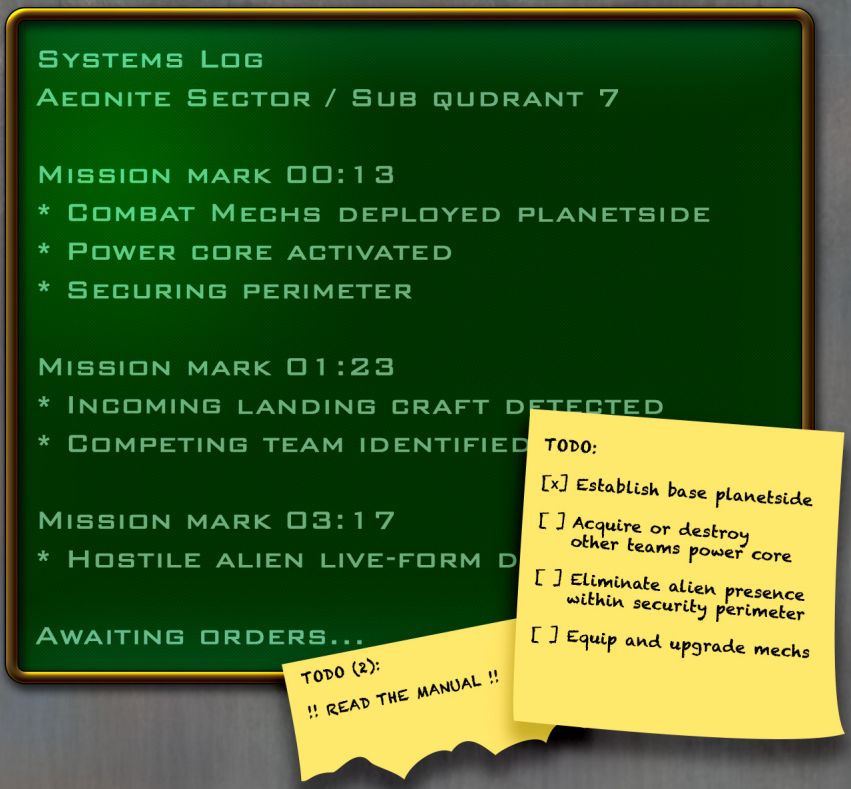


HEXMECHS

First, let's take a look at what's in the box:



8 mech cards with matching hex shaped mech chits (numbered). These cards define the base properties of your mechs as well as their team allegiance.



One deck of 90 action cards with weapons, upgrades and special abilities. Weapon cards each have a matching square weapon chit (16 in total).



4 dual sided gameboards. Each side of each board is unique so you can flip, rotate and place them in various layouts.



14 square mission objective chits for players to capture or destroy to win the game. (3 red power cores, 3 blue power cores, 4 colored spheres and 4 alien eggs).



16 Hex shaped alien pieces for... well, aliens.



15 triangular armor shards and 45 circular ammo chits to keep track of mech health and ammo.



Two dice, one 4 sided (D4), and one 6 sided (D6).

SETUP

HexMechs can be played with a variety of different end-goals, but the rules are the same, so let's start by setting up an "extermination" game, where players work together to eliminate an alien infestation.

Start by laying out the game boards as illustrated to the right.

This layout should provide a short and easy game.



Each player needs two mechs – since you will be working together, the color does not matter.

Pick two mech chits each and find the corresponding mech cards by matching the numbers.

Place the mech cards in front of you (face up) – the chits will be placed on the red spawn points on the game-board.



Roll a D6 to select a spawn point for each mech, and again to select initial orientation as indicated by the orientation pattern on the board. Repeat if location is occupied.

For example if you roll 3 followed by 5, place the mech chit on spawn point 3, and orient it so that is is facing the direction indicated by "5" on the orientation pattern.



SETUP

Each mech has an armor that gets chipped away when the mech is attacked.

Different types of mechs have different amounts of armor, either 1 or 2 armor shards.



Fill all the armor slots of both your mechs by placing armor shards on top of the mech cards.





In this game, we will be pre-assigning weapons to each mech, so find two PIKE and two SHREDDER cards in the action deck.

Place one weapon on a free weapons slot on each mech, and load the weapon with the indicated type and number of ammo chits.

Your mechs are now armed and ready.

To complete the setup, we also need some mission objectives.

Create a pile of one alien egg and three Hivemind aliens to serve as the players objective (destroy the egg to win) and place them in the center of the alien game-board.



Place a red power core in the center of the red base, this is the alien objective - loose the core and it's game over.



CARDS

Die to use when moving



Before we start. let's take a quick look at the cards in front of us.

Beyond the weapon and armor slots which we've already talked about, the mech card also has an indication of which die to use when moving the mech.



The weapon cards have three symbols and a small map which together defines the weapons attack pattern and damage.

- This symbol tells us how many targets can get hit at once.
- This tells us how much damage is applied to each target.
- This tells us which tiers of the attack pattern are currently enabled.



The attack pattern indicates which target cells may get hit, relative to our position (▲).

Now, deal 5 action cards to each players game hand so we can get started...

Game hand

Mech cards

CARDS

The action cards that players are dealt fall into four categories:



1) Weapon cards has already been discussed and may be assigned to an empty weapon slot or replace an existing (old stack is discarded, including upgrades). New weapons comes with a full reload of ammo.



2) Upgrades enhances a weapon by increasing number of targets, amount of damage or by unlocking new tiers of the target pattern. Upgrades are placed below the weapon card they upgrade (offset slightly so the symbol is visible).



3) Reloads are traded for either ammo or armor chits which may be installed into any equipped weapon/mech (up to the indicated limit). You cannot trade and store chits for later - they must be installed when the card is played.



4) Specials provide unique abilities and may be played at various points in the game - details are found on the cards. Note that some specials are played during other players turns.

GAME TURN

Repeat from here for each player

At the start of each turn you may discard cards from your hand to make room for new cards.

You can have no more than 5 cards on hand and may receive two new cards every turn.

You start your turn by using cards from your hand to upgrade and reload your mech.

Upgrades and reloads must have the same group symbol as the weapon to which they are applied.



Weapon Groups

Already mounted weapons can be replaced (returned to the deck), or be dropped on the gameboard where you stand. In either case, all upgrades are returned to the deck.

To drop a weapon, place a matching weapon chit and the remaining ammo chits on the board below the mech, and place the weapon card next to the gameboard (not in the deck).



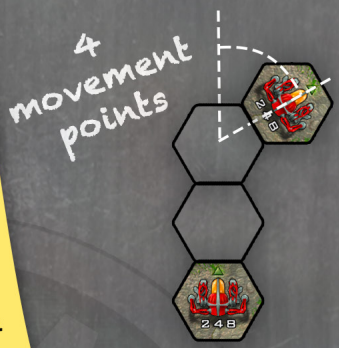
Any mech that stops on a tile with a weapon chit can choose to pick it up - this works the same as being dealt a weapon card, exept ammo is not reset.

MOVING

Before you move, select which of your two mechs to play, then look up the mechs move dice on its card, and roll the die.

The roll determines how many movement points you get.

Each step and each 60 degree rotation takes one movement point, but you are free to move less than the available points.



If a mech steps on an egg, a power core, or a weapon chit, it may pick it up.

Weapons are equipped immediately (they can replace existing weapons if the mech has no free slots).

Egg and power core chits are kept on the mech card while carried and placed on the tile under the mech when you decide to drop it.



Concrete walls blocks movement and some attacks.

Mechs can push other mechs or aliens, but only one tile per turn, and only if there is free space in the push direction.

Alternatively, a mech can perform a ram attack. Roll a D4 to determine damage, then divide the number by two and round down. The ramming mech itself always gets 1 damage.

None of the mechs move during a ram attack.



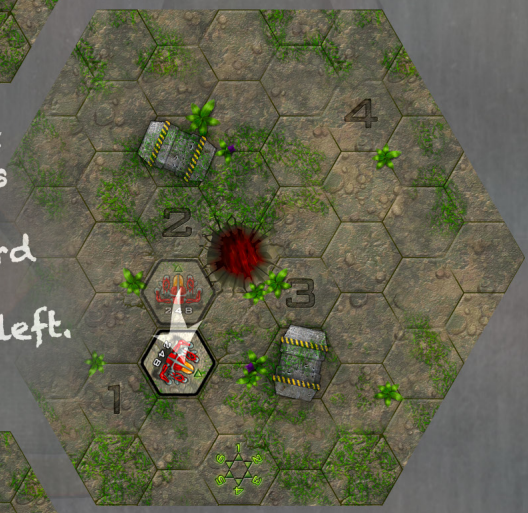
You cannot walk into a hole, but if pushed into one, a mech is instantly destroyed.

MOVING

Example of using 3 movement points:
1. Rotate 60 degrees to the left
2. Move Forward
3. Move forward again



5 movement points:
First rotate 3 times 60 degrees, then move 1 step forward and finally rotate 60 degrees to the left.





5 movement points:
One step forward, rotate right followed by one step forward, rotate right again and step forward.

ATTACKING

After moving, check your weapons attack patterns to see if there are enemies that can be attacked.

For example, here we have a PIKE with two upgrades, one of which enables tier 2 of the attack pattern.

Looking at the pattern, we can see that we can attack all neigbouring tiles, execpt the one immediately behind us (since that is tier 3).



The other upgrade is a damage upgrade, meaning we can do two points of damage.

We have no target count upgrades, so we can hit only a single target inside the attack pattern.

To execute the attack, remove one ammo chit from the weapon and apply two damage points to the target.



To apply damage to a mech, remove one armor chit for each damage point until all armor shards are gone.

If a mech is hit when it has no armor, it is destroyed.

Aliens does not have armor, instead they may have several chits stacked on top of each other, remove one chit for each damage point.

DEATH & SPAWN



Once all the armor shards are gone, the next hit will destroy the mech.

When a mech is destroyed, turn its card upside down and place the chit on top of it.

Place a weapon chit on the board for each of its weapons along with all its ammo chits.

Return all weapon upgrade cards to the deck.

If you have a destroyed mech, you can use your next turn to respawn it, instead of doing a regular move.

To re-spawn, roll a D4 to determine how many armor shards you get (up to the mechs maximum), then roll D6 twice to determine spawn point and orientation (like you did when the game started).

The mech will spawn with no weapons.



If a spawn point is occupied, you should roll again.

NOTE: Newly spawned mechs cannot be used or equipped until next turn!

RELOAD & SPECIAL

In addition to weapon and upgrade cards which have an orange ribbon, you may be dealt special cards with a blue ribbon.

You always keep these on your hand, hidden from other players.

If you have any reload or special ability cards that can be played after your turn, you may play one of those now.



Some special cards can be played when it is not your turn, for example when you are being attacked.

Remember to check your game hand, even during other player- and alien-turns.

Instructions are on the card, and once played, the card is returned to the deck.



When you are done, the next player repeats the steps until all players have moved or re-spawned a mech, then repeat for the second mech.

ALIENS

When all players have moved, aliens will swarm.

Aliens move like mechs using a die to determine moves, but direction is always towards the closest power core or mech.

If more players are equally close, each must roll a D6. Lowest roll is targeted.

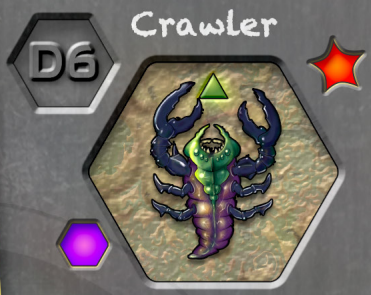
Aliens attack facing player if any.

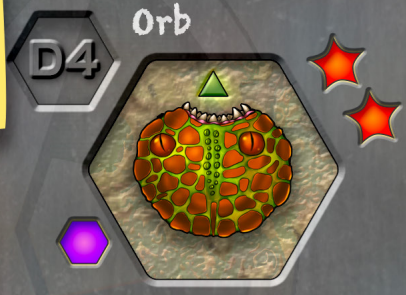
When done, roll a D4 for each alien gameboard to decide where more aliens should spawn, and then D6 to select a direction. If there is no matching number on the board, nothing happens.

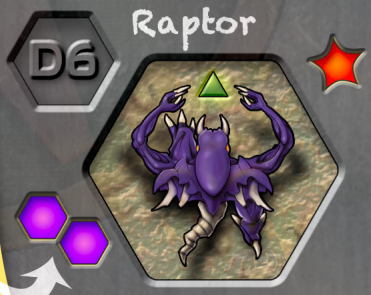
Roll a D4 to decide alien type from Crawler (1) to Hivemind (4).

Stack as many chits as indicated by the purple marker.

Make sure all alien chits in the stack are oriented the same way.









END GAME

The game ends when one side achieves their objective.

For aliens, the objective is always to destroy a player power core. They do this the same way they attack a mech.

You can make the game easier by using multiple cores (on top of each other or spread out in the player base).

If any player looses all cores, the aliens win.

Power cores are fragile and can be destroyed by a single hit.



The players objectives revolves around the power cores and the alien eggs, but differ slightly depending on the game mode:

You have already played the "extermination" mode where a side looses when their core or egg is destroyed.

You can play this mode both co-operatively (aliens versus players) as well as all versus all.

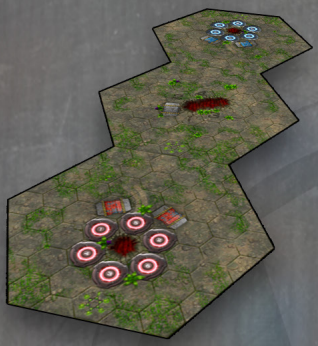
In all-vs-all, the player who first destroys the egg, or the enemy power core, wins.

If aliens win, both players loose.



Eggs are the alien equivalent of a power core

END GAME



In a "capture the flag" game, players win by stealing the enemy power core and bringing it back to their own base.

If a mech carrying a core is destroyed, the core is dropped at the same location.

A core is successfully "stolen" when it is placed on an enemy spawn point.

Each team chooses the initial placement of their own core.

In "bug hunt" mode, players compete to be the first to reach a pre-determined alien kill-score (or you can set a timer), while constantly protecting their power core from both aliens and other players alike.

Aliens score as follows:

Crawler: 1pt
Orb: 2pts
Raptor: 3pts
Hivemind: 4pts



Remember you can rotate and flip the boards as you like to create variation.

In any game mode, having your power core destroyed takes you out of the game. In capture the flag, players cannot destroy each others cores, but aliens can.

VARIATIONS

The rules covered in the previous pages are designed with balance and ease of use in mind.

However, no set of rules are perfect for everyone, so here are a couple of ideas for small tweaks that can dramatically change the course of the game.

You should probably play the game a couple of times before trying any of this.



WEAPON CRATES

Remove all weapon cards from the action deck and place weapon chits on the board instead, so that weapons are picked up rather than dealt.

You can do the same with reload cards - place ammo chits on the board instead.

Both ammo and weapon chits can be placed backside up so that you can't see what they are

WEAPON TWEAK

To introduce a bit of tension at the expense of overall strategic control, let attacks be controlled by a die roll.

Roll a D4 or a D6 to determine if weapons jam when fired (1 means you're unable to fire).

VARIATIONS



PORTALS

Use the 4 colored spheres as spawn portals. When a mech is destroyed, it can choose to immediately respawn on one of these instead of taking the usual extra turn to spawn at its home base.

The spheres are numbered so you can Roll a D4 to pick one at random.

PORTABLE PORTALS

You can let the mechs pick up and move portals the same way they pick up cores or weapons.

It does not change how portals work, but it allow players to place them strategically.

In this case you may want to reduce the randomness of the die roll and simply let players pick any portal for re-spawning.





ALIEN TWEAKS

Use a D6 instead of a D4 when spawning aliens to make the game easier.

If you find it too easy already, you can let aliens spawn inside player bases just as they do on their own boards.

That should keep you on your toes...

TURN GUIDE

FOR EACH PLAYER

- Discard unwanted cards
- Receive up to 2 cards
- Equip, reload & upgrade weapons
- Play mech - or - Spawn mech
  - Roll move dice
  - Move and turn
  - Attack
  - Add armor (D4)
  - Spawn pt. (D6)
  - Orient (D6)
- Play 1 special card

- Aliens stalk closest mech or core
- Aliens attack facing mech
- Roll to spawn new aliens

NEXT TURN

When in doubt, roll!

Plasma weapons are not blocked by board elements

Lop grenades over walls!



