

ADVANCED

ADVANCED

SPARTA 3000

FORCE FIELD- May take 1 fewer damage from Mines and Turrets for every 2 ⚙️ spent.

SCORE 2

EXIT OUT OF MIGHTY MECH



1 2 3 4 5 6 7 8

MIGHTY MECH CANNOT HEAL

ACTIONS	MOVEMENT	ADD. RULES
COLLECT	Forward	If the Robot Pilot's resources are maxed-out, do not collect.
* DEPLOY MINE	Toward the Highest ☒	Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret.
* DEPLOY TURRET	Toward the Highest ☒	Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret.
* PURCHASE	Toward the Lowest ☒	The Robot Pilot buys the Robot Pilot's Weapon. It can, choosing from left to right.
* POWER UP	Toward the Lowest ☒	If damaged, the Robot Pilot pays 1 unit of health to full health.
DIAGONAL JUMP	Into Player's Zone if diagonal	The Robot Pilot's first Weapon deals a Power Attack.
DOUBLE JUMP	Into Player's Zone if in same row or column	The Robot Pilot's first Weapon deals a Power Attack.

\* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

SOLO MODE: ROBOT PILOT GUIDE

ACTIONS	MOVEMENT	ADD. RULES
COLLECT	Forward	If the Robot Pilot's resources are maxed-out, do not collect.
* DEPLOY MINE	Toward the Highest ☒	Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret.
* DEPLOY TURRET	Toward the Highest ☒	Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret.
* PURCHASE	Toward the Lowest ☒	The Robot Pilot buys the Robot Pilot's Weapon. It can, choosing from left to right.
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DIAGONAL JUMP	Into Player's Zone if diagonal	The Robot Pilot's first Weapon deals a Power Attack.
DOUBLE JUMP	Into Player's Zone if in same row or column	The Robot Pilot's first Weapon deals a Power Attack.

\* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

ADVANCED

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33 34 35 36 37 38 39 40

32 31 30 29 28 27 26 25

17 18 19 20 21 22 23 24

16 15 14 13 12 11 10 9

1 2 3 4 5 6 7 8

ROUND

ACTIONS	MOVEMENT	ADD. RULES
COLLECT	Forward	If the Robot Pilot's resources are maxed-out, do not collect.
* DEPLOY MINE	Toward the Highest ☒	Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret.
* DEPLOY TURRET	Toward the Highest ☒	Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret.
* PURCHASE	Toward the Lowest ☒	The Robot Pilot buys the Robot Pilot's Weapon. It can, choosing from left to right.
* POWER UP	Toward the Lowest ☒	If damaged, the Robot Pilot pays 1 unit of health to full health.
DIAGONAL JUMP	Into Player's Zone if diagonal	The Robot Pilot's first Weapon deals a Power Attack.
DOUBLE JUMP	Into Player's Zone if in same row or column	The Robot Pilot's first Weapon deals a Power Attack.

\* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

SOLO MODE: ROBOT PILOT GUIDE

ACTIONS	MOVEMENT	ADD. RULES
COLLECT	Forward	If the Robot Pilot's resources are maxed-out, do not collect.
* DEPLOY MINE	Toward the Highest ☒	Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret.
* DEPLOY TURRET	Toward the Highest ☒	Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret.
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DIAGONAL JUMP	Into Player's Zone if diagonal	The Robot Pilot's first Weapon deals a Power Attack.
DOUBLE JUMP	Into Player's Zone if in same row or column	The Robot Pilot's first Weapon deals a Power Attack.

\* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

MOVEMENT

The direction the Robot Pilot is facing determines which directions it can move: It will choose between the Zones:

LEFT FORWARD RIGHT

If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

WALL

MOVEMENT

The direction the Robot Pilot is facing determines which directions it can move: It will choose between the Zones:

LEFT FORWARD RIGHT

If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

WALL

1 2 3 4 5 6

MINES TURRETS ZONE MIGHTY

SCORING





COMBAT

MELLEE

RANGED

COUNTER

AREA

1

2

3

4

5

6

7

8

9

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat:

Score 1

MINE

Resolve BEFORE any Combat:

Score 1

COMBAT

MELLEE

RANGED

COUNTER

AREA

1

2

3

4

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6

7

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9

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat:

Score 1

MINE

Resolve BEFORE any Combat:

Score 1

COMBAT

MELLEE

RANGED

COUNTER

AREA

1

2

3

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5

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7

8

9

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat:

Score 1

MINE

Resolve BEFORE any Combat:

Score 1

COMBAT

MELLEE

RANGED

COUNTER

AREA

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POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat:

Score 1

MINE

Resolve BEFORE any Combat:

Score 1

ROUND

1

2

3

4

5

6

MINES

TURRETS

ZONE

MIGHTY

SCORING

1 = X

2 = X

3 = X

4 = X

5 = X

6 = 3

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ADVANCED

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TROY 3000

ROCKET CHARGE - When resolving a normal movement, you may move further in that direction by spending 1 ⚡ per Zone. You must stop if entering Combat.

SCORE 2

EXIT OUT OF MIGHTY MECH

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MIGHTY MECH CANNOT HEAL





### WASP

**SCARE TACTICS**— When one of your Mines/ Turrets gets destroyed, you may immediately deploy a new one in an empty Zone, adjacent to you, at +1 cost.



RETREAT OUT OF POWER ARMOR



ADVANCED  
ADVANCED



### RAMPAGE

**SUPPLY DROP**— When you Collect, you always collect 1 additional ⚡ or ♻️ matching the type of the Zone you occupy.



RETREAT OUT OF POWER ARMOR



ADVANCED  
ADVANCED



### MAGMA

**POWER SHIELD**— For the first damage you take during each Combat, you may lose 1 ⚡ instead of 1 ♡.



RETREAT OUT OF POWER ARMOR



ADVANCED  
ADVANCED



### TSUNAMI

**IMPULSE COMMAND**— You may spend 2 ⚡ to go into Ad Hoc Mode for your final action.



RETREAT OUT OF POWER ARMOR



ADVANCED



### TANK

**TOUGH AS STEEL**— Take 1 fewer damage from Turrets and 2 fewer damage from Mines.



RETREAT OUT OF POWER ARMOR



ADVANCED  
ADVANCED



### KITTY

**GYROSCOPE**— When resolving a Program Card, you may spend 1 ⚡ to rotate it once in either direction.



RETREAT OUT OF POWER ARMOR

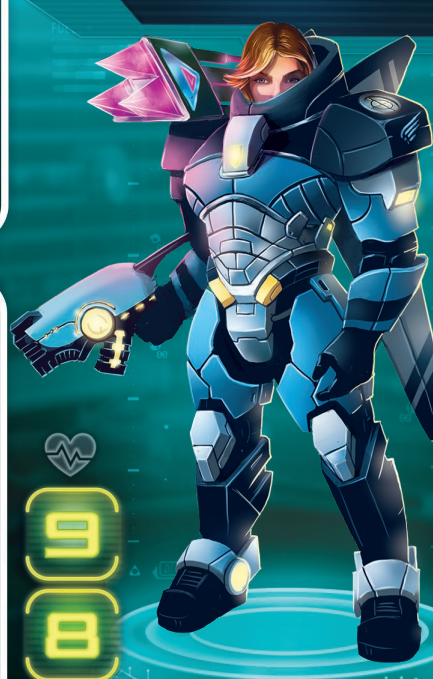


ADVANCED  
ADVANCED



### DIAMOND

**SELF-REPAIR**— When you Power Up and Heal, heal your first 5 ♡ for free.



RETREAT OUT OF POWER ARMOR



ADVANCED  
ADVANCED



### MAVERICK

**WEAPONS EXPERT**— Before Combat begins, you may pay 2 ⚡ to not exhaust your first Weapon after you use it (you may use that Weapon a second time in Combat).



RETREAT OUT OF POWER ARMOR



ADVANCED





### TSUNAMI

**IMPULSE COMMAND**-You may spend 2 ⚡ to go into *Ad Hoc Mode* for your final action.



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



### MAGMA

**POWER SHIELD**- For the first damage you take during each Combat, you may lose 1 ⚡ instead of 1 ♥.



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



### RAMPAGE

**SUPPLY DROP**- When you *Collect*, you always collect 1 additional ⚡ or ⚙️ matching the type of the Zone you occupy.



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



### WASP

**SCARE TACTICS**- When one of your Mines/Turrets gets destroyed, you may immediately deploy a new one in an empty Zone, adjacent to you, at +1 cost.



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



### MAVERICK

**WEAPONS EXPERT**- Before Combat begins, you may pay 2 ⚙️ to not exhaust your first Weapon after you use it (you may use that Weapon a second time in Combat).



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



### DIAMOND

**SELF-REPAIR**- When you *Power Up* and *Heal*, heal your first 5 ♥ for free.



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



### KITTY

**GYROSCOPE**- When resolving a Program Card, you may spend 1 ⚡ to rotate it once in either direction.



RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡



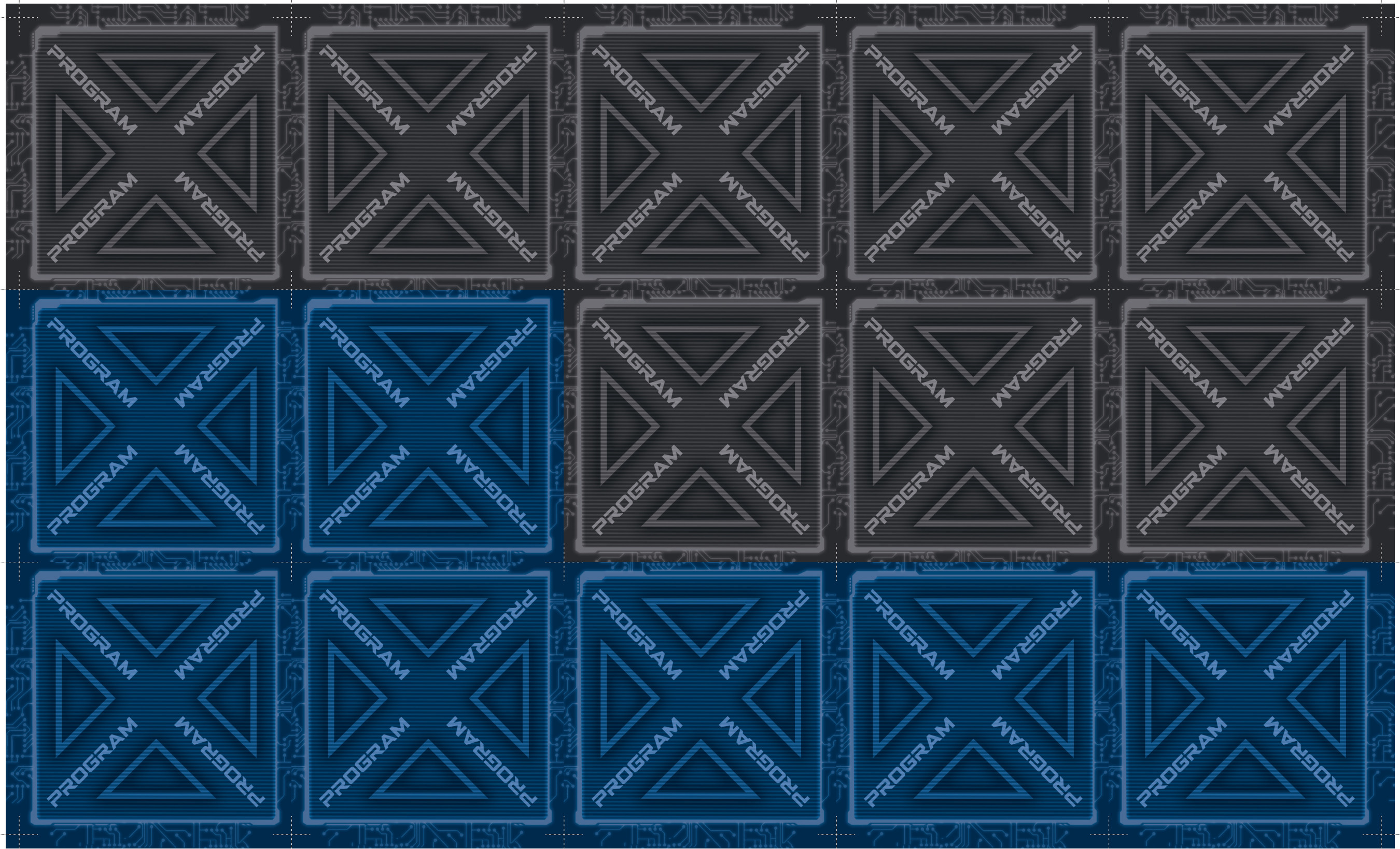
### TANK

**TOUGH AS STEEL**- Take 1 fewer damage from Turrets and 2 fewer damage from Mines.

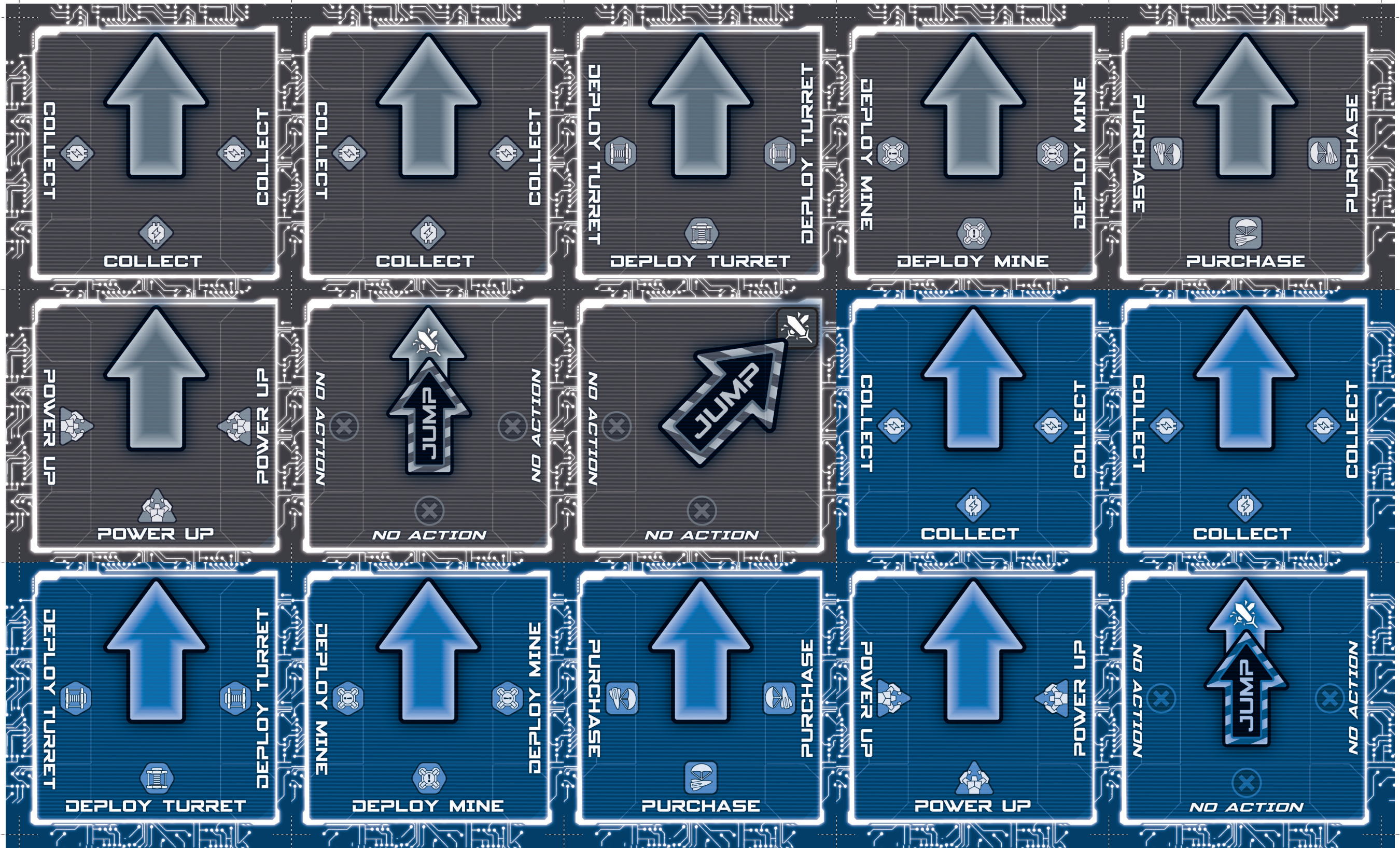


RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡

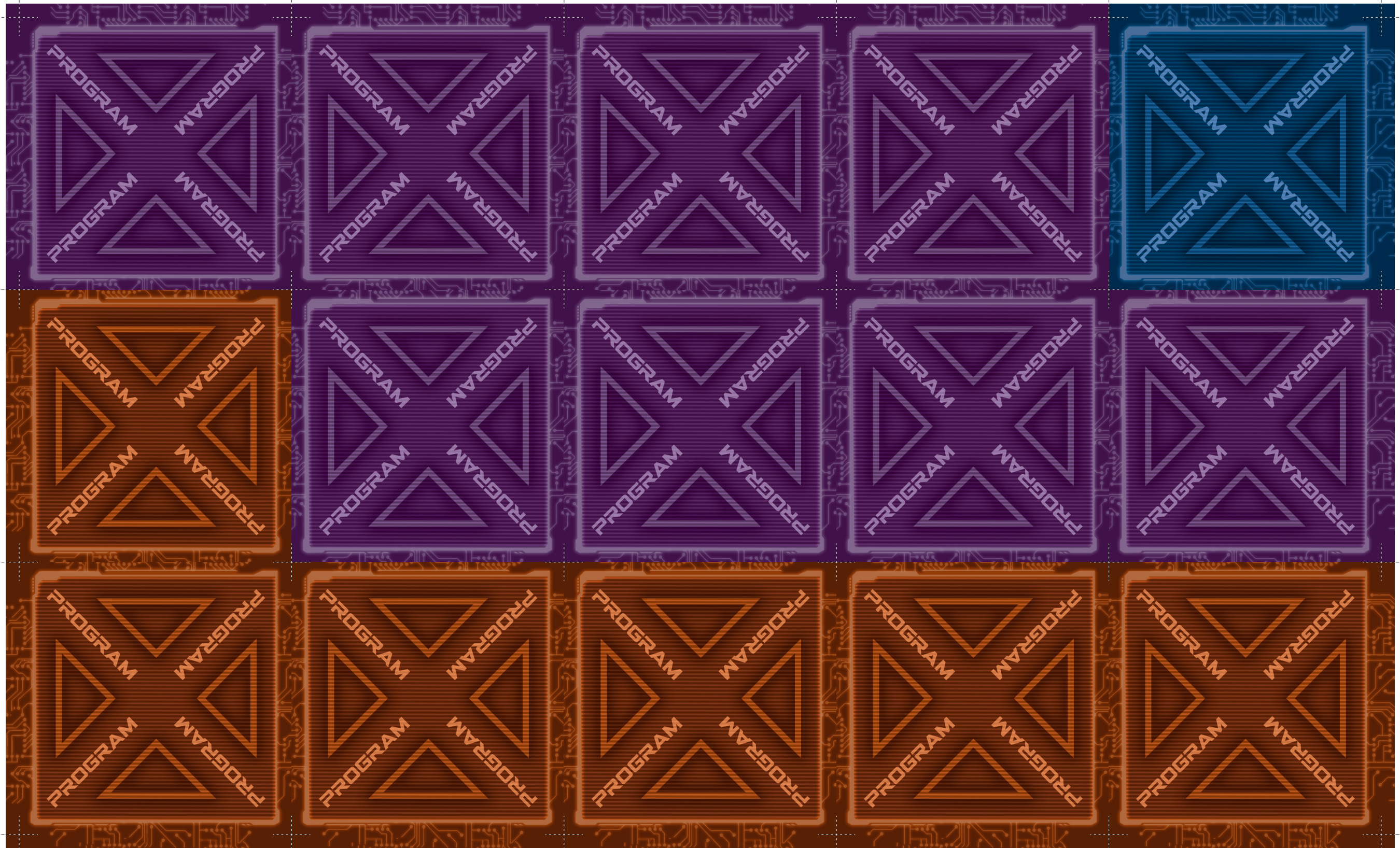




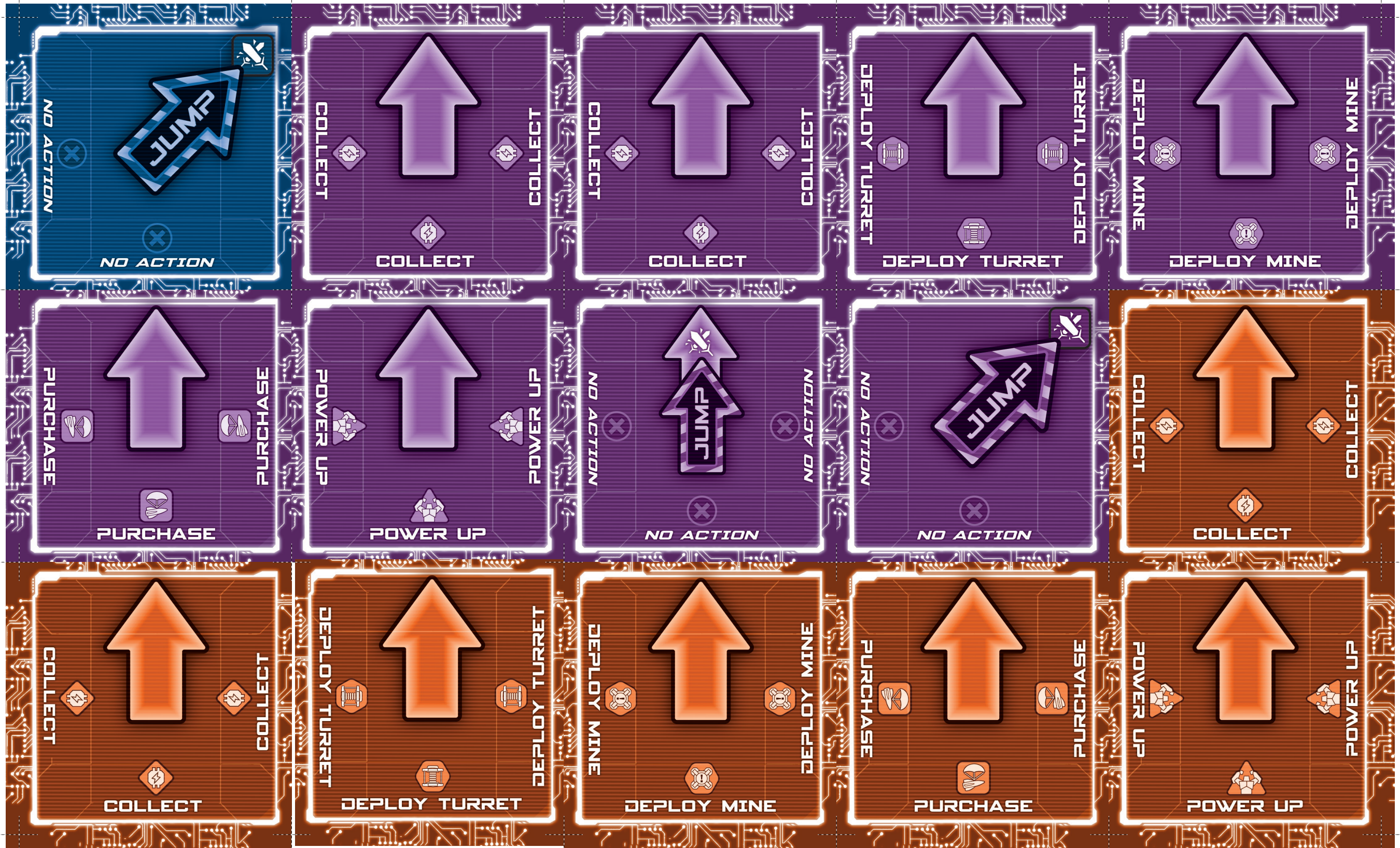

































				
 <p>ENERGY SWORD</p> <p>1 N/A</p> <p>2 The enemy loses 1 ¢ and 1 ⚡.</p>	 <p>ENERGY SWORD</p> <p>1 N/A</p> <p>2 The enemy loses 1 ¢ and 1 ⚡.</p>	 <p>ENERGY SWORD</p> <p>1 N/A</p> <p>2 The enemy loses 1 ¢ and 1 ⚡.</p>	 <p>ENERGY SWORD</p> <p>1 N/A</p> <p>2 The enemy loses 1 ¢ and 1 ⚡.</p>	
 <p>GRENADE LAUNCHER</p> <p>1 N/A</p> <p>2 Instead of damaging an enemy, 1 adjacent Mine/Turret may be removed.</p>	 <p>GRENADE LAUNCHER</p> <p>1 N/A</p> <p>2 Instead of damaging an enemy, 1 adjacent Mine/Turret may be removed.</p>	 <p>GRENADE LAUNCHER</p> <p>1 N/A</p> <p>2 Instead of damaging an enemy, 1 adjacent Mine/Turret may be removed.</p>	 <p>GRENADE LAUNCHER</p> <p>1 N/A</p> <p>2 Instead of damaging an enemy, 1 adjacent Mine/Turret may be removed.</p>	 <p>PULSE PISTOL</p> <p>1 If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> <p>2 N/A</p>







 <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> <p><b>PULSE PISTOL</b></p> <p>1 If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> <p>2 N/A</p>	 <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> <p><b>PULSE PISTOL</b></p> <p>1 If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> <p>2 N/A</p>	 <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> <p><b>PULSE PISTOL</b></p> <p>1 If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> <p>2 N/A</p>	 <div> <div>2</div> <div>3 ⚡</div> <div>0 ⚡</div> </div> <p><b>VORPAL SPIKER</b></p> <p>1 Both players immediately move into an adjacent Zone, Attacker's choice, without another enemy. Any Mine/Turret in that Zone is removed (and no damage is taken).</p> <p>2 Both players immediately move into an adjacent Zone, Attacker's choice without another enemy. Any Mine/Turret in that Zone is removed (and no damage is taken).</p>	 <div> <div>2</div> <div>3 ⚡</div> <div>0 ⚡</div> </div> <p><b>E.M.P. MACE</b></p> <p>2 Pay 2 ⚡ to exhaust any one of the enemy's unused Weapons.</p> <p>2 Exhaust any one of the enemy's unused Weapons.</p>
 <div> <div>1</div> <div>2 ⚡</div> <div>0 ⚡</div> </div> <p><b>RIOT SHIELD</b></p> <p>0 Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p> <p>2 Counters ALL Attacks. Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p>	 <div> <div>1</div> <div>2 ⚡</div> <div>0 ⚡</div> </div> <p><b>RIOT SHIELD</b></p> <p>0 Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p> <p>2 Counters ALL Attacks. Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p>	 <div> <div>3</div> <div>4 ⚡</div> <div>0 ⚡</div> </div> <p><b>WARHAMMER</b></p> <p>1 Score an additional 1.</p> <p>3 Score an additional 1.</p>	 <div> <div>4</div> <div>5 ⚡</div> <div>0 ⚡</div> </div> <p><b>SHOCK KNUCKLES</b></p> <p>2 Cannot be Countered (even by the Riot Shield).</p> <p>3 Cannot be Countered (even by the Riot Shield).</p>	 <div> <div>2</div> <div>2 ⚡</div> <div>1 ⚡</div> </div> <p><b>LASER BLASTER</b></p> <p>1 +1 damage for each Turret you have in the Arena.</p> <p>2 +1 damage for each Turret you have in the Arena.</p>
 <div> <div>1</div> <div>2 ⚡</div> <div>0 ⚡</div> </div> <p><b>RIOT SHIELD</b></p> <p>0 Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p> <p>2 Counters ALL Attacks. Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p>	 <div> <div>1</div> <div>2 ⚡</div> <div>0 ⚡</div> </div> <p><b>RIOT SHIELD</b></p> <p>0 Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p> <p>2 Counters ALL Attacks. Heal 1 ❤️ for each 1 ⚡ you pay (Max 3).</p>	 <div> <div>2</div> <div>2 ⚡</div> <div>1 ⚡</div> </div> <p><b>CROSSBOLT</b></p> <p>1 N/A</p> <p>2 You may reactivate 1 exhausted Weapon (cannot be Crossbolt).</p>	 <div> <div>2</div> <div>2 ⚡</div> <div>1 ⚡</div> </div> <p><b>GATLING GUN</b></p> <p>0 +1 damage for each 1 ⚡ you pay (Max 3).</p> <p>1 +1 damage for each 1 ⚡ you pay (Max 3).</p>	 <div> <div>3</div> <div>3 ⚡</div> <div>1 ⚡</div> </div> <p><b>GAUSS RIFLE</b></p> <p>2 Gain 1 ⚡ OR 1 ⚡.</p> <p>3 Gain 2 ⚡ OR 2 ⚡.</p>

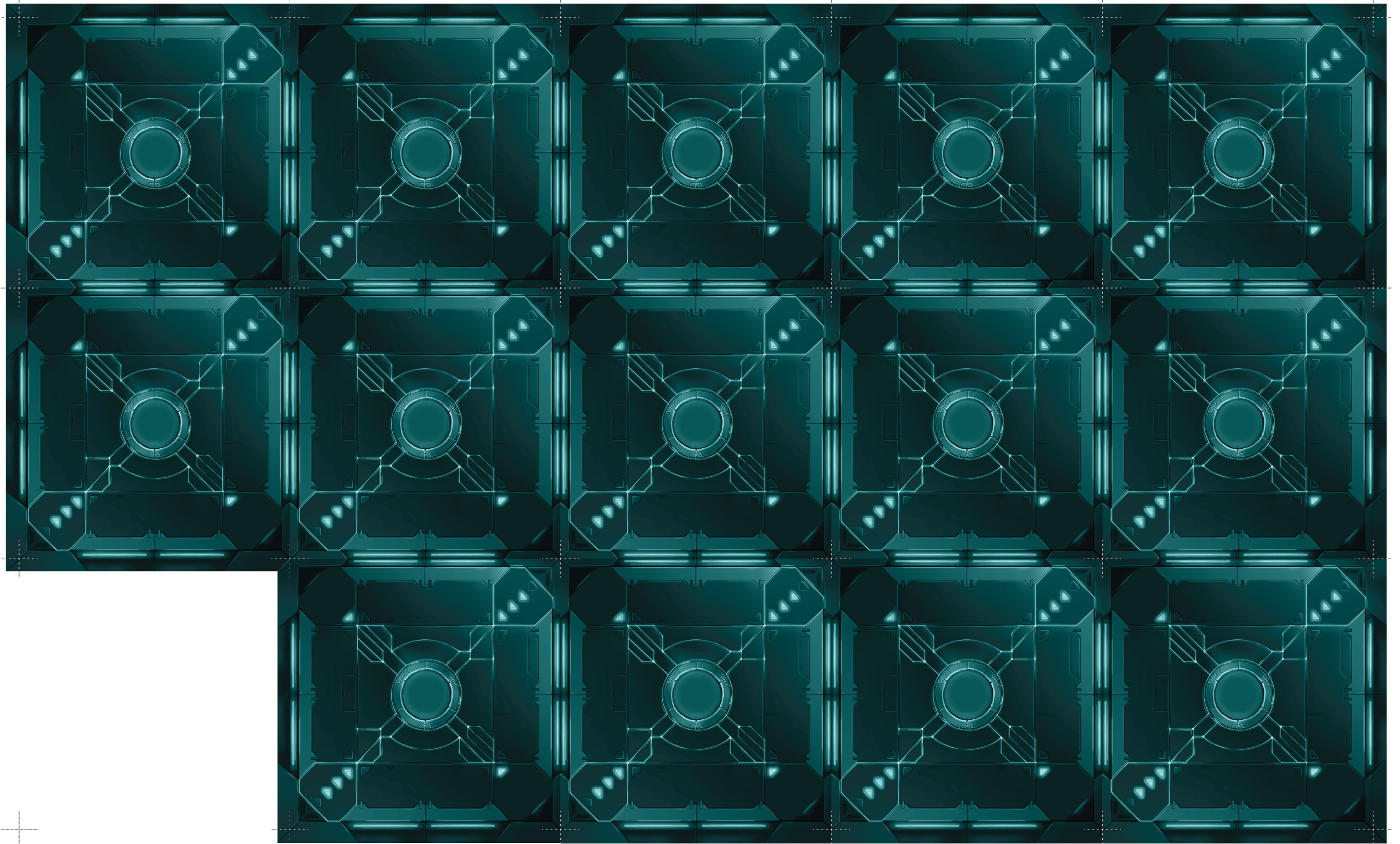




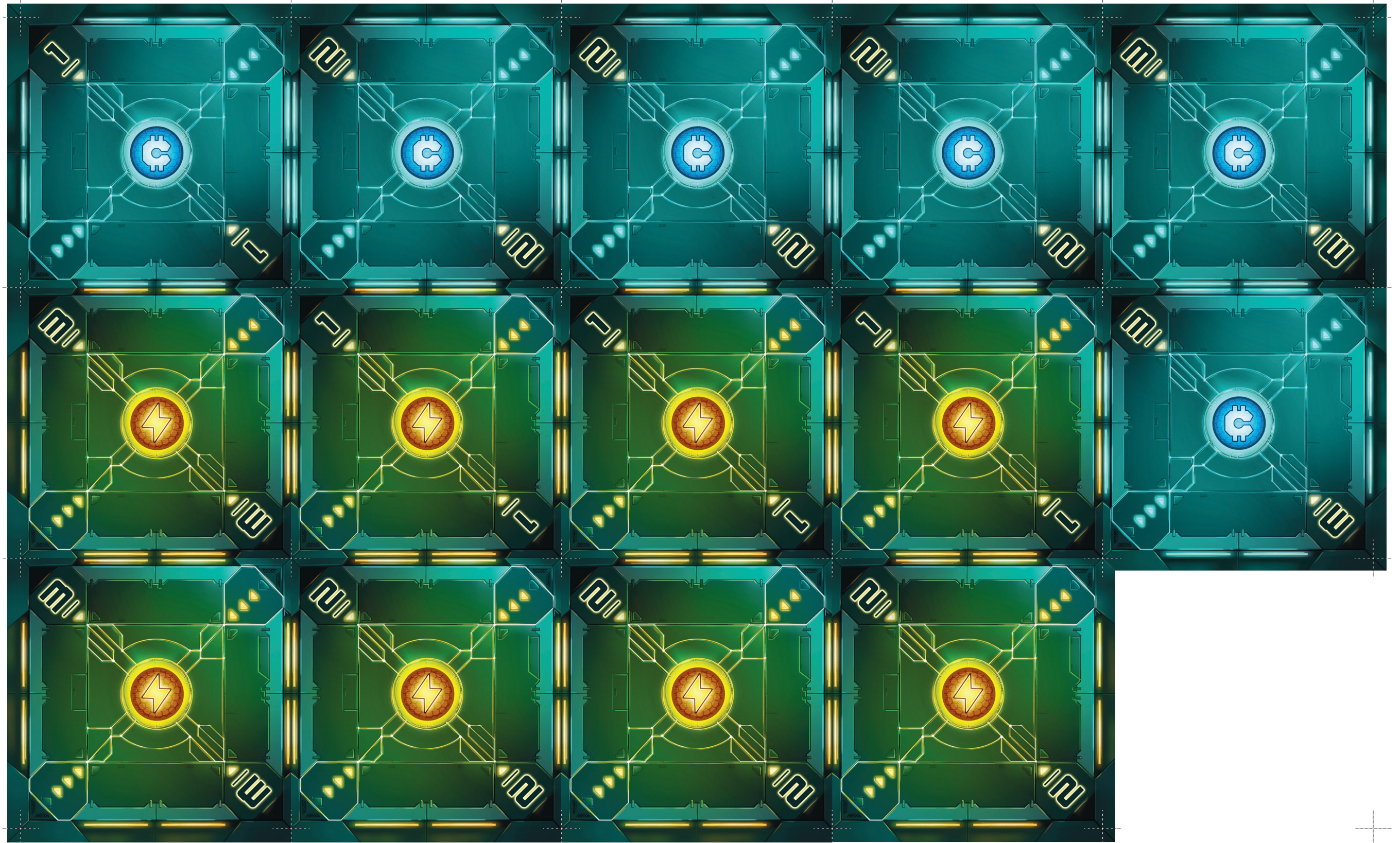


 <p><b>SNIPER RIFLE</b></p> <p>3 ⚡ 1 ⚡</p> <p>2 N/A</p> <p>The enemy loses 1 for each 1 ⚡ you pay (Max 3).</p>	 <p><b>RAILGUN</b></p> <p>4 ⚡ 2 ⚡</p> <p>3 N/A</p> <p>Choose 1 orthogonal straight line of Zones from this Zone. If there are other enemies in that line, they each take 1 damage (score 1 for each).</p>	 <p><b>LIGHTNING COIL</b></p> <p>2 ⚡ 3 ⚡</p> <p>+1 damage for each 1 ⚡ you pay (Max 3).</p>		
 <p><b>PARTICLE PHASER</b></p> <p>2 ⚡ 3 ⚡</p> <p>1 Steal 1 ⚡ OR 1 ⚡ from the enemy.</p> <p>2 Steal 1 ⚡ AND 1 ⚡ from the enemy.</p>	 <p><b>FLAMETHROWER</b></p> <p>3 ⚡ 4 ⚡</p> <p>Add additional damage equal to your Zone's.</p> <p>Add additional damage equal to your Zone's.</p>	 <p><b>PLASMA CANNON</b></p> <p>3 ⚡ 4 ⚡</p> <p>+2 damage if played immediately after an enemy plays an Area Weapon.</p> <p>N/A</p>		
 <p><b>ROCKET BATTERY</b></p> <p>4 ⚡ 5 ⚡</p> <p>Lose 1 as well (the enemy does not score 1 for this).</p> <p>Lose 2 as well (the enemy does not score 1 for this).</p>	 <p><b>AUTO TURRET</b></p> <p>4 ⚡ 5 ⚡</p> <p>N/A</p> <p>You may immediately deploy a Turret, for free, in an empty Zone adjacent to you.</p>			

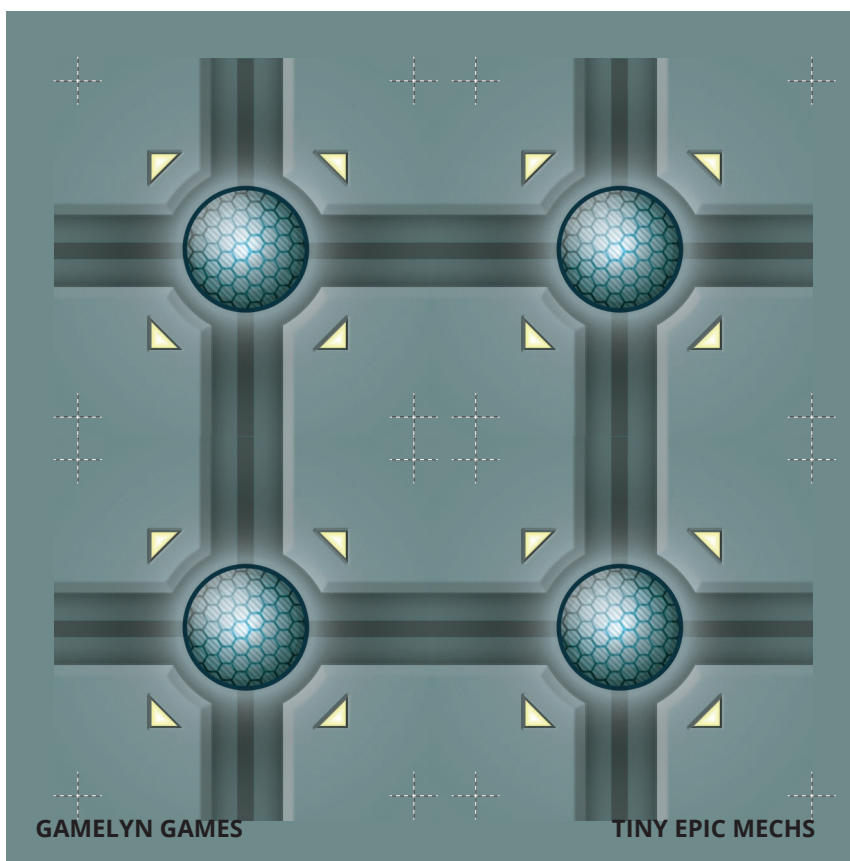
















## LOTUS

**PILOT**

**DLX**

**SHADOW STEP**— Once per Round, instead of executing a Program Card you may spend 1 ⚡ to immediately move to a Zone with one of your Mines/Turrets. No action is then performed.



BASIC

BASIC

RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡

6 5 4 3 2 1

KO



## GHOST

**PILOT**

**DLX**

**CYBORG**— You may use 1 Basic Weapon slot to equip an Advanced Weapon.




BASIC / ADVANCED


RESPAWN WITH  
MIN. 2 ⚡ AND 2 ⚡

6 5 4 3 2 1


KO




AD HOC MODE



FULL HEALTH



POWER UP



WEAPON

GAMELYN GAMES

TINY EPIC MECHS