



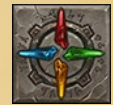
# **Mechs vs. Mechs**

**Sergei Karpov**





**MISSION OBJECTIVE:** This is Duel! You must bring a bomb to your base.



### TILE #1



### LEGEND



2



6

### TILE #2



2

### LEGEND

### TILE #3



4

### LEGEND

### TILE #4



2



6

### LEGEND

# TILE #5



# LEGEND



2

# Mission Objective

This is Duel!

You must bring a bomb to your base.

# Mission Rules

Players are divided into two teams of 2 players each. Damage is taken into account when attacking by the Mechs of different teams. Damage is played as usual. When you receive a total of 6 damage, the Mech dies and respawns at its base. At the same time, all command cards on the Command Line are saved, and all damage is discarded, then the player draws 2 random command cards from the deck, one drops, the second can use as usual.

The number one goal is to collect any 2 crystals on the sides of the field. They are collected permanently, the team can not collect more than 2 crystals. When they are received, the team gets the opportunity to drag the bomb to the base. The team that collected the crystals first, puts the bomb in any of the four cells with lava in the center of the field. Until the second team collected the crystals, the bomb for them is considered to be "spike wall". The team that takes the bomb to its base - won!

# Special Rules

Do you see 4 gears in the central field? They are **chainsaws**! When the Mech takes a chainsaw, it gains permanently new ability. During the push, you can perform a headshot.

Player Drafts - more cards!

The First Player deals seven (instead 5) Command Cards. During Double Draft deal 14 cards. Position yourself so that players of one team do not take cards one after another.

Here is no minion or danger phase. No minions - no problem!

