Widget Mechs

Widget Mechs is a robot battling dice game for 2-4 players.
To play the game you will need at least 4 standard six-sided dice, and a printout of the mech sheet. Cut apart the mechs, there are 9 on each sheet.

SETUP

Each player takes one mech sheet. Randomly decide who goes first and then take turns with play continuing clockwise.

GOAL

The game ends once each of the 11 different parts have been built at least once by a player. Whoever has destroyed the most parts when the game ends, wins.

MECHS

Mech parts

Each player's mech is comprised of 11 parts. These parts are numbered 2 through 12. Each part also contains a different number of blank boxes. These boxes are the segments of the mech part that you will use to complete and activate your mech's parts, these boxes are also used to track when segments of your mech parts are destroyed.

The Double-Cross system

The boxes on a mech sheet start blank. To signify that you have completed a segment, you draw one diagonal line through the box. When a segment is destroyed, you draw the other diagonal. So an empty box is an incomplete segment, one slash is a complete segment, and 2 slashes is a destroyed segment.

Activating a mech part

When you complete the last segment of a mech part, circle the whole part on your sheet to show that it has been activated. You need activated mech parts in order to attack. When a mech part has been destroyed, draw a big X over the whole part to show that it has been destroyed. Destroyed parts can't be used to attack, destroying the most parts is the goal.

GAME PLAY

Turn Order

- **Build:** Roll 4 dice, make two pairs, and build those segments.
- **Attack:** Roll 1 die per unique activated mech part, make pairs, and destroy those segments.

Build

The first thing you do each turn is try to build more segments. You roll 4 dice, then split those 4 dice into two pairs of your choice. Each pair's total allows you to build a segment of the part that has the same number as the pair's total. For example, if you roll a 3,5,2,3: You can choose to put the 5 & 2 together to make a 7 and the 3 & 3 together to make a 6. Then you add one segment to part #6 and part #7.

Attack

You can only attack with parts that you have activated, that no one else has active. For instance if you have parts 4, 8, and 9 activated. But one of your opponents also have part 8 activated, then you will only be able to attack with two parts, the 4 and 9.

For each part you and you alone have activated, roll a die. Then amongst those dice, make pairs just like when building. Each of those pairs lets you destroy a segment on an opponent's mech on the part number that matches the total of the pair. Only pairs can be used to attack, so if you have an odd number of attack dice, the one left over is not used. Also since only pairs can used be used to attack, if you only have one unique activated part to attack with, you cannot attack.

If you need to destroy a segment that hasn't been built yet, then mark it as both built and destroyed.

If you destroy the last segment of a part, you score 1 point. Whoever has the most points at the end of the game wins!

GAME END

On a player's turn, if they complete and activate the last remaining mech part that no one has built yet, that player's turn is the last turn of the game. They finish their turn, and then compare points for destroying mech parts. For example, if at least one player has built each part except for part #5, once someone activates part #5, that triggers the game end.

WINNING

Whoever has destroyed the most parts when the game ends, wins. If that is a tie, the tiebreaker is whoever built the most parts.

RANDOM TIPS

You game defend yourself by activating a part your opponent is using to attack with, only unique activated parts can be used to attack.

You will want to try to end the game while you are winning.

If you destroy a part that you and your opponent both had active, now only you have the part active and you gain an extra attack die.

Every part can give you an attack die and every destroyed part gives you the same 1 point, the only difference between the parts is the number required to build or destroy segments and how many segments there are.

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Part Numbers – Segment Count

2 & 12 – 2

3 & 11 – 3

4 & 10 – 4

5 & 9 – 5

6 & 8 – 8

7 – 10

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