Gunpla Strike a mecha tabletop game

Overview

Gunpla Strike is a tabletop game for two players, simulating a skirmish between two giant robots. Players bring a model such as a Gunpla, Frame Arms, or other suitable figure, then play a game of bluffing and prediction on a tabletop grid. Each player brings a custom set of cards to the table to simulate their model's attacks and maneuvers. Here's how to play!

Materials

Each player will need:

- A model, hereafter referred to as a Frame
- Two different colors of six-sided dice, usually 4 of each. Players can use regular six-sided dice or mark blank ones appropriately.
- Some tokens to represent energy
- Some tokens to represent damage
- Their 13-card deck (1 frame card, 4 move cards, 3 utility cards, 5 attack cards)

In addition, the players will need a 5x5 grid to play on. Players can use a board or just use some extra cards to create this grid.

Setup & Game Turns

Before starting the game, players reveal their frame cards and then place their Frame on the center cell of opposite edges, with each frame rotated to face their opponent. The player with the lowest maximum Hull value has Initiative (which is an indicator used to resolve ties in turn order). If both players are tied for maximum Hull value, determine Initiative randomly. Over the course of the game, Initiative will change from player to player based on the events of the game.

Each turn of the game is relatively straightforward. Both players do some upkeep and then choose two cards, place them face down, and then resolve them in order of their speed. After that, there's some extra turn resolution, and the turn ends. The game continues with additional turns until one player's Frame is scrapped.

- Turn Start
- Card Selection
- Card Resolution 1
- Card Resolution 2
- Turn End

Turn Start

Each Frame gains energy equal to its energy score, though it cannot exceed its maximum energy score. If a player's Frame has an armor rating, their armor is refreshed for this turn and is ready to be used again. Any cards or effects that reference the start of the turn also process now.

Card Selection

Each player simultaneously chooses two cards and places them face down in order. These will be the cards that they play this turn.

Card Resolution 1:

Both players flip their first card face up. The cards resolve in order of their Speed values. If their Speed values are tied, the player with Initiative resolves their card first.

Card Resolution 2:

Both players flip their second card face up. The cards resolve in order of their Speed values. If their Speed values are tied, the player with Initiative resolves their card first.



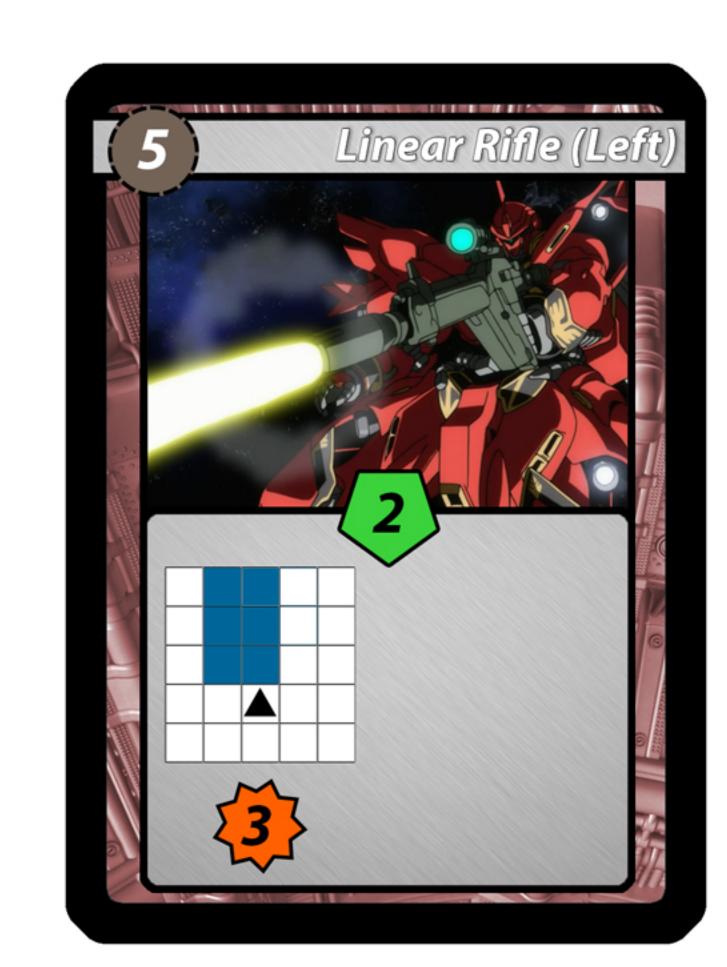
Resolving Cards:

When a card is being resolved, the player first spends energy equal to the card's energy cost. If they do not have enough energy, they spend none and the card does nothing. Then, depending on the type of the card, they either Attack, Move, or perform another action.

Attack: For an Attack card, check the attack's target area. If there's a target in range, roll attack dice equal to the attack's strength. The attacking player counts the number of 'hits' (4 through 6 on a 6-sided die). For each 'option' (1 on a 6-sided die), the player may also spend an energy to turn it into a hit and add it to that total. If the player has a target lock, they may also spend it to reroll any number of dice in the roll.

The defending player may choose to roll any dodge dice they have, then counts the number of dodges (5 and 6 on a 6-sided die). For each 'option' (1 on a 6-sided die), the player may also spend an energy to turn it into a dodge and add it to that total. Dodge dice that are rolled are 'spent' and are removed from the player's pool.

The damage of the attack is equal to hits minuses dodges. If the defending player has any Armor, they may spend it to further reduce damage (1 point per point of armor). Armor that is used to reduce damage is 'spent' and cannot be used again until it is refreshed. Deal the total amount of damage to the defender's Frame, keeping track with tokens.



Example: Linear Rifle attacks with a strength of 3. The attacking player rolls 3 dice, resoluting in 1 hit, 1 option, and 1 miss. They spend 1 energy to make it 2 hits.

The defending player has 2 dodge dice in their pool. They roll them both, for 1 dodge and 1 miss. They have no armor, meaning they take 1 damage from the attack (2 hits - 1 dodge = 1 damage).

Move: For a Move card, move the player's Frame to one of the target areas listed. If the move specifies that the player may rotate, they can also change their Frame's facing to any direction. Some move cards add Dodge Dice to the player's pool.

Utility: Utility cards have a variety of potential effects, usually not tied to a target area.

Turn End:

Each player checks their current Dodge dice pool and discards any that are in excess of their Dodge max. Initiative is given to whichever player has the most damage currently on their Hull. In case of a tie, the owner of Initiative does not change. Each player also compares their damage taken to their Hull scores. If they pass a threshold (see Card Overview for details), they will have to discard cards from their deck.

- Minor: Discard 1 utility card.
- Major: Discard 1 move or 1 attack card.
- Catastrophic: Discard 2 cards.

A player loses the game if they are ever at Scrap damage at any time.

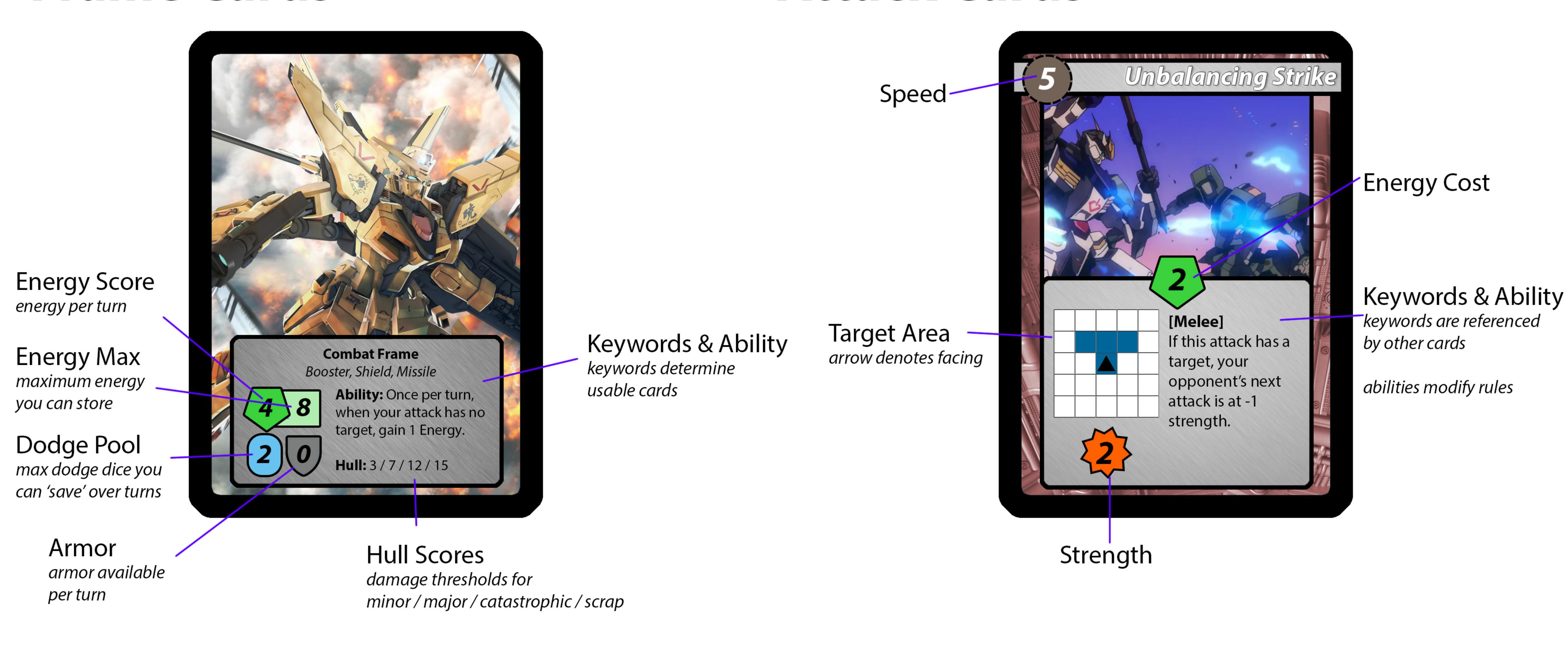
Deckbuilding

A player may build a deck of their choosing by choosing 1 frame card, 4 move cards, 3 utility cards, and 5 attack cards. Any cards with requirements will note what keywords (or positive scores, in the case of Armor requirements) the frame must have in order to use the card. For example, Booster Charge has [Req: Booster] to note that only frames with the Booster keyword can use it.

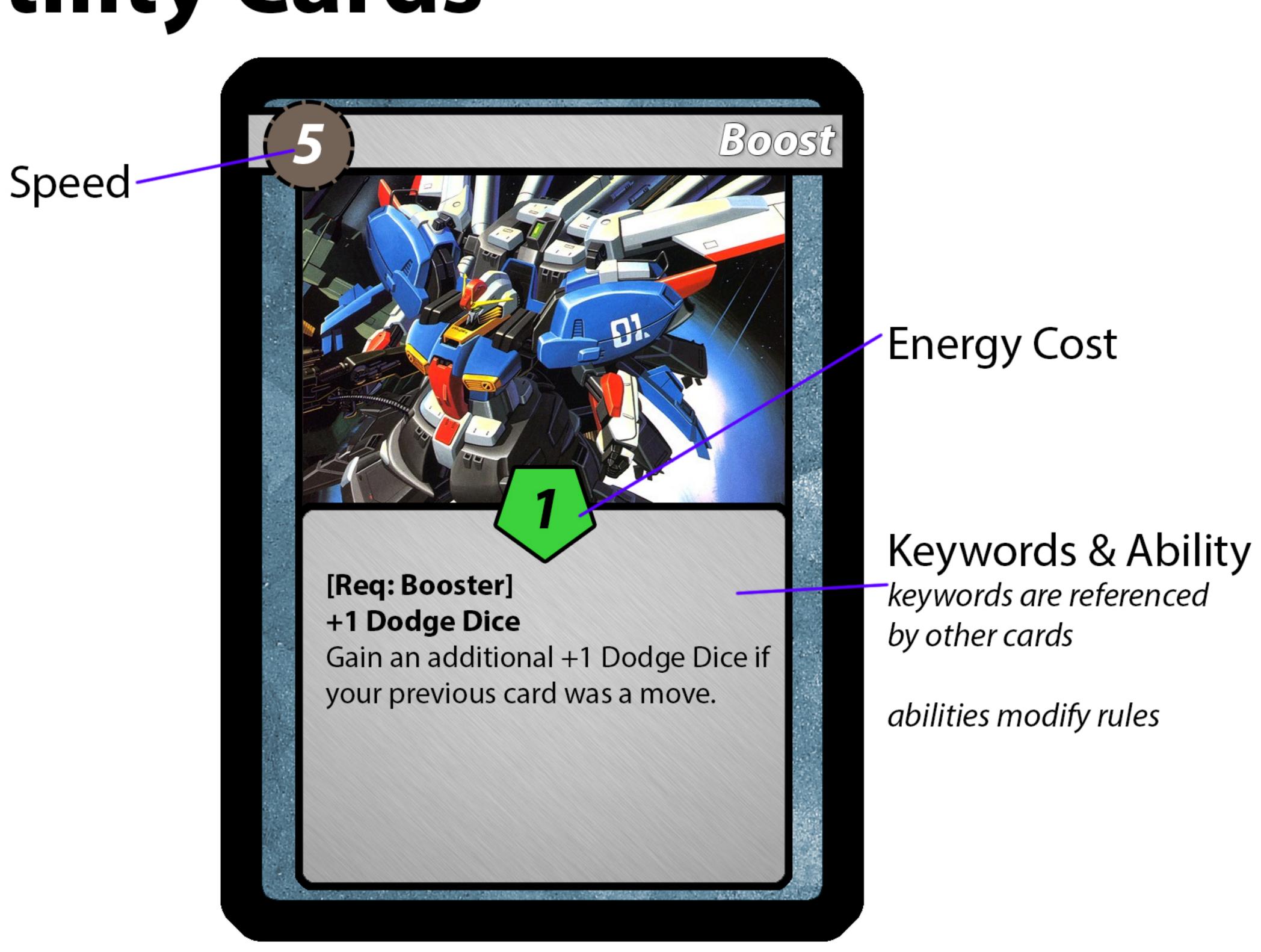
Cards are provided in a 18 \times 12 format for print and play (we recommend Print and Play Productions, whose template the cards already match!)

Frame Cards

Attack Cards



Utility Cards



Move Cards

