

Scrap Knights Machina Deus

A game by Draner of Lytel Saffron. v b.0.0

Objective	Defeat the opposing mech using your hand made mech.
Materials	9d6, two note cards, two writing for implements, and two mech decks. Certain decks may require additional components.
How To Play	Each player has 12 HP (represented by 2d6). Players will choose an ACT card from their deck, and then each turn their card face up. Players can respond with BOTS and Trigger ULTS. First to reduce the opposition to 0 HP wins.
General Rules	
Mech Deck	A Mech Deck consists of 3 parts: 6 ACTs, 1 ULT, and 3 BOTs. The ULT and BOT cards should be set in front of the player for all to see, while the ACT cards remain hidden in hand.
Phases	There are three phases to the game: The act phase, the flip phase, and the resolution phase. During the act phase, each player chooses an act card and sets it in front of them face down. During the flip phase, these cards are then flipped over and players may respond with their BOTS. Once BOTS are decided, the resolution phase begins and effects are added to the chain, resolving in priority order. At the end of the resolution phase, players with 0 HP lose the game.
ACTs	ACTs are the main maneuvers your mech can execute. After being used, they return to your hand. Each act has a subtype; Attack, Defend, Movement, or Special
ULTs	ULTs are your mech's signature moves. All ULTs have a link condition, and gain a link token when it's met. At the end of a flip phase, if the ult has three or more link tokens, its effect is added to the chain and its link resets, removing all counters.
BOTs	BOTs are little drones that help you gain advantages and evade doom. When they're used, they are discarded and cannot be used again. They can only be activated under certain trigger conditions. BOTs look to see if their conditions would be triggered <i>before</i> they happen, enabling them to prevent the outcomes that trigger them. Explanations of these triggers can be found in the keyword section.
Mechanics	
Heat	Most acts give you heat. At the start of the act phase, players with 7 or more heat lose the game.
Distance	Distance is a value from 0 to 5. If it would go beyond 5, it stays at 5 as you hit the boundary of the battlefield. If it would go below 0, the absolute value is taken as you cross over where your opponent currently is. Distance starts at 1.
Priority	Effects happen in priority order. The higher the priority value, the sooner it happens in the chain. If two effects share the same priority, their card type can be used to determine what happens first. They resolve in the following order based on type and subtype: BOTs, ULTs Defend ACTs, Attack ACTs, Movement ACTs, Special ACTs. If two effects have the same priority and the same (sub)type, but there is relevance to what resolves first, randomly decide which effect happens first.

Priority (cont.)	There are three special priorities; Priority First effects happen before all other effects, Priority Last effects happen after all other effects, and Priority Tag effects always happen immediately after the effect that triggered it. After an effect is resolved, it is removed from the chain.
Damage	Damage causes loss of HP.
Keywords	
Range	Some ACTs and ULTs have a range value. If the current distance is greater than the card's range, the card does nothing.
Block	When you block, reduce the damage dealt in that effect's priority as you choose.
Gain	When you gain something, you gain a token of the specified type. Tokens can be spent for their effects at the end of the flip phase. See the token sheet for their specific effects.
On hit	On hit effects happen if the attack's damage is not reduced to 0 or less by blocking.
SECRET	If an effect has a SECRET, you must secretly resolve its SECRET before the flip phase by writing that decision down on a note card. Secret decisions are revealed before cards are flipped during the flip phase.
OVERCHARGE	If an ACT has OVERCHARGE n, you must secretly decide whether or not you overcharge it before the flip phase. If you overcharge it, it gains the effects below OVERCHARGE n and its heat is increased by n. Secret decisions are revealed before cards are flipped during the flip phase.
Interrupted & Uninterrupted	If damage is dealt to you before an effect with this keyword happens, it is interrupted. It does nothing. If a trigger condition checks if a player would be uninterrupted, it checks if that player would take no damage this turn
Threatened	If a trigger condition checks if a player would be threatened, it checks if that player would be dealt damage this turn.
Move	When you move n, increase or decrease distance by n. If you move forward n, always decrease. You must secretly choose whether to increase or decrease the distance before the flip phase. Secret decisions are revealed before cards are flipped during the flip phase.
Miss	If a trigger condition checks if a player would miss, it checks if that player would have an effect with range resolve this turn when distance is greater than range.
Overheat	If a trigger condition checks if a player would overheat, it checks if that player would have 7 or more heat at the end of resolution.
Unique	If an ULT's link looks for a unique ACT, its link is met if you use an ACT you haven't used since it last triggered.
Vent	When you vent n, reduce your heat by n.
YOU: & OPP:	If a trigger condition has YOU: before it, it cares if the trigger is happening to you. If it has OPP: before it, it cares if it's happening to the opponent.
Tokens	
Frame Advantage	Give your next ACT +1 priority to all effects.
Armored	Give your next ACT "Block 2." on all effects.
Blitz	Give your next Attack +1 heat and +2 to all damage.

ACTs

<p>Can Opener Heat 0 Range 0 Priority -1: Deal 1 damage. On hit, play an additional attack.</p>	Attack	<p>Fishslap Heat 0 Range 1 Deal 0 damage. On hit, increase distance by 1.</p>	Attack
<p>Shock Palm Heat 0 Range 1 Deal 1 damage.</p>	Attack	<p>Crash Heat 1 Move 2 forward. If distance was 2 or less, deal 1 damage.</p>	Attack
<p>Cross-Lunge Heat 1 Move 1 forward. If distance was 0, deal 3 damage.</p>	Attack	<p>Dagger Jab Heat 1 Range 0 Priority +1: Deal 2 damage.</p>	Attack
<p>LAS Shot Heat 1 Deal 1 damage.</p>	Attack	<p>Slash Heat 1 Range 1 Deal 3 damage.</p>	Attack
<p>Stab Heat 1 Range 2 Deal 2 damage.</p>	Attack	<p>Dolphin Crash Heat 2 Priority +1: Move 2 forward. If distance was 2 or less, deal 1 damage. OVERCHARGE 1 Priority -1: Move 1 back. If distance was 1 or less, deal 2 damage.</p>	Attack
<p>Missile Heat 2 Deal 2 damage. On hit, gain 1 Frame Advantage.</p>	Attack	<p>Pirated Cannon Heat 2 Range 3 Deal damage equal to 4 minus the current distance.</p>	Attack

<p>Scorpion Spear</p> <p>Attack</p> <p>Heat 2</p> <p>Range 2</p> <p>If distance is 2, deal 5 damage.</p>	<p>Siphon Drill</p> <p>Attack</p> <p>Heat 2</p> <p>Range 2</p> <p>Deal 2 damage. On hit, steal a link token from your opponent.</p>
<p>Springlock</p> <p>Attack</p> <p>Heat 2</p> <p>Range 0</p> <p>Priority -1: If uninterrupted, deal 5 damage.</p>	<p>Flamethrower</p> <p>Attack</p> <p>Heat 3</p> <p>Range 0</p> <p>Increase the opponent's heat by 2.</p>
<p>Scope Shot</p> <p>Attack</p> <p>Heat 3</p> <p>Deal damage equal to the current distance.</p>	<p>Machina Deus</p> <p>Attack</p> <p>Heat 7</p> <p>Range 2</p> <p>SECRET: Name a card.</p> <p>Priority First: If the opponent played the named card, and you have 1 or fewer remaining HP, deal 1001 damage.</p>
<p>Meditation</p> <p>Defend</p> <p>Heat 0</p> <p>Block 2. Vent 1.</p>	<p>Parry Shield</p> <p>Defend</p> <p>Heat 0</p> <p>SECRET: Choose a positive or negative number X.</p> <p>Priority X: Block 2.</p>
<p>Stonewall</p> <p>Defend</p> <p>Heat 0</p> <p>Block 3.</p>	<p>Taunt</p> <p>Defend</p> <p>Heat 0</p> <p>Priority -3: If uninterrupted, vent 5.</p>
<p>Vent</p> <p>Defend</p> <p>Heat 0</p> <p>Vent 3.</p>	<p>Coward Call</p> <p>Defend</p> <p>Heat 0</p> <p>If the opponent used a Defend this turn, vent all heat. Gain Blitz.</p>

Wide Guard Defend Heat 2 Priority +1: Block 2. Block 2. Priority -1: Block 2.	Dash Movement Heat 1 Move 2.
Home Base Movement Heat 1 Priority +1: Set distance to 1.	Step Movement Heat 1 Move 1. Gain Frame Advantage.
Warp Movement Heat 3 Priority -1: If uninterrupted , set distance to any number.	Thruster Launch Movement Heat 0 SECRET : Choose a positive number. Move X. Gain X heat.
Ghostblade Special Heat 0 Copy Slash next turn. Gain Frame Advantage.	Overclock Special Heat 0 Gain Blitz. OVERCHARGE 1: Gain Blitz.
Wait Special Heat 0 Gain Frame Advantage and Armored.	Burstflare Special Heat 1 Priority -3: If uninterrupted , vent 3. If interrupted , deal 1 damage.
Meltdown Special Heat 1 Vent all heat. Take that much damage. If distance is 0, also deal that much damage.	Oneliner Special Heat 1 Priority -1: If uninterrupted , you may play two cards next turn. One must be an Attack.

ULTs

<p>1000 Cuts ULT</p> <p>Link: Hit from a distance of 0 or 1.</p> <p>Range 1</p> <p>Priority Last: Deal 2 damage and gain Blitz. If this isn't a copy, copy it for the next 2 rounds.</p>	<p>Big Tuna Kahuna ULT</p> <p>Link: Hit with Fishslap.</p> <p>Deal 4 damage. Set distance to 5.</p>
<p>Eraser LAS ULT</p> <p>Link: Use a unique ACT.</p> <p>Deal 2 damage. On hit, put the ACTs used by each player this turn under Eraser LAS until it is next used.</p>	<p>Heatsink Blade ULT</p> <p>Link: Start ACT with 5+ heat. This link resets if your heat goes below 5.</p> <p>Priority First: If distance is 2 or less, deal damage equal to heat. Set heat to 0. The heat reduction from this ULT can't be prevented.</p>
<p>Mechromancer's Siphon ULT</p> <p>Link: Vent to 0 heat.</p> <p>Range 2</p> <p>Deal 2 damage. On hit, return one of your discarded BOTs to play.</p>	<p>Missile Barrage ULT</p> <p>Link: Use Frame Advantage. This link resets on the act phase.</p> <p>Deal 2 damage. On hit, gain Frame Advantage and the next time you use Frame Advantage, copy this effect.</p>
<p>Nanomech Lance ULT</p> <p>Link: Use a BOT. This link cannot be reduced by effects.</p> <p>Range 2</p> <p>Priority Last: Deal 2 damage and gain Blitz. If this isn't a copy, copy it for the next 2 rounds.</p>	<p>Orbital Lobotomy ULT</p> <p>Link: Play a defend against an attack two turns in a row.</p> <p>Priority Last: Deal 6 damage. Look at the opponent's hand and choose a card. They discard that card.</p>
<p>Plummet Buster ULT</p> <p>Link: Hit with a range 0 Attack.</p> <p>Range 0</p> <p>Priority -3: Deal 5 damage. If uninterrupted, deal 3 damage.</p>	<p>TAS-Custom ULT</p> <p>Link: Hit with a unique Attack. Attacks copied by this ULT do not add to this link.</p> <p>PREP: Make a deck of 3 Attack ACTs. Copy all cards from this super's deck.</p>
<p>TEST ULT</p> <p>Link: Use a Special.</p> <p>PREP: Make a deck of 12 cards. Shuffle any number of cards from your hand into TEST's deck, then draw that many cards from it minus one (<i>Or 0 if you shuffled away 0</i>).</p> <p>OVERCHARGE 2:</p> <p>Draw an additional two cards from TEST's deck.</p>	<p>Wavedash Crash ULT</p> <p>Link: Use a Movement.</p> <p>Priority First: Set distance to 5.</p> <p>Priority -1: Set distance to 0. Deal 5 damage.</p>

BOTs

<p>AD-Chain BOT</p> <p>OPP: Threatened</p> <p>Priority Tag: Copy an Attack from your hand.</p>	<p>AD-Pester BOT</p> <p>OPP: Uninterrupted</p> <p>Priority First: Deal 1 damage.</p>
<p>DD-Burst BOT</p> <p>YOU: Threatened</p> <p>When you use this BOT, reduce all links by 1.</p> <p>Priority First: Prevent all damage and effects this turn.</p>	<p>DD-Soothe BOT</p> <p>YOU: Overheat</p> <p>Priority Tag: Vent 3.</p>
<p>MD-Close BOT</p> <p>YOU: Miss</p> <p>Priority First: Set distance to 0.</p>	<p>MD-Dash BOT</p> <p>YOU: Move</p> <p>Priority Tag: Move 2.</p>
<p>SD-Hats BOT</p> <p>OPP: Miss</p> <p>Gain Frame Advantage, Armored, and Blitz.</p> <p>Vent 3.</p>	<p>SD-Terror BOT</p> <p>OPP: Threatened</p> <p>Priority Tag: The opponent's Attack and Defend cards have their effects prevented next turn.</p>