

# DEFEND NEO TOKYO



**Rules of Engagement**

# DEFEND NEO TOKYO GAME COMPONENTS



**Game Board**

**City Cards (18)**



**Citizen Cards (48)**



**City Damage Tokens (40)**



**-1 Damage Tokens (10)**

**+1 Damage Tokens (10)**



**Armor Tokens (10)**

**Fire Tokens (10)**



**Mech Cards (168)**



**Plastic Stands (25)**



**Captain's Badge**



**Monster Damage Trackers (6)**



**Boss Monster Card (2)**

**Monster Stat Cards (12)**



**Monster Event Cards (38)**



**Monster Standees (14)**



**Chassis Tiles (6)**



**Arm Tiles (12)**

**Leg Tiles (6)**



**Monster Attack Tracker**



**Destruction Tracker**



**Mech Standees (5)**



**Repair Bot Tokens (15)**



**Damage Dice (8)**



**Random Damage Die**



**City Destroyed Tokens (6)**



# THE GAME BOARD

The Game Board represents the city of Neo Tokyo, one of the last bastions of Humanity.

The city is divided into 19 City Spaces: The Neo Tokyo Defense HQ (A) and 18 City Spaces (B). These areas are where both the Player Standees and the Monster Standees are placed during the game. Areas that are connected by a white line are considered Adjacent.

**A-NEO TOKYO DEFENSE HQ:** Players start the game in this area. It is not considered a City Space. Monsters will never move into the Defense HQ area. It will never take City Damage or be Destroyed.

During the End Phase, any Mechs in the Defense HQ space may replenish all of their spent Repair Bots.

**B-CITY SPACES:** Each City Space is labelled with a name and a number that is used to identify that space. When an effect or action refers to the “Next Higher” or “Next Lower” space, it means to find the space that is numbered sequentially higher or lower than the number of the starting space. There is no limit to the number of Monsters or Mechs that can occupy a City space at one time.

## DESTROYED CITY SPACES

City Spaces may become “Destroyed” throughout the course of the game. When this happens, mark the space with a “City Destroyed” token. Mechs can no longer move into a destroyed space, and can only take Actions that move them out of the space.

## Destroyed City Spaces and Monsters

When a space is destroyed, any Monsters in the space are moved to the next higher numbered space. If this would cause a Monster to move into a destroyed space, it moves through that space into the next higher numbered, and repeats that process until it is moved into a non-destroyed

space. Monsters can never be moved into a Destroyed Space. If an effect or ability would do so, cancel the movement effect (but resolve any remaining effects).

## Destroyed City Spaces and Citizens

All Citizens in a space that is destroyed are discarded without effect. If there is an effect that would trigger upon the card leaving play, it is not resolved. If a Citizen card cannot be discarded, it is moved to the next lower space. If this would move them into a destroyed space, continue moving them to the next lower space until they are moved into a non-destroyed space.



## Destroyed City Spaces and Mechs

Mechs cannot move into or through a Destroyed City Space unless the action or ability they are using to move specifically says that they can. If a Mech is in a Destroyed City Space, they can take no action unless that action will move them out of the space. This means that they could play a reaction as long as part of the effect of that action is that they will not be in the space afterwards.

**C-MONSTER ATTACK TRACK:** This is used to track the number of “Attack” and “Melee Attack” actions the players perform during the Action Phase. Each time a player plays one of these actions, move the Monster Attack Tracker up one space on the Attack Track. When the Monster Attack Tracker reaches the 5th space on the

Attack Track, the Monster Attack Phase begins.

**D-THE DESTRUCTION TRACK:** This is used to keep track of the events that could cause the players to lose the game. When one of the Destruction Events happens, move the Destruction Tracker up one space on the track. If the Tracker reaches the final space on the track, the game is over and the players immediately lose the game.

## DESTRUCTION EVENTS

There are three events that cause the Destruction Tracker to move towards the end of the track.

-**A City Space is Destroyed:** When a City Space is Destroyed, move the Tracker one space higher.

-**20 Population worth of Citizens are Destroyed:** When a Citizen Card (or simultaneously destroyed Citizen Cards) are placed into the Destroyed Citizen stack, and this causes there to be 20 or more Population worth of Citizen Cards in the stack, move the Destruction Track one space higher.

-**A Mech “Critical Failure”:** When a player’s Chassis Damage Track is full, it suffers a Critical Failure. Move the Destruction Tracker up two spaces.

## MECH PARTS

Each individual Mech part is represented by a Mech Tile that shows a picture of the part. During game setup, these tiles are assembled to create a your Mech.

Each Mech part comes with a set of Action Cards that are associated with the part. These cards will be combined to create your Action Deck.

## THE CHASSIS

The Chassis is the main structural piece of your Mech and also houses the Generator that provides the energy needed to allow your Mech to function.

A-The Damage Track: This is where the Damage Tokens are placed onto this part. It also indicates how many Power Tokens you have to assign to your Mech during the Planning Phase (see “The Damage Track”)

B-Mech Tile Actions: These are the unique actions you have available to you from this Tile. Using a Tile Action is one of the things you can do during the Action Phase as your turn. Tile Actions have a cost that must be paid before you can take the action. This cost is the text in description of the Action, before the “-”, while the effect is the text after the “-”.

REROUTE: You must discard a card as a cost to use this Action. Take 1 Power Token that has been assigned to anywhere on your Mech and move it to any open space on your Mech. When you move this Power Token, you must assign it to the leftmost open space on the Mech Tile you are assigning it to, as if you were assigning Power Tokens during the Planning Phase.

REPAIR: When you assemble your Mech Tiles, place three Repair Bot Tokens on this space. You must discard a Repair Bot token from your Chassis in order to use this action. Remove 2 Damage Tokens from anywhere on your Mech. You must remove a Damage Token from the leftmost space from the Mech Tile you are removing a Damage Token from.

C-Part Name: This is the unique name of the Chassis Tile.

## GENERATING POWER TOKENS

The colored area on your Chassis’ Damage Track that holds your leftmost Damage Token determines how many Power Tokens you have available to you when you assign them in the Planning Phase. If you have no Damage Tokens, use the rightmost colored area to determine this. Take a number of Power Tokens from the supply equal to the number shown in the appropriate colored area and assign them to your Mech Tiles however you like (see “Placing Power and Damage Tokens” below)

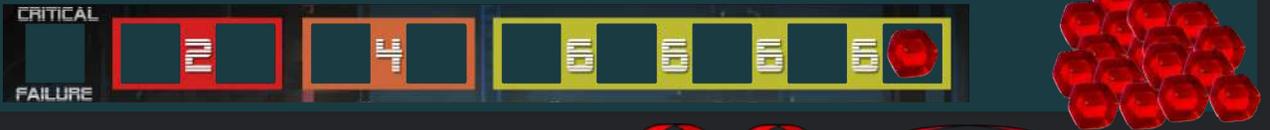


A - The Damage Track: This is where Damage Tokens are placed. It also determines how many Power Tokens you assign during the Planning Phase.

B - Mech Tile Actions: These are the Mech Tile’s Actions.

C - Name: The name of the Part

When taking your first Damage Token, place it into the Rightmost space on your Damage Track.



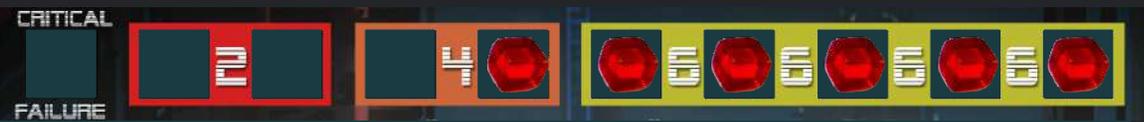
Additional Damage Tokens are placed into the Rightmost open space on your Track, filling the Track from Right to Left.



The Chassis currently has 4 Damage Tokens in the Damage Track. Since the leftmost Damage Token is in the Yellow area, you still assign 6 Power Tokens.



Now there are 6 Damage Tokens in the Track. Since there is now a Damage Token in the Orange area, you will only assign 4 Power Tokens.



## THE DAMAGE TRACK

When taking Damage to your Chassis, take the appropriate amount of Damage Tokens from the supply, and place them in the Damage Track on your Chassis Tile. When you place a Damage Token, you must place it into the rightmost open space on of your Damage Track.

## CRITICAL FAILURE

When you are forced to place a Damage Token on the space marked “Critical Failure”, your Mech has stopped functioning and you are forced to evacuate to Defense HQ. When this happens, take the following steps.

1. Discard all Mech Cards in your hand.
2. Remove all Power and Damage Tokens from your Mech.
3. Place your Mech Standee on its side in the Defense HQ Space.
4. Move the Destruction Track Tracker up 2 spaces.

You now take turns as normal (albeit with no Power Tokens or Mech Cards until the next turn).

## ARM TILES

Arm tiles represent the highly lethal weaponry designed to take out a rampaging 30 meter Monster. Arm tiles have a Power Track which also serves as a Damage Track. Since they can be attached to either the Right or the Left side of your Chassis, Arm Tiles are double sided.



- A - Part Name: The unique name of the Mech Tile
- B - Part Identifier: This shows which Mech part this tile represents.
- C - Power Track : Power Tokens and Damage Tokens are placed into this track.
- D - Mech Tile Action: This is the Mech Tile’s action.

A - Part Name: This is the Tile's unique title.

B - Part Identifier: This indicates which Mech part this Tile represents. This is a distinction that only needs to be made for the Arm Tiles, since they are double sided and able to be placed on either the left or the right of your Mech.

C - Power Track: When placing Power Tokens or Damage Tokens to this Tile, they are placed into this Track.  
(see "Placing Power and Damage Tokens")

D - Mech Tile Action: These are the unique actions you have available to you from this Tile. Using a Tile Action is one of the things you can do during the Action Phase as your turn. Tile Actions have a cost that must be paid before you can take the action. This cost is the text in description of the Action, before the "-", while the effect is the text after the "-".

**BASH:** You can only take this action if you have a Power Token in the indicated space on the Power Track. You must discard a Mech Card from your hand to use this Tile Action. Deal 1d to a Monster in this space. Since this is an "Attack" action, increase the Monster Attack Track by one space.

## LEG TILES

Leg tiles are your Mech's main source of mobility and stabilization. They range from very light and mobile to slow and heavily armored.

A - Mech Tile Actions: These are the unique actions you have available to you from this Tile. Using a Tile Action is one of the things you can do during the Action Phase as your turn. Tile Actions have a cost that must be paid before you can take the action. This cost is the text in description of the Action, before the "-", while the effect is the text after the "-".



A - Mech Tile Actions: These are the Mech Tile's actions.

B - Power Track: Power Tokens and Damage Tokens are placed into this track.

C - Part Title: The unique name of the Mech Tile.

**WALK:** You can only take this action if you have a Power Token in the indicated space on the Power Track. You must discard a Mech Card from your hand to use this action. Move your Mech Standee from the City Space it is in to an adjacent space, following the rules for moving.

**RUN:** You can only take this action if you have a Power Token in the indicated space on the Power Track. You must discard a Mech Card from your hand to use this action. Move your Mech Standee from the City Space it is in up to 2 spaces, following all the rules for moving.

B - Power Track: When placing Power Tokens or Damage Tokens to this Tile, they are placed into this Track. (see "Assigning Power and Damage")

C - Part Name: This is the Tile's unique title.

-If a part has no undamaged spaces and there are still Damage Tokens that have to be assigned, that damage is added to the Chassis instead.

-If at any time you have a damage token in a space that is to the left of an open space, that damage moves into the open space.

## MECH CARDS

Mech Cards represent the more advanced abilities of your Mech's parts. They are what makes each part unique and specialized.

# Placing Power and Damage Tokens



If you decide to place Power Tokens on a Mech Tile, you place the first Power Token into the leftmost space in the Power Track.



Additional Power Tokens placed on this Tile are also placed in the leftmost space on the Power Track, filling the Track from left to right.



When you place a Damage Token on a Mech Tile, you place the first Damage Token into the rightmost space in the Power Track.



Additional Damage Tokens placed on this Tile are placed in the rightmost undamaged space in the Track. If you must place a Damage Token into a space that contains a Power Token, that Power Token is discarded back to the supply.

A - Card Title: This is the title of the card

B - Card Type: There are four types of cards

-Action: These are played during the Action Phase as your Action on your turn. Actions will have some sort of effect on the game and specify in the text.

-Attack: These are played during the Action Phase as your Action on your turn. Attacks will almost always deal damage to a Monster, but will

sometimes have other effects that happen as well. When Attack cards are played, raise the Monster Attack Track by one space.

-Melee Attack: Melee Attack cards are treated just like Attack cards, but have the distinction of being Melee attacks. Other elements in the game may refer to Melee Attacks (like Armor, for example).

-React: React cards are played when a certain situation or occurrence happens in the game. React cards have two statements that are separated by a “-”. The text that comes before the “-” is the trigger (a condition or event that happens in order for you to play the card). The text that follows the “-” is the effect that happens from the card. If two players want to play a reaction to the same trigger, the Reacts are played in turn order from the Captain.

C - Part Title: The unique name of the Mech Tile that this card is associated with.

D - Card Text: The effect that the card produces. When you play a card, resolve this text. When the text has multiple sentences, resolve each sentence before moving on to the next.

E - Power Requirement: Every card has a number in the bottom left indicating the Power requirement of the card. This indicates how many Power Tokens must be in the Power Track of the associated Mech Tile. If there is not enough Power in a Part to meet the requirement of the card, it cannot be played, though these cards can still be discarded for other effects (like paying the cost of an Tile Action, for example).

Note, you do not have to spend the Power Tokens to play Mech Cards. It is only a requirement to have at least that many Power Tokens assigned to the tile.

F - Monster Attack Track Symbol: This symbol denotes that you must increase the Monster Attack Track when it is played. It is usually only found on Attack or Melee Attack cards, but some other cards may have it as well.

## MONSTER STAT CARDS

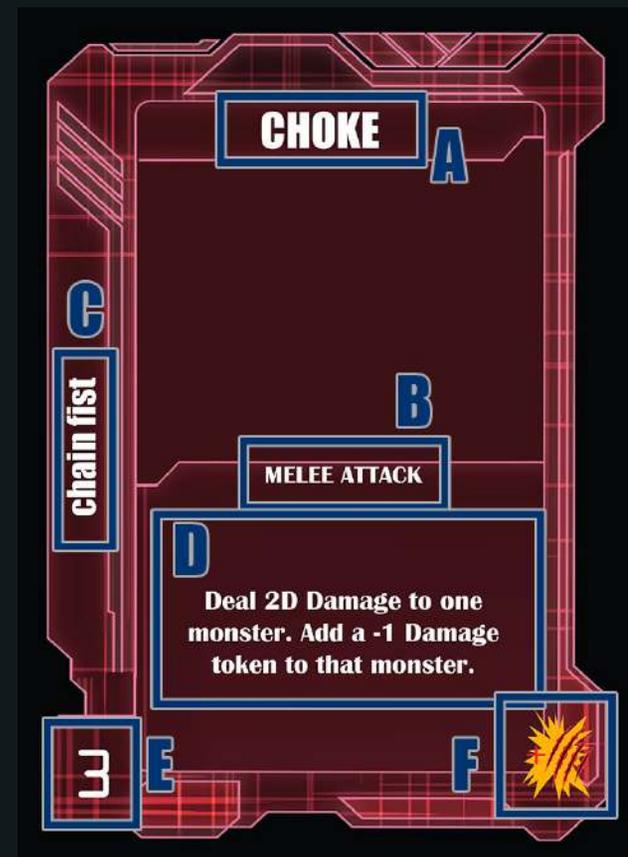
Monster Stat Cards represent the Giant Monsters that are invading Neo Tokyo. Each Monster Stat Card is double sided, with one side representing the Monster when he is in a space with one or more Mechs, and the other for when he is in a space without any Mechs. Keep the relevant side face up when Any player may look at either side of the card at any time.

A - Monster Name: This is the name of the Monster.

B - Target Indicator - Each Monster Stat card is double sided. If a Monster is in a space containing a Mech, it is displayed with its Mech side face-up, and uses that side of the Stat card when performing Attacks.

C - Armor Rating: Some Monsters have an Armor Rating. When a Monster is taking damage from a Mech Attack, reduce the amount of damage being taken by the Armor Rating of the Monster. Armor rating has no effect on other sources of damage being taken by a Monster (such as Citizen Cards). Some Armor Ratings specify what type of Damage they are applied to (such as “Melee” or “Non-Melee”. Attacks other than the specified type are not affected by the Armor Rating.

D - Life Total: This is how much Damage a Monster can take before it is defeated. Once a Monster has taken an amount of Damage equal to or exceeding the Monster’s Life Total, it is immediately removed from the game.



A - Card Title: This is the title of the card

B - Card Type: The type of card, which denotes when it is played.

C - Part Title: The unique name of the Mech Tile that this card is associated with.

D - Card Text: The effect that the card produces.

E - Power Requirement: The number of Power Tokens that must be in the Power Track of the associated Mech Tile.

F - Monster Attack Track Symbol: A symbol denoting that the Monster Attack Track must be increased when this card is played.

- A - Monster Name: This is the name of the Monster
- B - Target Indicator: Indicator of which set of attacks is showing based on the Monster's target
- C - Armor Rating: The Monster's Armor rating
- D - Life Total: The Monster's Life Total
- E - Monster's Attack: All of the Instances or text that makes up a Monster's Attack.
- F - Damage Instances: Individual Instances of damage that the Monster's target suffers when it performs its Attack.
- G - Attack Symbol: One of two symbols denoting which type of Attack follows.
- H - Monster Set: The Monster Set the Monster belongs to.



E - Monster Attacks: Each Monster has two Attacks on each side of its Monster Stat Card, a Regular Attack and a Special Attack (as denoted by the Attack Symbol, see below). Attacks are made up of Damage Instances and text and are resolved from left to right, top to bottom.

F - Damage Instances: Most Monster Attacks are made up of Damage Instances. These are individual sources of Damage that happen when the Monster performs an Attack. Damage Instances are represented by a Value and a Symbol.

-On the "Mech" side of a Monster Stat card, the Values are how much Damage the attack does and the Symbols are which Mech Part is effected by the attack. These attacks are applied to every Mech in the same City Space as the Monster.

-On the "City" side of a Monster Stat card, the Value can represent how much Damage is being done to the City Space, or how many Citizen Cards are added to the City Space. The Symbol determines which of these two effects is happening.

G - Attack Symbol: This denotes whether the Attack is the Monster's Regular Attack (the white symbol) or its Special Attack (its red symbol). Special Attacks, when listed on the Mech side of the Monster Stat Card, also have a name. This does not affect game play at all and only exists to strike fear into the heart of Mech pilots.

H - Monster Set: This is the Monster Set the Monster belongs to.

(Not shown)Special Qualities: Some Monsters have Special Qualities listed on their card. These are always in effect when they are shown on the card. A Special Quality printed on the side of the card that is face-down does not affect play.

## MONSTER DAMAGE TRACKER

Whenever a Monster enters play, take one of the Monster Damage Trackers, and set the dials so that the display shows the Monster's Life Total. When the Monster takes Damage, reduce the number shown in the display by the Damage the Monster is taking. This allows you to keep track of the Damage so you know when the Monster has been defeated.

## CITIZEN CARDS

Citizen cards represent the priceless souls that you are trying to save. Most Citizen cards are helpless, merely trying to escape death at the hands of a giant rampaging Monster. Some Citizen Cards represent the Military Forces and Disaster Responders who are trying to help their fellow citizens. Citizen cards can leave play two different ways. They can either be Destroyed, and added to the Destroyed Citizen stack, or they can be Discarded by



- A - Title: This indicates that the card is a “Monster Appears” card.
- C - Text Box: The instructions for resolving the card.
- D - Attack Symbol: Represents which of the Monsters’ Attacks they will perform.
- E - Monster Set: The set the card belongs to



- A - Title: The title of the card.
- B - Flavor Text: Inconsequential to the game play
- C - Text Box: The instructions for resolving the card.
- D - Attack Symbol: Represents which of the Monsters’ Attacks they will perform.
- E - Monster Set: The set the card belongs to

## Monster Event Cards

Monster Event Cards act as both a timer for the game as well as a are used to determine which attack the Monsters use during the Event Phase. The cards are used to make the Event Deck.

- A - Title: Event Cards have a unique title, while the “Monster Appears” cards are all titled as such.
- B - Flavor Text: Event cards have Flavor text which are inconsequential to the game play. They are only printed for thematic reasons.
- C - Text Box: These are the instructions for resolving the card when it is revealed in the Event Phase.
- D - Attack Symbol: This signifies which attack the Monsters will use when resolving their attack during the Event Phase.
- E - Monster Set: This is the Monster Set the Card belongs to.



A - Population Value: The Population Value of the Citizen Card.  
 B - Title: The title of the Citizen Card  
 C - Text Box: The ability or special quality of the Citizen Card.

some effect, in which case they leave play but are not added to the Destroyed Citizen Stack.

A - Population Value: Each Citizen Card has a Population Value. This is the value that is used to calculate when the Destruction Track is raised due to Citizen Cards being destroyed.

B - Title: This is the title of the Citizen Card

C - Text Box: Some Citizens have abilities or special qualities that are shown in this space. Follow the instructions on the Citizen Card when it is in play.  
 Red Bordered Citizen Cards have either “Entering Play” or “Exiting Play” abilities that happen when the Citizen Card does so.

-“Entering Play” effects happen when the Citizen Card is put into play. The effects do not happen when it is revealed and discarded or destroyed from the deck without entering play. When Multiple Citizen Cards are being put into play by the same game effect, resolve their “entering Play” abilities one at a time in the order you drew them from the deck.

-”Exiting Play” effects happen when the Citizen Card is either Destroyed or Discarded from a City Space. The effects do not happen if the card is Discarded or Destroyed without being placed into the City. When multiple Citizen Cards are leaving play as a result of the same game effect, resolve the “Exiting Play” abilities on these cards from Highest Population Value to lowest.

#### Multiple Destroyed Citizen Cards

When more than one Citizen Card is destroyed at the same time by the same Monster or Action, add all of them to the Destroyed pile before checking to see if the Destruction Track is increased.

## CITY CARDS

City Cards are used to represent the City Spaces in Neo Tokyo. They are shuffled to form the City Deck during the game setup, and are used by the Monster Appears cards to determine into which City Space the Monsters are placed. Some Monsters or other card effects will refer to the City Deck or City Cards, but they otherwise do not impact the game play.

## TOKENS

### EFFECT TOKENS

Some abilities or game effects will say to add a token to a Monster or a Mech. These tokens will modify certain effects in the game. Tokens will remain in play until their condition for removing them happens.

Fire Tokens - After a Monster with one or more Fire tokens attacks, it takes 1d of damage for each Fire Token it has. After it takes this damage, remove one token.

+1 or -1 Damage - These modifiers affect all of the Monster’s Damage Instances, reducing or increasing the Value for all tokens it has. At the end of the “Events Phase”, remove all +1 or -1 Damage tokens from it.

### ARMOR TOKENS

These tokens represent a temporary boost in defense. Armor tokens stay on a Monster or Mech until they are removed. When a monster or Mech is taking damage from any source, they instead discard Armor tokens. For each point of damage being assigned, discard 1 Armor token to negate that point of damage. Any damage not negated by Armor tokens is then taken normally.

Attacks that ignore Armor DO NOT ignore Armor Tokens. They must still be removed before damage can be applied to a Monster.

# THE BOSS MONSTER

The Boss Monster represents the final challenge to Neo-Tokyo that you must defeat.

The Boss Monster will arrive in one of two ways.

- If the Events Phase ends and there are no Monsters still in Neo Tokyo, The Boss Monster appears. Remove all of the cards from the Monster Attack Deck and follow the instructions on the Boss Monster card.

- After resolving the last card in the Monster Attack Deck

When the Boss Monster attacks, resolve its attacks just like you would with any other Monster, proceeding from the leftmost instance and resolving the attacks in turn.

Once the Boss Monster is defeated, the players win the game!

A - Monster Attack Deck Space: This spot is where you place the Monster Attack Deck during the game setup. This space also has the instructions for what to do when the Boss Monster appears. Each Boss Monster has a unique set of instructions to follow when this happens.

B - Special Text: Boss Monsters may have special effects that happen when they attack, or special modifiers to their attacks.

This text is independent from the Boss Monster's attacks.

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**3**

**GORGANICUS**  
RADIATION BEASTS

**MONSTER ATTACK DECK**  
**GORGANICUS appears!**

- Draw the top card of the City Deck and place GORGANICUS in that space.
- Remove all of the "Monster Appears" cards from the Monster Attack Deck and Discard.
- Reshuffle all of the Monster Attack cards and place them on this space.

**If there are no cards in this space when GORGANICUS attacks, the players lose the game.**

**A**

**RADIATION BLAST:**  
3 [City Deck Icon] 3 [Dice Icon] Draw the top 2 cards of the Citizen Deck. Destroy any of them with 8 or less POP, otherwise discard them.

3 [City Deck Icon] 2 [Dice Icon] 3 [V Icon] 2 [City Deck Icon]  
Shuffle the City Discard into the City Deck. Draw the top two cards of the City Deck. Deal 2 damage to each space. Destroy all Citizen cards in those spaces.

**After GORGANICUS attacks, move him to the next lower non-destroyed space. Deal 2 [City Deck Icon] to the space GORGANICUS moves into.**

**B**

A - Monster Attack Deck Space - This is where the Monster Attack Deck is placed during the game setup. It also has the instructions for what happens when the Boss Monster Appears.

B - Special Text - This shows the Boss Monster's special effects.

# SETTING UP THE GAME

1. Each player builds their Mech using one of the methods described in Building Your Mech section. Once you have a fully assembled Mech, shuffle all of your Action Cards together to form your Command Deck. Place this Deck next to your assembled Mech Parts.
2. Place the Game Board in the center of the table.
3. Shuffle the City Deck and Citizens Deck and place them next to the board.
4. Pick (or choose randomly) the Monster Threat you are facing for this game. Take the Boss Monster card of the chosen monster set and place it near the board. Take the Monster Stat Cards and corresponding Monster Standees for the Monster Threat you chose and place them next to the Boss Monster card.
5. Set up starting Monsters using the following steps:  
From the set of Monster Event Cards for the Monster Threat you chose, take all of the “Monster Appears” cards. Shuffle the “Monster Appears” cards and draw one for each player. One at a time, follow the instructions printed on each card. Take the Monster Stat Card for each starting Monster and place them near the board with their “City” side face up. These are the starting Monsters for the game. Place these cards in the Event Deck discard pile. Note that Red Bordered Citizens with Entering Play effects do not trigger during this setup.
6. Set up the Event Deck for this game using the following steps  
-2-3 players: Shuffle the Monster Appears Cards. Draw 2 and place them face down. Shuffle the remaining Monster Event Cards and draw 4 face down. Combine these two piles and shuffle them to form the Event Deck. Return all unused cards to the box.  
-4-5 players: Shuffle the Monster Appears Cards. Draw 1 and place them face down. Shuffle the remaining Monster Event Cards and draw 5 face down. Combine these two piles and shuffle them to form the Event Deck. Return all unused cards to the box.
7. Every player selects a Mech Standee and places it in the center of the board in the space marked “Defense HQ”.
8. Determine which player starts as the Captain however you like and give that player the Captain’s Badge token. We suggest the player that has most recently seen a movie with a giant monster in it.
9. Start the game!

## Building Your Mech

If this is your first game, we recommend that you choose one of the Prebuilt Mechs below. This will allow you to jump right into the game. For experienced players, we recommend you use the Drafting Method detailed below, allowing you to customize your Mech. This will allow you to fully customize your Mech.

### Prebuilt Mechs

Choose one of the pre-built Mechs below. Take all of the Mech Tiles and Mech Cards for the parts you have chosen. Assemble your Mech Tiles to create your Mech and take 3 Repair Bot Tokens. Place them on the “Repair” action space on your Chassis Tile. Shuffle all your Mech Cards together to create your Command Deck.

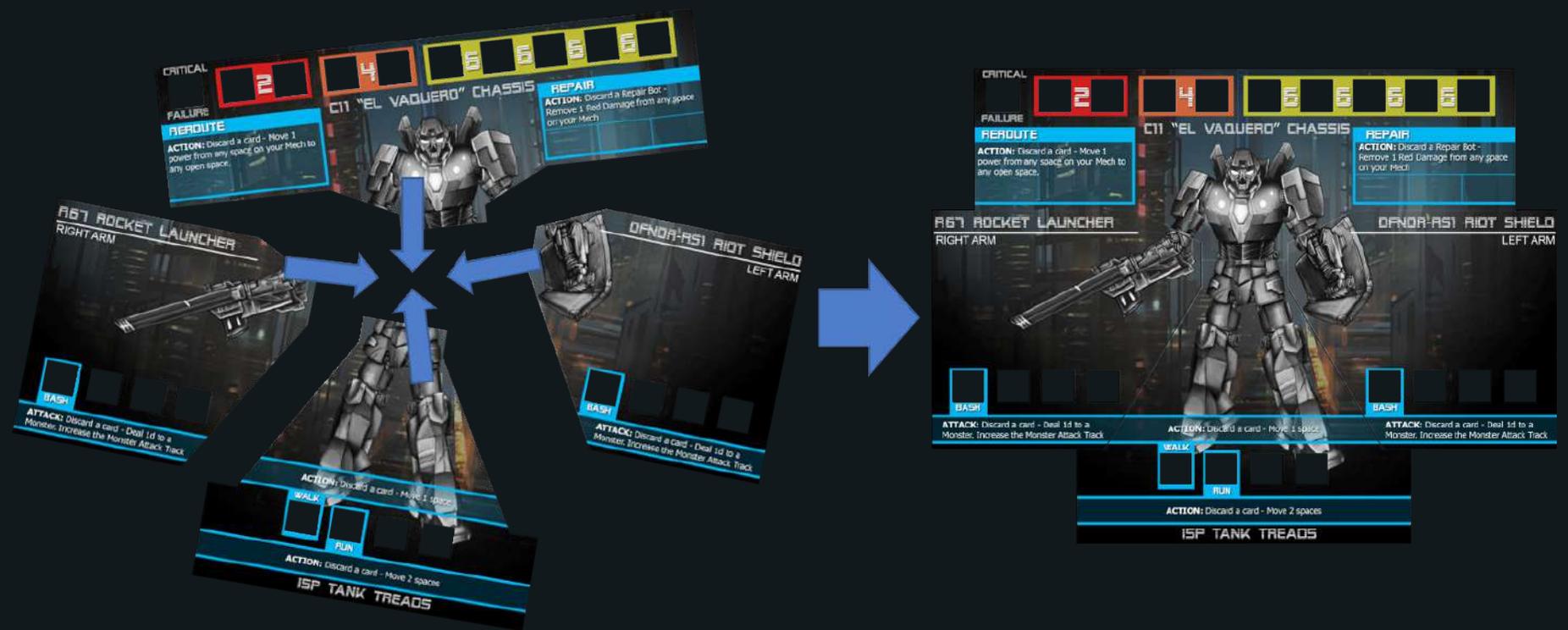
### Drafting Mechs

If you want a little more control over what parts you are taking into combat, you can use the Drafting Method to build your Mech. Take the following steps in order.

#	Chassis	Legs	Arm 1	Arm 2
1	Anansi	Chain Fist	Shotgun	Spider Legs
2	El Vaquero	Flame Thrower	Electro Whip	Light Legs
3	Shen-Jian	Sniper Rifle	Lazer Knife	Rabbit Legs
4	Zakharovich 2400	Rocket Launcher	Power Mace	Heavy Legs
5	Patriot 1776	Machine Gun	Power Sword	Medium Legs

1. Lay all of the Chassis Tiles on the table. Starting with the Captain and proceeding clockwise, each player chooses one.
2. Lay all of the Leg Tiles on the table. Starting with the last player to chose a Chassis Tile and proceeding counter-clockwise, each player chooses a Leg Tile.
3. Lay out all of the Arm Tiles on the table. Starting with the Captain and proceeding clockwise, each player chooses an Arm Tile.
4. Starting with the last player to chose an Arm Tile and proceeding counter-clockwise, each player chooses a second Arm Tile.
5. All players take the Mech Card sets associated with their Mech Tiles and shuffles them together to make their Command Deck.
6. All players lay their Mech Tiles in front of them and assemble them to form their Mech. Each player takes 3 Repair Bot tokens and places them on the “Repair” action space on their Chassis tile.

# ASSEMBLING YOUR MECH



Each Mech part is represented by a Tile. After you chose your parts using one of the methods described above, place your Mech Tiles together to make your Mech.

Your Arm Tiles are double sided to accomodate the tile representing either the Left or the Right arm, and are labelled as such.

# TURN OVERVIEW

## The Planning Phase

During the planning phase, all players take the following steps simultaneously.

1. Draw Mech Cards until you have 6.
2. Assign Power tokens to your Mech parts
3. Proceed to the Event Phase.

## The Event Phase

1. Draw the top card of the Event Deck and resolve the text.
2. Monsters perform the attack listed on the card.
3. Proceed to the Action Phase

## The Action Phase

1. Starting with the player with the Captain's Badge, players take turns taking actions until either:
  - The Monster Attack Tracker has reached the end of the track (proceed to the Monster Attack Phase).
  - All players have passed (proceed to the End Phase).

## The Monster Attack Phase

1. Monsters perform their Regular Attack.
2. Return to the Action Phase.

## The End Phase

All players take the following steps simultaneously.

1. Discard any "Until the end of the Turn" effects from your Mech.
2. Stand up your Mech Standee.
3. Take any End Phase actions you have available.
4. Discard any number of Action cards.
5. Return the Monster Attack Tracker to 0.

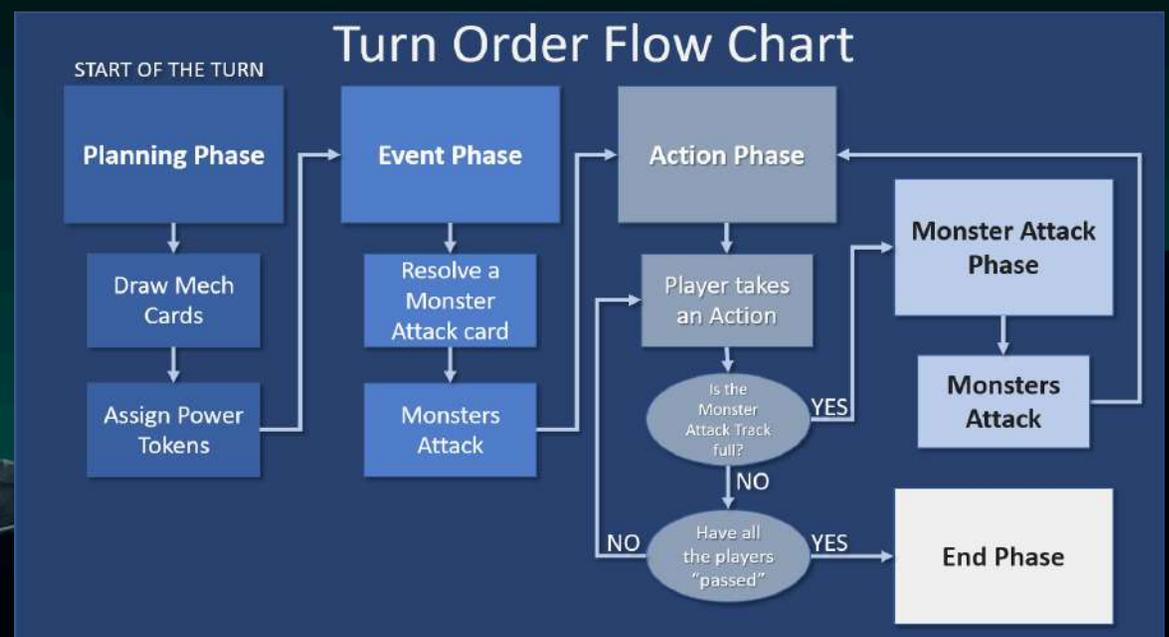
## Begin a new turn.

## WINNING OR LOSING THE GAME

There are two ways to end the game.

Defeating the Boss Monster - When the Boss Monster is defeated, the players immediately win and have successfully Defended Neo Tokyo!

The Destruction Track - When the destruction counter reaches the final space on the Destruction Track, the players lose and have failed to Defend Neo Tokyo!



# The Phases in Detail

## The Planning Phase

1. Draw Mech Cards: Draw cards from your Command Deck until you have 6 in your hand. If at any time you need to draw cards from your Command Deck but you do not have any to draw, immediately reshuffle the Mech Cards in your Command Deck Discard. These cards are now your Command Deck, and continue drawing until you have a full hand of 6.
2. Assign Power Tokens: Remove all Power Tokens from your Mech Tiles. Take a number of Power Tokens as indicated by the Damage Track on your Chassis. Distribute these Power Tokens into the Power Tracks of your Arms and Leg Tiles however you see fit. (see the Mech Tiles section for more explanation on assigning power to a part). If you are unable to assign any Power to your Mech Tiles, the excess power is returned to the supply.

### EMERGENCY EVAC

At the end of the Planning Phase, any player may perform an Emergency Evac to Defense HQ. If you chose to do this, perform the following steps in order.

1. Discard all Mech cards from your hand.
2. Remove all Power Tokens and Damage Tokens from your Mech Tiles.
3. Place your Mech Standee on its side in the Defense HQ space to signify that you are “passing”.

You are now free to take your turns as normal (albeit with no Mech Cards or Power Tokens until the next turn).

## The Event Phase

1. Resolve an Event Card: Draw the top card of the Monster Attack deck and resolve the text of the card. For cards that affect multiple targets (City Spaces, Monsters, Mechs. Etc.), use the number of the City Space containing the target (or the City Space itself) to determine the order, lowest to highest. Remember that the destruction of City Spaces, Citizen Cards, or Mechs happens immediately, so it may be important to know the order in which spaces get destroyed or Citizens get discarded. If there are no monsters on the board at this point, the Boss Monster appears. (see “The Boss Monster”)
- 2, Monsters Attack: Starting with the Monster in the lowest numbered space, each Monster will perform an attack, using the symbol indicated on the Event Card

### MONSTERS ATTACKING

Each Monster will perform its attack against all of the Player Mechs in its City Space (using the “Mech” side of its Monster Stat Card), or against the City Space and/or Citizens if there are no Mechs there (using the “City” side of its Monster Stat Card). If a Monster is attacking a Mech during the Event Phase, it performs the attack indicated by the symbol on the Event card. If it is attacking during the Monster Attack Phase it performs its White Attack. If at any point during its attack, the Monster takes enough damage to be defeated (through a Player’s “React” card, for example), it is removed immediately and any additional Damage Instances or effects are not resolved.

### MONSTERS ATTACKING MECHS

Monsters perform their Attack by resolving each Damage instance or effect one at a time from left to right, top to bottom. Each damage instance is represented by a value and a symbol. The value indicates the amount of damage tokens to be assigned to each Mech being attacked. The symbol indicates where the Damage Tokens must be placed. If the Monster is dealing random damage indicated by the Random Damage symbol, the player

taking the damage rolls the Random Damage Die to determine where the Damage Tokens must be placed. If multiple Mechs are taking Random damage, they each roll separately to determine the location. If a “MISS” is rolled on the Random die, the Mech takes no damage from that Damage Instance.

Some Monsters also have additional text that describe special effects that are resolved after all of the Damage Instances have been resolved.

## MONSTERS ATTACKING THE CITY

Monsters perform their Attack by resolving each Damage instance or effect one at a time from left to right, top to bottom. Each damage instance is represented by a value and a symbol. If a Damage Instance has the City Damage symbol, place the amount of City Damage Tokens as indicated by the value to the Monster’s City Space. If a City Space is destroyed, the Monster’s attack ends and no other effects are resolved.

Immediately resolve the City Space’s destruction

If a Damage Instance has the Citizen symbol, draw a number of Citizen Cards from the Citizen Deck as indicated by the value of the Damage Instance and put them into play in the Monster’s City Space. When a Monster adds Citizen Cards to the space, they are added one at a time, resolving any entering play effects or player REACT actions before adding the next. There is no limit to the number of Citizen Cards that can be added to a City Space. Some Monsters have additional text that describe special effects that are resolved after all of the Damage Instances have been resolved.

When a Monster destroys a Citizen card, that card is added to the Destroyed Citizen pile. If there are multiple Citizens being destroyed at once, they are Destroyed one at a time, resolving each Leaving Play effect or player REACT actions before destroying the next. If there are multiple Citizens being destroyed by a single Monster attack, they are all added to the Destroyed Citizen pile before checking if there is enough POP worth of destroyed Citizens to advance the Destruction Track (see The Destruction Track)



## DEFEATING ALL THE MONSTERS

If there are no Monsters on the board at the end of the Monster Attack Phase, immediately discard ALL Cards from the Monster Attack Deck, then The Boss Monster appears. Resolve the Boss Monster’s coming into play effects (listed in the space where the Monster Attack Deck sits on the Boss Monster’s Card).

## The Action Phase

Starting with the player with the Captain’s Badge and proceeding clockwise, each player will take turns taking a single Action at a time. This rotation will continue, with players continuing to take Actions, until all players have passed or a Monster Attack Phase is triggered.

During your turn, you can take one of the following actions

- Use an action on a Mech Tile
- Play an Action Card
- Pass

## USING AN ACTION ON A MECH TILE

To use an action printed on one of your Mech Parts, you must have a Power in the space that is linked to the action. This is the space that is connected to the blue box containing the text for the action. First pay the price for using the action (usually discarding a card or a repair bot token), then resolve the effect.

## PLAYING AN ACTION CARD

To play an Action card, select an “Attack”, “Melee Attack” or “Action” type card from your hand that you meet the Power Requirement for. You reveal the card you are playing and resolve its effect. Afterwards, place the card into your discard pile, unless it has an effect that persists until the end of the Turn. If so, place this card in front of you instead, adding it to your discard in the End Phase.

## PASSING

If you do not wish to take an Action, you may Pass. To indicate this, place your Mech Token on its side in the space you are in. This signifies that you are no longer taking actions (including React actions).

When a Monster Attack is triggered from the Monster Attack Track, you will stand your token up and are able to perform actions once again.

## ATTACKING WITH MECHS

To damage a Monster, you must take an “Attack” or “Melee Attack” action. This can be from an Action Card or a Mech Tile Action. The strength of the attack will be listed in the description of the attack in the form of Damage

There are two types of Damage: static damage (ex. “Deal 3 damage to a Monster”) or Rolled Dice (ex. “Deal 2d to a Monster”)

**Static Damage:** When dealing Static Damage to a Monster, simply add that much Damage to the Monster’s Monster Damage Tracker (remembering to reduce the Damage by any Armor Rating or other effects the Monster may have).

**Rolled Damage:** When dealing Rolled Damage to a Monster, you will roll a number of Damage Dice equal to the number before the “d” in the Attack (ex. “2d” is 2 dice rolled). Add up the results of these dice (including any modifiers from effects you may have), and add that much Damage to the Monster’s Monster Damage Tracker (remembering to reduce the damage by any Armor Rating or other effects the Monster may have).

Sometimes, an Attack will include both Static and Rolled Damage (ex. “Deal 3d+4 damage to a Monster”). If this is the case, roll the damage dice, add up the results, then add the static damage to produce one damage total to apply to the Monster’s Monster Damage Tracker (remembering to reduce the total damage by any Armor Rating or other effects the Monster may have)

## ENDING THE ACTION PHASE

The Action Phase continues, with each player taking one of the Actions above until one of the following two conditions are met.

### **If All Players have Passed**

If all Mech tokens are on their side (indicating that they have passed), the Action Phase ends. Proceed to the End Phase.

### **If the Monster Attack Tracker reaches the 5th space on the Track**

Each time a player takes an “Attack” action (or any Action marked with the “Attack Icon”), they move the Monster Attack Tracker up one space. When the counter reaches the end of the track, do the following:

1. Place all Mech Tokens upright (signifying that they are no longer “passing”).
2. Give the Captain Token to the player on the left of the player that played the last action (the one that moved the Monster Attack Counter to the last space on the track).
3. Return the Monster Attack counter to the starting space on the track.
4. Proceed to the Monster Attack Phase

## The Monster Attack Phase

1. Starting with the Monster in the Lowest numbered City Space, all Monsters perform an Attack. Refer to the “Monsters Attacking” section under the “Events Phase” above.
2. Return to the start of the Action Phase and proceed with play as normal.

## The End Phase

All players perform the following steps simultaneously.

1. Discard any “Until the end of the Turn” effects from your Mech. This includes any cards you played that lasted until the end of the turn.
2. Stand up your Mech Standee. It remains in the City Space it was in when you passed.
3. Take any End Phase actions you have available or trigger any End Phase effects. This includes the HQ action of regaining your spent Repair Bots.
4. Discard any number of Mech cards from your hand.
5. Return the Monster Attack Tracker to 0. (not all players need to perform this)

## Ending the Game

There are two ways to end the game.

**Defeating the Boss Monster** - When the Boss Monster is defeated, the players immediately win and have successfully Defended Neo Tokyo!

**The Destruction Track** - When the destruction counter reaches the final space on the Destruction Track, the players lose and have failed to Defend Neo Tokyo. Regroup and prepare yourself for the next Monster Invasion!



