MECHANIRIS
メカニリス
TABLETOP GAME

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If you notice any grammar mistakes, would like to
collaborate, or have any suggestions, please don't
hesitate to contact me on Instagram **@orniris**

CIRCUITS SURGE, MECHA'S HEARTBEAT QUICKENS, BATTLE IMMINENT.

THE WORLD OF MECHANIRIS
ザ ワールド オブ メカニリス

🔴 MECHANIRIS メカニリス

Far out in space, there's this planet called Mechaniris, and let me tell you, it's like no other place in the whole galaxy! Colorful Mecha Cities, made of steel and shiny alloys, stand tall and proud. Right in the middle of each Mecha City is the central hub, a high-tech place where skilled pilots train with their Mechas and they are the ultimate guardians of Mechaniris. Now, these pilots aren't just fighters; they're brainy artists and genius tacticians. Each Mecha is like a custom-made war machine that moves like a dancer and hits like a thunder.

But Mechaniris isn't just about serious business; it's also the hottest spot for space entertainment! Imagine massive arenas, lit up with flashy lights and crazy explosions. Epic tournaments where Mecha pilots show off their skills in mind-blowing sparrings. People from all over the galaxy come to watch these spectacular shows. And guess what? It's not all fun and games: There are rumors of aliens wanting to take over Mechaniris! The atmosphere is tense, but the Mecha pilots are on high alert. They're ready to kick some cosmic butt and keep their home safe from any invaders who think they can mess with Mechaniris. It's a wild ride of fun, danger, and epic battles in the combat zones of Mechaniris!

🔵 MechArt FESTIVAL メックアートフェスティバル

Mechaniris annually hosts the MechArt Festival, a celebration of creativity, innovation and the artistic side of Mecha piloting. Pilots from all cities come together to showcase their custom Mechas, adorned with dazzling paint jobs, intricate designs and personalized aesthetics.

The MechArt Festival serves as a moment of respite, a time when rivalries are set aside and the pilots appreciate the artistry behind the war machines. Spectators from across the galaxy flock to Mechaniris to witness this unique fusion of technology and creativity, where Mechas become canvases for self-expression.

🔵 THE ENIGMATIC NEXUS ジエニグマティックネクサス

Deep within the heart of Mechaniris lies an enigmatic Nexus, a convergence point of unimaginable energy. This Nexus is said to hold the key to unlocking the true potential of Mechas, granting them abilities beyond imagination. Legends speak of ancient artifacts hidden within the Nexus, waiting to be discovered by daring pilots. The journey to the Nexus is perilous, filled with challenges that test a pilot's skill, courage and wit. The pilots of Lexara Prime, in particular, are drawn to the mystique of the enigmatic Nexus, seeing it as the ultimate strategic advantage in their ongoing battle against potential invaders.

🔵 QUANTUM RIFTS クォンタムリフツ

Mechaniris is not just confined to a single dimension. Quantum Rifts, mysterious portals scattered across the planet, lead to alternate realities and parallel universes. These rifts are both a blessing and a curse, offering opportunities for exploration, resource gathering and unexpected alliances, but also posing the constant danger of interdimensional invaders.

The Stellar Raiders exploit the Quantum Rifts for hit-and-run tactics, appearing suddenly through the rifts, raiding Mechaniris, and disappearing just as quickly.

🔵 STELLAR RAIDERS ステラレイダース

Led by Dante Hauselden, pilot of Anhur, the Stellar Raiders are a group of renegades. Deep within uncharted territories lies their hidden haven, Nebula, a clandestine base forged from salvaged Mecha parts. They reject mainstream conformity, piloting unorthodox Mechas cobbled from stolen tech and black-market upgrades.

🔵 MECHA CITIES メカシティーズ

🔵 BAMBOLI バンボリ

Bamboli is like an architect's dream come true. Massive skyscrapers decked out with fancy designs shoot up into the sky, shining like a futuristic masterpiece. It's this crazy mix of nature and tech – you've got greenery winding through the city, creating this mind-blowing combo of organic and mechanical. The Mecha pilots in Bamboli are all about nature vibes, getting inspired by the lush surroundings to amp up their combat style.

🔵 LEXARA PRIME ネクサラプライム

Nexara Prime is like the brainiac hub of the planet. Shiny buildings made of chrome and steel rule the skyline, showing off their never-ending quest for cool inventions. It's full of maze labs and high-tech spots, where Mecha pilots test with the newest weapons and armor. The Mechas from Lexara Prime are top-notch, rocking crazy targeting systems that make them formidable from long distances on the battle zone.

🔵 AURORA HAVEN オーロラヘイヴン

Aurora Haven is like a winter wonderland that never thaws. Glittering towers covered in ice crystals reach up to the snowy sky, creating this magical scene. Mecha pilots from Aurora Haven are all about toughness, mastering their skills in the freezing tundra. Their Mechas pack cryogenic weapons that can freeze enemies in their tracks, turning the battle into this crazy winter show.

🔵 SOLARIS REACH ソラリスリーチ

Basking in eternal sunshine, Solaris Reach is like the tropical paradise of Mecha Cities. Surrounded by jungles and sunny beaches, the city blends in with the beauty around it, making it a chill oasis in the middle of space chaos. Mecha pilots from Solaris Reach are sneaky warriors, using the thick foliage to their advantage.

🔵 CELESTIAL SPIRE セレスティアルスパイア

Celestial Spire is like a city that wants to touch the stars. Walkways and hanging platforms connect towering skyscrapers, making it this insane city in the sky. Mecha pilots from Celestial Spire are all about strategy, using the city's height to outsmart their enemies. Their Mechas rock elegant and deadly weapons, turning battles into a dance of war.

🔵 THE GALACTIC COUNCIL ザギャラクティックカウンシル

In the face of external threats, Mechaniris has formed the Galactic Council—a coalition of leaders from each Mecha City and it serves as a diplomatic and strategic body, uniting the diverse cities under a common cause: The protection and prosperity of Mechaniris.

Meetings are held in the Nexus Chamber, a neutral ground within the enigmatic Nexus, symbolizing the unity required to face the challenges ahead. Tensions run high during these gatherings, but the Council members understand the importance of collaboration. The fate of Mechaniris rests in their hands and decisions made within the Nexus Chamber resonate across the entire planet. The Galactic Council not only addresses immediate threats but also works towards fostering cooperation, trade and cultural exchange among the Mecha Cities.

🔵 ANCIENT MECHAS エンシェント メカズ

Buried deep within Mechaniris are ruins dating back to a time when Mechas were first created. These ruins hold mysterious relics and advanced technology that even modern Mecha pilots struggle to comprehend.

The search for these ruins becomes a quest for knowledge and power, as pilots explore their own history to unlock new capabilities for their Mechas, and even find operative Ancient Mechas.

● BAMBOLI EPIC SMASH バンボリ エピック スマッシュ

The towering Mecha City of Bamboli epitomizes a harmonious blend of futuristic sophistication and the marvels of nature: Skyscrapers seamlessly entwined with lush greenery, crafting a mesmerizing spectacle that transforms the lives of the Mecha pilots into an extraordinary living canvas. As the city flourished, its inhabitants developed a profound attachment to their surroundings, drawing inspiration from the verdant foliage enveloping the majestic structures. In bygone days, Bamboli confronted turmoil when alien invaders coming from the Quantum Rifts, sought power to disrupt the city's harmony. Yet, a legendary Mecha Team of skilled pilots, led by Galdine Marinde, decisively thwarted them. This triumph solidified Bamboli's reputation as a city unified in the face of adversity.

Fast forward to the present day, Bamboli grapples with a new menace—the Stellar Raiders, masterminded by the cunning Dante Hauselden. Exploiting Quantum Rifts, these rogues raid the cities of Mechaniris and vanish through interdimensional portals, making Bamboli their preferred target. Their hit-and-run tactics cast a shadow over the city's laid-back vibes. In response, Cherry Linda, inspired by bedtime stories of Galdine Marinde and those cool tales of Mecha mischief-makers, formed a crew of the best pilots of the moment: Kaito Shirogane, Xavel Demeter, Remy Catdu and herself.

● MECHA PRODUCTION メカプロダクション

There are hundreds of patterns to build specific Mechas, each tailored to accomplish a specific role. These cutting-edge marvels take shape in the heart of every Mecha city, reflecting the distinctive traits of their ingenious creators. Mecha Pilots, guided by their skills and combat tactics, carefully select patterns, weaponry and color schemes to match their individual style and strategy.
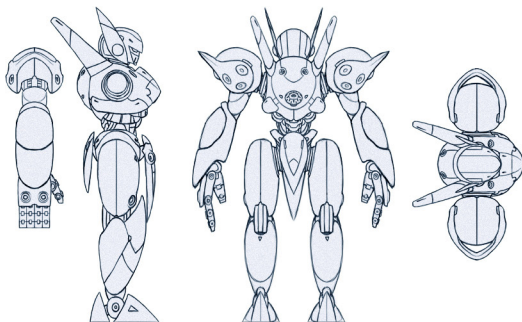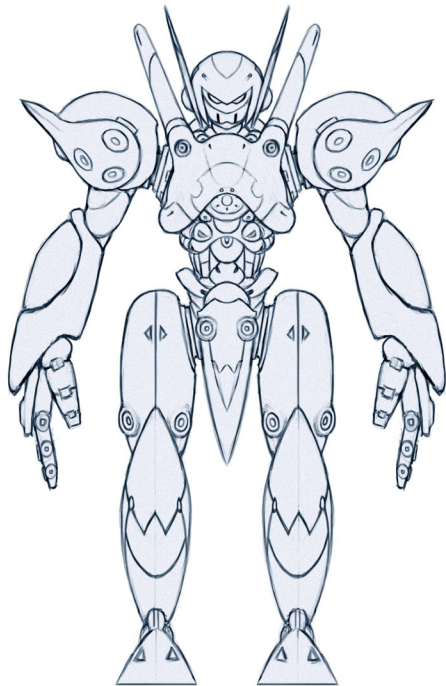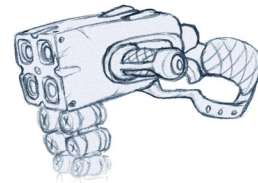

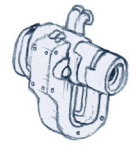AURORA FURY-55X PATTERN

● MECHA WEAPONRY メカ ウェポナリー

These are just a few of the weapons that are currently available.
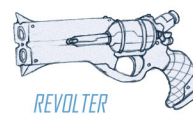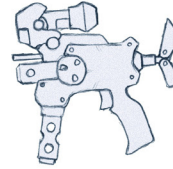

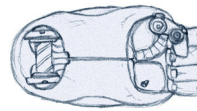
REVOLTER

QUADRA SHOTGUN

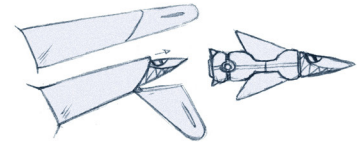INTEGRATED SUBMACHINE GUN

STELLAR SUBMACHINE GUN

NEXUS BOMBARDER

DISRUPTION GUN

MASSIVE EMP FISTS

EVIL LAUGHTER MISSILE
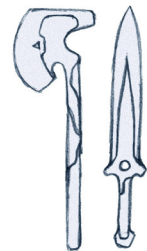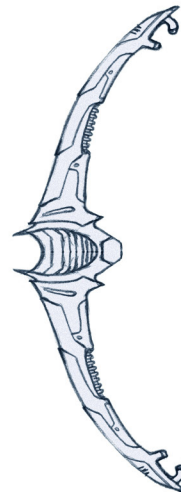
SWORD OF FREEDOM

ELECTRO SHURIKEN

PLASMACE

ULTRA AXE AND SWORD

BASSBOW

COLOSSIUS AXE   PLASLANCE
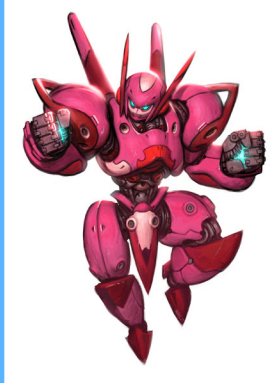
CELESTIAL BLADE

MECHANIRIS
メカニリス

TABLETOP GAME

1ST EDITION RULES

Mechaniris is a Tabletop Game where two players command their Mecha Teams in epic battles! **In order to play**, you'll need Mechaniris models (or proxies) and their respective Datacards, six-sided dice (D6), a tape measure in centimetres, Mission and MechAugment Cards and terrain elements.

❗ In disputes during a battle over unregulated situations, each player can roll 1D6, with the highest roll determining the outcome.

1 · MECHA TEAM メカ チーム

Each Mecha Team is composed by up to 4 models that represents their **Datacards**. Before deployment, each Mecha can equip up to 2 **Ranged Weapons** and 1 **Melee Weapon** from their profiles (beside its **Included Weapons**). Optionally, it can be equipped with 1 **MechAugment Card**. Here's the **Datacard** profile description:

ROSE RIOTER ローズ・ライオタ | A3 M4 Ar4 W6 Mo15

ABILITIES
· **Riot Time:** When it performs 2 **Attacks** on a single turn, it can perform an extra **Attack** with a penalization of 1 on **Melee**.
· **Fight-o-Mecha:** If it performs a **Melee Attack Reaction**, gains 2 to **Melee** on the **Reaction** roll.
· **Anti-Area Shield:** It remains unaffected by **Damage** stemming from external **Effects** caused by **Weapon Attacks** on nearby targets.

INCLUDED WEAPONS
· **Integrated Submachine Gun** - TRW R30 P1 D1
Effects: This **Weapon** can make up to 4 **Attacks** to the same target, but it suffers a cumulative -1 to **Aim** for each **Attack** after the first.
· **(One-use only) Evil Laughter Missiles** - TRW R40 P3 D2
Effects: Hits makes the target immobilized until the end the turn.

MELEE WEAPONS
· **Massive EMP Fists** - TMW R3 P2 D2
Effects: Roll 1D6: On a 1, loses one of its **Actions** this turn.
· **PlasMace** - TMW R6 P2 D2
Effects: Roll 1D6: On a 3-, deals 1 **Damage**.

RANGED WEAPONS
· **Quadra Shotgun** - TRW R20 P1 D3
Effects: None.
· **Revolter** - TRW R30 P2 D1
Effects: Roll 1D6: On a 3-, deals 1 **Damage**.

''POW POW POW! Hahaha, look at you now!''

MECHANIRIS 1st EDITION - OFFICIAL DATACARD オフィシャル データカード

🔵 **MECHA ATTRIBUTES** メカ アトリビュートズ
A - **A**im: Skill to hit a target using a **Ranged Weapon** (**RW**).
M - **M**elee: Skill to hit a target using a **Melee Weapon** (**MW**).
Ar - **Ar**mor: Mainly used to resist **Weapons' Penetration**.
W - **W**ounds: Points capable of withstanding.
Mo - **Mo**vement: Distance in centimetres that can be **Moved**.
Abilities: Particular passive or active skills.
❗ A model cannot possess less than 1 or more than 5 on **Aim** and/or **Melee**, and cannot possess more than 6 on **Armor**.
❗ You can use 1D6 next to each **Datacard** to track its **Wounds**.

🔵 **WEAPON ATTRIBUTES** ウェポン アトリビュートズ
T - **T**ype: It can be a **RW** or a **MW**.
R - **R**ange: Distance in centimetres at which the target can be hit.
P - **P**enetration: Reduces the **Armor** of the target.
D - **D**amage: Points subtracted from the target's **Wounds**.
Effects: Consequences after being **Damaged**.
❗ Some **Effects** specify when these must be applied.

2 · BATTLE ZONE バトルゾーン

The battle zone measures 90cm by 63cm with as many terrain elements as you like when setting it up. There must be two deployment zones at opposite corners, each 15cm wide.

🔵 **DEPLOYING THE MODELS** デプロイング ザ モデルズ
Each player rolls 1D6: The player with the highest result gets to choose first its deployment zone, and the player with the lowest result places first one model from its Mecha Team inside their respective deployment zone. Then the next player does the same until all models have been deployed.

3 · TURNS ターンズ

After deploying the models, each player rolls 1D6: Whoever rolls the highest decides who will start first all the turns from now on, **Activating** one of its models to perform up to 2 **Actions**. Then the next player **Activates** one of its models and this process is repeated until all have performed their **Actions**. The players move on to the next turn and this process is repeated until the end of turn 5.

🔵 **TESTS** テストズ
The results and consequences of **Actions** (and other situations) are determined by taking **Tests**. First, check the possible bonuses and penalties of the model(s) involved in the **Test** and then roll 1D6 to determine its result: The roll needs to be equal to or less than the required **Attribute** in order to succeed.

4 · ACTIVATIONS アクティベーションズ

During each turn, players can **Activate** one of their models at a time, allowing it to perform up to 2 of the following **Actions**:

MOVE **Move** the model a distance within its **Movement**.

❗ It can't overlap with other models on its final placement.
❗ If its path crosses any enemy, perform an **Armor Test** for each one it **Moves** through. A failed **Test** ends its **Move Action** just before that enemy and suffers 1 **Damage**.
❗ If a model can't fly, it can jump gaps as long as it is not higher than the double of its natural height.

ATTACK Attempt to hit a target **Attacking** with a **Weapon**:

1. Select a target within the **Weapon's Range** and clear line of sight, measuring the distance between your model and the target.
2. Perform an **Aim Test** for **RW** or a **Melee Test** for **MW**. A successful **Test** results in a hit, while failure ends the **Attack**.
3. Subtract the **Weapon's Penetration** points from target's **Armor**.
4. The target then performs an **Armor Test**. If successful, the **Penetration** is resisted. If not, the target loses **Wounds** equal to the **Damage** of the **Weapon**. Apply any **Effects**.

❗ When using **MW**, your model may first make an extra **Move** towards the target, but if its **Movement** is not enough to reach its **Range**, the **Attack** cannot be initiated this way.
❗ **Attacks** cannot pass through terrain elements that completely obstruct the line of sight. If the **Attack** goes through holes of at least 2cm wide, it incurs a -1 penalty to **Aim** and **Melee**.
❗ When **Attacking** through a line of models between your model and the target, each one in that line may cause your **Attack** to miss. For each model in this line, perform an **Aim** or **Melee Test**. If any **Test** fails, that model becomes the new target.

🔵 **END OF ACTIVATION** エンド オブ アクティベーション
Resolve ongoing **Effects** and/or others. Now, the next player **Activates** one of its models and the process repeats until all models have performed their **Actions**, then proceed to the next turn.

🔵 **REACTIONS** リアクションズ
Any model can **React** once per turn to an enemy's **Action** by **Attacking** it. To **React**, perform an **Aim** or **Melee Test** based on the **Weapon** used. If successful, **React** at any point during the enemy's **Action**. If failed, **React** only at the end of the enemy's **Action** if it's still visible.

5 · OBJECTIVE オブジェクティブ

To win a battle, earn more **Victory Points** (**VP**) than your opponent before the end of turn 5. Each point of **Damage** dealt grants **1VP**.

🔵 **MISSION CARDS (Optional)** ミッションカードズ（オプション）
After deployment, each player draw 3 random **Mission Cards**, keeping them secret. Achieve the extra objectives for extra **VP**.

UNOFFICIAL ANIME DATACARDS アンオフィシャル アニメ データカードズ

Unofficial Anime Datacards suit models from their respective universes. Apply these modifiers based on the scale model used:

- **SD** and **1/144**: No modifiers needed.
- **1/100**: Counts as 2 models. Double its **Wounds**, it can be **Activated** 2 times and perform up to 2 **Reactions**.
- **1/60**: Counts as 3 models. Triple its **Wounds**, it can be **Activated** 3 times and perform up to 3 **Reactions**.
- **1/48**: Counts as 4 models. Quadruple its **Wounds**, it can be **Activated** 4 times and perform up to 4 **Reactions**.

CAMPAIGNS キャンペーンズ

Engage in immersive stories with a campaign: Craft it by selecting as many **Missions** as you desire from the list or create new ones that fits your story! Develop a dynamic experience where you write the narrative and construct the battle zones to align with it.

❗ **Mission Cards** are allowed only in **Mission: TO BATTLE!**.

● **Mission: TO BATTLE!**
Objective: To win, earn more **Victory Points** (VP) than your opponent before the end of turn 5. Each point of **Damage** dealt grants **1VP**.

● **Mission: STRATEGIC POINTS**
Objective: Place 4 strategic points within of the battle zone, outside of the deployment zones. To hold a strategic point, a model must be within 5cm of it. If a strategic point is held by models from different Mecha Teams, no one gets the point unless one has more models than the other.

● **Mission: REACTOR CORE**
Objective: One Mecha Team start within 15cm of the Reactor Core and must defend it to secure victory, located at the center of the battle zone. The other Mecha Team aim to destroy it in order to win. The Reactor Core has **Ar**5 **W**9 and all hit rolls received pass automatic.

● **Mission: COMMANDER'S FATE**
Objective: The first Mecha Team to eliminate the enemy Commander wins. Players must choose who will be the Commander of their respective Mecha Team before deployment, note it on a small piece of paper, and keep it a secret. This battle lasts until one Commander is eliminated.

● **Mission: CACHE RESOURCES**
Objective: The Mecha Team who controls the cache at the end of the turn 5 wins. To control the cache, a player must have at least one of their models within 10cm of it at the end of the turn 5. If both players have the same number of models within 10cm of the cache, it is considered a tie.

● **Mission: ANCIENT MECHA**
Objective: One player controls one model using this modifier: Triple its **Wounds**, it can be **Activated** 3 times and perform up to 3 **Reactions**. The other player controls four models. To win, earn more **Victory Points** (VP) than your opponent before the end of turn 5. Each point of **Damage** dealt grants **1VP**.

● **Mission: CIVILIAN CONVOY**
Objective: One Mecha Team is tasked with safeguarding a civilian convoy to move across a ruined battle zone, while the other aims to ambush it. The Mecha Team guarding the convoy must stay within 15cm of it and wins by safely escorting it from their deployment zone's border to the enemy's deployment zone's border (or eliminating the ambushers). The ambushers win by eliminating the guardians. The convoy has **Mo**15 and performs one **Move** per turn.

MECHANIRIS CAMPAIGN メカニリス キャンペーン

🎵 *Enjoy the original soundtrack on YouTube (Mechaniris) as you play it!*

BAMBOLI EPIC SMASH

In the heart of Mechaniris stands the sprawling metropolis of Bamboli, a city that gleams with technological wonders and hums with life. Yet, a shadow looms over the city as the Stellar Raiders, fueled by ideals and ambition, threaten to bring chaos and change. The Chasismashers must rise to protect their home from the Stellar Raiders!

CHAPTER 1: BAMBOLI EPIC SMASH
● **Mission: TO BATTLE!**
As the sun sets over Bamboli, the city's peaceful ambiance is disrupted by the ominous presence of infiltrating Stellar Raiders. Their intentions remain a mystery, but their actions pose a grave threat to the city's security. The mission takes place in the heart of Bamboli, with tall skyscrapers and bustling streets. Dark alleys and concealed hideouts provide cover for the infiltrators.

CHAPTER 2: MIDNIGHT SKIRMISH
● **Mission: STRATEGIC POINTS**
The Midnight Skirmish erupts as the battle escalates. Both sides clash under the cover of darkness, exchanging firepower and metal might in the heart of Bamboli. The skirmish unfolds in a well-lit commercial district of Bamboli, featuring large billboards and neon signs. The city's nighttime atmosphere adds to the dramatic backdrop.

CHAPTER 3: CORE OF BAMBOLI
● **Mission: REACTOR CORE**
The Stellar Raiders are closing in on Bamboli's vital Reactor Core, a source of power for the entire city. The Chasismashers must stand firm to protect their energy source. The mission is set in Bamboli's industrial sector, with the focal point being the massive Reactor Core. The terrain is characterized by pipes, control rooms and catwalks.

CHAPTER 4: THE SKYBRIDGE
● **Mission: TO BATTLE!**
The battle escalates to the Skybridge, a monumental structure that connects the city's towers. It's a high-stakes confrontation where only the bravest Mechas dare to tread. The Skybridge offers a precarious battle zone suspended high above the city.

CHAPTER 5: ROSE RIOTER VS ANHUR
● **Mission: COMMANDER'S FATE**
The time has come for the ultimate clash. The Stellar Raiders and the Chasismashers must make their final stand to safeguard Bamboli. The city's fate rests on this decisive battle. It takes place in the central square of Bamboli, surrounded by towering skyscrapers and bustling streets. The square becomes the arena for the epic end.

CONCLUSION: A CITY'S TRIUMPH
Bamboli's future, written by Mechas and played out in the city's heart! The Epic Smash is more than a battle; it's a legendary chapter. Whether Chasismasher or Stellar Raider, Bamboli's got a new story, far from ordinary! Each chapter added a unique note to the story's narrative—from Sunset Infiltration to the Final Stand, etching Bamboli's struggle against Stellar Raiders. Battle scars are now marks of honor, and the city's story continues.

THIS IS (NOT) THE END ディス イズ (ノット) ジ エンド

Congratulations! You've just dived into the adventure by exploring the Tabletop Game rules of Mechaniris—a sci-fi universe filled with colossal Mechas.

But wait, this doesn't stop here. Head over to **mechaniris.com** for an extended journey into the world of Mechaniris and it's lore. Stay tuned for what's coming next, because, this is definitely NOT the end!

COMMUNITY MECHAS
コミュニティメカズ

Do you have/want a custom Mecha you'd like to play with?
Get your very own Mecha illustrated with its unique
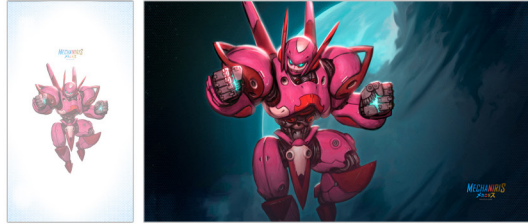Datacard and Proxy to play in Mechaniris!

COMMISSION INFORMATION
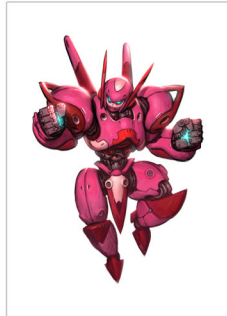## WHAT'S IN THE PACK?

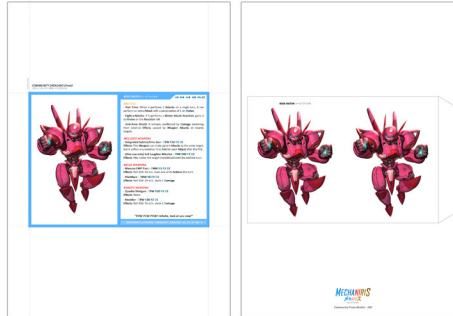Hi-Res printable Square sized file

4K-Res Phone and Desktop Wallpapers

Hi-Res printable A sized file

Datacard and Proxy Model files

Included if needed: A .png file of the Mecha with transparent background

*The **SD (Super Deformed)** art style is also available!*

WHAT I NEED?

OPTION 1: CUSTOM MODEL

To make the illustration from a custom model, I need:
1 · Art style: **Semi Realism** or **Super Deformed**.
2 · Mecha Name
3 · Your nickname (@ Instagram, X, Threads, etc)
4 · Lore text between 140-160 words and a short quote that your character would say of maximum 18 words.
5 · Pictures of the custom model and its weapons.

OPTION 2: FROM ZERO

To make the illustration from zero, I need:
1 · Art style: **Semi Realism** or **Super Deformed**.
2 · Mecha Name
3 · Your nickname (@ Instagram, X, Threads, etc)
4 · Lore text between 140-160 words and a short quote that your character would say of maximum 18 words.
5 · A summarized description of the looks of its chasis, general colors and weapons.

All should be sent directly through message to my Instagram **@orniris**
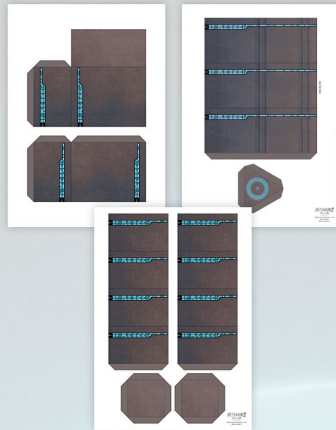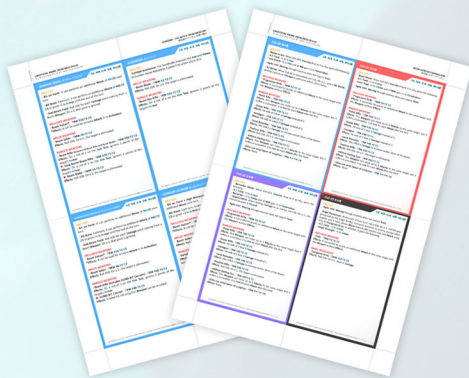
TERRAIN ELEMENTS

The **Neon Bastille** is a perfect starting point to create your first battle zone with terrain elements!

PAINT THE MECHA!

Let your kids use their imagination!
Take a picture of the painted Mecha and reach out to me on Instagram **@mechaniris**.
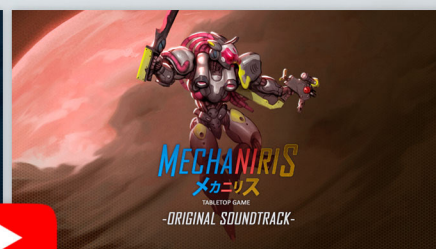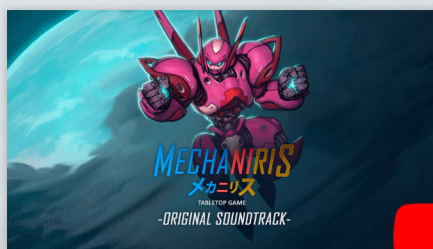We'll showcase their creations for the world to see! 😄

UNOFFICIAL ANIME DATACARDS

Play with your favorite Mechas from
Neon Genesis Evangelion, Gundam and others.

WALLPAPERS

4K-Res Phone and Desktop Wallpapers featuring
official and community Mechas.

🎵 MECHANIRIS OST 🎵

Listen to the original soundtrack while you play!
YouTube Channel: **Mechaniris**

MECHANIRIS
メカニリス
TABLETOP GAME

MISSION CARD 1: ROBOT RAMPAGE

Eliminate at least two enemies in a single turn.

3VP

MISSION CARD 2: TACTICAL DOMINANCE

Control the center of the battle zone for two consecutive turns, having at least one of your Mechas within a 10cm radius of the center.

4VP

MISSION CARD 3: EVASIVE MANEUVERS

Perform a **Move** with one of your Mechas, passing through of at least two enemies without failing any **Test** in a single turn.

3VP

MISSION CARD 4: SHIELD WALL

Resist **Penetration** from two enemy **Attacks** with the same Mecha in a single turn.

3VP

MISSION CARD 5: LAST STAND

Have at least one of your Mechas to survive until the end of the battle.

3VP

MISSION CARD 6: SUPERIOR TEAMWORK

Coordinate two Mechas to perform **Attacks** on a single enemy in one turn, successfully eliminating it.

3VP

MISSION CARD 7: MASTERFUL MANEUVER

Move one of your Mechas through the enemy deployment zone and exit from there in a single turn.

3VP

MISSION CARD 8: MECHA VANGUARD

Have one of your Mechas be the first to **Damage** an enemy.

2VP

MISSION CARD 9: RAINING DESTRUCTION

Inflict **Damage** to three different enemies in a single turn.

3VP

MISSION CARD 10: SNIPER'S PRECISION

Eliminate an enemy from over 60cm away in a single turn.

3VP

MISSION CARD 11: RELENTLESS PURSUIT

Attack to three different enemies in a single turn.

2VP

MISSION CARD 12: RESILIENT BASTION

Resist **Penetration** from three enemy **Attacks** with the same Mecha in a single turn.

4VP

MISSION CARD 13: ARTILLERY SUPREMACY

Damage an enemy **Attacking** from your deployment zone with a **RW**.

2VP

MISSION CARD 14: GUERRILLA TACTICS

Attack to an enemy from cover with a **MW** and then **Move** back into cover all in a single turn.

3VP

MISSION CARD 15: TACTICAL RETREAT

Move a Mecha out of the enemy **Weapon**'s **Range** without being hit in a single turn.

2VP

MISSION CARD 16: LAST-MINUTE RESCUE

Save a friendly Mecha from being **Attacked** by using another Mecha's **Reaction** in the same turn, successfully eliminating the target.

4VP

MECHANIRIS
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TABLETOP GAME

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cutting lines

NANITE REPAIR SYSTEM

(One use only)
At the beginning of an **Activation** it can restore 2 **W**ounds.

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TRACKING TOKENS (front) トラッキングトークンズ (フロント)

A A A A A A A A A A

A A A A A A A A A A

R R R R R R R R R R

R R R R R R R R R R
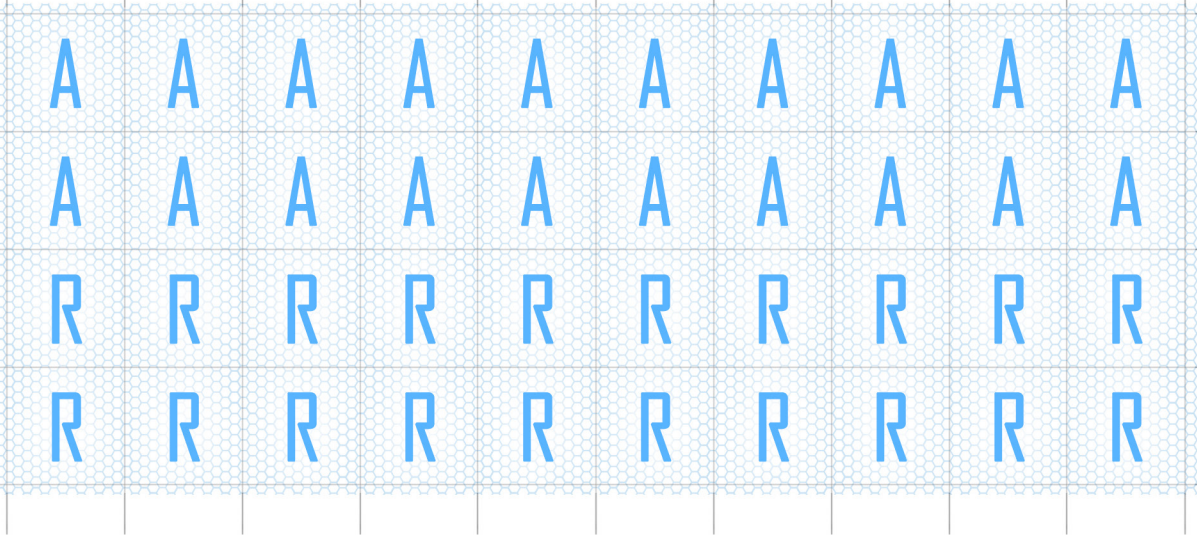
Place them next to the **Datacard** when performing **Activations** and **Reactions**.
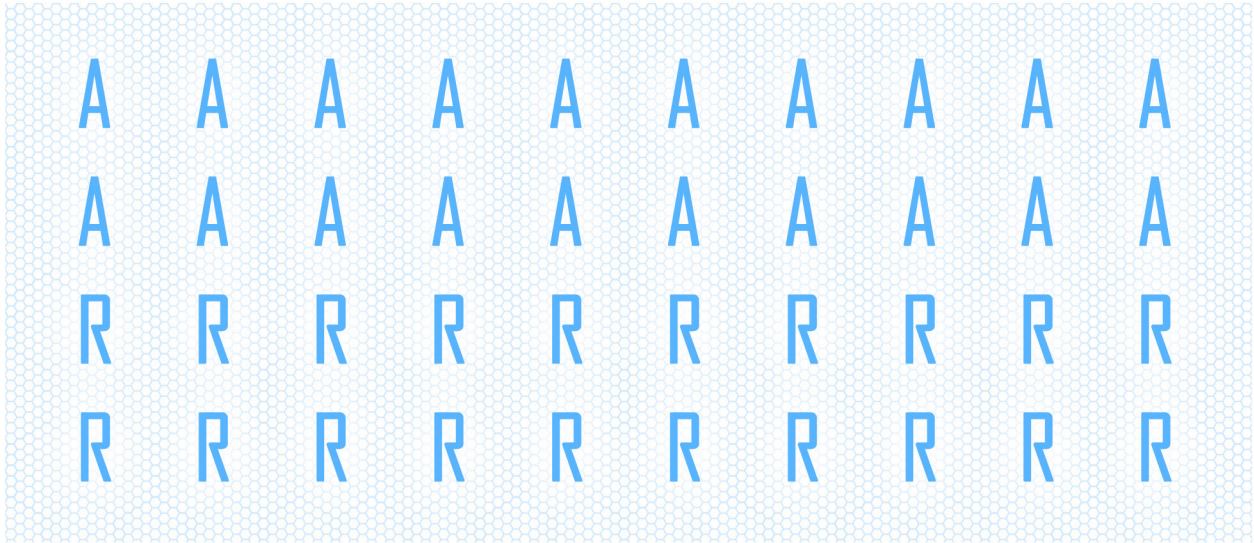Remove them before the beginning of a new turn.

BLANK DATACARDS (front) ブランク データカードズ (フロント)

A   M   Ar   W   Mo

ABILITIES

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MELEE WEAPONS

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RANGED WEAPONS

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Motto: _____
Mecha by: _____

MECHANIRIS 1st EDITION · BLANK DATACARD ブランク データカード

A   M   Ar   W   Mo

ABILITIES

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INCLUDED WEAPONS

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MELEE WEAPONS

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RANGED WEAPONS

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Motto: _____
Mecha by: _____

MECHANIRIS 1st EDITION · BLANK DATACARD ブランク データカード

A A A A A A A A A A

A A A A A A A A A A

R R R R R R R R R R

R R R R R R R R R R

BLANK DATACARDS (back) ブランク データカードズ (バック)

MECHANIRIS
メカニリス
TABLETOP GAME

MECHANIRIS
メカニリス
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