



# METALCORPS

## The Mechs' war

### PRESENTATION

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Year 3013. Some still remember the celebrations all around the World when the first fusion nuclear reactor opened operations. Clean and unlimited energy for everybody, a dream come true. Soon afterwards preparations began for the next step in the process: the compact nuclear energy. The power of the sun compressed in a device the size of a combustion engine. Only a few survivors are left to remember those days. The rest are already dead.

CORPS TECHNOLOGIES was the greatest global consortium ever created. Governments and technological private corporations alike got together to reduce the nuclear fusion reactor size. At first this worked, allowing early developments in the fields of industry, medicine, environment that astonished the World. Energy shortage ceased to be a problem, heaviest burdens were placed on droids and people enjoyed a better quality of life. My father still cries when he remembers how the dream turned into a nightmare...

He was responsible for all that happened, but not the only one. He was in charge of one of the corporations of CORPS TECHNOLOGIES. Further to his military profile, he thought that if the compact nuclear reactor (CNR) allowed Humankind to progress, it could also improve its defense. He was one of the first to open military research in secrecy. He was the first to develop a METALCORP. These 10 meters high humanoid machines weighted more than 20 tons and were piloted by a single person. The power of a star condensed in a compact reactor, in order to build an unmatched weapon.

Fast, powerful and almost indestructible. "*The ultimate dissuasive weapon*", as the proud Colonel said. Maybe he truly believed this statement, but other members of

the corporation did not share his good intentions. I could tell you which faction and government was the first to follow this principle, but this would not change anything. CORPS TECHNOLOGIES was a good idea, but human selfishness taints everything it touches. Very little matters who took the first step: Americans, Europeans or Japanese.

We thought we were special. We, the Hackers, published all the information and therefore thought to be saving Humanity, but that only hastened the Great War. This was considered treason and each other corporation designed a new Metalcorps on its own, using the kinds of technology they mastered. Little time passed before these machines were unleashed into war. Continents were renamed into "sectors", in which each corporation became stronger. Entire cities were razed to the ground while civilians fled from devastation caused by the Metalcorps. Survivors were packed into new strongholds or city hangars protected by a single corporation. In return they were compelled to work without rest.

Icarus burnt his wings as he wanted to reach the Sun. We ruined our entire lives when trying to build one. We the Hackers are no different from the rest. We have also constructed our own Metalcorps and fight as any other Corporation. We no longer aspire to develop CNR for the good of Mankind. We only want to be the ones who survive this madness.

It is time. The final showdown draws near. My Metalcorps waits for his pilot and no longer matters how we reached to this point. The only thing that matters is winning the War of the Machines.



## GAME DESCRIPTION

METALCORPS is a card and dice strategy game (1-5 players) that takes part in a non-apocalyptic future. Players take the role of Metalcorps pilots, controlling these powerful combat machines. Each player chooses a technological corporation and faces Metalcorps from different ones, which manages different technologies.

In Metalcorps each game round is equivalent to a year of war. In each round, players can configure their Metalcorps with different equipment (either powerful weapons or resilient shields) and can challenge with the rival they choose. During each combat phase pilots may use metasoftware, smart apps that can either benefit themselves or nerfing their enemies. The ability to gain allies is also important in the way to victory!

Metalcorps are powered by energy, which has to be carefully managed during the game. Energy is used to use weaponry, shields and metasoftware. Energy level also determines the amount of damage a Metalcorp can withstand, so each pilot must balance energy consumption in order to win.

Specific rules for 1 and 2 player games are also included in this game box.

## COMPONENTS

- Game box (23x14x4.5)
- Full color rules booklet (A5 format)
- PCV Energy counter (x5)
- 16 mm dice (x3 red, x3 blue)
- Playing cards, poker size (x90)
- Corporation boards (x5)

## GAME OBJECTIVE

The target is to finish all rival Metalcorps. There can only be a winner, which will be the last standing pilot in the battlefield (and very likely with narrow energy levels).

## CORPORATIONS

In METALCORPS there are four corporations. These companies are based in 4 different World territories and manage different levels of base attack and defense. The corporations are defined as follows:



**HACKERS  
GROUPS**  
(unknown origin)



**MECHANICIANS  
SOCIETY**  
(CE)



**MEGA  
CORPORATION**  
(USA)



**NISIKO  
INDUSTRY**  
(Japan)



**VITALITY  
CORP.**  
(Russia)





## PREPARATION

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Please follow these steps to set a METALCORPS game:

- 1. Choose your Corporation:** each player chooses a corporation and take the corresponding corporation board and an energy counter.
- 2. Card deck:** equipment cards (weaponry, shields and metasoftware) are shuffled face down and are put in the center of the game table.
- 3. Initiative:** each player rolls two dice, the one with the higher score has the initiative. When combat round finishes, initiative moves in a clockwise direction to the next player.
- 4. Opening hand:** each player draws four cards from their decks in accordance to initiative.

## CONTROL BOARD

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Each control board is different from the others and specifies the specifications of each Metalcorps.

Each panel compiles the following information:

### Base attack

Highlighted next to the weaponry icon, this valor sets how many dies the player rolls when no other weapon is active (or the weapons that are active).

In the particular case of Hackers Group, there is a -1 energy reduction instead of base attack. Each time a pilot of this corporation uses energy to activate a metasoftware, its cost is reduced by 1.

### Base defense

Basic shield plate of each Metalcorps. This valor will be used as long as no other shields are attached or have been already activated.

### Connection diagram

All around the panel borders you can find sockets / slots to attach either weaponry or shields. In the upper part you can attach weapons, while up to 2 shields can be connected in the sides.

### Energy counter

A 35 levels energy counter lies in the center of the panel. A metalcorps is defeated when its energy level becomes 0.

## CARDS TYPES

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There are three card types in METALCORPS: weaponry, shields and metasoftware.





## WEAPONRY CARDS

Weaponry cards provide the Metalcorps with additional attack rolls. They are identified with red color and the following icon in the top left of the card.

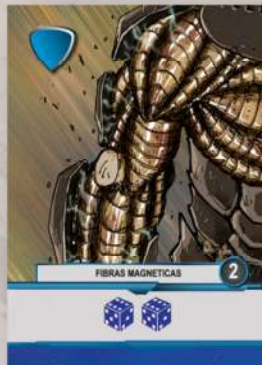


They are attached to the Metalcorps in the control board section in which the same icon appears. In order to attach them, a pilot must employ as many energy levels as the card indicates. The energy level required to attach each weapon appears beside its name in grey characters.

Lastly, weapons' power is set in the low part of the card. This is represented by the number of red dies that the player rolls when using this weapon.

## SHIELD CARDS

Shield cards provide the Metalcorps with additional means to resist the enemy onslaught. They are identified in blue color and the following icon in the top left of the card.



These cards are attached to the Metalcorps control board in the area highlighted with the same icon. In

order to connect them a pilot must employ as many energy levels as the card indicates. Energy cost lies in a grey circle beside the name card.

Lastly, in the bottom of the card is showed the defensive capacity that each shield grants to the Metalcorps. This is equivalent to the number of blue dies that are rolled to repel an attack).

## METALSOFTWARE CARDS

Metalssoftwares are software apps meant to empower (or disrupt) Metalcorps. Metalsoftware cards are identified in grey color and the following icon in the top left of the card.



Metalssoftwares differ from weaponry and shields in the fact that they are not attached to the control board, they are just played during each combat phase. To that aim the pilot must employ as many energy levels as the card indicates. Energy cost is highlighted in a grey circle beside the card name.

Lastly, the effect of this kind of cards appear in the bottom of each one.

*(Note: following chapters describe the effect that Metalssoftwares produce)*

## PLAYING METALCORPS!

In METALCORPS each turn is divided into combat rounds.

Play order is determined by initiative. The player that rolls the higher score (2D6) will have the initiative. The



initiative will move towards other players as the game moves forward.

Each combat round begins with the player that has the initiative and ends in the combat phase of the last player to play. All cards (weaponry, armor and metalsoftware) are returned to the discard pile no matter if they were played or not, leading to the next round (draw phase – attachment phase – combat phase).

## TURN DESCRIPTION

Each player's turn is divided into three phases: draw, attachment and attack.

Each of these phases is developed in order of initiative for each player before going through the next phase. The player that holds the initiative will draw cards and then the other players will do the same in a clockwise direction. Once all players have drawn cards, the game will move towards the attachment phase and then to the attack phase.

## DRAW PHASE

The first phase of each turn is the draw phase. Each player draws 4 cards. Before each drawing phase, all other cards (no matter if played or not) are returned to the discard pile next to the equipment deck. This means that each turn resets.

In each round pilots have to play exclusively with the cards they have drawn.

## ATTACHMENT PHASE

In this phase players will have to discern which cards they would like to attach to their metalcorps (weaponry or shields) by paying their energy costs. Once a pilot attaches an equipment card, energy level in the control board is reduced as much as the card cost indicates. The card is put in the correct place of the control board. Each pilot can only attach up to 2 weapons and/or shields, as indicated in the control board.

Each player declares when his/her attach phase is finished. The rest of the attach phases will be developed in a clockwise direction.

## ATTACK PHASE

When all players have finished their respective attack phases, the pilot that holds the initiative will begin the combat phase declaring war to a corporation. To that aim, he will indicate which Metalcorps he wants to attack, using as many attacks as weaponry allows him to.

Once a player uses a weapon, this gets activated. In order to show that a weapon has been activated, this will be tapped and will remain in a horizontal position.



No activated card



Activated card

An activated card can no longer be played during the round.

Each single attack allows the player to roll dice once. The number of dice he roll is determined by the amount determined in each weapon card.

If a player does not hold any weapons (or the weapons he has have already been activated) he can still use his base attack, as shown in his control board. Only Hackers Group cannot use thi ability, as long as they do not have base attack.

When a player is attacked, he can decide which of his attached shields to use. In case he does not have any shields (or they have been activated) he will use his base defense as determined in his control board.

The defending player may decide not to block, thus receiving full damage from his opponent's weapon.

Attack (red dice) and defense (blue dice) rolls are done simultaneously.



If the attacking player roll is higher, he damages the opponet's Metalcorps and reduces its energy as many levels as the difference between attack and defense rolls.

*Example: player 1 attacks with his 2D6 weapon, as player 2 defends himself with his 1D6 shield. Both players roll the dice simultaneously. Player 1 rolls 4 and 3 for a total attack of 7, while player 2 rolls 4 with his only die. Player 1 damages Player 2! Total damage inflicted is 3 (7-4= 3 energy levels)*

Once a player has used all his weapons (or decided not to use any of the weapons hi has previously attached) he will declare the end of combat phase, therefore leading to the next player's combat phase (moving in a clockwise direction).

A player can only use its base attack once in a turn, and only provided that he has not used or activated other weapons. Likewise, base defense can be used only if other means of defense can be used (that is, if no other shields are attached or have been activated).

Defending players will be able to **counterattack**, if they want. When a player is attacked by one or more weapons of the same metalcorps, he can answer with one attack. This attack has to come from any of his attached weapons (or from his base attack, if he has already activated all other weapons). This will not cause base attack to get activated, so it may be used later on in his attack phase.

## METALSOFTWARES

Metalsoftwares differ from the other equipment in the fact that they will not be attached to the Metalcorps. They can be played in any moment of the attack phase by any player, no matter if he has the initiative. Depending on the kind of metalsoftware, it can be used before or after the dice roll. Further information about metalsoftware icons is detailed, as follows:



(+X), bonus to the result of a single roll dice



Destroy a weapon or shield card.



Exchange the result of a single roll with one of your opponent's.



When you are attacked, deflect the attack to a different player



Reduce your energy level by 3 in order to increase an enemy's energy level.



Increase your Metalcorp's energy level by 3.



○ reactivate a weapon or shield (put in not activated position).

## END OF ROUND

A game round ends one all attacks have finished. In that moment, all cards are put in the discard pile.

## GAINING ENERGY

There are only two ways to gain energy levels: playing the appropriate metalsoftwares; or destroying a rival Metalcorps, which grants the pilot to deal the final blow with 5 energy levels!

## WIN THE GAME

The player whose Metalcorps is still standing in the aftermath of battle wins the game. It must have at least 1 energy level, while the others have been destroyed.



## GAME SYSTEMS

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METALCORPS is also designed for games between two players, in which each of them takes control of two different corporations. It is also possible to play solo missions against a single corporation.

### DUEL MODE

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Duel mode is designed for games between 2 players, in which each of them takes control of 2 corporations. The game objective remains the same: destroying all enemy forces (in this case, finishing off both enemy corporations).

In this mode there are some changes that has to be taken into consideration:

- In the draw phase, each player will draw 6 cards instead of 4.
- In the attach phase, each player may decide in which of his two Metalcorps he would like to attach weapon or shield cards. Order of initiative will be followed, as usual.
- Initiative will move forward between Metalcorps from both players.

### SOLO MODE

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This play system is designed for one single player, which will decide both his corporation and the one he fights against.

This game system has the following rule adjustments:

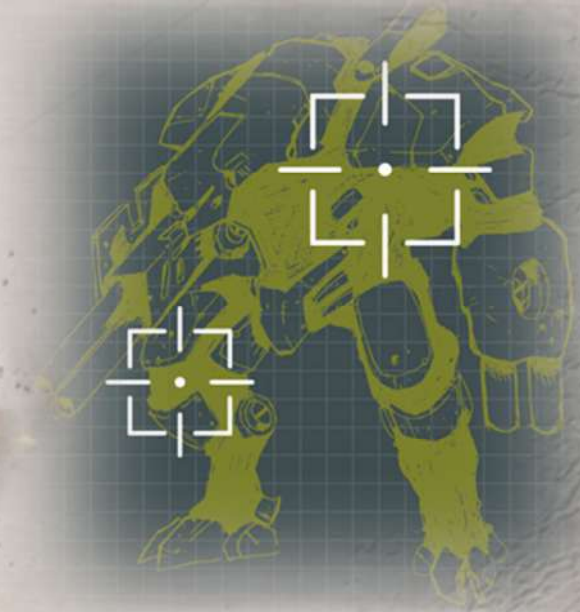
- Initiative moves from one side to the other.
- The 4 cards drawn for the opponent must be played as soon as possible. This implies that every equipment drawn from the deck will be attached to the enemy Metalcorps in order of cost (from the higher to the lower cost).
- Further to the Metalsoftwares, they will also be played as soon as possible in the same cost order (from the higher to the lower).
- At the end of each round, the enemy Metalcorps will gain 3 energy levels.

- Metalsoftware card "Combat configuration" is banned in this game mode.

### TACTIC MODE

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This play system is designed for 3 or more players. In this game system each player can decide to discard the cards that has in your hand and draw until 4 cards in the draw phase.



#### CREDITS

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# ANNEX 1. METALSOFTWARES DOSSIER



## ENERGY AMPLIFIER:

Increases your Metalcorps energy level by 3



## COMBAT CONFIGURATION

Change the objective of an attack towards a different Metalcorps. This must be done before rolling the dies.



## THERMAL DESTROYER

Destroy a weapon or energy card attached to a Metalcorps. The destroyed equipment is put into the discard pile.



## AUXILIARY MOTOR:

The result of a die is increased by +2. You can use this card after the die roll.



## ANTI- MISSILE MINES

A die roll result is reduced by 2. This card can be used after the die roll.



## ENERGY CHIPSET

Reduce your Metalcorps energy level by 3 and increase another Metalcorps energy level by 3.



## REACTIVATION SYSTEMS

Reactivate a weapon or shield card



## REVERSE HOSTILITY

Exchange result of an A)attack and a defense roll

