WILD MECHS

How To Play Video
wildmechs.com

1879, the Gold-Electric Revolution in the American Wild West. Blacklist Bandits have stolen the Gold cores used to power two frontier Towns. Water pumps, train lines, mechanical horses, they're all flickering out. The Towns are going dark one streetlamp at a time. Now, two federal Marshals will don their Marshal's Expeditionary Combat Harness suits, mix gold and grit to reclaim what's been taken, and bring power back to the frontier.

Summary

You are two Marshals working together. Build a MECH, fight Bandits in Shootouts, and carry stolen Gold cores back to your Towns. Town Trackers scout the frontier and hang Wanted Posters showing where Bandits and Gold were seen. Win once both Towns are fully re-powered. Lose if the Wanted Poster deck runs out, or if five Bandits gather on one Location.

Components

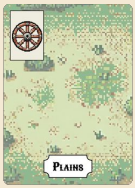
- 54 cards
  - 12 Wanted Poster cards
  - 12 Map cards
  - 2 Town cards
  - 12 Body cards
  - 14 Head cards
  - 2 Quick Reference cards
- 2 Marshal standees
- 30 Bandit chits
  - 10 Speed 2
  - 15 Speed 3
  - 5 Speed 6
- 1 Bandit bag
- 30 Gold cores
- 1 Shootout die



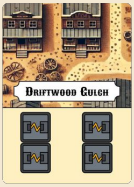
12 Body cards



14 Head cards



12 Map cards



2 Town cards



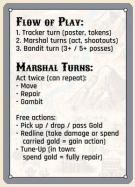
12 Wanted Posters



30 Bandit chits
10 × 2 · 15 × 3 · 5 × 6


30 Gold cores
1 Shootout die


2 Marshal standees



2 Quick Reference cards

Setup

1. Give each player a Town card, a Marshal standee and a Quick Reference card. Town cards have a 4-slot side and a 6-slot side. More slots mean a harder game. Use 4 slots for your first game.
2. Put the Bandit chits in the bag. Pile the Gold cores in a supply where both players can reach them.
3. Separately shuffle the Map, Head, Body, and Wanted Poster decks and place them face down.
4. Deal the Map cards into a grid, 4 across and 3 down. Each card is a Location with a Terrain: Plains, Badlands, Desert, Ghost Town, Mountains, River, or Towns. Entering Mountains ends your Actions for this turn. You may never enter the River. Your Map might not match the picture; it changes every game.
5. Each Marshal places their home Town outside the Map (but not beside the River). Marshal 1 places their Town next to any Location on the left edge, and Marshal 2 next to any Location on the right edge. Place each Marshal standee on its home Town.
6. Draw a Bandit chit onto each of the two Badlands and each of the two Plains (total of four chits). Place a Gold core on each of the two Plains (total of two cores).
7. Each Marshal constructs a MECH as described in the next section.

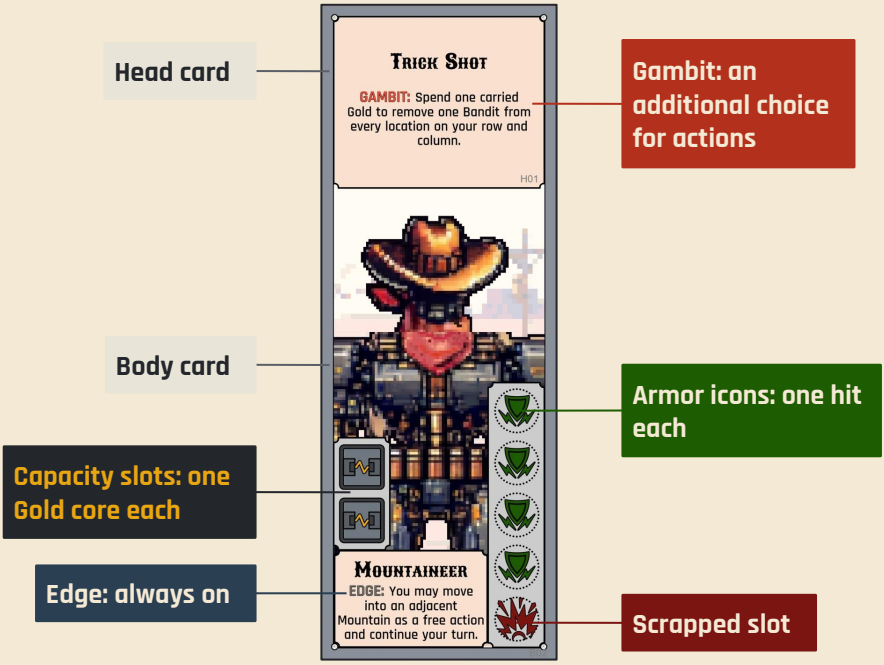


Example of the table after setup and MECH construction is complete.

MECH Construction

Build the custom Marshal's Expeditionary Combat Harness (MECH) suit you will wear for the game.

1. Draw any combination of five Head or Body cards and then reveal them. For example, three Heads and two Bodies, or one Head and four Bodies.
2. Keep one Head and one Body. Place the Head above the Body in front of you.
3. The other three go to a shared Scrap Pile near the Head and Body decks.



Every component gives you a **Gambit** (an Action you can take; see "Taking Actions") or an **Edge** (always on). **Card text beats this rulebook.**

Body cards also carry **Armor** and **Capacity**. Armor represents the number of hits your MECH can take before it is Scrapped. Capacity represents the number of Gold cores it can carry.

Gameplay

Turn order: Trackers → Marshal 1 → Marshal 2 → Bandits. Repeat until the Marshals win or lose.

Tracker Turn

Reveal the top Wanted Poster onto the face-up discard pile. If the deck is empty, the Marshals lose.

For each Terrain icon on the Poster, place the shown Bandits (drawn from the bag) and Gold cores (from the supply) on every Location of that Terrain. For instance, two Bandit icons next to a Ghost Town icon means two Bandit chits on each of the two Ghost Towns, four in all. If Bandits land on the same Location as a Marshal, the Marshal's turn will begin with a Shootout. See "Shootouts" below.

A Tracker from Town has explored the Map to find Bandits and Gold cores, and hung a poster in the saloon to show their locations.



This Wanted Poster shows one Bandit and one Gold core added to each Plains, and two Bandits to each Ghost Town.

Marshal Turns: Taking Actions

First, Marshals resolve the Shootout if Bandits appeared on their Location during the Tracker turn. See "Shootouts" below.

Each Marshal can act twice on their turn. Actions can be chosen from the following and you can perform the same action more than once on your turn:

- **Move.** Step to an adjacent Location (N/S/E/W, not diagonal).
- **Repair.** Return one damage chit from your MECH to the bag. You may Repair a partner on your Location instead.
- **Gambit.** Take a special action described on one of your MECH's component cards.

Marshal Turns: Not Actions

These do not cost an Action:

- **Redline.** Once per turn, gain one extra Action by paying one of: a damage (draw a chit from the bag onto an uncovered Armor icon), or a Gold core (from your MECH or your Location, to the supply). Redline damage can never Scrap you (see "Getting Scrapped" below): you need an uncovered Armor icon if you pay with damage.
- **Tune-Up.** In either Town: spend one Gold core from your MECH or that Town to remove all damage from your MECH. *The core powers the town's workshop long enough for a full service.*
- **Gold handling.** Picking up, dropping, passing and delivering Gold cores (see "Gold Cores" below).
- **Shootouts.** Forced whenever you share a Location with Bandits (see "Shootouts" below).

Marshal Turns: Gold Cores

Moving Gold around the Map is the only way to win. Your MECH can carry one Gold core in each Capacity slot on its Body card.

- **Pick up.** Move a Gold core from your Location into a Capacity slot.
- **Drop.** Move a Gold core from your MECH onto your Location.
- **Pass.** Give a Gold core to, or take one from, a partner on your Location.
- **Deliver.** Drop a Gold core in a Town.

All Gold handling happens on your own turn, at any point, and is not an Action. For instance, you could Move, pick up a Gold core, then Move again on the same turn.

A Town can hold any number of Gold cores. To win, every slot in both Towns must be filled (see "Winning and Losing").

Either Marshal can enter either Town. Towns are Locations like any other card on the Map.

Shootouts

Whenever you are on a Location with Bandits during your turn, a Shootout starts at once, whether you moved there or started your turn there. You take no Actions until the Location is clear.

Each Bandit chit shows a speed: how fast that Bandit draws in a Shootout.

Steps in a Shootout:

1. **Draw.** Roll the die: that is your speed. On a 6, **Fan the Hammer**: roll again and add it, as many times as you keep rolling 6. If an effect would push a die above 6, set it to 6 and Fan the Hammer.
2. **Shoot.** Defeat the slowest Bandit and subtract its speed from yours. Repeat until the slowest Bandit left is faster than the speed you have left. *Example: three Bandits with speeds 2, 2 and 3. You roll 5. Defeat a 2 (3 speed left), then the other 2 (1 speed left). That is not enough for the 3, so the step ends. One Bandit remains.*
3. **Crossfire.** Every remaining Bandit damages you as it falls. Starting with the slowest Bandit, move each one from the Location onto your MECH, covering one Armor icon. If only the Scrapped slot is uncovered, the chit goes there and your MECH is Scrapped: the Shootout ends and the remaining Bandits stay on the Location.



Shootouts are not an Action. When a Shootout ends and your MECH survives, use any remaining Actions. Bandits placed on your Location by a Wanted Poster mean your next turn opens with a Shootout then your two Actions follow as normal. You could be in multiple Shootouts on one turn.

Example of a Shootout: Bandits 2, 2, and 3 against a roll of 5. Both 2s are defeated but the 1 speed remaining is not enough to defeat the 3.

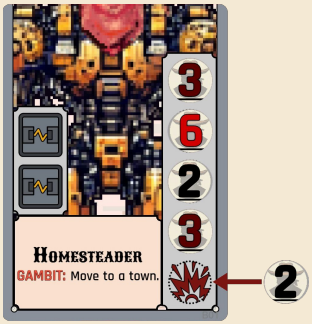
Getting Scrapped

If a Bandit chit covers your MECH's final slot (the one with the Scrapped icon):

1. Drop your Gold cores on your Location. Then return one Gold core from that Location to the supply.
2. All chits on your MECH go back in the bag and both cards go to the Scrap Pile.
3. Go home to your Town and draw the top Head and the top Body to build your new MECH. If you still had Actions left before getting Scrapped, you may use them now.

If a deck is empty, shuffle the Scrap Pile's cards of that type into a new deck.

Every Armor icon is covered, so the next chit lands on the Scrapped slot and the MECH is Scrapped.



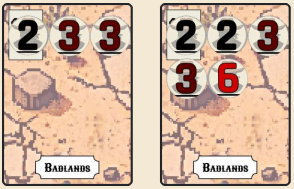
Bandit Turn

Bandits never move. On their turn, check every Location:

- **3+ Bandits: the posse captures a Tracker.** Put the top Wanted Poster face down on the captured pile. This happens only once per Bandit turn no matter how many Locations qualify.
- **5+ Bandits: the Marshals lose** (see "Winning and Losing").

A posse that forms on the Tracker turn can still be broken up on your turns before the Bandits act.

Bandit chits do not reset between turns. They only leave the Map onto your MECH as damage or back into the bag.



Three Bandits on a Location capture a Tracker. Five lose the game.

Winning and Losing

Marshals win the moment every slot in both Towns holds a Gold core at the same time.

The Gold cores re-power both Towns, and the townsfolk can hold off the Bandits on their own.

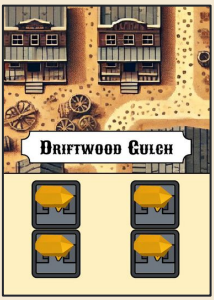
Marshals lose if:

- The Wanted Poster deck is empty when a Poster must be drawn.

The Bandits have outlasted the Marshals, and the powered water pumps in the Towns have run dry.

- Any Location has 5 or more Bandits on the Bandit turn.

The Bandits form a huge posse and overwhelm both Towns.



A re-powered Town: every slot holds a Gold core.

Glossary

Marshal: a player's character, who rides the Map in a MECH
MECH: Marshal's Expeditionary Combat Harness; a Head card and a Body card
Head, Body: the two component cards that make a MECH
Action: one maneuver on your turn; you get two per turn
Move: an Action; step to an adjacent Location
Repair: an Action; return one damage chit to the bag
Gambit: an Action granted by a MECH card
Edge: an always-on ability granted by a MECH card
Redline: once per turn, pay a damage or a Gold core for an extra Action
Tune-Up: in a Town, spend a Gold core to remove all damage; not an Action
Armor: icons on a Body card; each absorbs one damage
Capacity: slots on a Body card; each holds one Gold core
Damage: a Bandit chit sitting on an Armor icon
Scrapped: the final slot is covered; the MECH is destroyed
Scrap Pile: the shared discard pile for Head and Body cards
Gold core: the stolen power source; carried by MECHs, delivered to Towns
Supply: the pile of Gold cores not on the Map
Bag: where Bandit chits wait to be drawn
Bandit: a Blacklist outlaw; a chit whose number is its draw speed
Posse: the Bandits on one Location
Map: the 4x3 grid of Map cards plus the two Towns
Location: one card of the Map
Terrain: a Location's type (Plains, Badlands, Desert, Ghost Town, Mountains, River)
Adjacent: touching north, south, east or west
Town: a Marshal's home Location, outside the grid; fill its slots to win
Tracker: a townsperson who scouts the Map and hangs Wanted Posters
Wanted Poster: a card showing where Bandits and Gold cores appear this turn
Shootout: the fight that happens whenever you share a Location with Bandits
Fan the Hammer: on a 6, roll again and add