

eMouse's 'Mech Racing Rules

Bring 4 'Mechs. Each 'Mech must meet the following restrictions:

2x Runners: L-Class Mechs
1x Interceptor: M-Class Mech
1x Blocker: H-Class Mech

Pilots, if allowed, must start in the Mech, and cannot be removed or replaced during the game (except as allowed by pilot abilities or gear cards).

You must also bring 300 points of pit crew. These 300 points can be spent on:

Non-racing units (units with Repair or Coolant Flush)
Gear
A Faction Pride or Situational Alliance
A Mercenary Contract

The build total for this game is considered to be 1350; even though it is unlikely your units will actually add up to this total. This means all faction abilities and CECs are priced and have a frequency based on 1350 (45 for 5/150 or 90 for 10/150). Each player has 9 orders per turn.

Pit Crew

The pit crew is not placed on the board; instead, the units are kept in front of the player. These units are treated as if they were on the field, in the player's pit stop, and can be given orders as normal. Pit crew may only make 'attacks' that target friendly units (repair, coolant flush) that are within the player's pit stop. Any unit within the pit stop is considered in base contact with all pit crew. They also cannot be attacked by opponent 'Mechs or pit crew.

Follow the normal repair rules with the following exceptions:

- 1) If a black repair marker is already showing before a repair attempt, the unit may be repaired as if that marker was not present, but a successful repair stops when a new repair marker appears.
- 2) Instead of repairing damage to a 'Mech, a repair attempt may be made to remove or add a piece of gear to a 'Mech.

Deployment

Players are ordered from lowest to highest army total.

When placing 'Mechs in their start positions, all 'Mechs must be placed with their center dot touching the edge of the track.

Starting with Player 1, each player places a single runner. After that, each player places the second runner in the same order, followed by the interceptor and blocker.

After 'Mechs are placed, each pit crew is placed, in reverse order, with Player 4 starting, and ending with Player 1.

Any units with single-use infiltrate may be given a click of damage when placed, as if the infiltrate had been used.

'Mech Rules

A 'Mech may not move backwards along the track.

When moving, a 'Mech's center dot may pass through the yellow and black warning zones or otherwise remain within the track. After movement is complete, the center dot must always be on the track.

A 'Mech that is eliminated is placed at its last click of life and placed in the player's pit stop, with no order token. Any gear in the 'Mech at the time is permanently eliminated. The 'Mech may be repaired as if it had no repair markers, and new gear may be affixed. It may reenter the race at the discretion of the owning player.

A player's 'Mechs may not be attacked by opponents until at least one of their runners has made a single lap.

A player may not initiate attacks against an opponent until their interceptor 'Mech has made at least one lap.

The number of laps a player has made is the total number of laps made by both 'Runner' 'Mechs. So if 'Mech A has made 2 laps, and 'Mech B has made 3, the owning player has 5 laps.

Pit Stops

A 'Mech may enter the pit track to be repaired by the pit crew. The 'Mech must start a turn without an order token before it can leave the pit track. A runner is considered to have crossed the start line upon leaving the pit track.

Objective

Your goal will be to get around the track more times than your opponents!

About the Track

The octagonal buildings are spectator bunkers. They count as blocking terrain, although their actual dimensions are indicated by the blue dotted line (they're depicted in perspective). In the upper loop are two wooded areas which are treated as hindering terrain. In the middle is a wall with 'Up' and 'Down' printed on either end. When 'Down', the wall is treated as a low wall (does not affect Mechs at all), when 'Up' it is considered blocking terrain. A single position can be determined for this wall at the beginning of the game, or rules for changing the position of the wall can be used.