

# Mini Meeple Melee

## Objective:

Be the last hero, or team, left standing.

## Set Up:

Each player should roll 1 die to determine who goes first. Starting from the player that rolled the highest and going clockwise, each player selects 1 hero. Take their card and grab a matching meeple and tracker clip. Be sure to grab any special items for your hero as well. (Like an extra clip for the alchemist) The player that will select last gets to set up the battlefield while they're waiting.

To set up the battlefield, first decide the placement of each tin. There must be at least 2 spaces connecting both tins. Then select which terrain will be used. Lastly, place the crates and teleportation circles. There can only be 1 of each per tin.

## Drop-In:

Once all players have selected their heroes and the battlefield is ready, it's time to "drop-in".

Starting with the first player and going clockwise, each player should roll 1 die. If you roll an odd number, drop your meeple into the top (shorter) tin from a height of about 3 inches (or a little less than the height of a hero card) above the tin. Any space your meeple is touching can be its starting position. If you roll an even number, drop it into the bottom (taller) tin instead. If you aren't touching at least 2 spaces, you may re-drop. If you knock over another player's meeple, simply put it back where it was. After everyone drops-in, you're ready to start.

## Actions:

On your turn you may perform 2 actions. You may pass if you do not wish to spend all of your actions. Here is a list of actions you may perform.

**Move-** Move your meeple up to 2 spaces. They don't have to be in the same direction. You may NOT move diagonally unless stated otherwise.

Moving over the wall or on top of a crate counts as moving 2 spaces. You may NOT move through ANY other meeple.

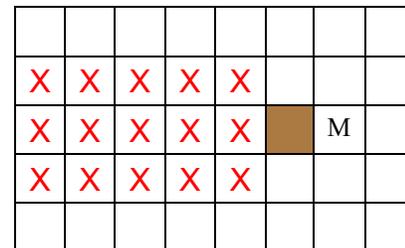
**Skill-** Use 1 of the skills listed on your Hero Card.

**Rest-** This cost 2 actions to perform. Take a (+1) action token. You may perform 3 actions on your next turn. You can NOT save extra action tokens for a later turn.

**Take Cover-** This can only be performed when adjacent to a crate or the wall. Take a cover token (X). Return the token as soon as this hero performs ANY other action.

-If next to the wall, you can't be targeted by heroes on the opposite side of the wall.

-If next to a crate, you can't be targeted by heroes in the lane on the opposite side of the crate as well as each adjacent lane. (See diagram)



**Push/Pull-** This can only be performed when adjacent to a crate. Move your meeple and the crate 1 space in the same direction. You can NOT move the crate on to a teleportation circle or an occupied space. You can NOT move a crate with a meeple on top.

**Teleport-** This can only be performed when standing on a teleportation circle. Move your meeple to another teleportation circle. If there is another meeple there, both players roll 1 die. Whoever rolls higher decides where the meeple currently standing on the circle is pushed. Push that meeple to an open adjacent space, and place the teleporting meeple on the circle.

### **Combat:**

If a hero uses a combat skill to make an attack, first select a legal target. Melee attacks can only target adjacent spaces. A space on the opposite side of the wall is NOT adjacent. Targets of a ranged attack don't need to be in a straight line of sight. When counting spaces for a ranged attack, the wall counts as 1 space. *HOWEVER*, if you are standing on top of a crate, do NOT count the wall.

Once a target is selected, players each roll 1 die. Add any modifiers given by skills, abilities, etc. Then compare rolls. If the attacking player's result is higher, the target loses 1 HP. If the defending player's result is higher, the attack is unsuccessful. If the results are equal, re-roll.

### **Terrain:**

Some spaces have special terrain that can have a variety of effects on the game.

**-Forest:** Gain +1 when defending from ranged attacks.

**-Water:** Slows movement. Moving from a water space counts as moving 2 spaces.

**-Crates and Teleportation Circles:** These nullify the terrain effects of whatever space they are on.

**-The Wall:** The wall is the physical barrier made by the halves of the mint tin coming together.

### **End Game:**

When a hero's health reaches 0, they are defeated and removed from the game. When all of your opponents have been defeated, YOU WIN!

### **Game Variants:**

Other than the standard free-for-all gameplay, you can also play a "Team Battle" and a "Boss Battle"!

### **Team Battle:**

Team battles are great for 4 players and are HIGHLY recommended for 2 player games. There are no special rules for a 4 player team battle. HOWEVER, the 2 player team battle has a few changes to note.

-When selecting your heroes, take turns selecting 1 hero at a time. DO NOT select both heroes at once.

-When you drop-in, take turns dropping-in 1 meeple at a time. Roll for each meeple.

-On your turn, you may split your actions between your heroes.

### **Boss Battle:**

In a "Boss Battle", up to 3 players, or a team of up to 3 heroes, face off against 1 player as the fearsome foe known only as "The Baron"!

The boss player starts by selecting either the "EASY" or "HARD" boss card. We recommend the "EASY" boss for 2v1 games, and the "HARD" boss for 3v1 games, but feel free to decide what works best for your group. The boss then sets up the battlefield.

You can also adjust the difficulty up by:

-Allowing the boss to go first.

-Increasing the boss's life.

-Giving the boss 3 actions per turn.

You can adjust the difficulty down by:

-Making the boss go last.

-Starting the boss off with less life.

### **FAQ:**

"Adjacent" means any orthogonal space around a meeple (up, down, left, and right).

When counting spaces for range, count in the same way as movement (orthogonally, not diagonally).

When a hero is pushed, move it one space away from the attacker in the direction of the attack. If there are no unoccupied spaces, they do not move.