



Gencon 14: MesoTek

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By Michael Dodgson, owner and designer

MesoTek is a power-armored war game that has been adapted to a board game format. It is the first of several genres that will be using the HeroTek game system.

HeroTek Delivers Cinematic Effects

What we love to see in movies, in my experience, has not shown up in war games or board games. Those exciting like in "Kill Bill" where the bride takes on the Crazy 88s ... crazy, bloody and fun ... yet these effects have not yet been translated into a war or board game.



(pulled from <https://filipsagnoli.wordpress.com/tag/killing/>)

The system was built from the ground up to allow heroes to move at SuperSpeed and when they make a great hit there can be massive effects and knock back.

This is achieved with several mechanics that are unique, based on research as of the time of this document:

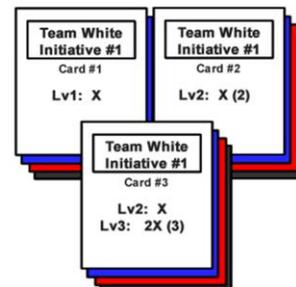
- **4F Dice:** Depending on a character's skill level two colored 4F dice are rolled and the pips indicate the number of "HITS" and each can be used to inflict damage OR be used to create Hollywood type effects.
- **4F Initiative Deck for Super Speed:** Too long have people alternated between binary game states: "your turn, my turn, your turn, my turn...". With our card based initiative system each player's team of minions and heroes can move independently with NO paperwork or book keeping. It is easy, fast and nail-bitingly tense.
- **Short Games of 30-90 Minutes:** While large campaigns could be played over weeks, the games are broken into story elements that can be played in 30-90 minute time slots.



Lets bring back the cinematic WOW of the movies to board and war games!



- A: Each pip is one HIT
- B: One MISS per X
- C: Indicates KnockBack
- D: (Big Circle) Roll again once only and add pips and ignore X or XX



These are just a few elements of the new battle board game "4Fx: MesoTek".