

KRIEGBOT (plus expansion)

The future of robotic combat vehicles

By Matt & Phil Eklund

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INTRODUCTION

KRIEGBOT, the future of robotic combat vehicles. Secretly outfit your robot with weapons like railguns, EMP blasters, and chainsaws. Add a couple of systems like targeting computers, incendiary munitions, or radar. Mount all of this hardware on a unique chassis, like a hovercraft or a helicopter, and then team up and battle it out with other kriegbots on a tactical terrain map.

KRIEGBOT is a game for 2 to 6 players, which takes an hour or two to play. It is designed by Matt Eklund of Sierra Madre Games. It comes with rules, 6 plastic playing pieces, 40 plastic tokens, 92 design cards, 6 vehicle templates, 3 special dice, and 1 color map.

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See the Kriegbot **Living Rules** in the Download Section of www.sierramadregames.com (courtesy John Menichelli).

Search for **Kriegbot** in www.yahogroups.com, and post your questions and experiences there!

A freshet of steam from the coolant tanks rockets me out of the ground clutter, closing with the target still zigging between patches of forest. I spin up the gatling and take down an incoming missile. The target, a UFO-shaped hoverbot, stops dodging, obviously diverting engine power to its primary weapon, an awkward array of electronics. I close range and strafe its hull with a storm of 20mm incendiaries. It gratifyingly mushrooms into flame, but not before unleashing a powered up EMP blast. My cockpit erupts into a cacophony of klaxons and blinkers. I quickly land and prepare to reboot. But another robot clatters from the nearby forest. It's the hoverbot's partner, a hulking robotank... and it's got a chainsaw...

KriegBot is a team-based sci-fi game about machines of war, for two to six players. Each player assembles his robot using design cards. Some contain a human pilot, others run by artificial intelligence. The choice is yours.

Cutting Out the Cards. There are six sheets of card stock: three for team green and three for team yellow. Cut along the red solid lines. You should end up with the 46 green design cards, and 46 yellow design cards.

Robot, Disable, & Damage Markers. Included in your game are six figures for the six robotic vehicles. There are also about 20 orange disks, called disable markers. A design card with an orange disk on it can't be used. There are also about 20 black disks, called damage markers, which represent damage when placed on design cards.

Playing Surfaces. You can play *Kriegbot* on a hex map or in a miniatures setting. If the latter, see the "Miniatures" rules (p. 6).

Communications. In multi-player games, after the robots are designed, all communication between players must be open to every player; no secret notes or away-from-game meetings. (Everyone can decrypt each other's radios).

DICE

Your game includes three special six-sided dice, numbered from zero to five, rather than from one to six.

Note: Additional "Hard Dice", named for their debut in the game *Hard Vacuum*, are available from www.sierramadregames.com, product FMG4035. If you wish to use a standard 6-sided dice, read any roll of six as zero. Read all other results normally.

Add dice. A roll of 5 is a special case. Keep the original 5, then roll an additional dice and add it to the total. This new dice is referred to as an add-dice. Add-dice can generate further add-dice on a roll of 5; there is no maximum limit to any given roll. *All dice rolls in the game operate this way, without exception.*

Attack dice. Generally, when rolling an attack it is important not only to add up the values on the dice to see if you hit, but also to preserve the individual dice that have been rolled to see *where* you have hit. Short range attacks roll 3 attack dice, medium = 2 dice, and long = 1 dice. This is abbreviated on the weapon cards as 3D6, 2D6, and 1D6, respectively. See the last example on p. 4.

HARD KILLS (How to Win)

AI Robots. A robot designed without a pilot system card is called an AI (artificial intelligence). An AI robot is destroyed if its *power core* is destroyed.¹

Piloted Robots. If your design includes a pilot card, your design is called a *piloted* robot. The robot and pilot are blown up if your power core is destroyed. The robot lies abandoned and lifeless if your pilot is killed or bailed-out.

Note: A robot with a disabled pilot, drive, or power core may not perform any actions except bail-out or reboot.

Unpowered Robots. A damaged power core leaves your robot unpowered! Each attack or defense action taken disables the card used. You cannot reboot or power up (p. 3).

TEMPLATES

There six vehicle templates:

Rocketbot Template.

Pros. As a rocket, it is the fastest and hardest to hit. Shoots first and can strafe (special attack during movement). Moves over any terrain. Its drive (basically a big propellant tank of water) is easy to hit but resilient to damage.

Cons. Only has two systems. As a rocket, it must move first and can rotate only once. Very easy to get in an unfavorable position.

Note: the Rocketbot enjoys a special rule that allows it to switch to Biped status at the start of its movement phase. This gives it a movement of 2, and an extra rotation. It also makes it move and attack last, and disallows strafing.

Helibot Template

Pros. Fast and hard to hit. Flies over all terrain. Can sideslip twice per turn. Can strafe. Lots of weapon pylons (3).

Cons. Moves early. Only one rotation per turn. Vulnerable drive and power core.

Hoverbot Template

Pros. Can move over water & sideslip twice per turn. Nice all-around turret.

Cons. Can't rotate while moving. Moves early. Can't enter woods or buildings.

Note: The Hoverbot enjoys a special rule that allows it to reface in any chosen direction after it has completed its movement phase (even if it rebooted or powered up).

Spiderbot Template

Pros. Drive is resilient to damage. Moves freely through woods. Rotates 3 times/turn.

Cons. Relatively slow and easy to hit. Its only pylon is rear-firing.

Robotank Template

Pros. Has a lot of systems (4). Has a 360° turret. Drive not slowed by damage. Moves freely through woods. Moves late.

Cons. Slow and easy to hit. Can only rotate once per turn. Shoots very late.

Robocar Template

Pros. Fast. Moves late.

Cons. Can only rotate once per turn. Can't enter woods. Drive vulnerable to damage.

Important: It is a disadvantage to move early, because generally all robots must move before any can shoot. Therefore, a robot that moves last will know exactly where its opponents will be when the shooting starts. Note also that a robot's maximum speed is important for its defense! Fast robots are hard to hit. Slow robots are easy to hit.

DESIGNING YOUR ROBOT

So you want to design a Kriegbot? Easy! After being assigned one of six templates, pick two weapons cards, one skin card, and usually three system cards to place on the template. That's it! You should secretly coordinate your choices with the others on your team, to make for the most effective combined-arms fighting unit.

Slots. The named areas on your template are called *slots*. Design cards are placed here: two *weapons* (rectangular cards), two to four *systems* (square cards), and one *skin* (skinny rectangle). There are two slots with a dashed perimeter. One is rectangular, with a circular bite, that is your *drive*. Drives are integral with the template, so no cards are placed here. The other is shaped like the Star of David, that is for your *power core*. Unless you are playing the expansion, no card is placed here either.

Secrecy. To design a robot, fill up the weapon, system, and skin slots, using design cards of the appropriate shape. Robot designs are done in secret. Place design cards face-down on your template, so your opponents will only be able to note your template, not your cards.

Note (disclosure): You need reveal a card only when you receive a benefit from it, or use it in any way. Once a card is revealed, it remains available to be inspected by any player for the rest of the game. You should not reveal an unused item, even if it is damaged or destroyed!

Items. The slots for weapons, systems, the drive, and the power core are referred to as *items*. The skin is not an item (unlike items, skins can't be disabled or damaged).

Note: A pilot is optional, but no more than one may be taken.

Pylons. Some of the system slots have a pointer indicating an arc of fire. These slots are called *pylons*. For instance, the “dorsal turret” on the Robotank is a pylon with a 360° arc. System cards with the “pylon arc” icon (), should be placed only in pylon slots. (Otherwise, they have no arc and cannot use their attack medium.) Any system may be placed in a pylon arc, regardless if it has this icon.

Status. A marker in the *status bar* of your template indicates whether your robot is *powered up* (used its drive to energize its batteries this turn), *on fire* (ignited by an attack), or *painted*.² The status bar starts with no markers.

“**Treat as if Painted**”. Any item which says to treat or attack a target “as if it were painted” should be interpreted as treat or attack a target “as if it were painted for Line of Sight purposes only.”

Note (Biped status): *The Rocketbot has an additional status: “Biped”. A marker here means that the Rocketbot moves and attacks last, with a maximum speed of 2.*

ATTACK AND DEFENSE ACTIONS

You have one *attack action* and one *defense action* that you may use during your turn. Spent actions are recovered at the beginning of every game turn.

 Attack actions must be used during a robot’s attack phase (unless it is used to reboot or strafe/ram). A red triangle  on a function indicates that the robot’s attack action must be expended to use that function.

 Defense actions can be spent at any time during a turn, and can interrupt another robot’s movement or attack. The red shield  indicates that a robot’s defense action must be expended to use that function.

Some attack or defense actions are marked with a star , which designates them as *electric actions*. These icons are only used in the **expansion game** (see p. 20).

SEQUENCE OF PLAY

1. **Movement Phase** (all robots),
2. **Attack Phase** (all robots),
3. **Status Phase** (all robots).

Let’s discuss these three phases in order:

1. MOVEMENT PHASE

Movement Order. Robots move in this order: Rocketbot (if not in biped status), Helibot, Hoverbot, Spiderbot, Robotank, Robocar, Rocketbot (if biped status).

Movement Options. When it is your turn to move, you may do **ONE** of the following five things:

1. **Move.** Move your robot figure up to the number of hexes indicated by its drive on its template. (These are the numbers in the squares, according to the number of damage markers on the drive.) You can *rotate* and *sideslip* (see next section) up to the maximum number of times listed on its template.

Note (Rocketbot): *The Rocketbot has two “Move” options: **rocket** or **biped**. As a rocket, it moves at the speed indicated by his drive, and is allowed one rotation. As a biped, it moves up to two hexes, and is allowed two rotations. Additionally, a marker is put into the “Biped” status, to show the reduced silhouette (of 2) throughout the turn. As a rocket, the rocketbot both moves and attacks first, but as a biped, it both moves and attacks last.*

2. **Move plus Strafe/Ram.** Same as the “Move” action except that you also use the Strafe or Ram special rules (p. 6). This is limited to certain robots, and costs your attack and defense action for the turn.

3. **Maneuver.** Without moving, rotate your robot to face any hexside. This costs your defense action for the turn.

Note: *Hoverbot doesn’t have this option, since it can reface any hexside at the end of any of its movement options.*

4. **Reboot.** Immediately remove all disable markers from your robot (p. 1). This costs both your attack and defense action for the turn. Can’t move or reface.

5. Power Up. Places a marker into the “Powered Up” position in your status. This allows use of all benefits

marked with an  icon on your item cards.² Remove this marker during the Status Phase. Can’t move or reface.

Note: *If you have a disabled drive, pilot, or power core, your only movement option is #4 (reboot).*

Moves and Rotations. If you select option #1 or #2, move your robot a number of hexes up to your maximum speed. With the exception of sideslipping (next paragraph) and reversing (using a special system card), you must enter the hex you are facing. Each template allows a certain number of hexside *rotations*, which can be used at any point during your move. These rotations do not cost movement points, which you expend only when entering a new hex. *See the movement example on the last page.*

Important (dancing). *When you choose option #1 or #2, you are not forced to spend any of your movement points. You can stay in the same hex without moving, and still get the silhouette benefits of moving, as long as you choose #1 or #2. This is called “dancing”.*

Sideslips. *Sideslipping* is moving into one of the adjacent hexes in front of you without changing facing. This costs a movement point because you are entering a new hex. The template (Hoverbot or Helibot) or design card (Hotshot pilot) specifies how many sideslips per turn are allowed. *See the movement example on the last page.*

Movement Restrictions. All hexes cost one movement point to enter, but certain drives cannot enter certain types of terrain, as specified on their template. See the terrain example on the last page for buildings, hills, and woods.

Stacking. You can move through other robots, but cannot end your move in the same hex as another robot.

Paint Washing. If you end your movement phase in a water hex, remove “painted” and “on fire” status markers.

2. ATTACK PHASE

After all robots have moved, the *attack phase* begins. When your individual phase occurs, choose one of your available attack actions (marked with a ▲) to perform. Attack actions must be performed during your attack phase.

There are only two exceptions; Rebooting (movement option #3), and Strafe/Ram Attacks (p. 6), which are performed during your movement phase.

Important: Each robot performs its attack phase in the same order as for movement (see above).

Attack Medium. Certain attack actions, labeled GUN, BEAM, BOLT, MISSILE, or MELEE, indicate the attack medium used against your target. Certain defenses work best against certain media. Regardless of the medium, each attack is resolved the same way. You determine if your target is in your *line-of-sight* and *firing arc*, calculate a number of *attack dice* based upon the range, and make your attack roll, which simultaneously determines *if* and *where* your target was hit.

Note: *If the weapon card says “robot”, the attack affects robots only. But if it says “target”, it affects all targets (robots, infantry, and buildings).*

Line-of-Sight. Declaring an attack requires designating a target within your 360° *line-of-sight*. Woods and building hexes block line-of-sight. So do hills, unless either the attacker or target, or both, are on a hill. Measure from center of hex to center of hex, using a thread or straight-edge. Half hexes are included in the line-of-sight. *Being painted affects line-of-sight, see the matrix and example on the last page.*

Weapon Arc. Declaring an attack requires that the target be within your *weapon arc*. This arc is specified either on the card (for weapon cards) or on the template (for system cards). There are four arcs, each based upon your facing:

- 1° arc (used only during strafing, this is a line directly in front of your robot. See the *arc diagrams* on the last page.)
- 60° arc (half hexes are included)
- 120° arc (**Note:** *the Spiderbot has a 120° pylon arc in the rear, coming from the three rear hexsides.*)
- 360° arc

Note: *Your weapon arc does not include the hex you are in. See the arc diagrams on the last page.*

Important: *Some system cards contain weaponry. These will have an arc labeled “pylon arc”  which means their arc is as listed on the slot in which the system is placed.*

Attack dice. Once you have declared your attack, reveal your attacking card, count the range to your target (in hexes), and compare it to the range diagram on the card. This will determine the number of attack dice (3 dice for short ranged attacks, 2 dice for medium, and 1 dice for long).

Note: *You are not allowed to attack at range zero.*

Example: The weapon shown (Guided Missile) cannot attack at ranges 1 or 2, gets 2D6 when attacking at medium range up to 8 hexes, and gets 1D6 up to its maximum range of 18.

RANGE	2	8	18
not allowed	2D6	1D6	

Range Diagram

Silhouette. The higher a target's *silhouette*, the harder it is to hit. If a robot moved this turn or has not yet had the opportunity to move, it defends with a *base silhouette* equal to its maximum speed as listed on its drive. (This slows down the instant the drive takes damage.) If the target had instead rebooted, maneuvered, or powered up, or its drive, power core, or pilot is disabled, it has a base silhouette of one.

Note: A base silhouette can be modified by various systems or capabilities (like Holo-blur, Chaff, & Silvered or Chameleon skin). It can also be modified by systems that change the maximum speed (like Jump Boosters or Reverse).

Example: You attack Helibot. It already has one damage to its drive, so its maximum speed is 3. If it has moved this turn, its base silhouette is also 3. Any other movement option would give it a silhouette of 1.

Defense Response. After committing to your attack, but before rolling any dice, check to see if any defender wishes to use his defense action  (if still unused this turn) or reveal any item to defend himself. Any action or item that affects the number of attack dice or silhouette must be revealed before the attack dice are rolled.

Attack Roll. If you have a choice on the number of times to attack (i.e., Gatling Gun, Guided Missile, or the expansion electric attack actions), announce this choice before rolling. Then roll your attack dice, these dice are collectively called the *dice pool*. If the sum total of all the dice in the pool is **equal to or greater** than your target's final silhouette, then you hit the target!. Remember to include the add-dice if any 5's are rolled (see p. 1).

Example: You have two attack dice against your target. You roll a 0 and a 5. Because you rolled a 5, roll another dice. If this result is also a 5, roll a fourth dice. If this final dice is a 1, the sum of all four dice together is an 11. Your target, a Rocketbot with a silhouette of 8, is hit! The hit effect is according to the **hit type**, see next below.

Hit Types. There are five types of hits, as listed on the card:

1 Damage. If hit, your target receives one damage marker in one of the locations rolled (attacker's choice, see Hit Location), placed directly on the card affected. (One-Damage weapons include the Free Electron Laser, Howitzer, Flail, Tesla Gun, Gatling Gun, Grenade Launcher, and Electrolaser).

Example: Your Grenade Launcher rolls a 1 and 2 in a medium range attack. If the silhouette is no greater than 3, you hit! Place a damage marker on your choice of location 1 or 2.

1 Damage (2 if doubles)³. As above, except that if you roll doubles (or triples, etc.), and you choose that number as the hit location, the location indicated receives two damage instead of one. (Includes TOW Missile, Mag Claw, Particle Beam Accelerator, Guided Missile, Rocket Pod, Bazooka, and the Recoilless Rifle).

Example: Your Bazooka rolls a 4, 4, and 3 in a short range attack, hitting your target. Since you rolled doubles for location 4, you have the choice of inflicting two damage to location 4, or one damage to location 3.

Note: Rolling two or more 5's does NOT inflict two damage, because 5 cannot be chosen as a hit location. For instance, a roll of 5, 5, 3 in a 1D6 attack would inflict one damage on location 3.

2 Damage. If hit, your target receives two damage markers in one of the locations rolled (attacker's choice). (2-damage weapons include Railgun, Chainsaw, Viral Bayonet, and Smoothbore "Sabot").

Burst. If hit, your target receives one damage marker in every location rolled by the attack dice. Each location only receives damage once, even if you roll a location more than once. (Bursts include EMP Blaster, Flamethrower, and Heavy Machine Gun.)

Example (Burst): Your Flamethrower rolls a 4, 4, and 3 in a short range attack. Locations 3 and 4 each suffer one damage (assuming a target silhouette no greater than 11).

1 Paint. If hit, your target's status changes to "Painted" if it was previously unpainted. (This is for the Targeting Laser. Chemical Rockets and Radar can also paint.)

Hit Location. If you hit with a weapon that inflicts damage or disable markers, unless otherwise specified you choose which single dice in the dice pool will determine the *hit location*. The red numbers on the target's template show which cards are hit by which number. For instance, here are the location numbers for the Robotank:

Roll of 0 = Hull
Roll of 1 = Drive
Roll of 2 = Secondary Weapon
Roll of 3 = Primary Weapon
Roll of 4 = Dorsal Turret
5 cannot be chosen as a hit location

Important (bleed through): *If the slot in a hit location is empty (because the item there was destroyed or bailed-out), then any damage or disabled inflicted at that location bleeds through to the next slot. If that slot is also empty, it bleeds further. A white “bleed” arrow on the template shows where the hits bleed to. If an item is destroyed in an attack, extra hits inflicted in that attack also bleed through to the next location.*

Example: *You roll a 5, 5, 1, 4 against a Rocketbot. You can choose location 1 (drive) or 4 (warhead). Suppose the card in location 4 is missing. If you choose it, the damage bleeds through to location 2.*

Note (disables): *Certain weapons (Tesla Gun, Nemo Battery, some Chemical Rockets) inflict disable markers in locations of the defender’s choice. The defender must choose locations that are not already disabled.*

Hit Effects. The black disks indicate damage, and the orange disks indicate disabled. Here are the hit effects:

First damage marker = no effect on weapons or systems (except those marked “destroyed with one damage”). Place drive damage in the blue circle indicated on the drive, and the robot moves and defends at the reduced speed shown. One damage on a power core leaves the robot unpowered. (See “HARD KILL”, p. 1).

Second damage marker = item destroyed, remove its card, along with all markers on the card.

Exceptions: *Chobham Armor is not destroyed until it receives four hits. A drive with two hits is NOT destroyed, but moves with the reduced speed shown on its card. After two hits {three for the Rocketbot}, all drive hits bleed through to the power core, per the white arrows.*

Note: *A destroyed card is out of the game, unless the “Clanking Replication” action is invoked, see the “Nano Glue” system. Note: If a pilot or the power core is destroyed, see “HARD KILL” (p. 1).*

Disable marker = item inoperable. If a pilot, drive, or power core is disabled, you cannot perform any actions other than reboot or bail-out. There is a maximum of one disable marker per item. Further disables inflicted are wasted.

Paint marker = place a marker in the “painted” status position. This makes you easier to attack, see the Line-Of-Sight Matrix (last page). There is a maximum of one painted status marker per robot. Further paints are wasted.

Flame marker = place a marker in the “on fire” status position, with a maximum of one flame status marker per robot. Further flames inflicted are wasted. See next section for effects.

Note: *After the attack roll, the defender may reveal cards or expend actions that modify the attack damage or location, or initiate a counter-attack (like Nemo Battery).*

3. STATUS PHASE

Flaming Robots. If you have an “on fire” status, roll one dice (this is abbreviated “1D6”). If a 5 is rolled, no damage is applied, and the “on fire” marker is removed. Any other roll indicates a location that receives a damage marker.

Painted Robots. If you have “Silvered” skin, you may remove a “Painted” status marker (if any).

Powering Down Robots. Remove the “Powered Up” status marker (if any).

Biped Robots. Remove the “Biped” status marker (if any).

SPECIAL RULES

Strafing. *Strafing* allows you to attack during your movement phase, rather than your attack phase. There are some special requirements for performing a strafe attack:

- Available only to the Rocketbot (not in biped status), Helibot, or a robot using jump boosters.
- Costs both the attack and defense actions to perform.
- Must be performed with a GUN, BEAM, or MISSILE.
- May be used at any point during your movement phase.
- Must attack a target that is directly in line with the your facing at that moment; see the 1° arc diagram on the last page. (For the Spiderbot rear pylon, the attack is straight out the rear facing).
- Must roll one less attack dice.
- Your target defends with a base silhouette equal to its maximum speed, unless it has already done its movement phase and had chosen to reboot, power up, or maneuver (or its drive, power core, or pilot is disabled), in which case its base silhouette is 1.

Ramming. You may intentionally ram another robot only if it has a lower maximum speed, and it is either painted or within your line-of-sight at the beginning of the move. This expends your attack and defense actions. A collision costs one movement point, and you must end your move adjacent to and facing your target. You receive 1D6 damage on your 0 location, and your victim receives an equivalent number of damage in random locations. If one of the robots is destroyed in the collision, the other is on fire.

Bail-Out. If your robot is piloted, you may decide to use your attack action to *bail-out*, as listed on your pilot card. If so, remove the pilot from the template, and he exits play (if playing with the expansion, he appears in an adjacent hex as *infantry*).

Note: *If you have a Self-Propelled Recoilless Rifle, then your pilot may bail-out inside this system, using its "Phoenix-Bot" attack action. This destroys the vacated robot. The "Phoenix-Bot" lifeboat uses the pylon arc and drive characteristics that it had when it was part of your robot. The Phoenix-bot may deploy without a pilot as well.*

Targeting Structures. The *TV towers, boat shed, gas station, dam, and bridge* may be targeted using a base silhouette of 1. All of these except the dam and bridge are buildings that interfere with line-of sight (see last page). They are destroyed with two damage: 1st damage places a black marker; the 2nd damage places an orange marker.

- Destroying the **TV tower** closest to the opposing team's side means that team cannot communicate with each other.
- Destroying the **gas station** puts an on fire marker on all targets in or adjacent to that hex.
- Destroying the **dam** causes all robots in the *flood plain* to disable two items of their choice and take one damage in a random location. The flood plain is now water hexes.
- A **bridge** allows a robot to ignore that water hex during movement. Destroying the bridge causes robots in that hex to receive a disable on two items of his choice.

Miniatures. If instead of a hexmap, a miniatures setting is used, each robot is moved using inches instead of hexes. Each rotation is 60°, use an angle template for this. Robots are not allowed to be so close that they touch each other. Ranges are also in inches, but you are not allowed to use measuring devices or threads until after you declare your attack. To determine arcs, use thread and stretch two straight lines starting from the corners of the robot's base. If any part of the target's base is within the area bounded by the thread, the target is within the arc.

COMBAT EXAMPLES

HOWITZER BARRAGE

Rocketbot thinks it is safe to switch to the maneuverable (but slow & easy to hit) biped status while behind a forest. But his opponent uses the power-up option of his Howitzer to ignore terrain. He rolls a 2, just enough to hit. He rolls 4D6 for locations of damage, rolling a 0, 1, 1, 3. Rocketbot reveals his Electro-reactive skin, and sacrifices it to cancel that damage.

MAG CLAW CLAMP & ATTACK

Rocketbot moves first, but before he can move, the Robotank next to him announces that he is using his defense action to clamp with his Mag Claw. Rocketbot is stuck in that hex and facing. The tank has a Combat pilot, and during his attack phase, he makes a 3D6 attack using his Bazooka. Rocketbot defends with a silhouette of $8 + 2 = 10$.

FLAMETHROWER STRAFE

Helibot moves two hexes behind Robocar. He wants to shoot before the car gets a chance to move away, so he announces that he is strafing with his Flamethrower. A medium range strafe rolls one attack dice. He has a Phased-Array Antenna, which adds one die (due to electronic steering). He rolls a 2, 4, totalling 6: barely a hit. The Flamethrower is a burst weapon, so each of these two locations takes one damage. However, Robocar reveals his Super-steel skin, which cancels the damage. But Robocar is not unscathed, as he still suffers an "on-fire" status marker.

CHEMICAL ROCKET & GUIDED MISSILE

Spiderbot announces that he is firing a chemical rocket with a targeting gel warhead against Robocar at range 9. The defender wants to use his Gatling's point defense action, but cannot since the attack comes from outside the Gatling's arc. The long range (1D6) attack rolls a 5, plus a 1 with the add dice. This is just enough to hit his target, which has a maximum speed of 6. Robocar is now painted. Spidey's partner Robotank, during its attack phase, uses its Guided Missile against the car. The missiles are allowed to attack, even from behind a hill, because the target is painted. Because Robotank chose to power-up rather than move this turn, he can select ripple-fire and make three attacks. The missiles come from within the arc of Robocar's Gatling gun, so he uses its point defense action to reduce these attacks by one attack dice (1D6). Therefore, each medium range attack rolls only 1D6 instead of 2D6. The car's silhouette against the missiles is nine minus its max speed of six = three. (The Guided Missile can only be used against targets that are painted or have moved this turn. The faster the target, the more effective the missile!) The first two missiles each happen to damage the Gatling gun, which is blown off with the second damage. Therefore, the third missile is allowed to roll 2D6, since the car no longer has point defense.

EXPLOSIVE CAPACITOR – EMP BLASTER

Hoverbot fires its EMP Blaster at a range of one. He expends his defense action and damages his explosive capacitor, which allows his blaster to attack as if powered-up (using its “Flux Compression” function). The six attack dice results are: 0, 1, 2, 4, 4, 4, disabling the Robocar target in its chassis, drive, primary weapon, and cupola. Note that the triple disable against location 4 (cupola) achieves only one disable marker. The Robocar happens to be missing its system card in location 0 (chassis), so this disable result “bleeds” to the power core. Thus the Robocar is deactivated until it can reboot or bail-out next turn.

PHOENIX-BOT BAIL-OUT

Robocar, badly mauled in the preceding examples, decides to bail-out its Combat pilot during his attack phase, using the “Phoenix-bot” function of his self-propelled Recoilless Rifle. This requires one attack action, per the bail-out rules. On the next Robocar movement phase, the Phoenix-bot may move six, using an undamaged subset of the original drive. (Imagine the engine and front wheels separating from the wreck and driving off.) This vehicle is armed with the Recoilless Rifle, plus the Bazooka of the Combat pilot. Both use their original pylon arcs, so if either weapon system was in a non-pylon arc, the weapon can’t be used in the Phoenix-bot.

SCENARIO RULES

Most Kriegbot scenarios are two teams (Team Green and Team Yellow), each composed of 1-3 robots.

Template Assignment. To start a scenario, generally the six templates are shuffled and equal numbers are given to each team. The players on each team then choose (secret from the opposing team) which template they will use. They announce their choice before the Design segment.

Design. The Design cards are separated by color (yellow and green), and given to each team. Each team designs their robots in secret, and unused cards are put out of sight.

Map Setup. Unless otherwise specified, each team is randomly assigned a map edge (top or bottom). They setup in edge half-hexes of their choice (optional – setup in movement/combat order).

Fleeing. Unless otherwise specified, a robot may only exit off of its edge of the map.

Bombardment. If *bombardment* is specified, at the very beginning of the Status Phase, each painted robot is subjected to a 1D6 attack that does two damage if it hits.

Fragile Robots (optional). For a faster game, robots can be designated as *Fragile*. This means that weapon and system items take only one damage to destroy instead of two. Drives and power cores take damage normally.

BASIC GAME SCENARIOS

1. Showdown (2 to 6 robots)

After Drive Assignment and Design (see above), the two teams start at opposite sides.

Victory. First kill.* For piloted robots, a kill counts only if the pilot didn’t bail-out & escape. Last active robot also wins.

2. Kill the Human (4 to 6 robots)

Each team may only field a single piloted robot. All other robots are AI robots. No robots may flee.

Victory. If a team’s lone human is killed or bailed-out, the opposing team immediately wins.

3. The Honcho (2 to 3 players)

Team Green has two robots; Team Yellow has one piloted robot. This pilot is a honcho, a super-pilot who can use the attributes of all four pilot cards and is allowed two rather than one defense actions per turn.

If Playing the Expansion. The honcho can bail-out using one of the four pilot bail-out actions. Thereafter, he wears a holo-blur sneak-suit (adds two to his silhouette), and moves (only) during the Infantry movement phase, and attacks (only) during a phase that precedes all the robot’s attack phases.

Victory. First kill. For piloted robots, a kill counts only if the pilot didn’t bail-out & escape. Last active unit also wins.

4. Capture the Flag (4 to 6 robots)

In this scenario, robots attempt to escape the map carrying a flag marker.

Setup. After Drive Assignment, place an orange marker next to the gas station to represent the *flag*.

* Exchange attacks which involve the destruction of robots from both teams (ramming, suicide nukes, etc.) do not count as first kills.

Special Rules

- A robot must immediately pick up the flag if it enters the flag's hex (take the flag marker off of the map and place it on the template of the flag-carrying robot).
- A flag-carrying robot is attacked as if he is "painted", even if it does not have a painted status marker.
- A flag-carrying robot that receives any damage markers (from enemy action), immediately drops the flag in the hex directly behind it (but not off the map). If there is a robot currently in that hex, it now carries the flag!

Victory. If a robot carrying the flag exits his side of the map, its team immediately wins.

5. Crypto Capture the Flag. (4 to 6 robots)

This is the same as Scenario #4, except the game begins with no "Flag". Instead, any robot (or Phoenix-bot) destroyed is replaced by a crypto marker of its color (black or orange), representing its cryptography gear containing invaluable codes if stolen.

Targeting Crypto. Robots may attack a *crypto marker* (silhouette = 4), which is destroyed with one damage.

Victory. A team wins by exiting their side of the map carrying an enemy crypto. *Robots may pick up their own color crypto and exit their side of the map, but this is not a victory.*

6. When Cyborgs Rule (3 sides, 4 or 6 robots)

The cyborg masters of the world have split into two factions. One faction (the yellow minions) is controlled by a central supercomputer. Their rivals (the green samurai) are a coalition of mercenary warriorbots. Two recon squads of these factions meet in a field, each with orders to steal their opponent's crypto-gear, so that enemy transmissions can be decrypted. However, a human mole has infiltrated one of the factions, piloting a disguised robot by remote-control. He also has orders to steal any crypto-gear and deliver it to the human underground.

There are three sides: the minions, the samurai, and the humans. It plays best with exactly four or six players, each with one robot.

Mole Assignment. Make a stack of system cards, all the same color, consisting of one pilot, and the rest non-pilots. There should be one card for every player. Each player draws one at random. One will have drawn the pilot; he is the mole. All the cards are returned and reshuffled, so that nobody else knows who the human mole is.

Design. All designs are unpiloted. (The human mole pilots his robot by remote control.)

Victory. This scenario plays with the rules of Scenario #4. There are three types of crypto markers: Samurai, Minion, and (secretly) Human. The game ends the moment any crypto is carried off the map. The Samurai win if they carry a Minion crypto off the Samurai map edge. The Minions win if they carry Samurai crypto off their side. The humans win if they carry crypto of any faction off of the OPPOSITE side of the map as the edge they started on. Any other result (for instance Samurai exiting the map with their own crypto, or Human crypto) is a draw.

7. The War of the Worlds (2 to 6 players)

An alien spaceship orbits Earth, and a landing craft touches down in the Rockies, disgorging alien warriorbots. The aliens do not respond to negotiations, so the Earthlings decide to destroy the landing craft which is generating power for the invaders. Unless this scenario is played with the expansion game rules, the aliens will have a small advantage.

Setup. Both sides get equal numbers of robots. During design, the alien player can have no pilots, and the human robots all must be piloted. The TV Tower on the alien side is the alien landing craft, which uses all building rules.

Alien Landing Craft. The Landing craft is armed with a Free Electron Laser, and has one attack action and one defense action per turn. It takes its attack action before any of the robots do. If it is destroyed, none of the alien robots can power up or reboot.

Orbital Bombardment. Until the landing craft is destroyed, the alien player may employ the Bombardment rules (p. 7).

Victory. First kill. For piloted robots, a kill counts only if the pilot didn't bail-out & escape. Last active robot also wins.

8. The Hacker (3 or 5 players)

An insidious hacker has managed to insert a Trojan Horse into the programming of the enemy robots. This hacker is able to send a modulated signal via laser beam to an inflicted target, and the compromised program responds by sending spurious signals to the various "fly-by-wire" systems of the target.

Setup. The hacker team gets one less robot than their rivals. One of their robots (the hacker) includes the Targeting Laser system in its design.

Hacking. If the hacker hits an opponent with his Targeting Laser, he may additionally immediately perform one attack or defense action using one of the enemy's revealed non-pilot items. He may, for example, use the enemy's Radar to paint another robot, or disable his Flamethrower to create a smokescreen. He may perform this even if the

weapon has already been used this turn. The system or weapon used cannot be used by the enemy for the rest of that turn.

Artillery Bombardment. The Hacker side may employ Bombardment rules (p. 7) until the TV Tower on his side is destroyed.

Victory. First kill. For piloted robots, a kill counts only if the pilot didn't bail-out & escape. Last active robot also wins.

9. The Sharks and the Jets, 2108 (3 sides, 3 to 5 players)

In a future metropolis, the police are enforcing a truce between two warring gangs, the Sharks and the Jets. And yet the rival leaders are itching for a fight. This is a three way scenario, for either three or five players. The three sides are: the Police, the Sharks, and the Jets.

Design. The police player designs two robots, with his choice of drives. He may use components from either the green or the yellow items, or some of each. Then the other two players (Gang leader Bernardo of the Sharks and gang leader Riff of the Jets) perform drive assignment and design, using the cards remaining. If playing with five players, each gang gets two robots. If playing with three players, each gang gets one robot. Each side must choose one (and only one) unrevealed pilot.

Setup. The police setup one of their robots (Officer Krupke) anywhere on the map. The other (Robocop) is held in reserve off map. Then the two gangs set up on opposite sides of the map.

Street Legal Weapons. It is illegal to attack a robot with any weapon except MELEE and BOLT weapons (the latter are legal because they are generally harmless to humans). The Nemo Battery is also street legal.

Police Restrictions. Officer Krupke cannot attack any unit, until it has attacked or damaged him or has used an illegal weapon. The Robocop backup can shoot at anyone indiscriminately. Police units cannot exit the map.

Police Reinforcement. Whenever an illegal weapon is fired, or Krupke is attacked, the police player is allowed to bring in his Robocop backup. If he chooses to do so, the Robocop must appear on the movement phase of the immediately following turn. He enters the map on the perpetrator's map edge.

Police Victory Points. For each gang robot destroyed (regardless of who destroys it), the police lose two points if it was innocent, gain one point if it fired an illegal weapon, or gain two points if it attacked a police unit. The police

lose one point if they bring in their reinforcement, and one point for each police casualty.

Gang Victory Points. A gang leader receives two points if he survives or bails-out, plus one point for every police or rival robot destroyed (by any means). However, any gang leader who exits or bails out while his rival gang leader is still alive is assassinated by disgruntled members of his own gang and loses three points.

10. Lizard-bot (4 robots)

One player controls a horrible giant lizard-like robot, and the others control the three defenderbots trying to keep him from getting to Tokyo.

Drive Assignment. Lizard-bot is assigned the Spiderbot template, and the three defenderbots choose from the remaining templates. The defenderbots must be piloted.

Special Rules. The defenderbots are Fragile (see p. 8). Lizard-bot receives +1D6 to its MELEE, BEAM, and Flamethrower attacks, and two damage fewer during rams.

Victory. Lizard-bot wins if it gets off the far edge, which is Tokyo. Otherwise, the Japanese defenderbots win.

EXPANSION KRIEGBOT RULES

By Matt & Phil Eklund

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The cover depicts a VTOL attack motorcycle, a Russian hydrogen-powered Spiral GSR engaging a "Flying Peanut" (Canadair Bombardier), and the BAE NLOS (non-line of sight) Cannon. This last is a prototype hybrid-electric vehicle weighing only 23 tons. Its 155mm howitzer, similar to the game howitzer, can engage targets identified by drones.

In addition to new weapons, systems, and skins, the **Kriegbot Expansion** adds two fundamentally new concepts: **Infantry** and **Power Cores**.

INFANTRY

Infantry are represented on the map by *infantry tents*. These tents are cut out and folded like a pup-tent. One team receives (as available units) all the tents shaded reddish, the other from those shaded blue. Whenever infantry are placed on the map, they are chosen from the pool of available tents. There are two types of infantry: *Footsoldiers* and *Motorized*.

Bail-out. As listed on the Pilot Cards and the Infantry Pod, a pilot or infantry can expend the robot's attack action to *bail-out*. This places one footsoldier tent (representing the pilot or infantry) on the map in any hex adjacent to the robot (five hexes away in the case of the civilian pilot). If the pilot bails, remove the pilot card from the robot's template, leaving the robot behind

as a *derelict*. A pilot or infantry may bail-out even if his system card is disabled. *Pilots or infantry may perform no actions on the turn they bail-out.*

Actions. Infantry act during the *Infantry Phase* (immediately preceding the Status Phase). An infantry may perform one of the following in his infantry phase:

- ◆ Move
- ◆ Attack
- ◆ Board

Action order: Infantry take their actions in alphabetical order to their name as indicated on their counter (Crowl, Turney, Zimmerman, etc.).

Infantry Movement. Infantry have a maximum movement as printed on their tent: 2 for footsoldiers and 5 for motorized. Infantry must stop when entering buildings, woods, or water. Infantry have no facing. Infantry cannot pick up *crypto* or *flags* (Rules p. 8).

Stacking. Unlike robots, infantry have no stacking limits and can collocate with robots. Unlike robots, Infantry may attack at zero range.

Infantry Attacks. Infantry are armed with a rifle and a laser designator. Both weapons have a 360° arc, and can hit targets in the line-of-sight only (woods block LOS even against painted targets).

- ◆ The *rifle* is a "GUN = 1 damage" with a 3D6 range of zero, a 2D6 range of two, and a 1D6 range of four.
- ◆ The *laser designator* is a "BEAM = paint" hit effect weapon with a 2D6 range of five.

Pilot Boarding. A footsoldier designated as a pilot can revive a derelict robot in his hex by using his infantry phase to *board*. The robot boarded must have once held a pilot (who has either bailed-out or been killed). Place the new pilot's system card where the old one used to be and remove his infantry tent from the game. At this point, he can examine the robot's items and skin.

Infantry Boarding. A footsoldier may use his infantry phase to *board* a cooperating robot in the footsoldier's hex. Place the footsoldier tent on a weapon or system card on the robot's template, up to a maximum of one footsoldier per card. If the card holding a footsoldier is destroyed, that footsoldier is also destroyed. A robot may spend its attack action to bail-out some or all boarded infantry. Boarded infantry may perform no actions while boarded.

Silhouette. The silhouette of a footsoldier is equal to the range to the attacker in hexes. The silhouette of motorized infantry is 5. Infantry may use buildings as cover (next page).

Damage. Infantry are killed with one damage, but are immune to "disable" and do not have statuses. An infantry may be rammed as if it was a robot, except that the ramming robot may continue its movement after ramming and suffers no damage in the collision. Infantry in a robot's hex may not be rammed.

Dismounting. Instead of moving, a motorized infantry may convert himself into a footsoldier. This replaces his tent with an available footsoldier tent.

INSERTION REENTRY

Use this rule for robots or infantry entering the map via orbital insertion or para-drop. During the first movement of re-entry, mark (with a disk) the target hex. During your next movement turn, place the figure on this hex, facing any hexside it chooses. For para-infantry, this occurs during the Infantry Phase, and counts as the infantry's turn. For robots, this counts as the robot's movement (its base silhouette is one), but it may use attack and defense actions as normal. A robot kills infantry it lands on during insertion reentry, and both robots are destroyed if it lands on another robot.

BUILDINGS AS COVER

A target in a building hex defends with a minimum base silhouette of four, even if it does not move or moves slower than four. If a building is destroyed (2 damage), each target in the building hex takes one damage in its 4 location. Buildings do not have statuses (ignore "disable"), and have a base silhouette of one. When attacking a target in a building hex with a burst weapon, apply the attack roll and damage against both the target and against the building (in that order). Targets in building hexes cannot be rammed.

Example: A Flamethrower fires against Robotank in the TV Tower, and rolls a 3 and a 4. The tank takes damage in the 3 and the 4 locations, the building receives two damage and is destroyed, and the tank takes another damage in its 4 location. Any infantry in the building are killed.

POWER CORES

The six round design cards are called *power cores*. After drive assignment, each team is randomly given three of these cards. Each player can choose one of these as the power core for his design, placing it facedown into the power core slot on his template. Like other design cards, this card is revealed when first used (the first time that a robot expends power). It starts in its fully charged position.

Energy. The power core card has between four and six energy steps. Each represents an energy level of the robot's "batteries". The uppermost point of the star is the current value. If the power core gains energy (as in power up), it is twisted a number of *energy steps* (points) counterclockwise equal to its *recharge rate* (the number in the center of the power core card), until it reaches its maximum. If it loses energy (as in an electrical action usage) the card is rotated one energy step clockwise for every energy point expended, until it reads "empty".

Power Up. A robot that powers up instead of moving adds energy steps to its power core in addition to gaining the powered up status. The amount of energy steps added is equal to the *recharge* number in the center of the power core card.

Example: The MHD generator (*recharge* = +1) regains one energy step each turn that it powers up.

Reboot. Rebooting costs one energy step to perform.

Electrical Actions. Certain attack and defense actions, marked with the (★) icon, are called *electric actions*. Each electric action costs one energy step per use.

Overcharge. When performing an attack with electrical weaponry, an attacker may choose to add one attack die by expending one additional energy step. This decision must be made before the attack roll. You may not *overcharge* the Tesla Gun.

Power Core Abilities. In addition to tracking a robot's battery level, each power core gives a robot a special ability. Power core abilities may be used a maximum of once per turn, and cost one energy step to use. Power core abilities may not be used if your power core is damaged or disabled.

- ◆ The *MHD Generator* adds one to the robot's maximum speed (due to MHD exhaust).
- ◆ The *Compulsator Flywheel* adds one to the robot's rotations (due to gyro effect).
- ◆ The *Nanowire Battery* removes one disable marker per status phase (due to water-cooled heatsinks).
- ◆ The *Ultracapacitor* allows a robot to attack a single target twice in one attack action with a beam or bolt (due to its high energy discharge rate). Note that each attack costs an energy step, and that using the core's special ability costs an additional energy step.
- ◆ The *Fuel Cell* can recharge without having to power up (costs one energy to use the core's special ability; creates a net of +1 energy step per turn).
- ◆ The *Superconducting Solenoid* allows your robot to retain its "Powered Up" status at the end of a status phase (instead of losing it).

KRIEGBOT CARD ERRATA and CLARIFICATIONS

Rebooting Energy Cost. Rebooting costs one energy step, and removes all disable markers. If your battery is empty, you may not reboot.

Combat Pilot. The two attack actions must be different from each other (you cannot use them to attack with the same weapon twice). A combat pilot that bails-out retains his Bazooka.

Explosive Capacitors. Flux compression recharges the power core by the power core's recharge value.

Infantry Pod. A *bail-out* (p. 1) action for an Infantry Pod places one or two tents adjacent to the robot. One tent is a *Footsoldier* and the other is *Motorized*. The Infantry Pod is empty after both tents bail-out.

Limpet Mines. These magnetic mines are attached onto an adjacent robot within its arc as an attack action, and detonated as a defense action. A limpet mine tent is placed in the "painted" status box of the target, and the target is painted until the mine is detonated. Multiple mines can be placed on a single robot, but each mine requires a defense action to detonate. Limpet markers, like any marker, may be removed by using the Exo-Disposable Skin.

MAD Sensor: Magnetic Flux Detection should read "Paint a target that makes an overcharged attack."

Recoilless Rifle: When activating the Phoenix-Bot capability, the Recoilless Rifle system becomes your new robot. It has no skin, drive, or power core, but has the same movement characteristics and movement/attack order as its original (undamaged) chassis. The Rifle retains whatever arc it originally had. If the previous robot had a pilot, the Rifle system gains all of the abilities of that pilot. The Rifle behaves exactly like a robot that is comprised of a single system card (it has statuses, can reboot, all damage/disable markers go to the Rifle system, it can ram, etc). If the Rifle system is destroyed, any pilot on board is killed.

Rectenna. This allows you to receive microwave energy, beamed in from your TV tower, to charge your power core. The Rectenna cannot be used for recharging if the TV tower on your side of the map has been destroyed (ignore this requirement for scenarios that have no "sides").

Superconductors, Railgun, Active Camouflage. Ignore the red text on these cards.

Suicide Nuke. A bailed-out pilot may remotely detonate a Suicide Nuke onboard his derelict robot as his infantry action (it is presumed he armed it as he bailed-out). A pilot may even do this if he has left the map.

Targeting Laser. The rangefinder function can only be used to add dice to attacks within the Targeting Laser's arc.

UAV. The UAV system allows a robot to *bail-out* (p. 1) a small unmanned flying drone. The UAV has no facing, defends with a base silhouette of 6, and is always painted. Any enemy robots that are within the UAV's *Line of Sight* (Rules p. 4) are treated as painted. All damage or disables inflicted on the UAV go to the UAV system card. Skins and defenses of the robot do not protect the UAV tent from attack. If the system card is destroyed, additional damage does not bleed through, and the UAV tent is removed from the map.

EXPANSION SCENARIOS

11. Mission Control (2 to 6 players)

Two robot troop carriers fight over the controls to an orbital bombardment system.

Setup. One building (mission control) is placed in the *center hex* (the hex in the center of the map).

Design. Robots are designed as normal, with each team fielding the same number of robots. In addition, each team is given 4 footsoldiers who start the game *boarded* (p. 1) on friendly robots. Each team also starts with one Motorized infantry on their map edge.

Special. If at the beginning of a status phase mission control is occupied solely by one team's infantry, that team immediately executes a *bombardment* (Rules p. 7) attack on all enemy robots. The Mission Control building is nuclear hardened and indestructible. Infantry within are invulnerable to attack or damage except at range zero and range one.

Victory. The team with the last surviving robot wins. If no robots are alive at the end of a turn, the first team thereafter to solely occupy Mission Control wins.

12. Beachhead (3 or 5 players)

A squad of two or three attacking robots are dropped planetside with orders to clear the map of enemy forces. One or two defending robots plus infantry are waiting below.

Setup. If 3 players, the attackers have two robots, and the defender has one robot plus 5 footsoldiers and 2 motorized infantry. If 5 players, the attackers have three robots, and the defenders have two robots plus 3 footsoldiers. Defenders start on any hex they choose, while attackers start off-map and use *Insertion Reentry* (p. 1) to deploy onto the map (one each turn until all have entered).

Special. One attacking team robot must place its deployment disk every turn, until all have deployed. Because of the risk of impact fratricide, no deployment disk may be placed within 6 hexes of a friendly robot or disk.

Victory. The team with the last surviving unit wins.

13. Human Wave (1 to 2 players)

Waves of soldiers charge a rogue Robotank bent on destroying a city. As fast as the infantry die, they are replaced by more.

Setup. Ten buildings are placed at 4 hexes or less from the Gas Station. (In the 2-player game, each player places half the buildings).

Design. Team Green designs a Robotank. Team yellow starts with 8 footsoldiers, starting on the opposite edge.

Reinforcements. If an infantry is killed, on his next move his replacement can plant a target hex, per the *Insertion Reentry* rules (p. 1).

Special. Team Yellow has active *bombardment* (Rules p. 7). He is allowed to move his infantry in any order (until the pilot, if any, bails-out).

Solitaire Rules. If playing solitaire, the infantry move automatically. Infantry will always shoot the robot, if they have a chance to have an effect. They prefer to use their laser designator, unless the target is already painted. If they hit, they choose the lowest-numbered location in the dice pool. If they cannot shoot, they will move to a hex closer to the robot, selecting first any building (first choice), or rough terrain (second choice), or other hex that is not able to be targeted by the robot (third choice). However, once they are in a building, they will stay in that building, unless they can enter another building closer to the robot. Reinforcements will choose the robot location to be their reentry target hex.

Victory. The robot receives a victory point for every building (including the gas station, boat shed, and TV towers), structures (including the dam and bridge), or infantry that is destroyed. The game is a tie if he destroys at least 10, and he wins if he destroys at least 20. If playing solitaire, these victory requirements are doubled.

(Note: my personal best playing solitaire is 18.)

14. Aftermath (2 to 6 players)

A squad of six piloted-robots is stopped in its tracks by a neutron bomb. The detonation fries all the pilots instantly, but leaves the robots unharmed. Two opposing teams para-drop a squad of pilots to commandeer the derelict robots.

Setup. Each robot is placed on a random hex that is exactly four hexes directly away from the *center hex*. The result will be a circle of robots around the center hex. Facing is immaterial for now. Remove the four pilots and any "pylon" system cards from the Team Green design cards, shuffle the remainder, and place random cards (face-down) to cover all the empty slots on each of the six templates. For the "pylon" slots, shuffle the pylon system cards and place one at random on each. Leave the innermost system slot of each robot (the magazine for the Robotank) empty; this represents the cockpit occupied by the dead pilot. Each player chooses a pilot card and an infantry tent to represent their pilot on the map.

Special Rules. The players must use *Insertion Reentry* (p. 1) to enter their pilots onto the map. It is suggested that each pilot para-drop onto a hex containing a derelict robot. When a pilot *boards* (p. 1) a robot he may also immediately change its facing to any hexside.

Barrage. Both sides suffer *bombardment* (Rules p. 7) if painted. (The desperate defenders are shooting anything that might be a threat, whether friend or foe.)

Victory. The team that ends up with the most surviving robots wins.

15. Weapons of Mass Destruction (2 to 6 players)

A squad of NATO robots invades a compound where a number of nuclear stockpiles (WMDs) are located. They are opposed by an equal number of suicidal terrorist robots, and some infantry.

Setup. The terrorist player places two more buildings than there are NATO robots (representing bunkers containing WMDs) on the map at least 4 hexes distant from the map edges and each other. Each of these buildings starts with a footsoldier inside.

Design. The NATO robots cannot be piloted, and the terrorist robots must be piloted. Each side sets up on their side of the map.

Terrorists. Each terrorist pilot and infantry carries a suicide nuke, which has all the attributes of the "Suicide Nuke" system card, but does not take up a system slot. If a pilot bails-out, he can carry his bomb on foot. Infantry may detonate their nuke as their infantry action.

Bunkers. The WMD bunkers defend as though they have the Chameleon Skin. They are also hardened against nuclear blasts and therefore neither they, nor any targets within them, receive damage markers from nuclear blasts (but are destroyed if within 2 hexes of a detonation as normal).

Victory. NATO wins if they destroy all of the bunkers.

16. Downed Pilot (2 to 6 players)

An Air Force pilot bails-out over enemy territory and aircraft are scrambled to rescue him. The enemy sends vehicles to kill him. Upon touchdown, the pilot activates his armed decoy drones, small robots that mimic his transmissions, so as to confuse the enemy as to his position.

Setup. After all robots are placed, the Air Force player places 6 footsoldiers (the pilot and his five drones) within 6 hexes from the enemy edge. He secretly notes on a piece of paper which name is the real pilot. He also places five buildings on any hex that is at least 4 hexes from any map edge.

Design. The Air Force player can only choose from Hoverbot, Rocketbot, or Helibot (1 to 3 robots). All must be piloted. The enemy player chooses an equal number of robots, choosing from Spiderbot, Robotank, or Robocar. Each side sets up on their side of the map. No Suicide Nukes allowed, and the EMP blaster only works at short range.

Decoys. The pilot and the decoys move and act as footsoldiers. If a decoy takes a damage, it is destroyed (and revealed not to be the real pilot).

Exit. The pilot and decoys cannot exit the map, unless being carried by a friendly robot. Pilots and decoys can *board* (p. 1). The Air Force units may *flee* (Rules p. 7) the map on their side only.

Victory. The Air Force wins if the pilot escapes alive.

17. Musical Chairs (4 to 6 players)

Humanity is extinct, and a handful of automated war machines must find an energy source to survive. One power satellite is left, and now the machines must fight over the immortality it provides. There are no teams, it's every robot for itself!

Energy Dishes. All players start with an *energy dish* (use a crypto marker). This dish is picked up and dropped in the same manner as a *flag* (Rules p. 8), but unlike a flag, a dish does not mark its bearer as painted. If damaged, a robot drops only one of its dish markers. A robot with three dish markers may exit off any map edge.

Power Up. A robot can only power up if it possesses two energy dish markers.

Design. As humanity is extinct, no pilots or infantry may be used in this scenario. Each player is randomly given a chassis and power core. Combine the two sets of remaining cards, divide them into somewhat equal piles, and distribute these piles randomly to players. Players then trade piles once they are done selecting from them. Robots can have both colors of cards on their design sheets, but no single robot may two of the same item.

Setup. After design, the robots setup (in movement order) on any map edge hex at least four hexes away from other robots.

Special. Due to the advancements in energy weapons in the distant future, all electrical attacks are considered *Overcharged* (p. 2) at no energy cost. The robot with the Solenoid power core may choose to start the game in the “powered up” status.

Victory. The game ends when at least half of the robots are destroyed. If possible, all dish markers remaining on the battlefield are distributed evenly between all surviving robots on the map. Any robot that has at least two dish markers wins.

18. Bombs Away (3 or 5 players)

An outnumbered attacking force takes on a squad of defending robots. The attackers have high altitude air support that drops fuel air bombs onto the battlefield.

Setup. Two attackers and three defenders start on opposing map edges. If playing with one attacker and two defenders, the attacker additionally has 4 footsoldiers that use *Insertion Reentry* (p. 1) to enter the map during any single infantry phase he wishes.

Special Rules. If the attackers’ TV Tower is destroyed, the attackers no longer use the Barrage rules below. The attacker’s TV Tower is considered to have Chameleon Skin for silhouette purposes.

Barrage. At the beginning of every turn, the attackers may place an epicenter marker on any hex. The epicenter behaves and detonates as described on the fuel air bomb system card.

Victory. *First kill* (Rules p. 8).

19. Tesla Tower (2 to 6 players)

Two robotic teams fight over a mad scientist’s abandoned laboratory complex and power station.

Setup. One building (Tesla Tower) is placed in the *center hex* (the hex in the center of the map). This building is indestructible. After drive assignment, in movement order each player places one building tile in any hex within three hexes of the Tesla Tower.

Design. Each team designs and fields the same number of robots. Each power core starts with three fewer energy steps than its maximum.

Power Up. A robot can only power up if it is within three hexes of the Tesla Tower.

Special. Due to the advancements in energy weapons in the distant future, all electrical attacks are considered *Overcharged* (p. 2) at no energy cost.

Victory. The team with the last surviving robot wins.

20. Apocalypse Campaign (3 or 5 players)

Two rival gangs of pilots duel over the scraps of a nuked city. Their blood feud will not end until every last pilot of the opponent is dead.

Campaign. This scenario is a campaign that is comprised of a number of individual missions in succession. Each mission is either random (see chart below) or agreed upon by all players.

Limited Resources. Each gang has only one of each item and skin, starting with a full set of basic and extended cards. Each item or skin destroyed in a mission is removed from the game. At the end of any mission, the victorious gang may salvage any items or skins remaining on derelict robots (robot that is killed, but whose power core has not been destroyed). Instead of salvaging, a victorious gang may resurrect one of their own items that has been removed from the game. Any skins/items on robots escaping the battle are returned to their gang’s stockpile.

Honor. If a gang is capable of piloting a robot, it will do so. AI robots are allowed only if the gang does not have enough pilots for each of the robots it will be fielding in a particular mission. Robots and pilots may *flee* (Rules p. 7) off of their own map edge.

Design. Robots are designed as normal, and for every mission the chassis’ and power cores are randomized. Note that chassis’ and power cores are not tracked as resources, only *items* (Rules p. 2) are.

Special. Due to advancements in energy weapons in the distant future, all electrical attacks are considered *Overcharged* (p. 2) at no energy cost.

Victory. The winner is the gang who kills all four of the opposing gang’s pilots first.

Missions (1d6):

- 0 = Showdown (scenario 1, Rules p. 8) One robot ea side.
- 1 = Capture the Flag (s.4) Two robots each side max.
- 2 = Crypto Capture the Flag (s.5) Two robots ea side max.
- 3 = Mission Control (s.11)
- 4 = Beachhead (s.12) Two vs. three robots max.
- 5 = Bombs Away (s.18) Two vs. three robots max.

Note: If the sides are unequal, the player having the fewest surviving pilots decides which side they wish to be.

One Joule delivered each second is better known as a *Watt*, the international unit of power.

ACTIVE CAMOUFLAGE

Active camouflage uses high voltages to generate an electrostatic field containing a charged aerosol. Organic light-emitting diodes (LEDs whose emissive electro-luminescent layers are composed of organic films) then project an image onto the cloud, making the robot appear to be a variety of natural or man-made objects from all angles. The aerosol can be made into the shape of an auto, billboard, shrub, etc., accurately colored by the LEDs. The aerosol cloud can also defeat tagging lasers and radar, but is not so effective against MAD or infrared sensors.

DUAL-MODE SEEKER



A guided missile's nose contains a seeker, for obtaining target information. A **dual-mode seeker** has both an active millimeter wave radar, and passive Anti-Radiation Homing (such as found on the High-Speed Anti-Radiation Mission "HARM"). "Active" means that the seeker is generating signals, and listening for their return to find out where the target is. "Passive" means that the seeker is listening for radar or other emissions being generated by the target itself, which it can home in on. The latest Anti-Radiation Missiles (such as AARGM) use a weapon impact assessment system, which transmits lethality data about the target just prior to impact.

ELECTROTHERMAL CHEMICAL AMMUNITION



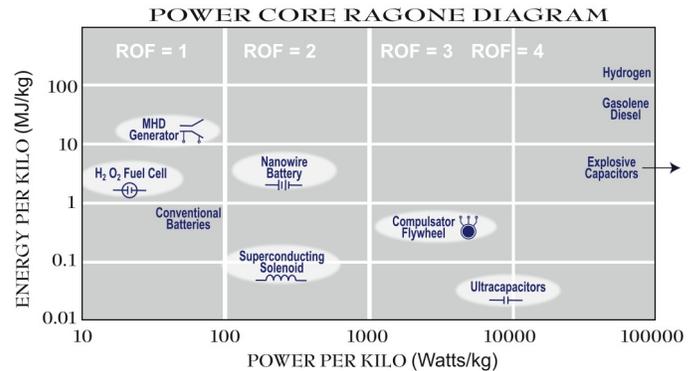
An **Electrothermal Chemical (ETC)** gun uses a plasma cartridge to ignite and control the ammunition's propellant, using electricity to catalyze the process. This increases the performance of conventional solid propellants, reduces the effect of temperature on propellant expansion, and allows the use of advanced, high-density propellants. It also spreads the propellant's gas smoothly during ignition, reducing the pressure placed on the barrel. Illustrated is a prototype 40mm ETC gun, with a muzzle energy of 17 MJ. This small gun has demonstrated the capacity to defeat the armor of the latest heavy battle tanks, but recoil is a bear.

ENERGY

The international unit of **energy** is the *Joule*. A megajoule (abbreviated MJ) is a million joules, which is about the amount of energy stored in a Sears Lifetime car battery! A kilo of TNT releases 4 MJ, and a lightning bolt releases about 10 MJ. A one MJ pulse of laser energy is a significant threat, as first demonstrated by the big Soviet lasers from the cold war era. One MJ of laser output requires 10 MJ of electrical input, and each step of energy in the power cores is scaled to 10 MJ. So each energy step expends as much energy as in a lightning bolt!

ENERGY AND POWER DENSITY

Generators are rated according to their **Energy per Kilo** (vertical axis on the **Ragone Diagram** on the next page) and their **Power per Kilo** (horizontal axis). The Energy per Kilo measures the number of MJ of energy stored. For instance, a fuel cell with a 500 kg mass (half a ton) has enough energy to fire 100 bolts of energy, where each bolt requires 10 MJ (at least half of which becomes waste heat, and the other half is delivered to the target.) Vastly more energy per kilo is contained in nuclear or chemical fuel, but that needs considerable equipment to convert it into high voltage electricity. Generally, generators with a high energy per kilo (such as fuel cells) have a low power per kilo (and vice versa). (Power is the rate at which energy is produced or used). The best generators for power density are ultracapacitors, which store very little energy, but release what they store in a flash. Generally, capacitors are the most expensive, bulkiest, and heaviest way to store energy, but the only one that delivers energy fast enough for pulsed beams and bolts.



FUEL-AIR BOMB



A **Fuel-Air Bomb** uses oxygen in the air as its oxidizer. The fuel (a metal powder or reactive organic) is first dispersed in the air as a cloud. Many substances become explosive when finely-powdered to maximize the exposed surfaces to atmospheric oxygen. When the cloud is ignited by a high explosive, the smaller particles burn first, providing heat to ignite the larger particles. The resulting blast, more powerful than conventional explosives, creates a super-heated pressure wave so severe, that it forms a vacuum as the reaction sucks the oxygen out of the atmosphere.

MAD SENSOR



A **Magnetic Anomaly Detector (MAD) sensor** is used to detect minute variations in the Earth's magnetic field caused by metal objects. It can detect submarine hulls deep underwater, or the magnetic flux caused by current flowing through a coil, such

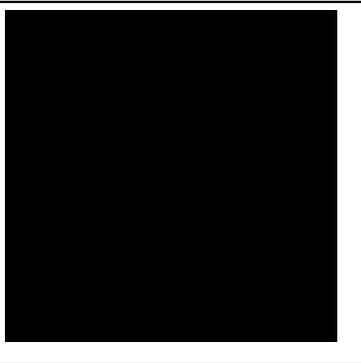
as the ignition coil of a truck motor. The huge fluxes generated in free electron lasers, rail guns, and other electric weapons are easily detectible. A MAD sensor is placed as far as possible from the robot's own electronic devices which can cause interference. That is why the "MAD boom" of the P-3C Orion aircraft gives it its distinctive "tail stinger" appearance.

MHD GENERATOR

A **magnetohydrodynamic (MHD) generator** converts the energy of moving plasma into electricity. Although we are accustomed to thinking of rockets as vehicular power, rocket exhaust is a convenient source of moving plasma, and a couple of shielded superconducting loops in the exhaust can generate electricity at high efficiency in the megawatt (MW) range, at short notice. Perhaps 4 MJ per liter of conductive plasma can be extracted. What plasma emerges from the long MHD nozzle is still energetic enough to give the robot an extra impulse of speed.

NANO-DEFORMABLE MIRROR

Laser beams begin to cause plasma breakdown in the air (called "blooming") at energy densities of 1 MJ per cubic centimeter. This drastically reduces the laser's range. The beam can be distributed over a



large mirror that focuses the power on the target, to keep energy density in the air too low for blooming to happen. This requires a large (about 1.5 meters in diameter), precise mirror, with slewing machinery to aim the laser. There are actually two mirrors. The emitted beam first hits the small deformable primary mirror, and is reflected back to the large concave collimating mirror, which focuses the beam on the target. Any mirror-like ("specular") points on the target reflect light back to the collimating mirror, and from here back to the primary mirror. Here, sensors on the mirror's adaptive optics use the information to distort the mirror slightly to sharpen the focus, and to adjust for atmospheric turbulence and smoke in a positive-feedback loop. In urban legend, mirrors can be used to reflect beams away, but the problems with this are formidable. All mirrors lose reflectiveness as they distort from over-heating. An incoming megajoule pulse hitting a portion of a mirror warps that spot, and catastrophically blasts through the finest mirrors in a fraction of a second. Only a stoutly-cooled mirror evenly illuminated over its entire surface has a prayer of surviving a beam of weaponized power.

NANOWIRE BATTERY

Lithium-ion batteries employ solid-state technology based on ion conductivity in polymers. A **nanowire battery** is a lithium-ion battery invented by Dr. Yi Cui in 2007. Holding 10 times the charge of ordinary lithium-ion batteries, it has excellent energy and power densities (see the *Ragone Diagram*), which may revolutionize mobile electronics and electric vehicles. For

pulsed operations relevant to beam weaponization, the critical capabilities for this technology are an energy density of a MJ/kg, a power density of 4 kW/kg, and a life cycle of 2000 cycles.

POWER CORE

Electricity is the only power medium versatile enough to activate the thousands of synapses, transistors, and valves in a robot. But electricity does not store well, achieving only a tiny fraction of the energy density of chemical or nuclear fuels. Gasoline packs 200 times more energy per kilo than a good battery, and converts that energy into useful work 900 times faster. So *Kriegbot* robots, like hybrid cars, use chemical (or nuclear) fuels to store energy for their drive, and **power cores** to generate electricity for their sensors, manipulators, ECM, and beam and bolt weapons.

RECTENNA

A **rectenna** is a type of rectifying antenna that converts microwaves directly into DC electricity. A robot can use a rectenna to intercept microwaves



beamed from a friendly hilltop power station and thus recharge its power core. Rectennas used for ELINT (Electronic Signals Intelligence) pinpoint enemy robots by detecting the electronic emissions of their motors and servos.

ROBOCAR

Wheels are the most efficient and fastest means of propelling a vehicle. Counter-intuitively, a car is faster than an airplane or helicopter with the same powerplant. What's that again? Everyone knows that airplanes are faster than cars! But everyone is wrong. A car on the salt flats, racing against a level-flying aircraft with the same engine, should cross the finish line at twice the speed of its competitor. This is regardless of powerplant: electric, gas, turbine, whatever. This is regardless of aircraft: fixed wing, rotary wing, whatever. This surprise is a consequence of two laws of physics: conservation of energy and conservation of momentum. A flying or swimming machine must push about as much air or water backwards as the vehicular mass to be moved forward. In other words, about half the engine power is used to advance your aircraft, and the other half is wasted pushing the air or fluid backwards with your rotor, propeller, or jet. What about the car? When a car races forward, it attempts to turn the entire world the opposite direction. But, due to the conservation of momentum, the massive Earth barely budge! The difference of mass between car and the Earth means that almost 100% of the car's engine power drives the car forward, compared to 50% for an aircraft. However, as the speed of sound is approached, tires suffer from heating and intermittent road interface. And jet engines are not well suited for coupling with drive shafts. The world's fastest cars are just barely supersonic.

ROBOTANK

The Kriegbot **Robotank** is a hybrid vehicle, one that uses a high energy density fuel for its drive treads, and a versatile electrical storage device for its weapons and electronic warfare systems. If its main gun is electric, like a railgun, each shot may need a 10 MJ pulse of electricity, delivered at a rate of 6 Megawatts. A 3 ton compulsator flywheel, spinning like mad, can deliver at this rate. After the shot, the drive engine can begin respinning the compulsator up to its full rating. (A 1340 HP engine generates 1 MW of non-electrical motive power.). However, if the tank is using its engine to drive around, there may not be much extra power to do any recharging.

payload of 14 kg, a speed of 70 mph, and an endurance of 15 hours.

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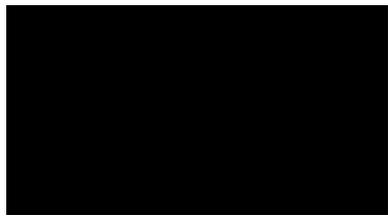
Aug 7, 2009

ROCKETBOT

"Rocketeer-style" rocket packs suffer from short flight durations. True rockets (non-air-breathing) have flight durations up to 30 seconds with a few hundred pounds of hydrogen-peroxide fuel. So instead, the Kriegbot rockets fly using pulses of superheated-water coolant from an on-board nuclear power plant. Compared to a chemical rocket, a nuclear-heated rocket has improved specific impulse (higher exhaust velocity) allowing better fuel economy, and you can refill your propellant at any waterhole.

SMOOTHBORE MAIN GUN

The **smoothbore main gun** is modeled after the Rheinmetall L55, a



120 mm caliber cannon used by EU and US tanks. The complete gun system weighs 4.2 tons. It uses armor-piercing *Sabot* ammunition, which launches a dart of depleted uranium at an energy of 5.7 MJ. This is the round nicknamed "The Silver Bullet" due to its effectiveness against Iraqi tanks during Desert Storm. The next generation 120 mm Sabot ammunition upgrades to an energy of 12 MJ. The L55 can also fire *canister*, a shell filled with tungsten [shot](#) that acts like a giant [shotgun](#) for use against buildings, infantry, and unarmored vehicles.

THERMAL LANCE

A **Thermal Lance** is a hollow bar filled with iron wires, pumped with high purity oxygen. The oxidation of iron generates temperatures high enough (4000 °C) to cut through anything, including rock. You often see thermal lances used in the movies by safe-crackers.



UAV

An **Unmanned Aerial Vehicle (UAV)** is drone acting as a communication relay and sensor platform. The system illustrated is Raytheon's Killer Bee, with a



¹ The **power core** includes the robot's batteries and capacitors, storing up to 80 MJ of energy. (For comparison, a Sears Lifetime auto battery can store up to 1 MJ.) If the core catastrophically releases its energy all at once, it would be the equivalent to detonating 4 to 20 kilos of TNT.

² A **power up** means that the robot is using its drive engines as a generator to charge up its capacitors and batteries for use by its weapons and systems.

³ These are armor-piercing rounds, such as shaped-charge and HEAT.