

WARBOTS

BY JP TROSTLE

WARBOTS is a game for 2-6 players using the Z-bot toys from Micromachines (or any other cartoonish robot figures). It was originally inspired by the old Metagaming MicroGame "Rivets" by Robert Taylor.

IN THE NOT-SO-FAR FUTURE....

Man built the Warbots to fight his battles for him, but eventually the machines turned on their masters and wiped them out. However, computer-controlled factories continue to manufacture the killer 'bots and send them out to be tested. Every afternoon at the Disneysoft military/industrial/entertainment complex, the latest line from the company's Warbot™ Urban Peace Squad (WUPS) roll out for another demo, with two teams facing off against one another.

WHAT YOU NEED

To play WARBOTS, you will need a bunch of toy robot figures, lots of polyhedral dice (d6, d8, d10 and d12), tape measures, and some form of movement markers.

THE GAME

Each side has one Command Bot and an equal number of warbots. A team loses if either the Command Bot is destroyed, or all its warbots are destroyed or incapacitated. A 'bot is destroyed when its body is destroyed, and incapacitated when it can no longer move or fire a range weapon.

There are 3 types of warbots: Poppers, those with long-range weapons; Pounders, those with "hand-to-hand" demolition weapons; and, Zippers, or flying warbots

At the beginning of each turn, Command Bots roll d10 for Initiative (reroll ties, and a if a Command Bot's head is gone, it gets -5). The winner decides which side moves a warbot first. Then each side alternates moving warbots until all figures have had a chance to move. If you have multiple players on a team and no one on a side volunteers to move, that Command Bot will order one to. Be sure to mark how far a 'bot has moved as that will affect Target Lock modifiers later.

Warbots can move up to their maximum distance each turn, but are limited in how far they can change direction. Slow warbots can only turn up to 90° during their move, standard speed warbots up to 180°, fast warbots up to 270°, and very fast warbots up to 360°. Keep track of left and right turns as a figure moves so a warbot doesn't exceed the total number of degrees. For each limb a warbot is missing it loses 2" to its move, -4 if the treads on a 'bot are gone.



If a warbot comes into direct contact with another 'bot, it may attempt to Pin the figure. The controlling player declares a pin and rolls using the Demolition Lock. If successful, the pinned warbot may not attempt to move this turn, and the pinning warbot may get advantages in attacking with certain weapons (see below).

A pinned warbot will get a chance at the beginning of the next turn to break away. Right before Initiative is rolled, both warbots roll a d6 (pounders doing the pinning get +3), and if the defender wins the die roll they break free and may not be pinned again that turn by the same warbot.

A warbot can declare it is Evading while moving and get an additional movement modifier. Evading 'bots may not target or attack anyone this turn.

After all warbots have moved, they may do last-second arm /torso twists if they need to acquire a target. If a figure's arms can move, they can rotate them up to 180°; if their torsos move, they can turn them 90°. A warbot's weapons need to be pointed toward a visible target to be used.

Warbots may only attack another figure when they have a successful lock on the target. If the attacker gets a lock, they automatically fire and hit the target.

Use a d10 for all lock attempts, rolling higher than the target number. Regardless of the number needed, a roll of 1 is always a miss; a roll of 10 is always a lock, no matter how unlikely the chance.

Once a weapon is fired, roll a d10 to determine hit location, then one or more polyhedral dice, depending on the weapon, to determine the damage. If the damage total is above the current armor number on the location, each number in excess goes internal to the structure. If all structure points on a limb are checked off, the limb is blown off and the warbot is knocked over; if all structure point on the body are marked off, the warbot is destroyed.

A warbot's armor is not damaged if a weapon causes structural damage, but is instead by-passed. The only time armor is affected is if it is hit head on by a non-energy weapon (such as bullets, missiles, or demolition weapons). If such a weapon die comes up with its maximum number (6, 8, 10, 12 or 20), check off one armor point. (Alternate armor rule: Each time a weapon's damage is above the armor number and goes internal, check off one armor point on the location. Note: this can be far deadlier and will make for a faster game.)

All attacks are simultaneous, so everyone will get a chance to fire before damage takes effect.

+++++ RANGED WEAPON LOCK +++++

Base Target #	1
MODIFIERS TO BASE TARGET #	
Shooter moved any distance	+1
Target moved: Less than 4"	+1
5-8"	+2
9-12"	+3
13+	+4
Range to target:	
Point-blank	use demolition chart
Very Short (1-6")	0
Short (6-18")	+1
Long (18-30")	+2
Very Long (30+)"	+3
Attacker in non-normal position	
(fallen, being thrown, etc)	+2
Shooting at specific location on target ..	+3
If target is evading	+2
If attacker's head is missing	+2

+++ DEMOLITION WEAPON LOCK/PIN +++

Base Target #	3
MODIFIERS TO BASE TARGET #	
Attacker jumped	+3
Target moved: Less than 4"	0
5-8"	+1
9-12"	+2
13+	+3
If target is evading	+2
If attacker's head is missing	+2
Attempting to pin target	+3

SPECIAL ATTACKS

PIN/PROGRESSIVE – A warbot pinning another 'bot can normally only use 1 weapon to attack, but if it keeps a pin and gets a lock on successive turns, damage will go to the same location. If a warbot with a pin has a Progressive weapon (such as a saw), the weapon stays where it is and damage automatically goes to the same location each turn they keep the 'bot pinned.

THROW – Warbots with claws may throw a 'bot they have pinned up to 12" in front of it for 1d10 damage. (Thrown 'bots do get a chance to fire, and are knocked down when they land.) The attacker may throw the 'bot at other warbots, but must get a lock to hit. If successful, both warbots will take 1d10 damage and be knocked down.

JUMP – Some pounders have a Jump attack. The warbot declares a jump during its move and then lands during the attack phase. It can only target a 'bot that has already moved, and it rolls for its lock on the way down. If it misses, the jumper is placed just past the target and loses its attack. A successful jump will cause 2d8 damage added together and will knock down the target.

LINKED WEAPONS – If a warbot has two of the same type of ranged weapon, they can choose to fire them at different targets or fire them "linked" at the same target. If linked, the 'bot makes only one lock roll and all damage goes to the same location.



WARBOTS

+++++ TURN SEQUENCE +++++

- Warbots knocked down previous turn may attempt to stand:
Base Target #.....1
+1 for each limb lost
- Pinned 'bots may attempt to break away: Roll off against each other with a d6; Pounders with a pin add +3.
- INITIATIVE: Command Bots roll d10, -5 to roll if CB's head is gone; reroll ties. Winner decides which side moves first.
- MOVEMENT: Alternate sides until all 'bots have moved. If no one on a side volunteers to move, that command 'bot will order one to. Pins may be attempted.
- Last second arm/torso twists.
- All warbots attempt to Lock on Targets.
- FIRE!: Roll weapon dice. Each number above the current armor rating goes internal to the structure. If all structure points are checked off, the limb is lost. If a non-energy weapon die rolls its max number, take off one armor point.
- DAMAGE (simultaneous)
Warbots losing a limb are knocked down.

+++++ RANGED WEAPON LOCK +++++

Base Target #	1
MODIFIERS TO BASE TARGET #	
Shooter moved any distance.....	+1
Target moved:	
Less than 4".....	+1
5-8".....	+2
9-12".....	+3
13+ ".....	+4
Range to target:	
Point-blank..... use demolition chart	
Very Short (1-6").....	0
Short (6-18").....	+1
Long (18-30").....	+2
Very Long (30+ ").....	+3
Attacker in non-normal position (fallen, being thrown, etc).....	
	+2
Shooting at specific location on target ..	+3
If target is evading	+2
If attacker's head is missing.....	+2

+++ DEMOLITION WEAPON LOCK/PIN +++

Base Target #	3
MODIFIERS TO BASE TARGET #	
Attacker jumped.....	+3
Target Moved	
Less than 4".....	0
5-8".....	+1
9-12".....	+2
13+ ".....	+3
If target is evading	+2
If attacker's head is missing.....	+2
Attempting to pin target	+3
Warbots ONLY attack when they have a successful lock on the target. Use these charts to determine the number needed for a lock, then roll a d10 <u>above</u> that number. If successful, then roll damage. A roll of 1 is always a miss; a roll of 10 is always a hit, no matter how unlikely the chance.	

--- ELECTRICAL SHORT/VIRUS CHART ---

Roll 1d10	4 Weapons offline 1 turn	8 Attacks nearest 'bot*
1 Warbot can't change facing*	5 Weapons offline 2 turns	9 Turns against own side*
2 Half movement*	6 Shuts down 1 turn	10 Fatal Error: Destroyed
3 Spins in place*	7 Shuts down 2 turns	*Duration: 1-3 turns

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Attacker jumped.....	+3
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WARBOTS

BUILDING A WARBOT

Select a figure and look at it. Everything about your warbot will be based on its appearance. Does it have a gun or missiles? It's a popper. Swords or claws? Pounder. Does it look slow and awkward or sleek and speedy? Does it look like it could leap huge distances with those piston-powered feet – make it a jumper. On average most warbots will have only 1 or 2 weapons and shouldn't have more than 4 total. The list below are suggestions to get you started, but if you come across a figure that has stuff that isn't here, use your imagination.

MOVEMENT

Slow (squat legs w/ large body; grounded zipper) . . . Move: 4" [90°]
 Standard (ComBots, most 2- and 3-legged 'bots). . . Move: 6" [180°]
 Fast (Tall 2-leg walkers or fast-looking 2-leggers) . . . Move: 8" [270°]
 Very fast (4-leggers or covered wheels) Move: 10" [360°]
 Very fast (Open wheels or large tracks) Move: 12" [360°]
 Buzzer, propeller driven Aerial Move: 18" [360°]
 Buzzer, jet driven Aerial Move: 24" [360°]
 Note: all Zippers can only move 4" [90°] when on the ground

SPECIAL MOVES

Jump (pounder with two very large feet or jetpack) 18"
 Roll (multi-armed or -legged 'bot that you can put into a ball) . . . 13"

DEMOLITION WEAPONS

Fist or Foot d6
 Spiked or Bladed Fist d10
 Spiked Foot or Large Club d8
 Circular Saw or Drill (progressive) d8
 Battle Hammer, Axe or Short Sword d10
 Large Crushing Claw (progressive) d10
 Large Sword d12

RANGE WEAPONS

Gatling Gun 5d6*
 AA Gun 2d8*
 Missile 2d10**
 Railgun d10
 Laser Class I (energy) d8
 Laser Class II (energy) d10
 Plasma Pistol or Laser Class III (energy) d12
 Zapper 6" range, Roll on Virus table for result
 (Command Bots automatically have the Zapper)

*For the gatling gun, or any other type of machine gun that shoots bullets, the dice are not totaled together, but rolled individually against the armor. Same is true for all linked weapon fire: weapon dice are rolled one at a time against the armor.

**When rolling for missile damage, the two dice ARE totaled together. The missile is the only weapon that can take out a warbot in one shot.

SPECIAL DEVICES/ABILITIES

FORCE FIELD—All Command Bots have a special force field they can use until it shorts out. When activated, the field absorbs 10 points of damage. More than 10 points in one turn destroys field; less than 10, the field resets at the end of the turn. The Command Bot may not attack the same turn they use a force field.

INFECTOR INJECTOR—If a warbot has a beak or other needle-like proboscis, it can have the Infector Injector, which, if they are in direct contact and made a successful lock, infects a target 'bot with a computer virus. Roll on Virus table for result.

BOWLING BALL—A warbot with the Roll movement may make this attack. Like a jump, the attack is declared during movement. A successful hit will do 1d10 of damage and knock over an opponent.

FIGURING OUT THE REST

Honestly, there is no exact science to figuring out the next three items in Warbots. I happened to have 18 Z-bots in front of me when I made these rules and based all the numbers on them. There were dozens and dozens of Z-bots produced by Micromachines in the 1990s, and some may not fit neatly into the format below – however, the following should give you good parameters (and check out the 16 sample 'bots I've included to see exactly how it works.)

HIT LOCATION—No matter how big a warbot is, or how many limbs it has, Hit Location is made with a d10, so the 10 numbers have to be distributed according to the proportion of the figure. A human shaped robot would be: Head 1, Body 2-6, Right Arm 7, Left Arm 8, Right Leg 9 and Left Leg 10. If the warbot has a massive head, the Head location might now be Head 1-3 and Body 4-6. If there is no 'head' to speak of but one central unit, the body location would be 1-6, and so on.

ARMOR—Armor is easier to figure out. With one exception, no location on a warbot should have more than a 6 armor rating. Because they are so valuable, Command Bots should have a 7 rating for their head and body armor, and probably any treads or legs.

A warbot Body should have the highest number armor, usually a 6, followed by the head and then the limbs. Again, look at the figure in front of you – if the legs or arms look particularly bulky and tough, give them a higher rating. If a location is small, even the body, give it a lower armor number. All limbs of a certain type should have the same rating (i.e., if one leg is a 3, all the legs should be 3 as well).

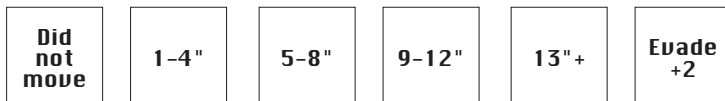
There are limits as to how much armor a warbot can have. Clearly, flying 'bots should have the lowest amount, while large pounders and CBs should have the most. Here are suggested ranges:

Jet Zippers	16-20 armor total
Propeller Zippers	18-22 armor total
Very Fast	22-28 armor total
Fast	24-30 armor total
Standard and Slow	26-32 armor total
Command Bots	33-36 armor total

STRUCTURE—The Body Structure on all ground 'bots should be 12, and on all flying 'bots, 9. This is true of all warbots. (Command Bots also get a 12-point Head Structure ... big brain and all that.) The rest of the internal structure points on a warbot depend on the size and proportion of a location roughly compared to the body and overall size of the warbot. If an arm, leg or head is quite prominent, give it 2/3 points of the body. If it is average size compared to the body, give the limb or head 1/2 the body points, and if it is particularly small, give it 1/3 of the body points.

For example, a human-shaped pounder with a 12 structure point body will have a 4 point head, and 6 point arms and legs. If the arms were particularly large, they would be worth 8 or 9 points. If a limb looks particularly pointy or dangerous, feel free to give it another point of internal structure. By the same token, if something looks a little vulnerable or very small, give it one less.

MOVEMENT MARKERS—it is very useful to make up a movement tracker for each warbot. I suggest small wood blocks or 6-sided dice with the following markers on each side.



Finally, have fun. Feel free to tweak, change and share these rules. And if you enjoy them, be sure to check out Speed Rally and my other games at <http://japenet.net/japenetgames.html>



AI Command Bot

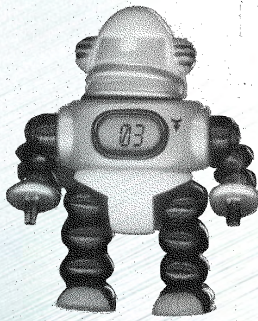
TYPE: Command

MOVE: 6" [180° turn]

SPECIAL WEAPON: Zeus Defense Zapper

6" Max Range; roll on Electrical Short table

SPECIAL DEFENSE: Delta Force Field; absorbs 10 points of damage. More than 10 points in one turn destroys field; less than 10, the field resets. 'bot may not attack when on.



HIT LOCATION	ARMOR	STRUCTURE
1-2 HEAD	⑦ 6 5 4 3 2 1	⑫ 11 10 9 8 7 6 5 4 3 2 1
3-6 BODY	⑦ 6 5 4 3 2 1	⑫ 11 10 9 8 7 6 5 4 3 2 1
7 ARM/R	⑤ 4 3 2 1	④ 3 2 1
8 ARM/L	⑤ 4 3 2 1	④ 3 2 1
9 LEG/R	⑤ 4 3 2 1	⑥ 5 4 3 2 1
10 LEG/L	⑤ 4 3 2 1	⑥ 5 4 3 2 1

A51 Wolverine

TYPE: Pounder

MOVE: 8"/18" Jump [270° turn]

RANGE WEAPON: (none)

DEMOLITION: d10/d10 d8/d8
(Logan Combat Shears/Spiked Feet)



HIT LOCATION	ARMOR	STRUCTURE
1-3 HEAD	⑥ 5 4 3 2 1	⑩ 9 8 7 6 5 4 3 2 1
4-6 BODY	⑤ 4 3 2 1	⑫ 11 10 9 8 7 6 5 4 3 2 1
7 ARM/R	⑤ 4 3 2 1	⑧ 7 6 5 4 3 2 1
8 ARM/L	⑤ 4 3 2 1	⑧ 7 6 5 4 3 2 1
9 LEG/R	④ 3 2 1	⑦ 6 5 4 3 2 1
10 LEG/L	④ 3 2 1	⑦ 6 5 4 3 2 1

Note: can use one arm and one leg to attack while pinning/pinned

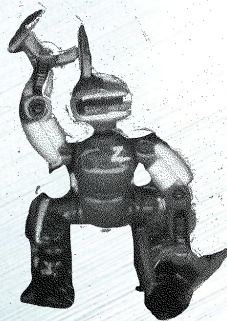
MC Hammerhead

TYPE: Pounder

MOVE: 10" [360° turn]

RANGE WEAPON: (none)

DEMOLITION: d10/d10
(Thor Battle Hammers)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	④ 3 2 1	⑥ 5 4 3 2 1
2-4 BODY	⑥ 5 4 3 2 1	⑫ 11 10 9 8 7 6 5 4 3 2 1
5 ARM/R	③ 2 1	⑦ 6 5 4 3 2 1
6 ARM/L	③ 2 1	⑦ 6 5 4 3 2 1
7 LEG/FR	③ 2 1	⑥ 5 4 3 2 1
8 LEG/FL	③ 2 1	⑥ 5 4 3 2 1
9 LEG/BR	③ 2 1	⑥ 5 4 3 2 1
10 LEG/BL	③ 2 1	⑥ 5 4 3 2 1

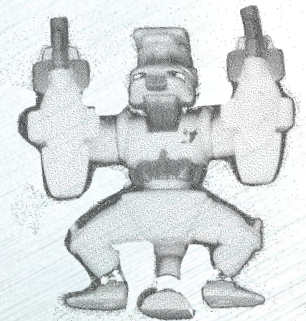
A88 Penetrator

TYPE: Popper

MOVE: 6" [180° turn]

RANGE WEAPON: d10/d10 Linked

(Schwarzenegger Railguns)
DEMOLITION WEAPON: (none)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	⑥ 5 4 3 2 1	⑥ 5 4 3 2 1
2-3 BODY	④ 3 2 1	⑫ 11 10 9 8 7 6 5 4 3 2 1
4-5 ARM/R	⑤ 4 3 2 1	⑧ 7 6 5 4 3 2 1
6-7 ARM/L	⑤ 4 3 2 1	⑧ 7 6 5 4 3 2 1
8 LEG/R	④ 3 2 1	⑤ 4 3 2 1
9 LEG/L	④ 3 2 1	⑤ 4 3 2 1
10 LEG/M	④ 3 2 1	⑤ 4 3 2 1

A69 Chopshop

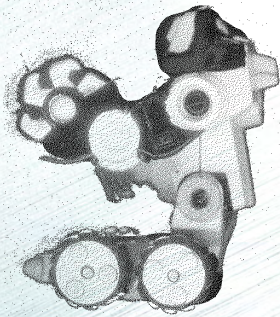
TYPE: Pounder

MOVE: 12" [360° turn]

RANGE WEAPON: (none)

DEMOLITION: d10/d8 Progressive*

(Vibro Axe/Krull Saber Saw)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	⑤ 4 3 2 1	⑤ 4 3 2 1
2-4 BODY	⑤ 4 3 2 1	⑫ 11 10 9 8 7 6 5 4 3 2 1
5 ARM/R	④ 3 2 1	⑦ 6 5 4 3 2 1
6 ARM/L	④ 3 2 1	⑦ 6 5 4 3 2 1
7-8 CHASSIS	④ 3 2 1	⑥ 5 4 3 2 1
9 WHEELS/R	③ 2 1	⑥ 5 4 3 2 1
10 WHEELS/L	③ 2 1	⑥ 5 4 3 2 1

*If pinning, damage will automatically go to same location next turn

B5 Cropbuster

TYPE: Zipper

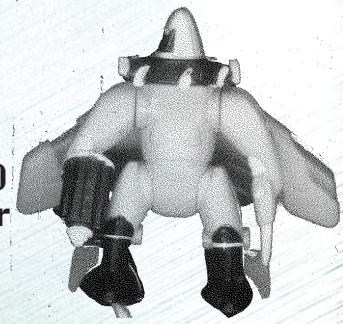
MOVE: 4"/24" Flying [360° turn]

RANGE WEAPON: 5d6/Special

(T2 Gatling Gun/Zeus Zapper 6" range)

Roll on Electrical Short table for zapper

DEMOLITION: (none)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	③ 2 1	③ 2 1
2-4 BODY	③ 2 1	⑨ 8 7 6 5 4 3 2 1
5 ARM/R	③ 2 1	⑥ 5 4 3 2 1
6 ARM/L	③ 2 1	⑥ 5 4 3 2 1
7 LEG/R	③ 2 1	⑥ 5 4 3 2 1
8 LEG/L	③ 2 1	⑥ 5 4 3 2 1
9-10 WINGS	② 1	⑤ 4 3 2 1

C17 Sky Fortress

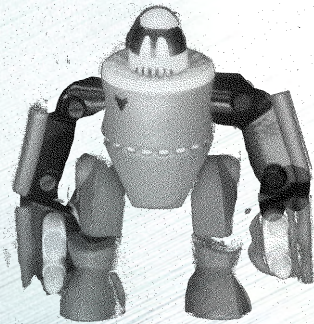
TYPE: Zipper

MOVE: 4"/24" flying [360° turn] Pivot*

RANGE WEAPON: 4 (2d10)**

(FUUBAR Missiles)

DEMOLITION: (none)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	③ 2 1	③ 2 1
2-4 BODY	③ 2 1	⑨ 8 7 6 5 4 3 2 1
5-6 ARM/R	② 1	⑤ 4 3 2 1
7-8 ARM/L	② 1	⑤ 4 3 2 1
9 LEG/R	③ 2 1	⑥ 5 4 3 2 1
10 LEG/L	③ 2 1	⑥ 5 4 3 2 1

*If 'bot did not move, may shoot at targets that are in front and behind **Add both dice together. May only fire 2 missiles a turn

R2-FU Astro-roid

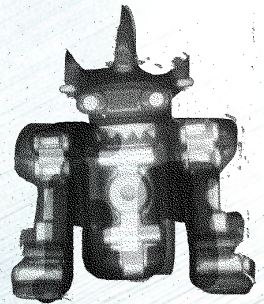
TYPE: Popper

MOVE: 4" [90° turn]

RANGE WEAPON: d12

(Lucas Class III Laser) (energy)

DEMOLITION: (none)



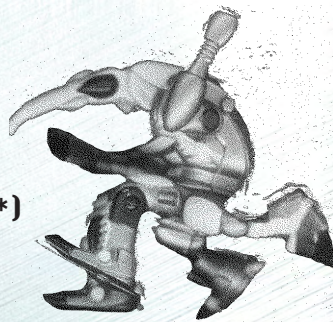
HIT LOCATION	ARMOR	STRUCTURE
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7-8 ARM/R	⑥ 5 4 3 2 1	⑧ 7 6 5 4 3 2 1
9-10 ARM/L	⑥ 5 4 3 2 1	⑧ 7 6 5 4 3 2 1

V8 Infectinator

TYPE: Pounder

MOVE: 10"/13" roll [360° turn]

DEMOLITION: d6/d6/d6/d6 or special*
(Fists & Feet O'Fury) (Infector Injector*)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	③ 2 1	7 6 5 4 3 2 1
2-4 BODY	⑥ 5 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
5 ARM/R	② 1	5 4 3 2 1
6 ARM/L	② 1	5 4 3 2 1
7 LEG/RF	③ 2 1	6 5 4 3 2 1
8 LEG/LF	③ 2 1	6 5 4 3 2 1
9 LEG/RB	③ 2 1	6 5 4 3 2 1
10 LEG/LB	③ 2 1	6 5 4 3 2 1

*If successful lock, roll d10; if result is above armor rating, roll on Virus chart.
Note: Can use two hands or feet while pinning/pinned

V45 Assassin (aka Weasel)

TYPE: Popper

MOVE: 8" [270°]

RANGE WEAPON: d12

(Decker Plasma Pistol) (energy)

DEMOLITION: d6 (Kung-Fu glove)



HIT LOCATION	ARMOR	STRUCTURE
1-3 HEAD	⑤ 4 3 2 1	7 6 5 4 3 2 1
4-6 BODY	⑤ 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
7 ARM/R	⑤ 4 3 2 1	8 7 6 5 4 3 2 1
8 ARM/L	⑤ 4 3 2 1	8 7 6 5 4 3 2 1
9 LEG/R	④ 3 2 1	6 6 5 4 3 2 1
10 LEG/L	④ 3 2 1	6 6 5 4 3 2 1

Z88 Thunderstorm

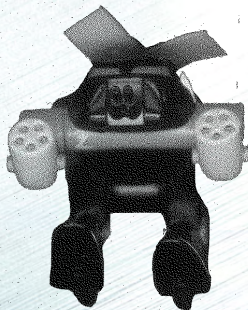
TYPE: Zipper

MOVE: 4"/18" flying [360°] Pivot*

RANGE WEAPON: 5D6/5D6 Linked

(T2 Gatling Guns)

DEMOLITION: (none)



HIT LOCATION	ARMOR	STRUCTURE
1-2 HEAD	④ 3 2 1	4 3 2 1
3-5 BODY	④ 3 2 1	9 8 7 6 5 4 3 2 1
6 ARM/R	③ 2 1	4 3 2 1
7 ARM/L	③ 2 1	4 3 2 1
8 LEG/RF	③ 2 1	5 4 3 2 1
9 LEG/LF	③ 2 1	5 4 3 2 1
10 PROP	② 1	4 3 2 1

Z1 Falcon

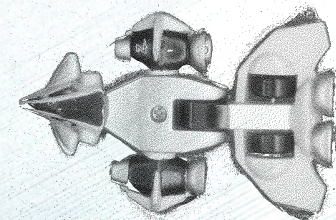
TYPE: Zipper

MOVE: 4"/24" flying [360°]

RANGE WEAPON: d10/d10 Linked

(Lucas Class II Lasers) (energy)

DEMOLITION: (none)



HIT LOCATION	ARMOR	STRUCTURE
1-2 HEAD	④ 3 2 1	3 2 1
3-5 BODY	③ 2 1	9 8 7 6 5 4 3 2 1
6 JET/R	③ 2 1	4 3 2 1
7 JET/L	③ 2 1	4 3 2 1
8-10 TAIL	③ 2 1	6 5 4 3 2 1

Jupiter II Command Bot

TYPE: Command

MOVE: 6" [180° turn]

SPECIAL WEAPON: Zeus Defense Zapper

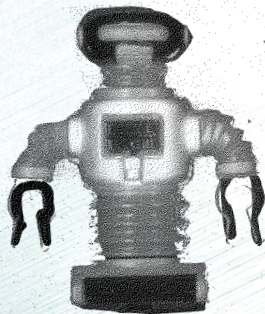
6" Max Range; roll on Electrical Short table

SPECIAL DEFENSE: Delta Force Field; absorbs

10 points of damage. More than 10 points in one

turn destroys field; less than 10, the field resets.

'bot may not attack when on.



HIT LOCATION	ARMOR	STRUCTURE
1-2 HEAD	⑦ 6 5 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
3-6 BODY	⑦ 6 5 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
7 ARM/R	⑥ 5 4 3 2 1	4 3 2 1
8 ARM/L	⑥ 5 4 3 2 1	4 3 2 1
9-10 TREADS	⑦ 6 5 4 3 2 1	8 7 6 5 4 3 2 1

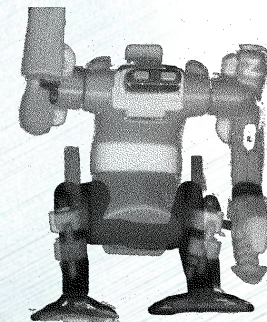
Mashinator Z-3000

TYPE: Pounder

MOVE: 6"/18" Jump* [180°]

RANGE WEAPON: (none) Throw**

DEMOLITION: d10/d10 Progressive
(Jaws Combat Claws)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	⑤ 4 3 2 1	5 4 3 2 1
2-6 BODY	⑥ 5 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
7 ARM/R	⑤ 4 3 2 1	8 7 6 5 4 3 2 1
8 ARM/L	⑤ 4 3 2 1	8 7 6 5 4 3 2 1
9 LEG/R	④ 3 2 1	7 6 5 4 3 2 1
10 LEG/L	④ 3 2 1	7 6 5 4 3 2 1

*Damage from successful hit jumping: roll 2d8 and add together

** Throw option-may throw pinned 'bot up to 12", d10 damage;
may throw bot at other bots: treat as a jump attack w/d10 dam.

U1 Napoleon ("Fat Boy")

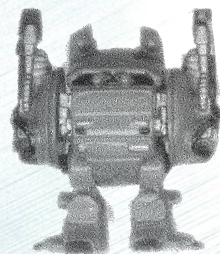
TYPE: Popper

MOVE: 4" [90°]

RANGE WEAPON: 2d8/2d8 Linked

(Gibson AA Guns)

DEMOLITION: (none)



HIT LOCATION	ARMOR	STRUCTURE
1-6 BODY	⑥ 5 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
7 ARM/R	④ 3 2 1	7 6 5 4 3 2 1
8 ARM/L	④ 3 2 1	7 6 5 4 3 2 1
9 LEG/R	⑥ 5 4 3 2 1	7 6 5 4 3 2 1
10 LEG/L	⑥ 5 4 3 2 1	7 6 5 4 3 2 1

U2 Divisector

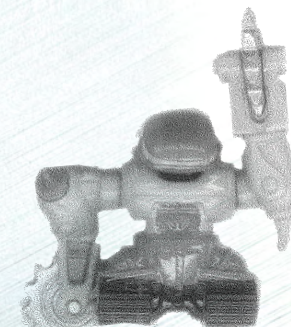
TYPE: Pounder

MOVE: 12" [360°]

RANGE WEAPON: (none)

DEMOLITION: d8/d8 Progressive

(Whiplash Ripsaws)



HIT LOCATION	ARMOR	STRUCTURE
1 HEAD	⑤ 4 3 2 1	5 4 3 2 1
2-4 BODY	⑤ 4 3 2 1	12 11 10 9 8 7 6 5 4 3 2 1
5-6 ARM/R	④ 3 2 1	7 6 5 4 3 2 1
7-8 ARM/L	④ 3 2 1	7 6 5 4 3 2 1
9 TREAD/R	③ 2 1	6 5 4 3 2 1
10 TREAD/L	③ 2 1	6 5 4 3 2 1

