Mecha Bots

Summary

The concept behind this game is the construction of warrior robots that fight each other. But the mechanics of the construction are different. Hexmap based.

Inspired by 

Number of Players: 2+
Type of Game: Abstract Tactical (Steampunk?)

Pieces

- Bot Chasis cards
- Bot Figures
- Player figures
- Bot Component Counters
- Status Cards

Object of the Game

Destroying all other Mad Scientists in order to dominate the city, or their creations.

Rules

Setup

A Bot consists a chassis card on which components are placed.

- Building Bots
- Sample Bots
- Building your Mad Scientist

Starting a game

For each player

- **Mechabot**—2 Boiler, 1 Weapon:Damage, 3 Sensors:Accuracy or Range, 1 Armour:Protection or Resistance, 3 Mobility:Speed and 1 Accessory:Seat.
- **Mad Scientist**–Enough hit points of each type to build their Mad Scientist and $20

For the board

- **Bank**—$6
- **Shop**—1 Boiler, 1 Weapon:Damage, 1 Weapon:Range, 1 Sensor:Accuracy, 1 Sensor:Range, 1 Armour:Protection, 1 Armour:Resistance, 1 Mobility:Speed, 1 Mobility:Type

Maps

- Terrain
- Resources

Turns

1. Shops restock phase
    - Any shop that has no Bots within 3 hexes of it builds a random component.
    - Any bank that has no Bots within 3 hexes of it earns 1D6 money.
2. Players
    1. Mad Scientist phase
        - Spend the phase Controlling the Bot (ie do nothing) or Program Bot if in the same hex as their Bot
        - Move
        - Buy or sell at a shop
        - Add or remove a component from their Bot if in the same hex.
        - Drop or pickup a component that has been left in the street. Components may not be dropped anywhere else (but may be sold at Shops).
    2. Bots move phase
        1. Bots move according to the Player if controlled, or according to their Program if programmed. The lightest Bot acts first (the one with the least components).
        2. Bots react to sensor scans. The lightest Bot acts first (the one with the least components).
        3. Bot combat. The lightest Bot acts first (the one with the least components).

Movement

- Programing Bots

Combat

- Damaging Bots
- Damaging Mad Scientists

Repair

- Repairing Bots
- Healing Mad Scientists

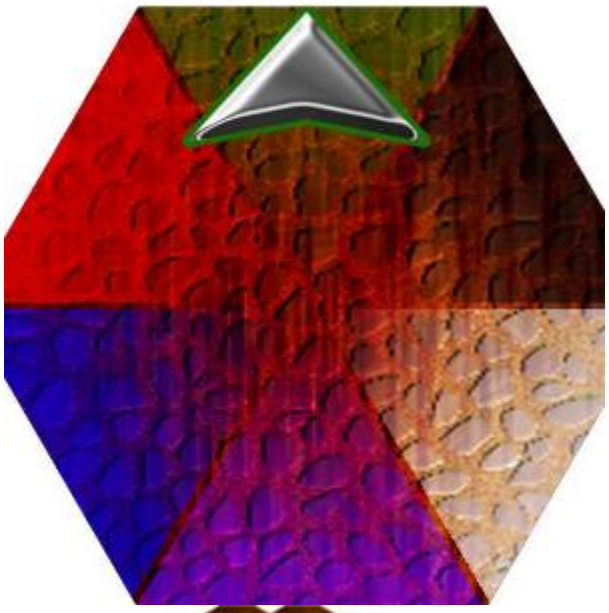
Winning the Game

- If your Mad Scientist dies, you lose.
- If your Bot dies (the central hex in destroyed), you lose.
- If you have the sole surviving Mad Scientist and Bot, you win.

Expanded Rules

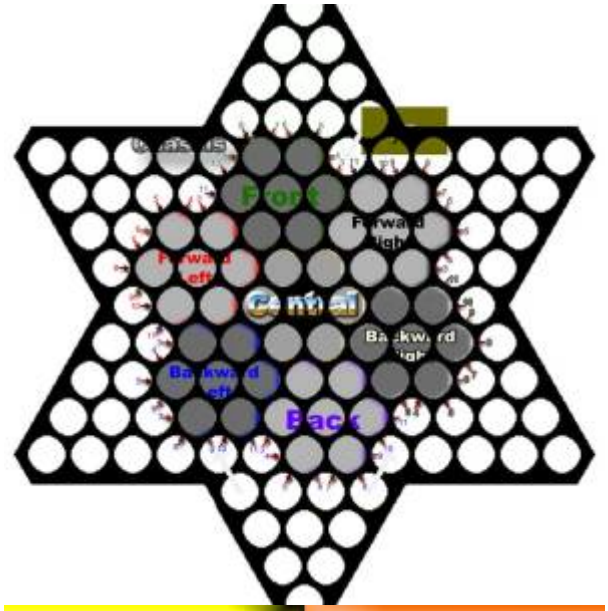
Advanced Rules

Files




Front
Forward Right
Forward Left
Central
Backward Right
Backward Left
Back

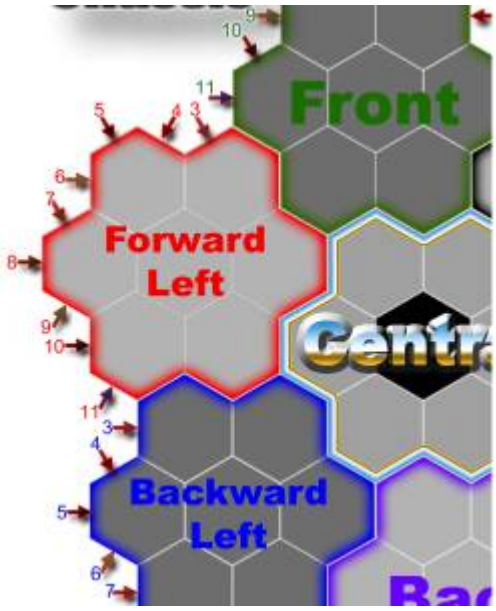

Chassis
ID
Front
Forward Right
Forward Left
Central
Backward Right
Backward Left
Back

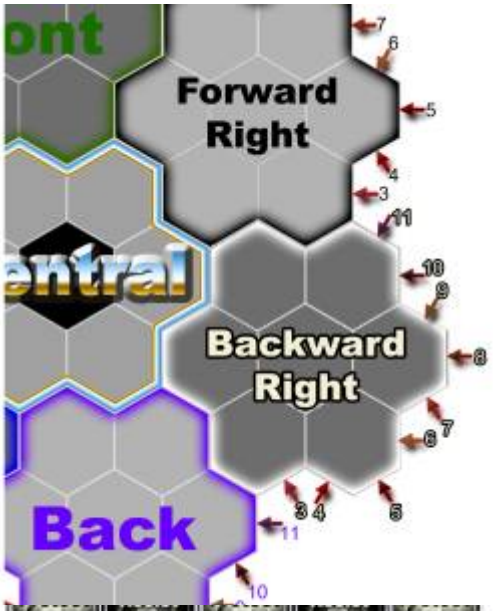

Front
Central
Back


Armour Protect
Armour Resist
Mobile Speed
Sensor To Hit
Sensor Range
Mobile Terrain
Weapon Damage
Weapon Range
Boiler

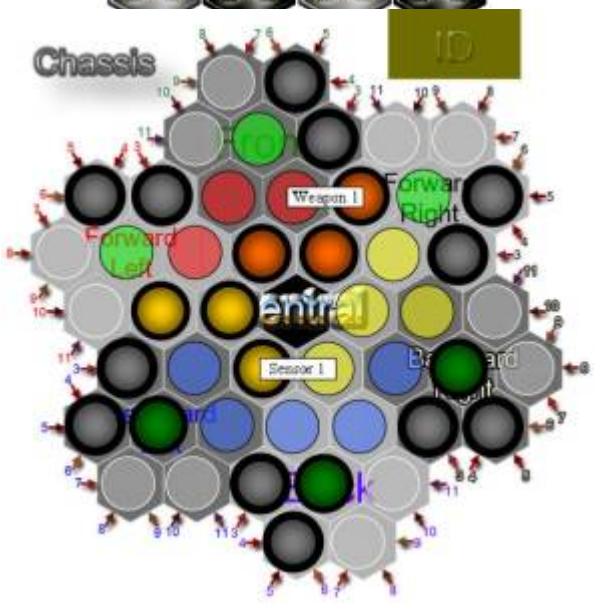

Armour Protect
Armour Resist
Mobile Speed
Un-powered
Sensor To Hit
Sensor Range
Mobile Terrain
Weapon Damage
Weapon Range
Boiler
Un-powered
Un-powered

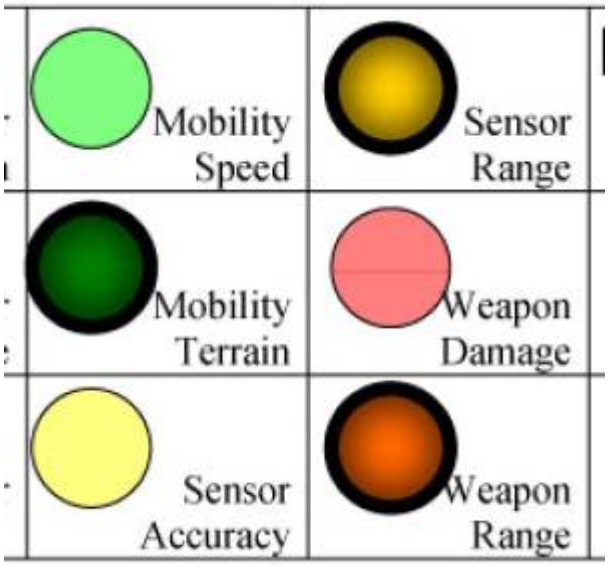

Sensor To Hit
Sensor Range
Mobile Terrain
Weapon Damage
Weapon Range
Boiler
Armour Protect
Armour Resist
Mobile Speed
Sensor To Hit
Sensor Range
Mobile Terrain
Weapon Damage
Weapon Range
Boiler

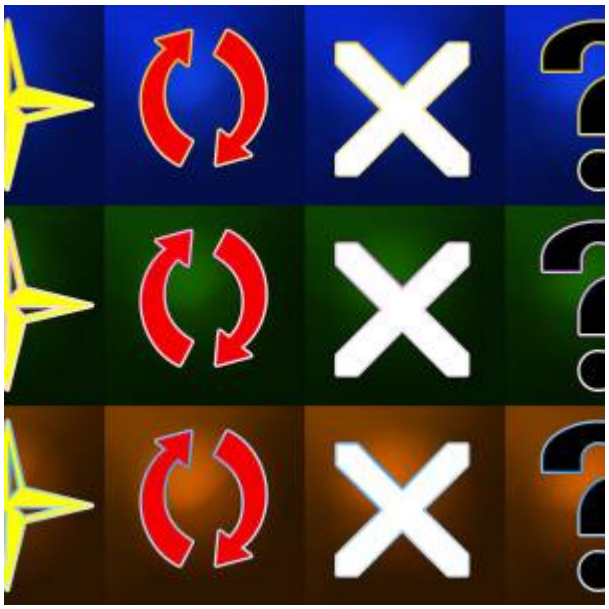

Front
Forward Left
Backward Left

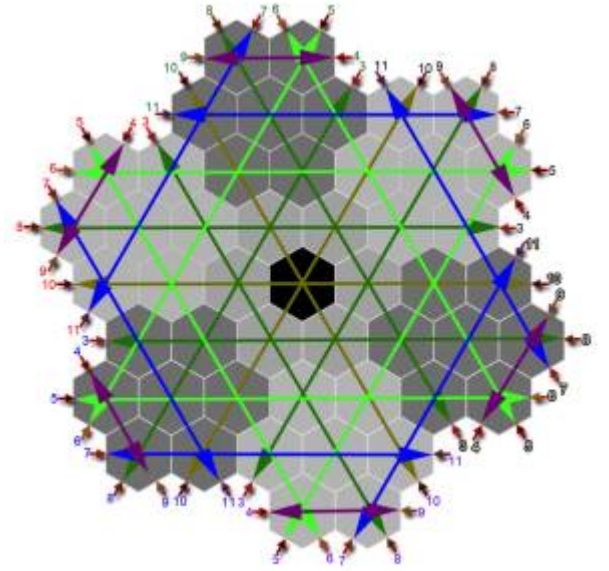

Forward
Right
Backward
Right
Back


Armour Protect
Armour Resist


Chassis
ID
Weapon 1
Sensor 1







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Credits

Mad scientist original counter design by William Scarvie