

# Advanced Rules

## Glossary

- Connector - A counter placed to connect two things to form one object. Weapon, Sensor and Turret connectors are 2 spaces big to connect to counters on the same chassis. They may not connect to counters on other chassis. Horizontal and Vertical connectors are 1 or 2 spaces big and placed on a chassis and the chassis it is connected to.

## Advanced Components

### Weapons

- Multiple chassis-
  - Weapons may not fire through the arc of a connected chassis unless they are on a higher level chassis

### Sensors

- Multiple chassis-
  - Sensors may not sense through the arc of a connected chassis unless they are on a higher level chassis

### Armour

- Multiple chassis-
  - Armour only protects the location on the chassis it is placed in.

### Mobility

- Multiple chassis-
  - Every 1st level chassis in a multi-chassis bot must contain mobility counters.
  - No higher level chassis may contain mobility counters.

### Accessories

- Turret
  - Turret counter may only be placed in chassis that do not have a higher level chassis on top of them.
  - Turrets do not function through arcs with chassis connected at the same level
- Horizontal Connector
  - Size 1 counter
  - Multiple counters must be placed - one for each chassis.

- Placed in an outer location on each connected chassis.
- **Vertical Connector**
  - Size 2 counter
  - Multiple counters must be placed - one for each chassis.
  - Placed in the central location on each connected chassis.
- **Communicator**
  - Size 1-7 counter
  - Placed in any location
  - Each counter increases the range at which the Bot may directly use the sensors of another friendly Bot.

## Resources

When outside the city, resources must be found at scrapyards, dumps, trash heaps and other locations for mechanical refuse.

Every resource location in the rural environment only has a limited amount of usable components. Before the game starts roll a D6 for each location. This is the amount of times that location can be searched before becoming useless. Place a counter on the location for that number.

## Finding resources

- Bots cannot find resources at resource locations, only Mad Scientists.
- The availability of a resource is directly proportional to the nearness of a Bot to that resource.
  - Bots have superior sensors and increase the chance of finding resources the closer they are to a rural resource location (d6).

Bot Range	Rural resource discovery chance
3	1
2	1-2
1	1-4
0	1-6

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