

Junkyard Bots

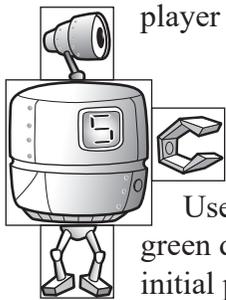
Introduction

No one remembered who created the robots. It was clear the robots had been programmed to fight someone's war, but who these people were, or why they were fighting, will never be known. All that remains of their once mighty civilization is a planet wide battlefield of junk. But still the robots keep fighting...

In *Junkyard Bots* each player takes control of one basic robot. By salvaging robotic parts from the battlefield your robot begins to grow in power: increasing speed, gaining strength and amassing an arsenal of destructive weapons. If your robot accumulates enough energy it might even be able to teleport up to an ancient space cruiser in orbit and escape this wretched planet forever. But there is only one way off this planet and the other robots are programmed to stop you at all costs.

Set up

Junkyard Bots can be played with 2-4 players. Each player starts the game with four parts:



- 1 body
- 1 claw
- 1 eye
- 1 pair of feet.

Use the claws, eyes and feet that have green dots. Each player places their initial parts face up in front of them.

The body part should have the number 5 showing on the top. This number is the robot's **power meter**. As the game progresses, your robot may take damage which lowers its power. A robot with no power explodes and is out of the game.

Remove any extra bodies and parts with green dots from the game. Dump the remaining dice on the table and turn them all face down. This pile of robot parts is called the **Junkyard**.

Decide who will go first. Play moves around the table in a clockwise direction.

Turn Sequence

Junkyard Bots is played in turns, with each robot attempting one action per turn. Most actions don't happen automatically; you will need to roll a certain number of points before you can perform the action. The trickier the action, the more points you will need to roll.

1. Announce your action (**look**, **grab**, **throw**, etc.).
2. Roll the appropriate parts to determine if the action is successful (roll eyes to perform the **look** action, roll claws to **grab**, etc.).
3. If you roll the required number of points (or more) then the action is a success! Depending on the action there will be other things to do (see the *Parts and Actions* section for details). However, if your roll is too low, then the action did not work.
4. End your turn. The player to the left begins his or her turn.

Winning the Game

There are two ways to win *Junkyard Bots*. If your robot is the last one left standing you win a *Warrior* victory. This is accomplished by throwing weapons at your opponents and reducing their power to 0.

A *Peaceful* victory is achieved by teleporting off the planet. To activate your robot's built-in teleporter you must roll 10 or more points using energy parts.

Parts

Parts come in three different sizes: small (1 point), medium (2 point) and large (4 point). The larger the part the better. Parts also come in three colors: green, red and blue. The green dice are the starter parts and are taken during setup. The red dice are average parts and have a fairly even distribution of points. The blue dice are risky dice, with slightly higher highs and lower lows than the red dice.

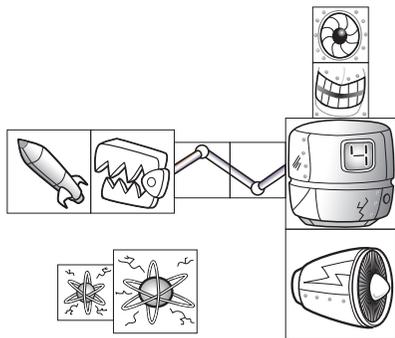
During the game your robot will grow by picking up parts (using the grab action). Some parts can be attached directly to your robot. These include eyes, claws, mouths, movers and pipes. Weapon parts are held in your robot's claws, while energy parts are eaten using its mouth.

Part Limits

A robot's power + 5 determines the total number of robot parts that it can have at one time. Each robot part (body, eye, mouth, claw, mover and pipe) counts as one point towards this limit.

POWER:	5	4	3	2	1
MAX. PARTS:	10	9	8	7	6

The size of the part (small, med. or large) does not matter when counting parts. Weapons and energy are not counted, since they are not robot parts.

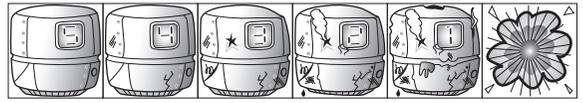


This robot has a power of 4, so it can have a maximum of 9 parts. It currently has 7 parts (1 eye, 1 mouth, 1 body, 1 mover, 1 claw and 2 pipes), so you could attach 2 more parts (of any size). The weapon held in the claw and the 2 energy are not counted.

If your robot ever has more parts than it should, you must immediately eject enough parts to bring it back down to its limit. Ejected parts are placed face up in the Junkyard.

Part List

Body

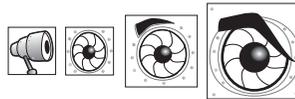


The central component of your robot is its body. The small number on each side is the **power meter**. Each point of damage that is applied to your robot's body lowers its power by 1 point. As the body takes damage, turn it so the correct power number is face up.

If the power of your robot is reduced to 0, it explodes and you are out of the game.

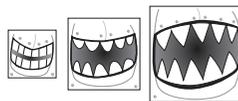
A robot's power also determines the maximum number of parts it can control, as described in the *Part Limits* section.

Eye



The eyes of your robot enable it to survey the Junkyard using the **look** action. Eyes also improve a robot's aim during a **throw** and help it **dodge** any incoming weapons.

Mouth



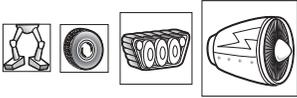
You don't start the game with a mouth, but you can pick one up from the Junkyard. A mouth is the only part that can **eat** energy.

Claw



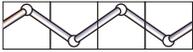
Claws have two abilities. You can either use them to **grab** an object from the Junkyard and attach it to your robot, or to **throw** a weapon at another robot.

Mover



Feet, wheels, treads and jet engines are all used to **odge** incoming weapons. A fast robot with a lot of movers will be able to run away from all but the most destructive of weapons.

Pipe

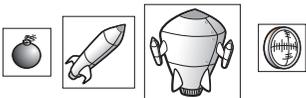


Pipe allows you to extend the reach and flexibility of your robot's other parts. When you attach a pipe to your robot, you must specify which part it is enhancing (a claw, mouth, eye or mover). A pipe cannot perform any actions itself, but is rolled as a bonus whenever the part it is attached to is rolled.

You can attach any number of pipes to one part and roll as many of them as you wish whenever that part is rolled. For example, if you have 3 pipes attached to an eye, you can roll all 3 pipes for bonus points whenever that eye is rolled.

Once a pipe is attached to a part it cannot be moved to another part unless you spend a turn performing the **reconfigure** action.

Weapon

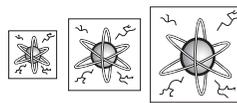


Occasionally, your robot will uncover weapons of destruction while searching through the junkyard debris. To use a weapon it must be placed in a claw. Each claw can only hold one weapon, and a claw with a weapon can only perform the **throw** action.

Weapons can be enhanced with the targeting computer part. Just as pipe can be used to add a bonus to a robot part, a targeting computer can be used to improve the accuracy of a **throw**. Furthermore, a targeting computer lets you select which part takes damage when the weapon hits.

For information about weapons and damage, see the *Battle* section.

Energy



Energy modules are the all-purpose fuel source that allows your robot to run at peak performance. Energy is extremely versatile and can be used in many different ways. To accumulate energy your robot must **eat** it, using a mouth part. Eaten energy is placed face up in front of you and is considered "inside" of your robot. Only energy that has been eaten can be used; you cannot use energy that is being held in a claw.

Teleport

The primary reason for collecting energy is that it allows you to **teleport** off the planet and win the game. To do this, you must roll at least 10 points using your energy dice. Energy dice rolled for the teleport action are not lost if the action fails; you may reroll them again on a later turn.

Power Up

Energy can also be used to "power up" other rolls. For example, say you need 4 points to pick up a large part but you roll only 3 points. If you have some energy stored inside your robot you could choose to roll any amount of it and add it to your initial roll as a bonus.

Energy can also be used to power up a weapon held in your claw. See the *Battle* section for details.

Shield

Another way to use energy is to shield your robot from weapons damage. Whenever a weapon damages your robot you can roll energy to subtract from the damage.

Usually energy used to power up an action or to shield your robot from damage is removed from the game after the roll. However, there are two special cases:

1. If you roll a face you get points equal to the energy size and may either reroll the same energy again or choose to keep it (see *Rolling a Face*).
2. If you roll a blank you get no points, but the energy is not lost. It remains inside your robot and can be rolled again on a later turn.

ACTIONS

During your turn you can attempt one **action**. Look at the *Action List* and pick the one that you want to attempt. Some actions can only be attempted if you have a certain part attached to your robot; for example, you will need a claw if you want to **grab** and an eye if you want to **look**.

After you pick an action, its time to select a target. Different actions have different targets. For instance, the target for the **eat** action is energy, while the target for the **throw** action is an opponent's robot.

If the target is another part then look at the chart below to see how many points you will need to roll. For example, only 1 point is required to **grab** a small part, while it takes 4 points to grab a large part.

PART SIZE:	SMALL	MEDIUM	LARGE
POINTS:	1	2	4

Some actions have different requirements. For instance, the **throw** action succeeds or fails based on your opponent's dodge roll, while the **drop** action always succeeds.

Now you are ready to see whether the action succeeds or fails. Pick up any of the parts required for the action and roll them onto the table. Count the number of dots that appear. If that number is greater than or equal to the required number of points the action succeeds, otherwise it fails.

ROLLING A FACE

Whenever you roll a die there is a 1 in 6 chance you will roll a face (the picture side of a die). When this happens you get points equal to the part's size (1 point for small, 2 points for medium and 4 points for large) and, as an added bonus, that part is rolled again. Add the points from the first roll to the points from the bonus roll. If you roll a face for your bonus roll you get another bonus roll; there is no limit to the number of bonus rolls you can make in one turn.

ACTION LIST

LOOK : Eyes

Target any part in the Junkyard that faces away from you. If you roll greater than or equal to the part's size then place that part near you at the edge of the Junkyard so that only you can see its face.

If you have more than one eye, you may attempt to look at more than one part per turn. However, you must declare which eyes are looking at which parts before you roll any of them.

GRAB : Empty claws

Target any part in the Junkyard. If you roll greater than or equal to the target's size then immediately turn it face up for all the players to see. If it is a robot part (eye, claw, mouth, mover or pipe) you may immediately attach that part to your robot (see *Part Limits*). If the part is a weapon or energy you may place it in any one of your empty claws.

When attempting to grab a part you may roll any number of empty claws. You may not attempt to grab more than one part per turn.

You can try to pick up any part from the Junkyard even if you have not looked at it. However, if the part you pick up is a weapon it immediately explodes. Roll the weapon to determine the amount of damage it does to your robot. If you roll a blank face then the weapon does not explode and you may keep it.

THROW : Claw with weapon (+ eye)

When your robot has a weapon held in its claw it may throw it at a target robot. Only the claw holding the weapon may be rolled (along with any attached pipes). As a bonus you may also roll one eye of your choice (and pipes attached to it). You may only throw one weapon per turn.

To determine if the weapon hits and how much damage it does refer to the *Battle* section.

DROP/EJECT

At any time during your turn you can drop a part that is in your claw or eject a part from your robot. These parts are placed face up in the Junkyard.

This is a free action and does not count as your one

action per turn.

EAT: Mouths

Target any part in the Junkyard. If you roll greater than or equal to the part's size then immediately reveal the part. If it is an energy module it has been eaten and is placed face up in front of you. This energy is considered "inside" of your robot and can be used for other actions (see *Energy*).

When your robot attempts to eat you may roll any number of mouths. You may not attempt to eat more than one part per turn.

If you are feeling risky, you can attempt to eat a part even if you haven't looked at it. If you eat a robot part (eye, mouth, claw, mover or pipe) it is "spit out" and placed face up in the Junkyard. If the part is a weapon it immediately explodes. Roll the weapon to determine how much damage it does to your robot. If you roll a blank face then "spit out" the weapon face up in the Junkyard.

DODGE: Movers (+ eye)

Dodging is the only action you can perform when it is not your turn. Whenever another robot attempts to throw a weapon at your robot you may roll its movers and try to dodge. The higher you roll the less damage the weapon will do to you. As an added bonus you may roll one eye (along with any attached pipes). See the *Battle* section for more details.

RECONFIGURE

The reconfigure action lets you completely rearrange your robot in any configuration. For instance, you may have a pipe attached to your robot's eye that you would rather have attached to its claw, or you may have a weapon that you wish to switch from one claw to another. This action always succeeds and does not require a roll.

TELEPORT: Energy

If you can roll 10 or more points using your energy dice then you teleport off the Junkyard Planet and win the game. You do not lose your energy dice if the roll is unsuccessful.

Battles

These robots have been programmed to fight, so don't be surprised when bombs and missiles start whizzing towards your robot. Although you can win *Junkyard Bots* without battling, sometimes the best defense is to be the robot throwing the weapons, not the one dodging them.

To attack another robot, your robot will need to be holding a weapon in its claw. When it's your turn, select the **throw** action and target an opponent's robot.

Attack

The attacking robot throws the weapon and attempts to get it as close to the target as possible. To determine the accuracy of the throw the attacker rolls the following parts:

- The claw holding the weapon

- + one eye

- + a targeting computer (if one is attached to the thrown weapon).

- + the weapon

- + any amount of energy.

If you roll a blank face with the weapon then that weapon failed to explode and the attack is over. Place the thrown weapon face up in the junkyard. Extra energy used to power up the weapon is lost.

Defense

If the weapon explodes then the target can attempt to **dodge** by rolling greater than the attack value. Roll these parts:

- All movers

- + one eye.

The target cannot dodge if it has no movers. It is considered to have rolled a zero defense and must take the full force of the weapon's explosion.

Damage

The target now determines the amount of damage it takes by this simple formula:

$$\text{damage} = \text{attack} - \text{defense}.$$

This amount can never be less than zero or more than the weapon's explosion value.

Taking damage

After calculating the damage the defender must lose parts or lower its body strength. Consult the chart below to determine the amount of damage each part can take. When a part is damaged it explodes and is removed from the game.

PART SIZE:	SMALL	MEDIUM	LARGE
POINTS:	1	2	4

If the part destroyed is a pipe then all parts attached to that pipe are immediately ejected in the junkyard. Be careful about linking together long chains of pipes. The base pipe in the chain makes a choice target for an attacker with a targeting computer!

The target bot may also take damage to its body. One damage point lowers the body strength by one. This may also force the bot to eject parts (see *Part Limits* on page 2) or, in the extreme case, cause the bot to explode if its body strength is reduced to zero. When this occurs the owner of the bot is out of the game. When only one bot remains it wins a **Warrior Victory!** (See *Winning the Game* on page 1).

The target bot can also absorb damage by using energy to create a force field. (See *Shield* on page 3 for more details). This will protect your bot, but will also use up energy that you may be saving up to teleport off the planet.

Targeting Computers

If the attacking bot had a targeting computer attached to the weapon it gets to pick one part that must be destroyed. The size of the selected part cannot be larger than the amount of damage caused. Instead of a part the attacker may choose to target the body. In this case one damage point must be applied to the target's body.

For instance, an attacker throws a weapon with a targeting computer and does 3 damage. The attacker could select to destroy either a small (1 point) or medium (2 point) part, but could not select a large (4 point) part.

After taking the forced damage the target bot must still take the remaining damage. This damage is

allocated by the defender. In the example above if the attacker destroyed a small part the defender would still have to allocate 2 damage points of his or her choice.

Battle example

Suppose two bots are battling. The attacker has picked up a weapon on a previous turn and decides to throw it by rolling its biggest eye plus the claw that holds the weapon for a total of 3. The bomb is rolled for 4. This gives the attacker a total attack value of 7.

Now the defender rolls its 2 wheels and an eye for a total of 3 points. The defender subtracts this value from the attacker's roll and ends up with a taking 4 points of damage.

(more examples to be added...)