GLADIABOT

You'll need one (or more) six sided dice to play.

Goal : be the last to have a working robot on the board.

Setup : each player chooses a color, then three robots from that color. Place the board in the middle of the table, place the crate token (hexagonal) as you wish in the middle of the board (1 token a space).

Then, each player places his bots on any space at the edge of the board (1 robot a space).

explodes, attacking all adjacent spaces with ✸ 2 (If a robot is on a crate, it is attacked, then falls, as above).

Destructible crates : Count the crates as being potential targets for attacks, normal procedure. One crate ■ 3, two crates are ■ 5. A robot on top of a destroyed crate falls on the space the crate just moved from and gets one wound token.

Explosive crates : As above, but when a crate is destroyed it

The game : The game is divided in successive turns. Each turn follows the sequence in order :

1. Initiative : Each player rolls a dice, and the highest result gets the initiative.

2. Actions : The player with the initiative starts ; he chooses one of his bots, and makes an action with it (see below). Then the other player does the same, then the first again, etc. until each bot on the board did one action.

3. Clean up : compare the number of wounds to the

■ score of each bot ; if there are more token, the bot is out of play. If not, discard the tokens.

Once all three phases are done, if both player still have robots on the board, play another turn.

Actions : There are three : move (the bot moves in an adjacent space), attack (the bot attacks an adversary bot), and repair (the bot discards one wound).

Attack : the target must be in range, which means it must be less spaces away than the ⌖

score of the attacking bot (a bot with ⌖ 1 can only attack in adjacent spaces).

Then each player rolls as many dice as the attacker's ✸ score. Each player sort his dice from the smaller to the bigger result, and dice are opposed one on one (attacker's highest against defender's highest etc.) ; for each pair where the attacker has the highest result, the defender takes a wound token

NOTE : a natural 6 gives 2 wound tokens if not defended against.

attacking it have –1 to their ⌖ score.

Options

4 players : If you have both sets, you could put the boards together to play four players with the same rules.

2 players + : You could also play two players with five robots of one colour, or take two colours each and choose three robots in each colour.

Mobile crates : Add the « push » action : move one adjacent crate one space in any direction. If a robot is on top of the moved crate, roll a dice

Crates : Crates token have their own set of rules.

A robot which moves on top of a crate (moves into the space where the crate is) has +1 ✸ as long as it is on the crate.

You cannot shoot through a « two crates » token, nor can you get on top of it from the ground. You can, however get on top of it from a « one crate » token. A robot on a « two crates » token has +1 to its ✸ score as long as it is on top of the crates ; also, robots

Couper

Plier

RHINO
4
1
1
SCORPION
2
2-3
2
OURS
3
1
3
FAUCON
2
1-2
1
FAUCON
2
1-2
1
LEOPARD
3
1-2
2
ASPIC
1
1-3
2
GORILLE
2
1
4
TATOU
3
1
1
TATOU
3
1
1
GLADIABOT
-2J-

NAJA
1
2-4
3
SCORPION
2
2-3
2
GORILLE
2
1
4
LOUP
2
1
2
LOUP
2
1
2
RENARD
1
1-2
3
ASPIC
1
1-3
2
OURS
3
1
3
GIBBON
1
1-2
2
GIBBON
1
1-2
2
GLADIABOT
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