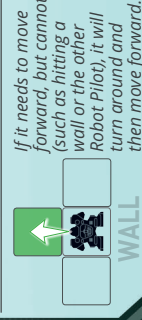
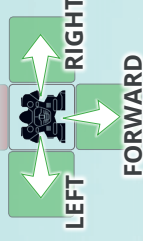


SOLO MODE: ROBOT PILOT GUIDE

ACTIONS	MOVEMENT	ADD. RULES
	Forward	If the Robot Pilot's resources are maxed-out, do not Collect.
	Toward the Highest (X)	Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret.
	Toward the Highest (X)	Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret.
	Toward the Lowest (X)	The Robot Pilot buys the first Advanced Weapon it can, choosing from left to right.
	Toward the Lowest (X)	If damaged, the Robot Pilot pays 1 until it heals to full health.
	Into Player's Zone if diagonal	The Robot Pilot's first Weapon deals a Power Attack.
	Into Player's Zone if in same row or column	The Robot Pilot's first Weapon deals a Power Attack.

* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

MOVEMENT
The direction the Robot Pilot is facing determines which directions it can move:
It will choose between the Zones:

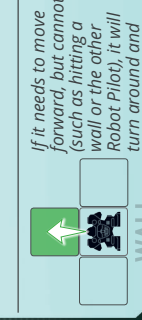
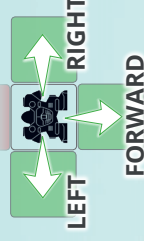


SOLO MODE: ROBOT PILOT GUIDE

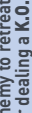
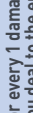
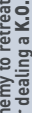
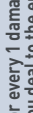
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COMBAT



POWER UP



DEPLOY



MINE



MIGHTY MECH

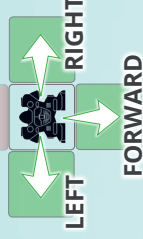


SOLO MODE: ROBOT PILOT GUIDE

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MOVEMENT
The direction the Robot Pilot is facing determines which directions it can move:
It will choose between the Zones:



If it cannot decide, it will always move forward.

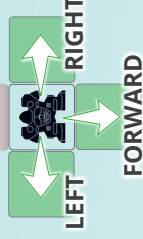
If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

SOLO MODE: ROBOT PILOT GUIDE

ACTIONS	MOVEMENT	ADD. RULES
	Forward	If the Robot Pilot's resources are maxed-out, do not Collect.
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If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

COMBAT



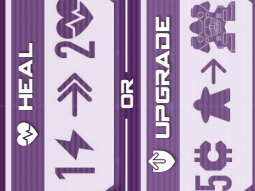
for starting Combat

for every 1 damage you deal to the enemy

for causing the enemy to retreat or dealing a K.O.

1 2 3 4 5 6 7 8 9

POWER UP



MIGHTY MECH



1 2 3 4 5 6 7 8 9

COMBAT



for starting Combat

for every 1 damage you deal to the enemy

for causing the enemy to retreat or dealing a K.O.

1 2 3 4 5 6 7 8 9

POWER UP



MIGHTY MECH



1 2 3 4 5 6 7 8 9

PILOT

TSUNAMI

IMPULSE COMMAND-You may spend 2 ⚡ to go into Ad Hoc Mode for your final action.



RESPAWN WITH MIN. 2 ⚡ AND 2 ♡

654321KO

BASIC

BASIC

PILOT

MAGMA

POWER SHIELD- For the first damage you take during each Combat, you may lose 1 ⚡ instead of 1 ♡.



RESPAWN WITH MIN. 2 ⚡ AND 2 ♡

654321KO

BASIC

BASIC

TSUNAMI

IMPULSE COMMAND-You may spend 2 ⚡ to go into Ad Hoc Mode for your final action.



POWER ARMOR

RETRAIT OUT OF

654321KO

ADVANCED

BASIC

MAGMA

POWER SHIELD- For the first damage you take during each Combat, you may lose 1 ⚡ instead of 1 ♡.



POWER ARMOR

RETRAIT OUT OF

654321KO

ADVANCED

BASIC

PILOT

RAMPAGE

SUPPLY DROP- When you Collect, you always collect 1 additional ⚡ or ⚙️ matching the type of the Zone you occupy.



200
12,000
800
12,000

BASIC

BASIC

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚙️

654321KO

PILOT

WASP

SCARE TACTICS- When one of your Mines/ Turrets gets destroyed, you may immediately deploy a new one in an empty Zone, adjacent to you, at +1 cost.



200
12,000
800
12,000

BASIC

BASIC

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚙️

654321KO

RAMPAGE

SUPPLY DROP- When you Collect, you always collect 1 additional ⚡ or ⚙️ matching the type of the Zone you occupy.



200
12,000
800
12,000

BASIC

BASIC

POWER ARMOR

RETRAIT OUT OF

7654321KO

7654321KO

ADVANCED

ADVANCED

WASP

SCARE TACTICS- When one of your Mines/ Turrets gets destroyed, you may immediately deploy a new one in an empty Zone, adjacent to you, at +1 cost.



200
12,000
800
12,000

BASIC

BASIC

POWER ARMOR

RETRAIT OUT OF

7654321KO

7654321KO

ADVANCED

ADVANCED

PILOT

MAVERICK

WEAPONS EXPERT- Before Combat begins, you may pay 2  to not exhaust your first Weapon after you use it (you may use that Weapon a second time in Combat).



BASIC

BASIC

RESPAWN WITH MIN. 2  AND 2 

654321KO

PILOT

DIAMOND

SELF-REPAIR- When you Power Up and Heal, heal your first 5  for free.



BASIC

BASIC

RESPAWN WITH MIN. 2  AND 2 

654321KO

MAVERICK

WEAPONS EXPERT- Before Combat begins, you may pay 2  to not exhaust your first Weapon after you use it (you may use that Weapon a second time in Combat).



ADVANCED

ADVANCED


POWER ARMOR


RETRAIT OUT OF POWER ARMOR

789

654321KO

DIAMOND

SELF-REPAIR- When you Power Up and Heal, heal your first 5  for free.



ADVANCED

ADVANCED

POWER ARMOR

RETRAIT OUT OF POWER ARMOR

789

654321KO

PILOT

KITTY

GYROSCOPE- When resolving a Program Card, you may spend 1 ⚡ to rotate it once in either direction.



RESPAWN WITH MIN. 2 ⚡ AND 2 ⚡

654321

KO

PILOT

TANK

TOUGH AS STEEL- Take 1 fewer damage from Turrets and 2 fewer damage from Mines.



RESPAWN WITH MIN. 2 ⚡ AND 2 ⚡

654321

KO

POWER ARMOR

KITTY

GYROSCOPE- When resolving a Program Card, you may spend 1 ⚡ to rotate it once in either direction.



RESPAWN WITH MIN. 2 ⚡ AND 2 ⚡

76543

8

9

1

2

3

KO

POWER ARMOR

TANK

TOUGH AS STEEL- Take 1 fewer damage from Turrets and 2 fewer damage from Mines.



RESPAWN WITH MIN. 2 ⚡ AND 2 ⚡

76543

8

9

1

2

3

KO

33	34	35	36	37	38	39	40
32	31	30	29	28	27	26	25
17	18	19	20	21	22	23	24
16	15	14	13	12	11	10	9
1	2	3	4	5	6	7	8

33	34	35	36	37	38	39	40
32	31	30	29	28	27	26	25
17	18	19	20	21	22	23	24
16	15	14	13	12	11	10	9
1	2	3	4	5	6	7	8

1

2

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4

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6

ROUND

1

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ROUND

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6

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5

6

1

2

3

4

5

6

1

2

3

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6

1

2

3

4

5

6

ADVANCED

ADVANCED

TROY 3000

ROCKET CHARGE- When resolving a normal movement, you may move further in that direction by spending 1 ⚡ per Zone. You must stop if entering Combat.

SCORE 2

250

900

12,000

EXIT OUT OF MIGHTY MECH

KO

1

2

3

8

7

6

5

4

MIGHTY MECH CANNOT HEAL

ADVANCED

ADVANCED

MIGHTY MECH

SCORE 2

FORCE FIELD- May take 1 fewer damage from Mines and Turrets for every 2 ⚡ spent.

250

900

12,000

EXIT OUT OF MIGHTY MECH

KO

1

2

3

8

7

6

5

4

MIGHTY MECH CANNOT HEAL

ADVANCED

ADVANCED

SPARTA 3000

FORCE FIELD- May take 1 fewer damage from Mines and Turrets for every 2 ⚡ spent.

SCORE 2

250

900

12,000

EXIT OUT OF MIGHTY MECH

KO

1

2

3

8

7

6

5

4

MIGHTY MECH CANNOT HEAL

ADVANCED

ADVANCED

MIGHTY MECH

SCORE 2

FORCE FIELD- May take 1 fewer damage from Mines and Turrets for every 2 ⚡ spent.

250

900

12,000

EXIT OUT OF MIGHTY MECH

KO

1

2

3

8

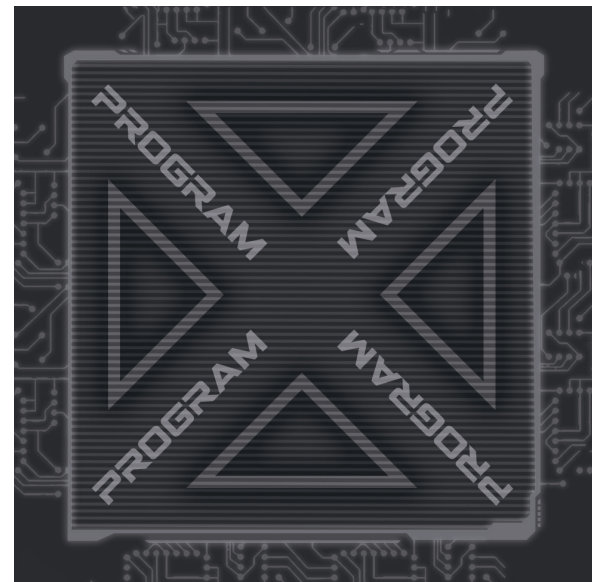
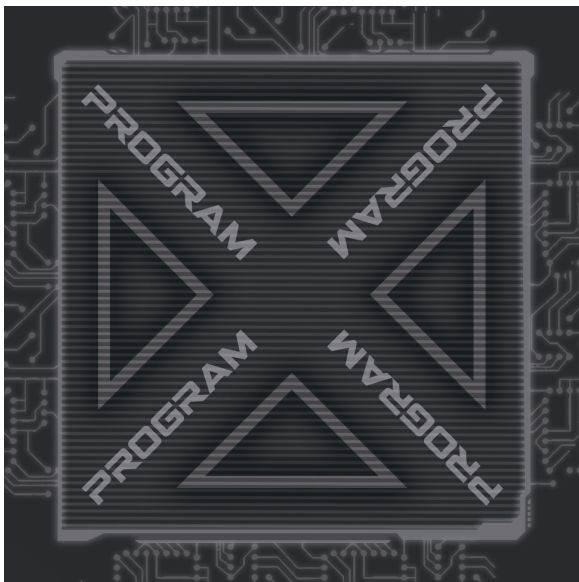
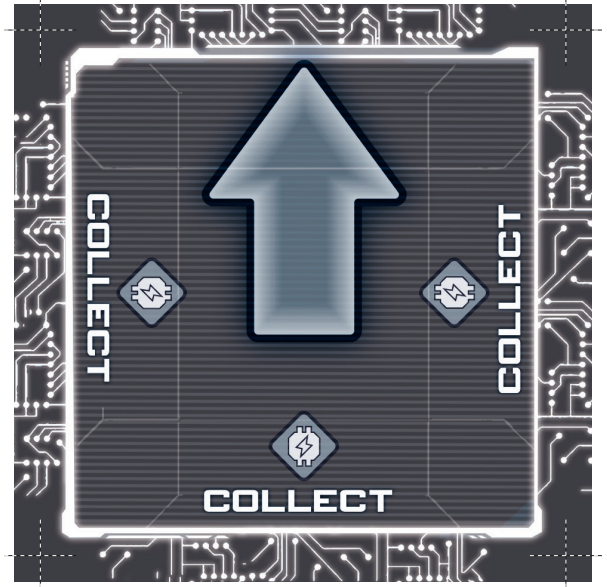
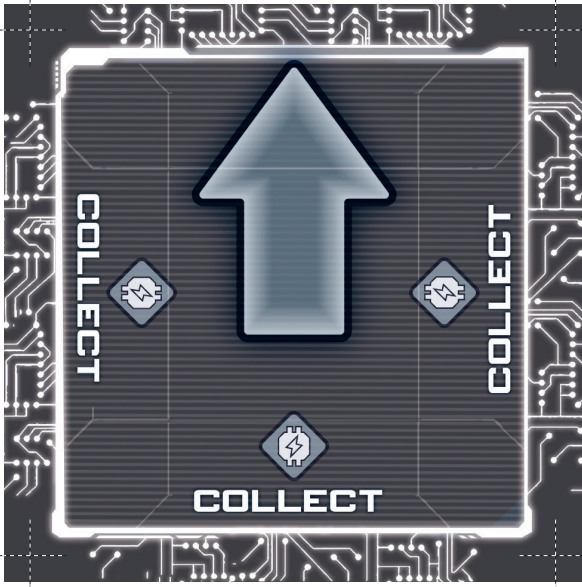
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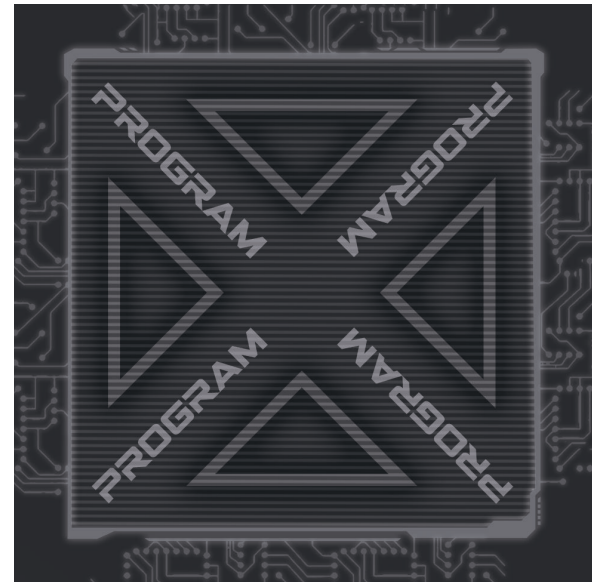
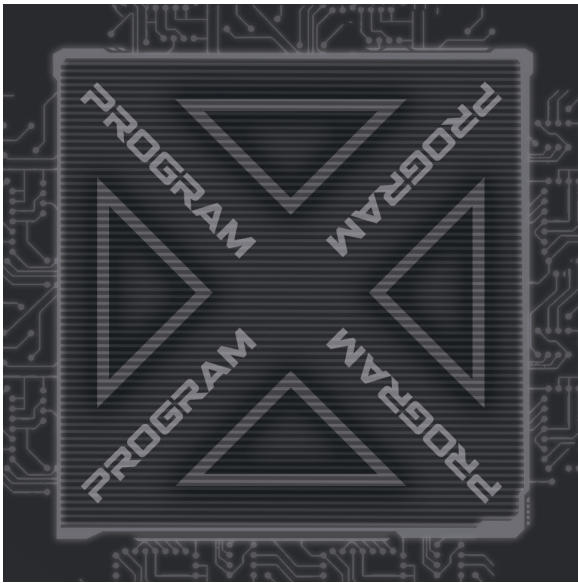
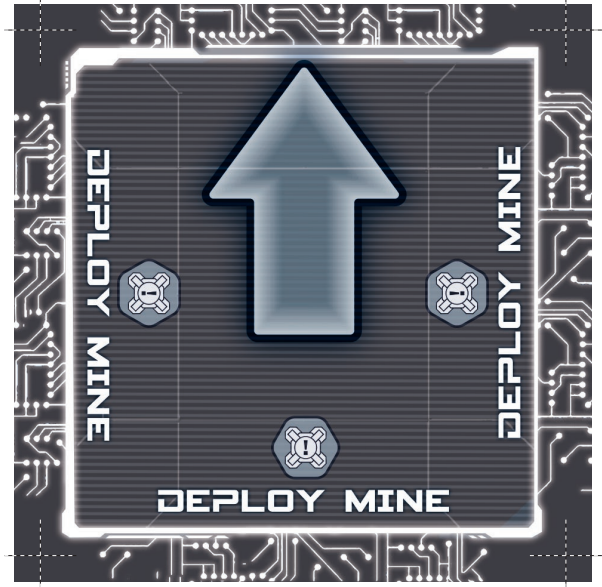
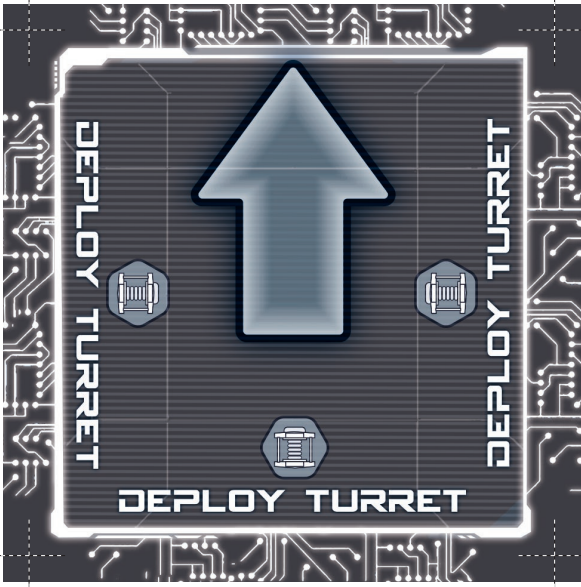
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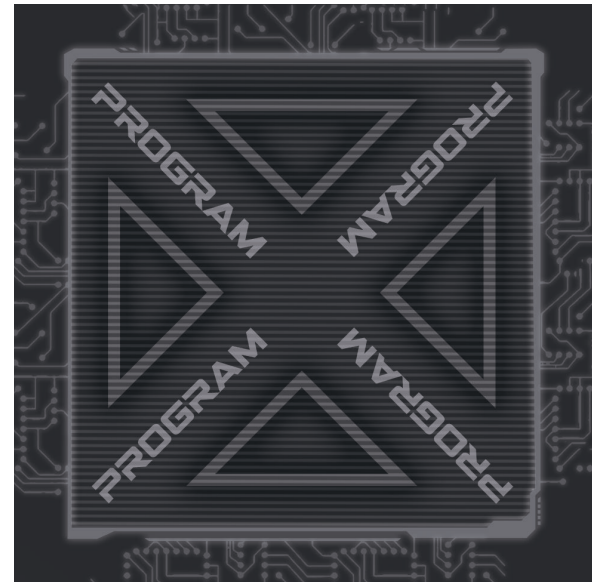
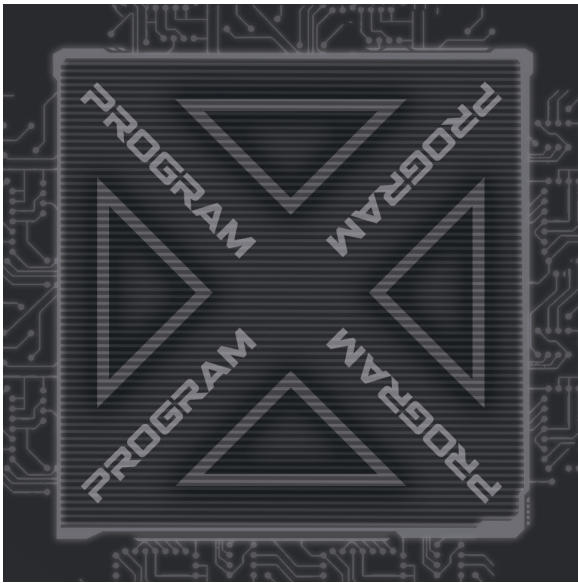
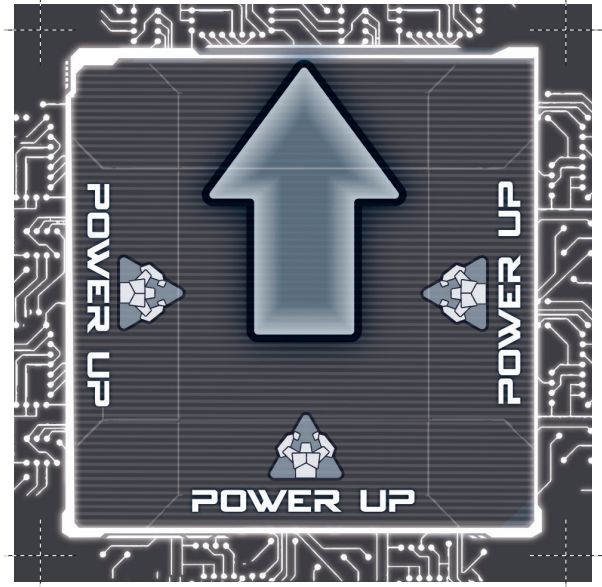
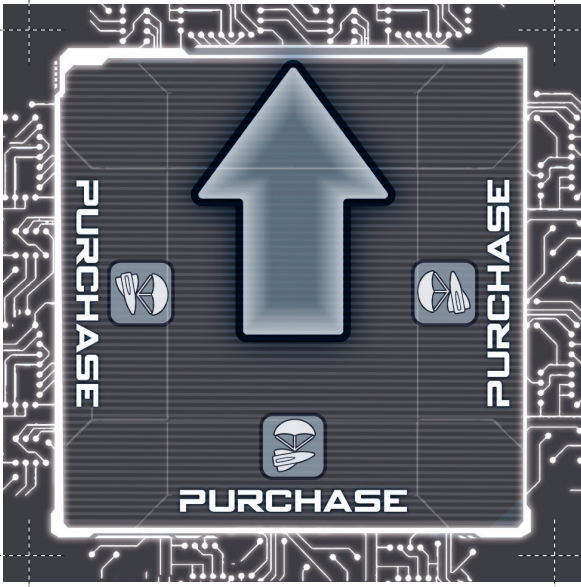
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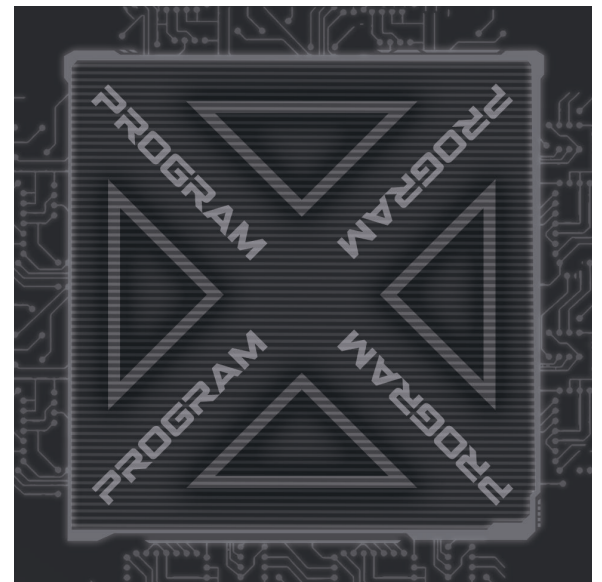
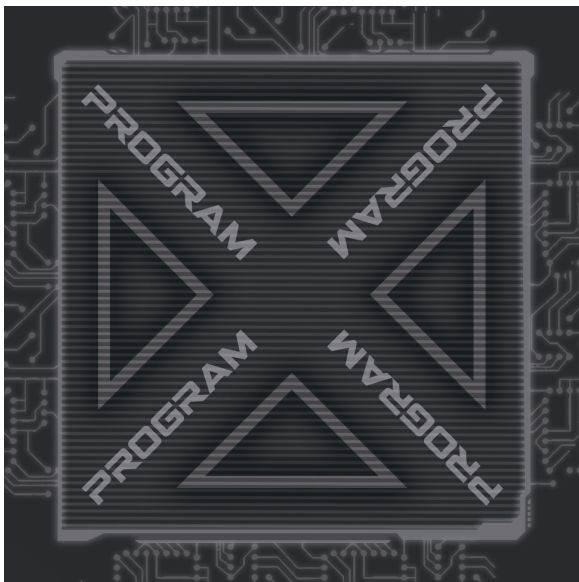
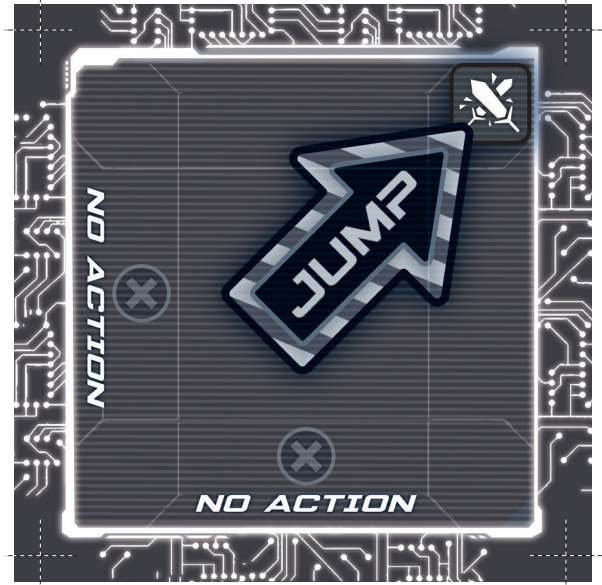
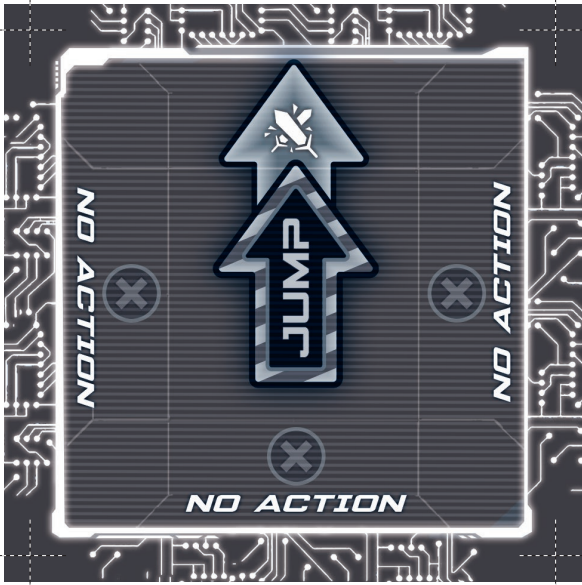
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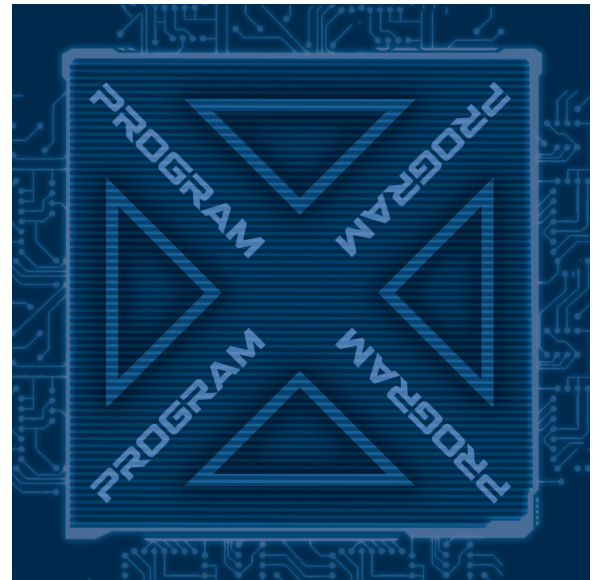
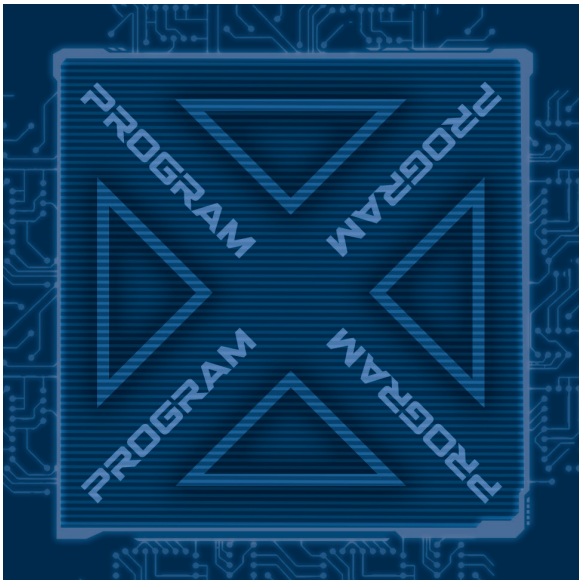
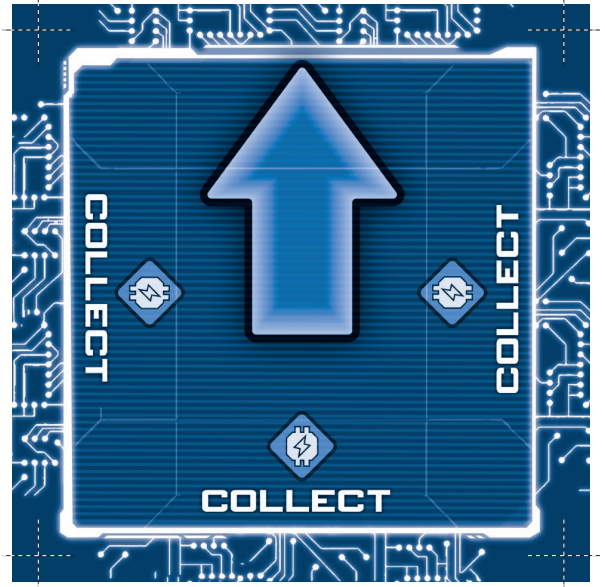
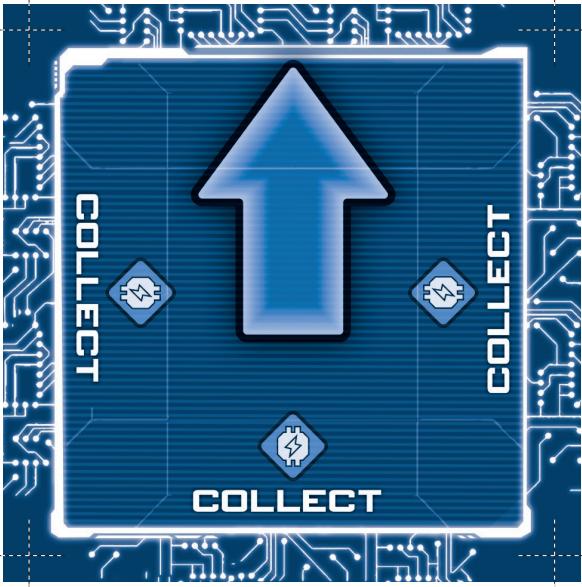
MIGHTY MECH CANNOT HEAL

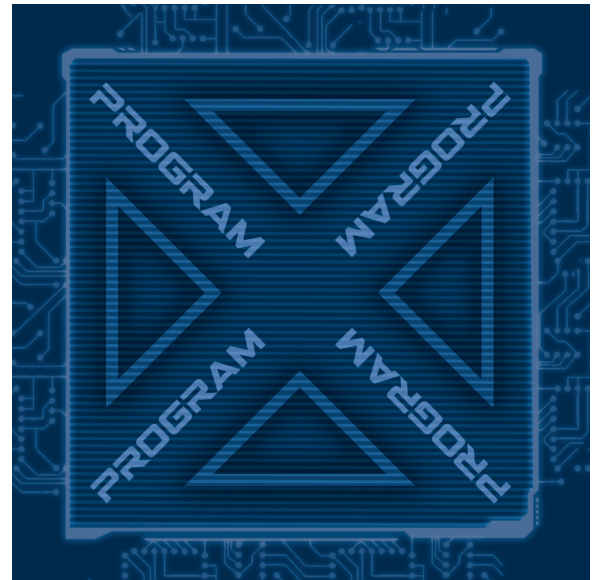
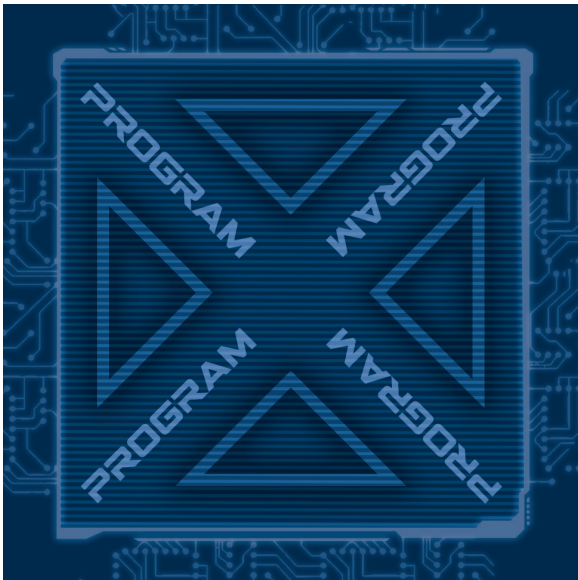
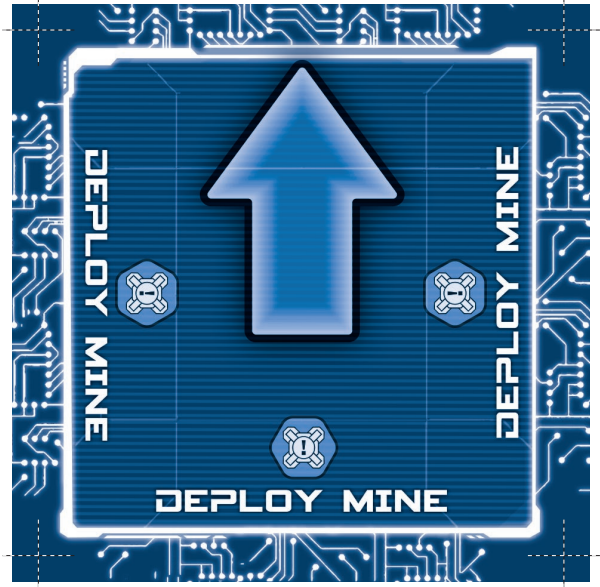
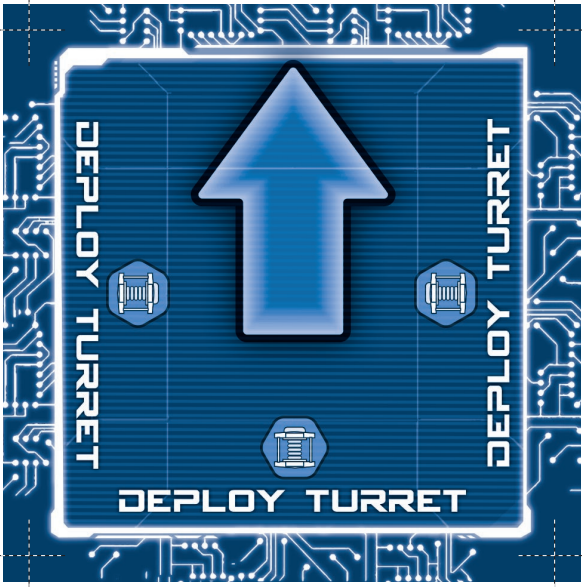


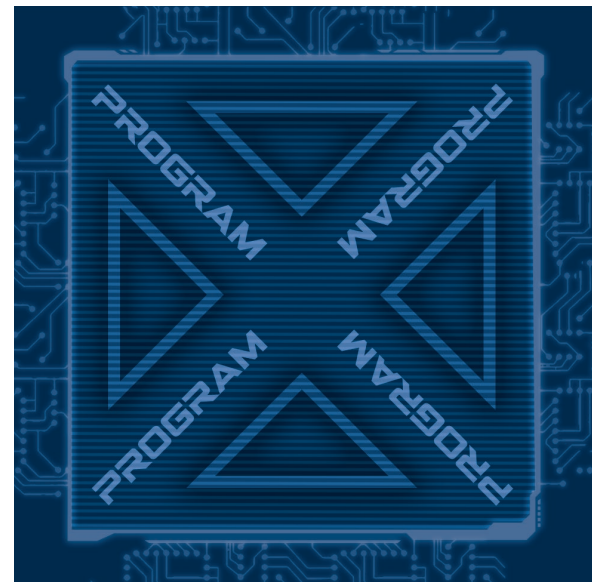
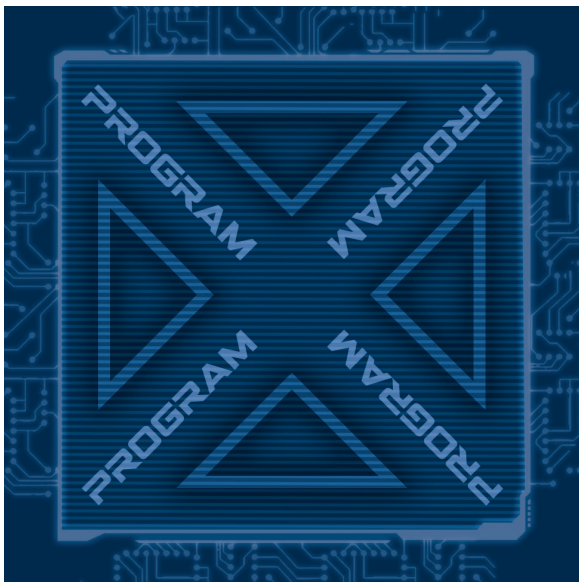
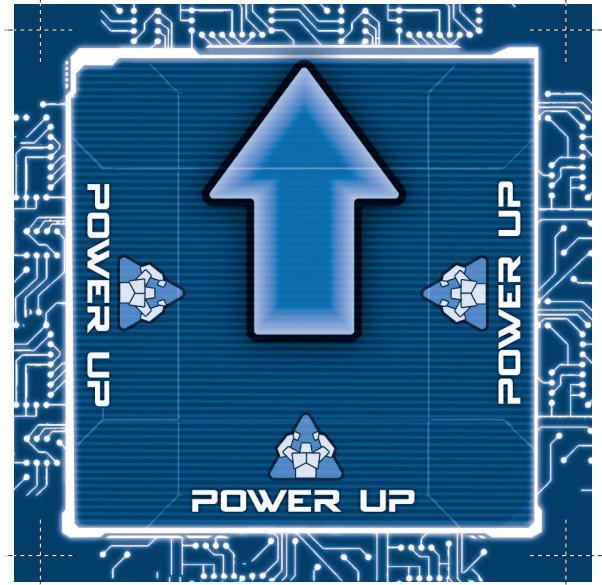
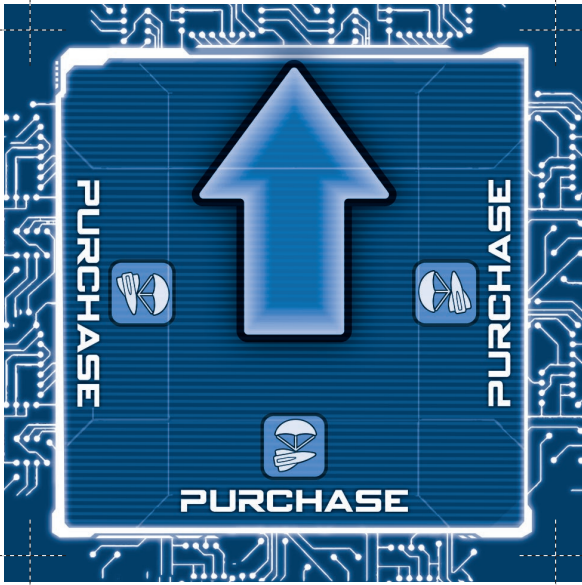


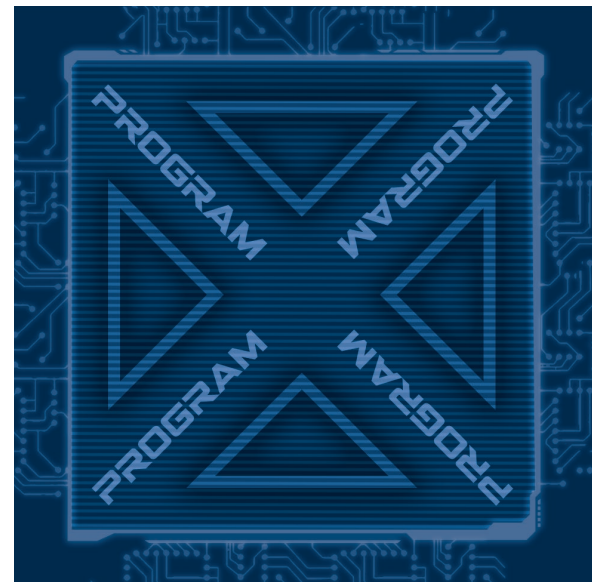
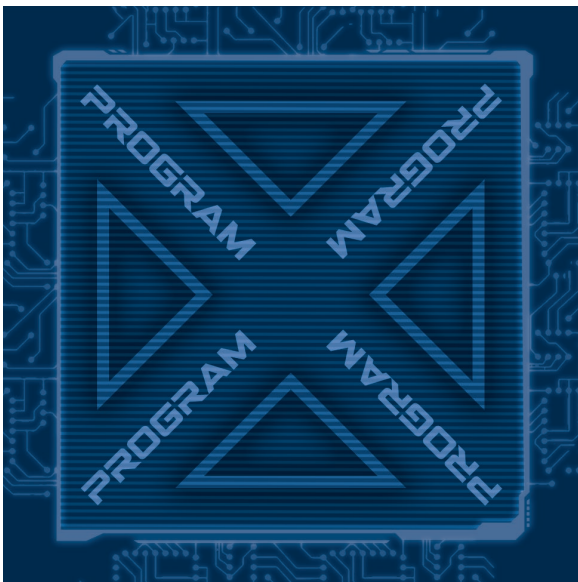
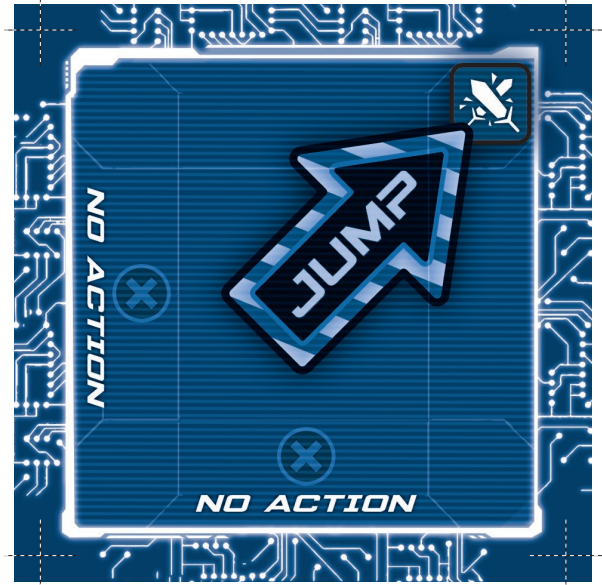
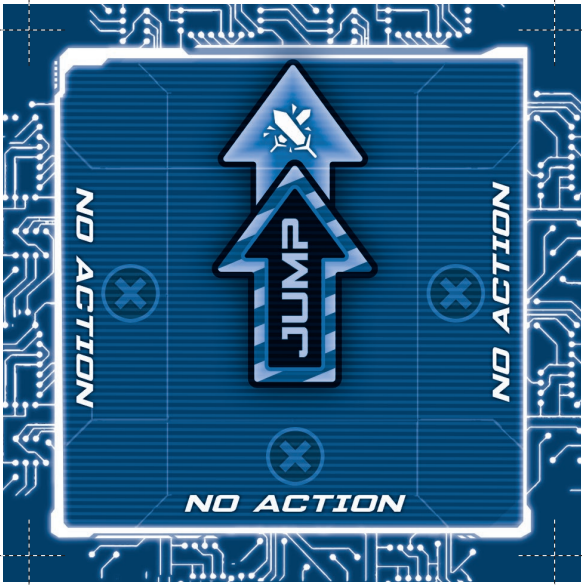


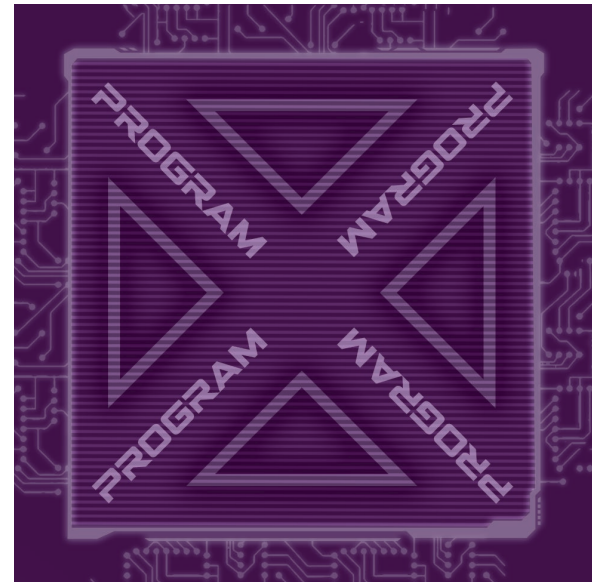
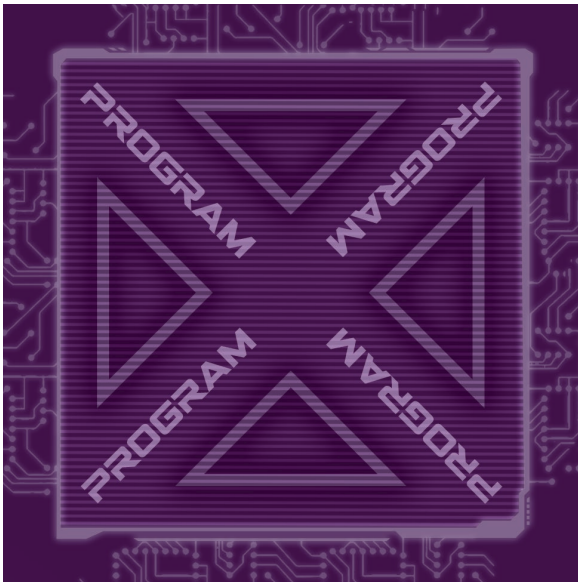
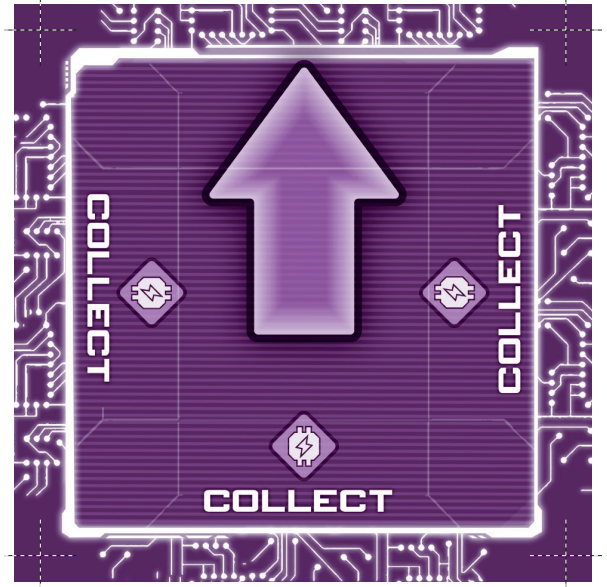
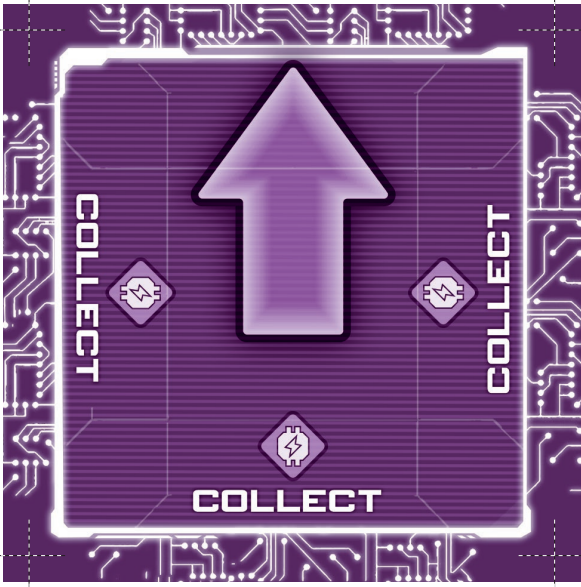


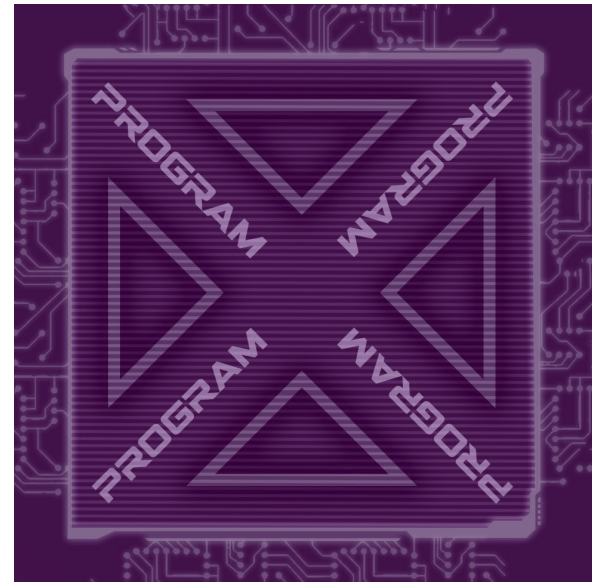
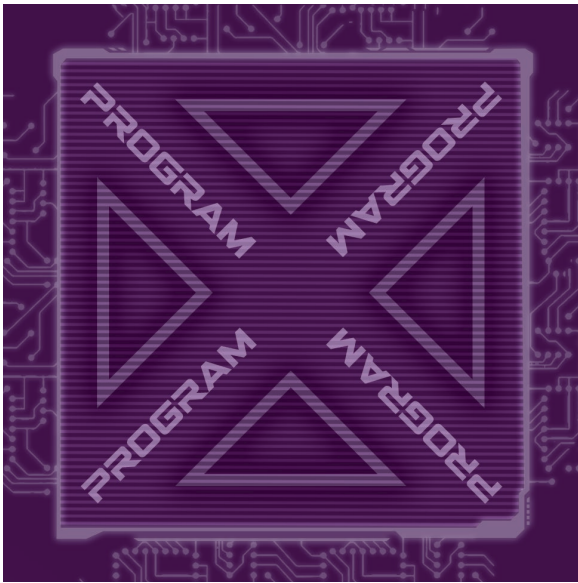
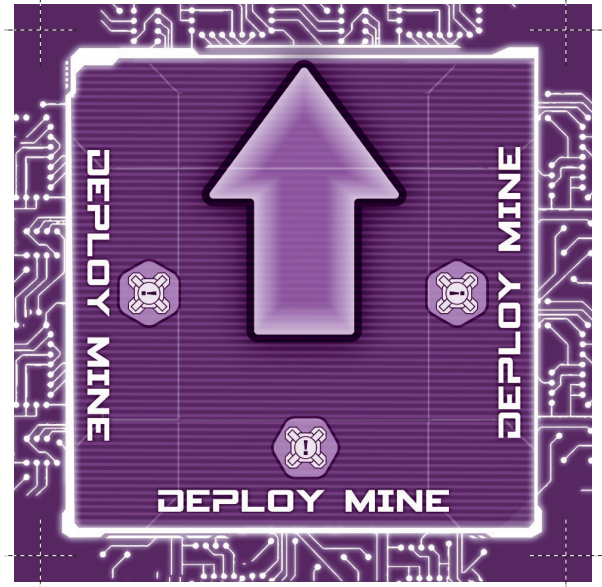
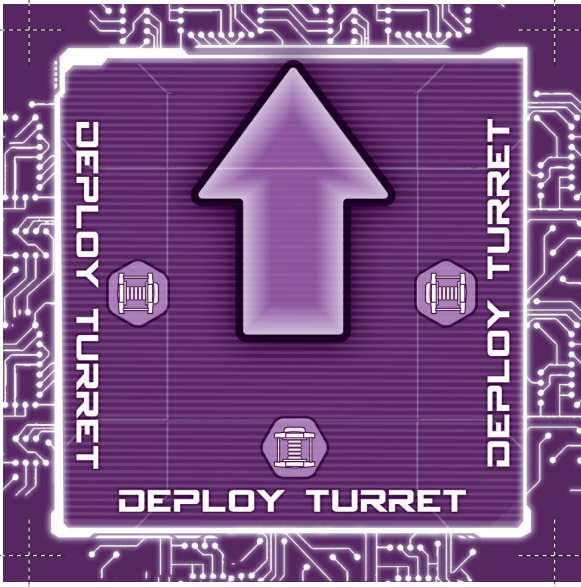


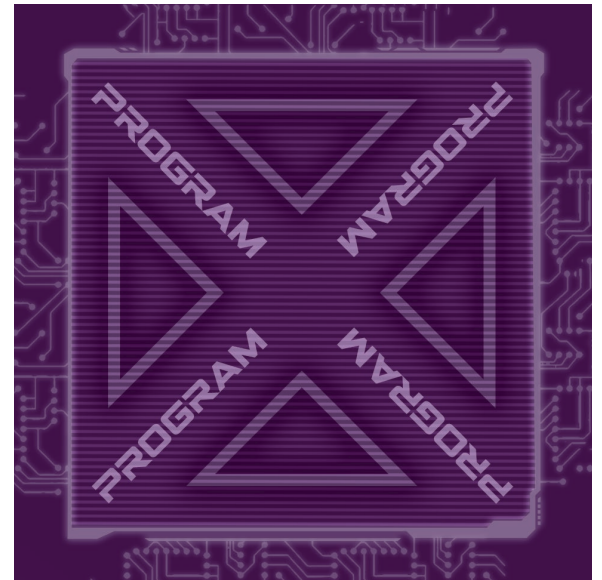
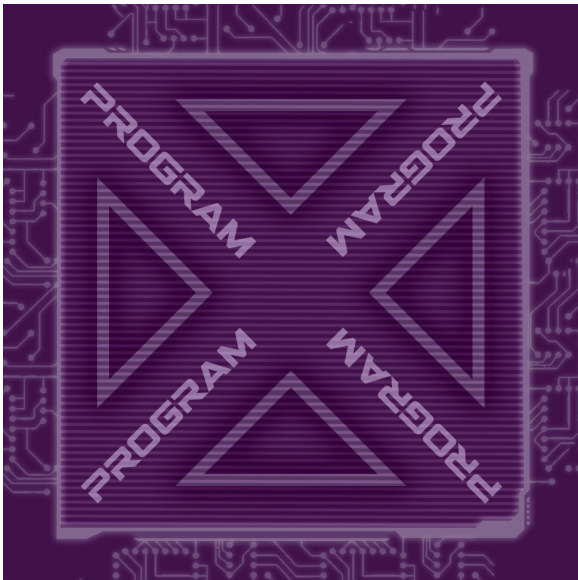
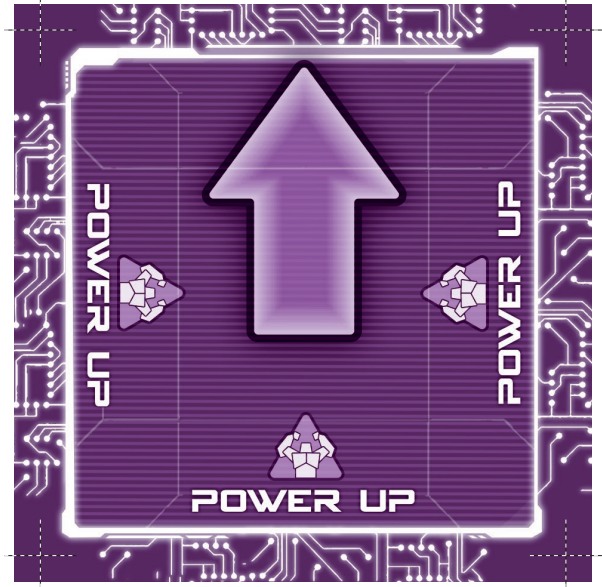
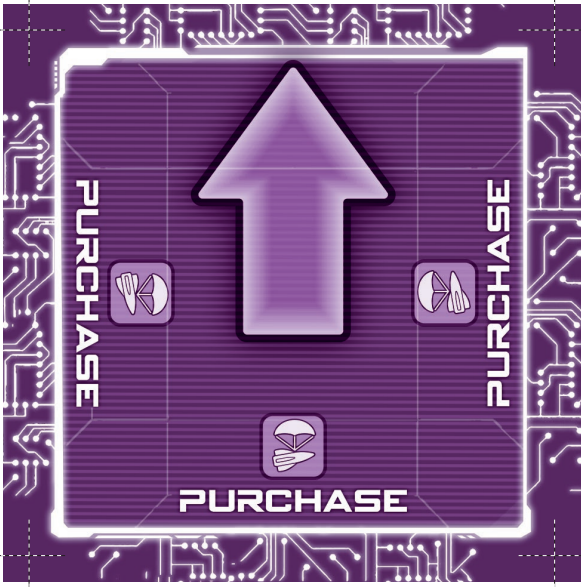


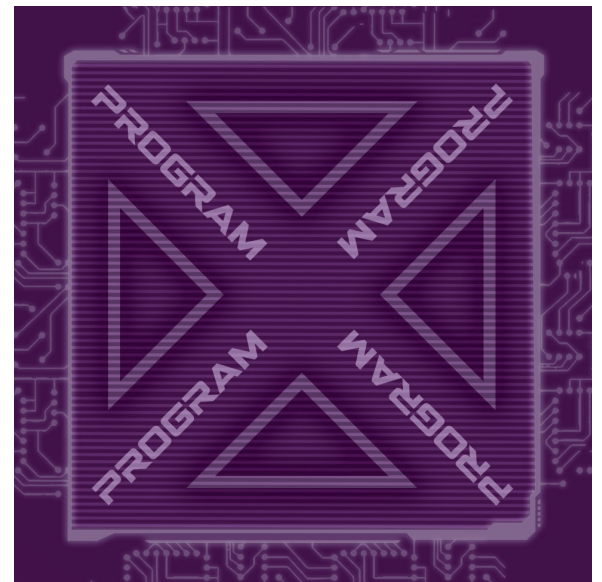
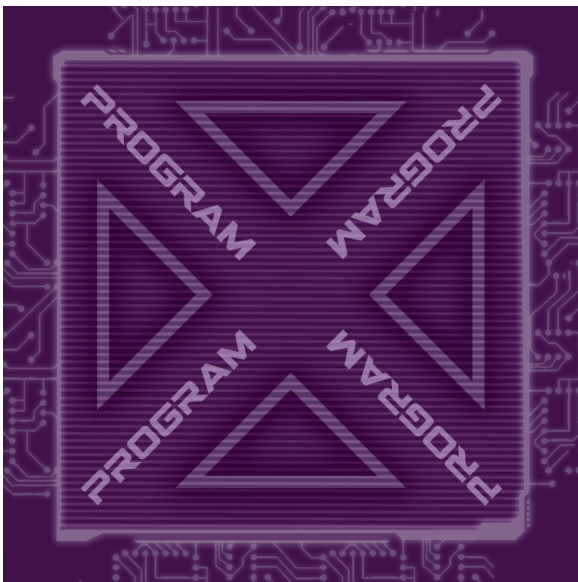
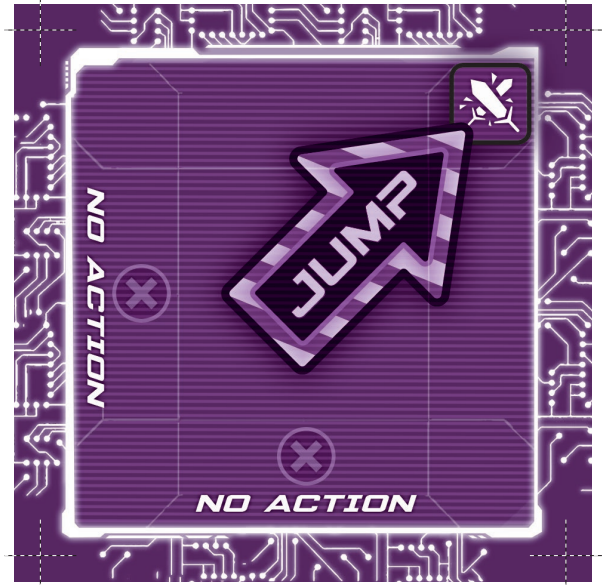
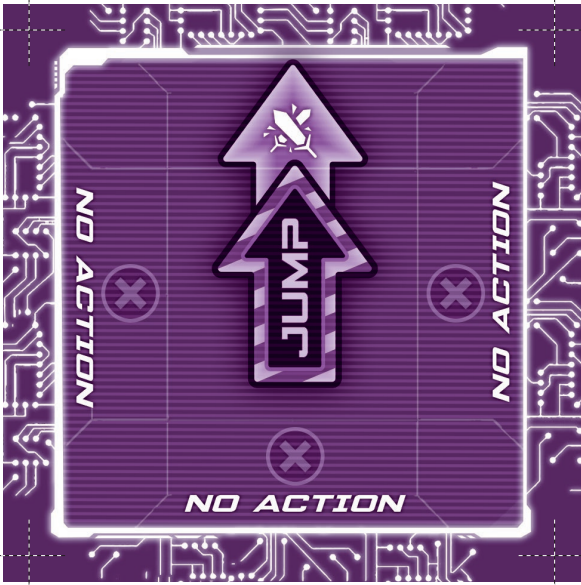


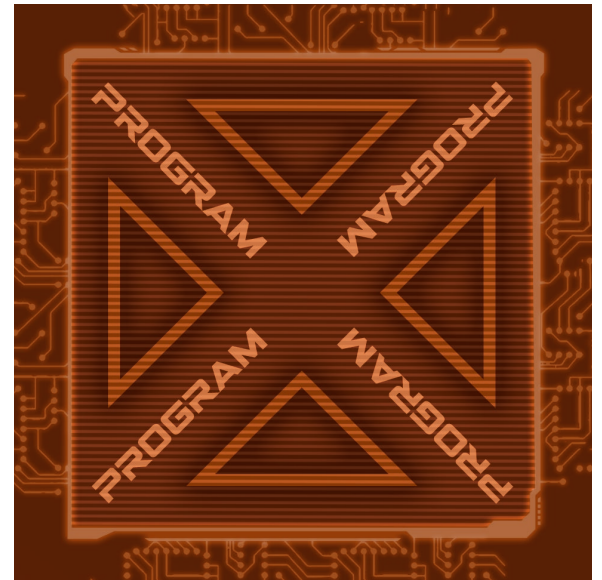
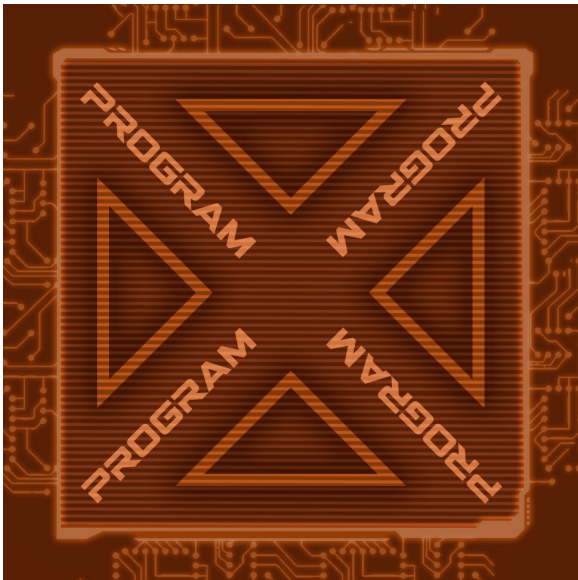
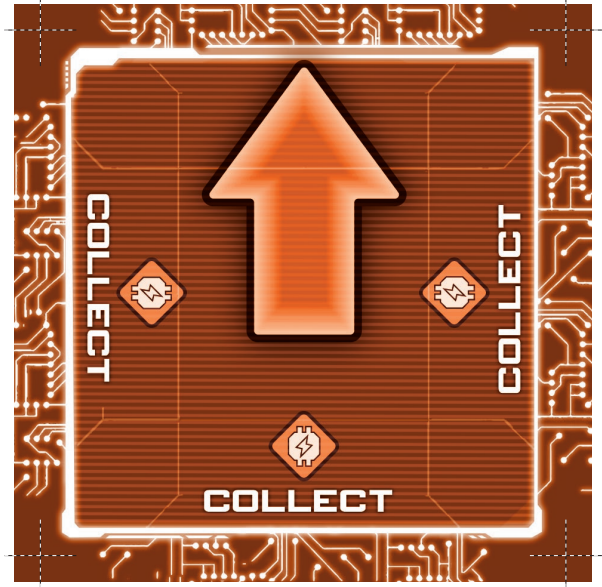
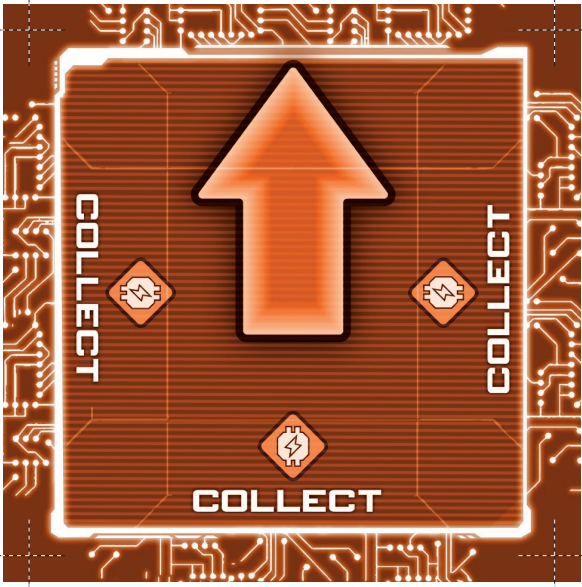


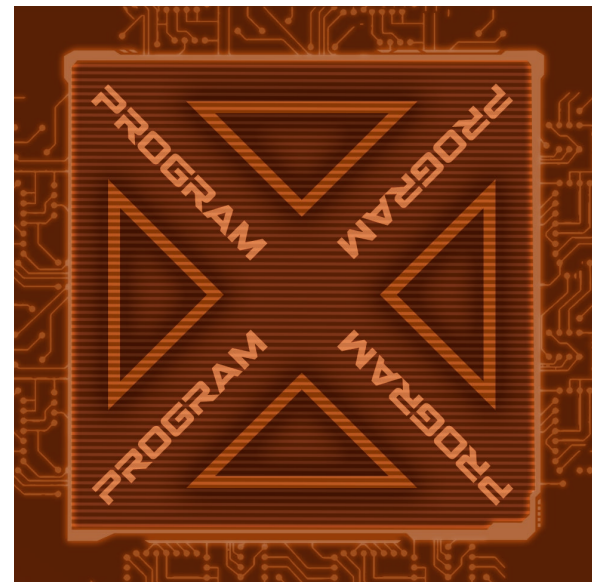
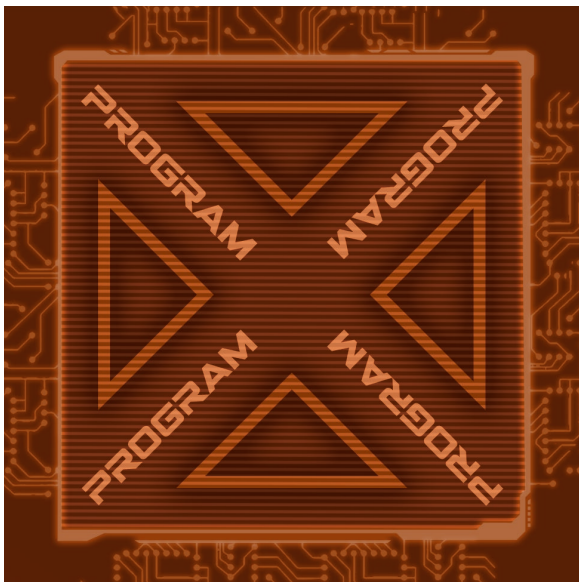
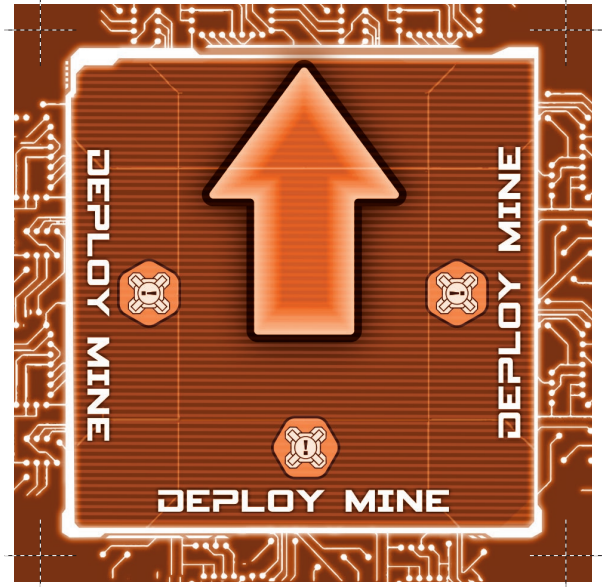
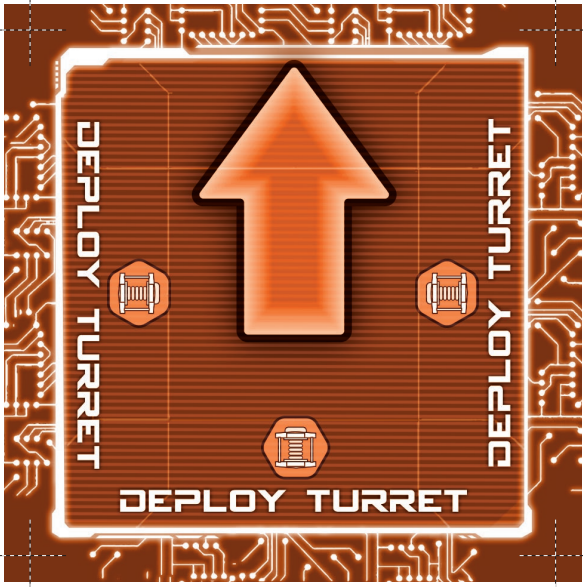


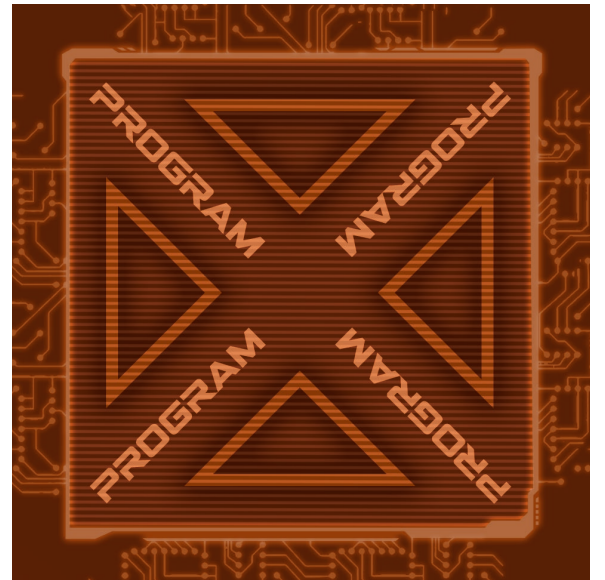
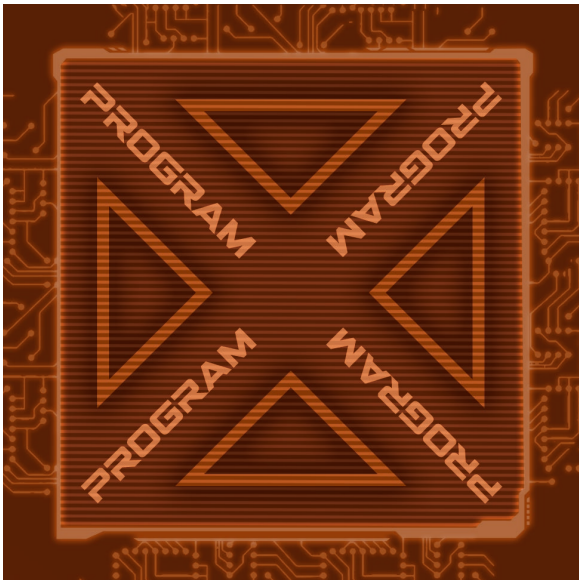
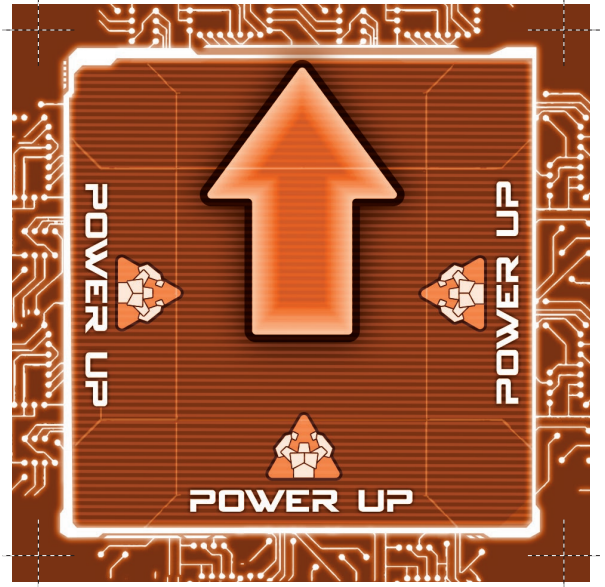
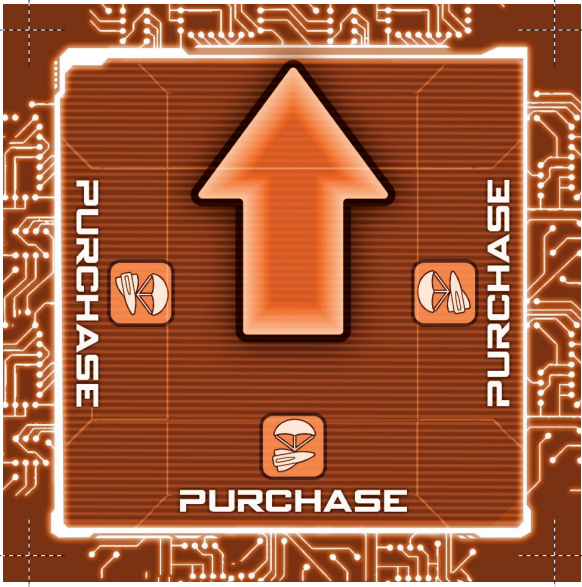


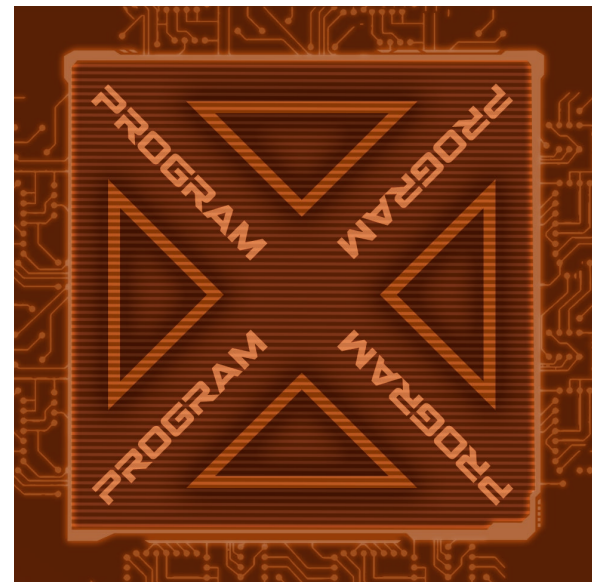
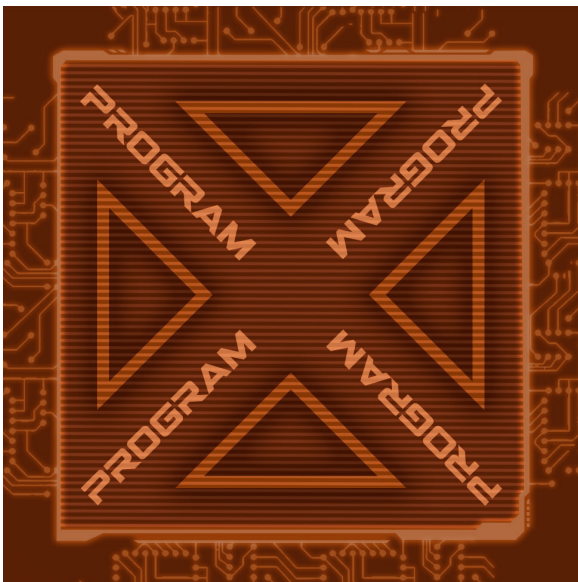
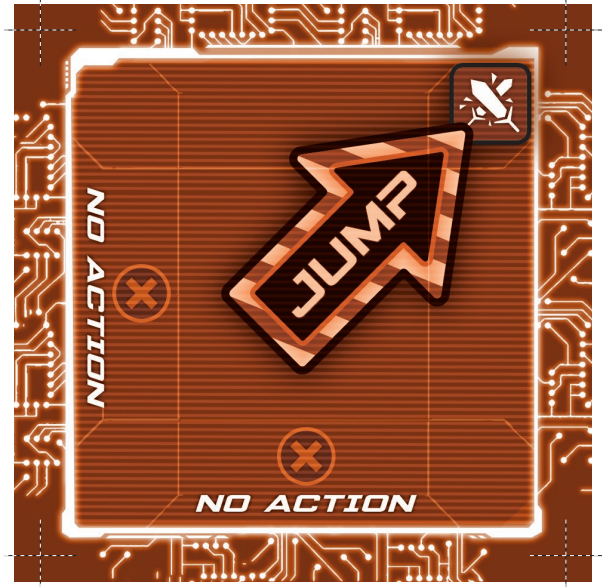
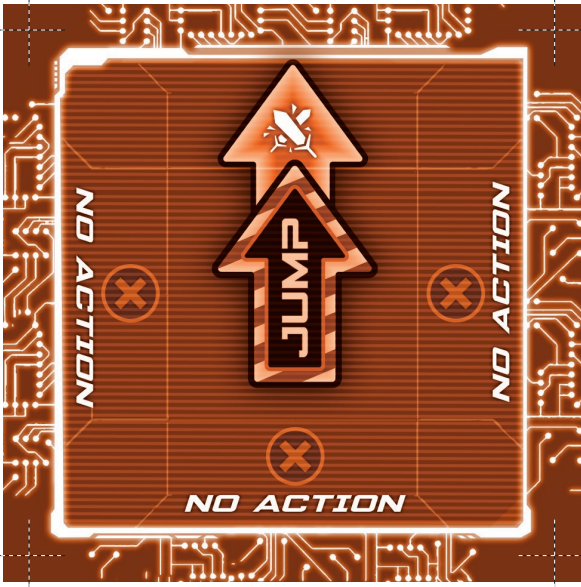






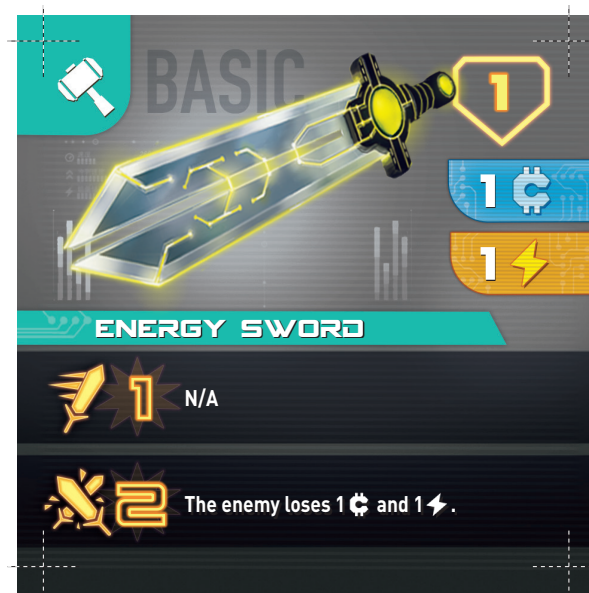


















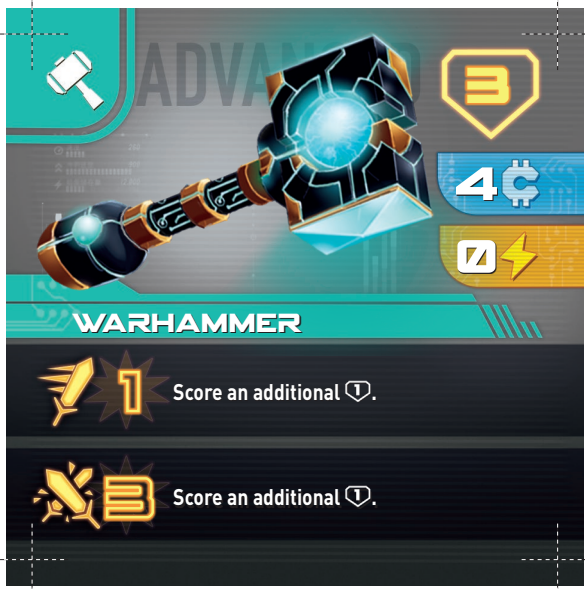












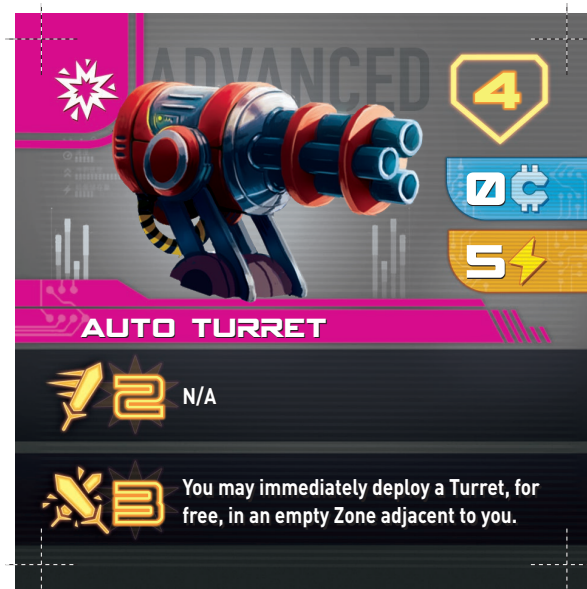


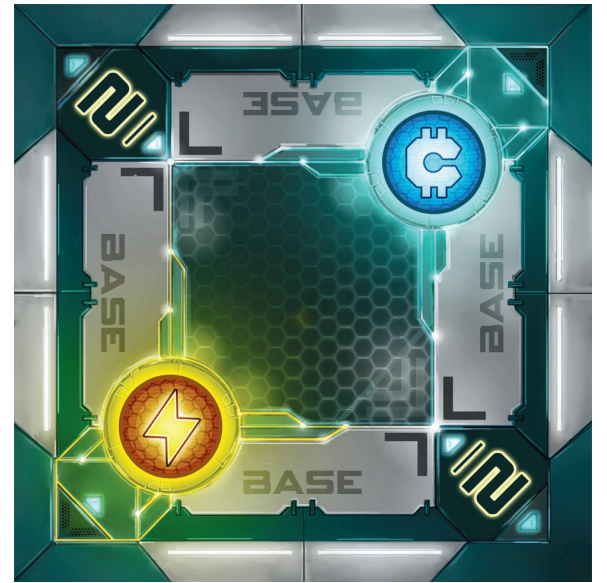
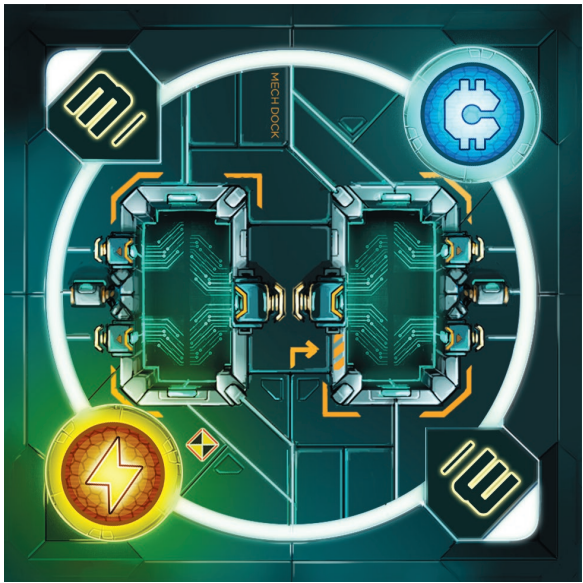
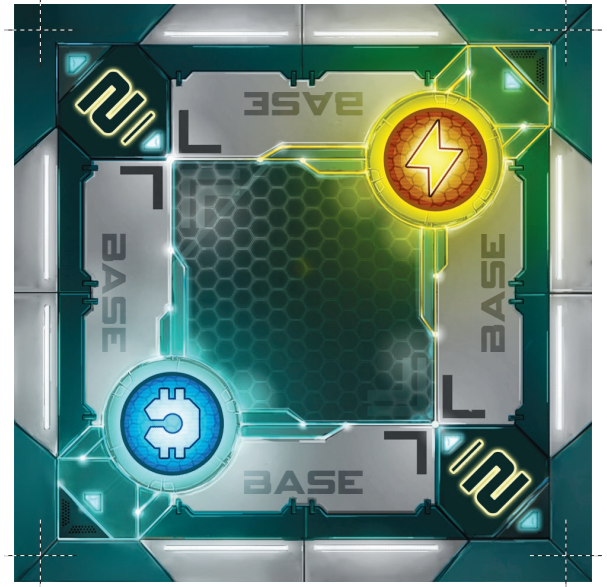
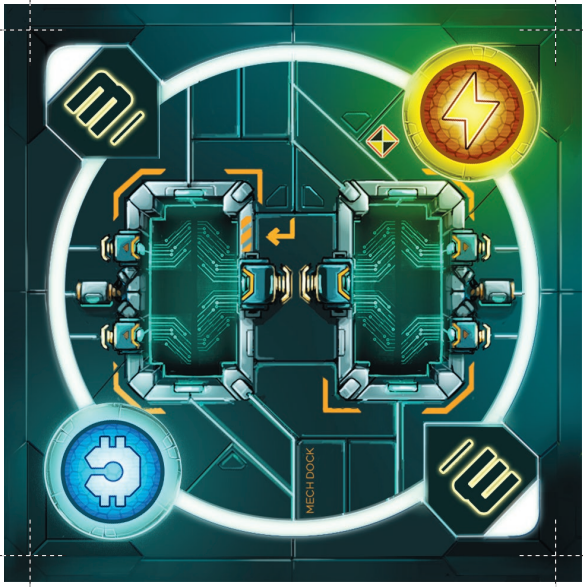


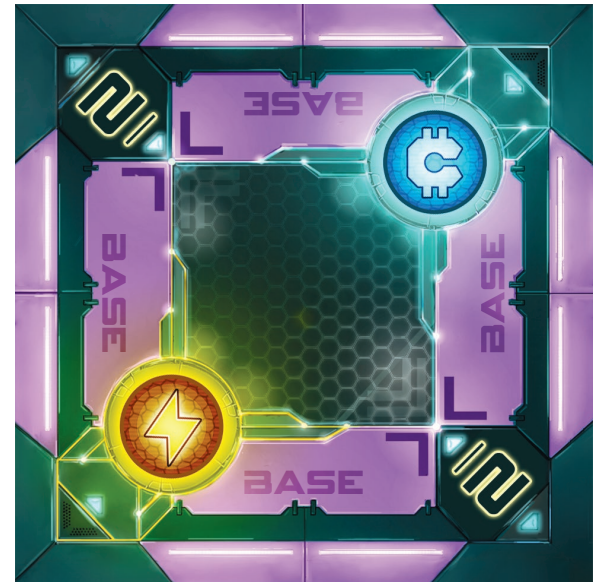
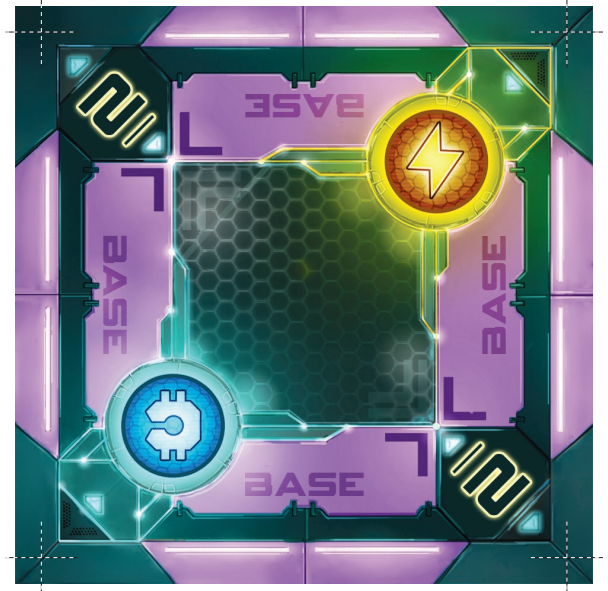
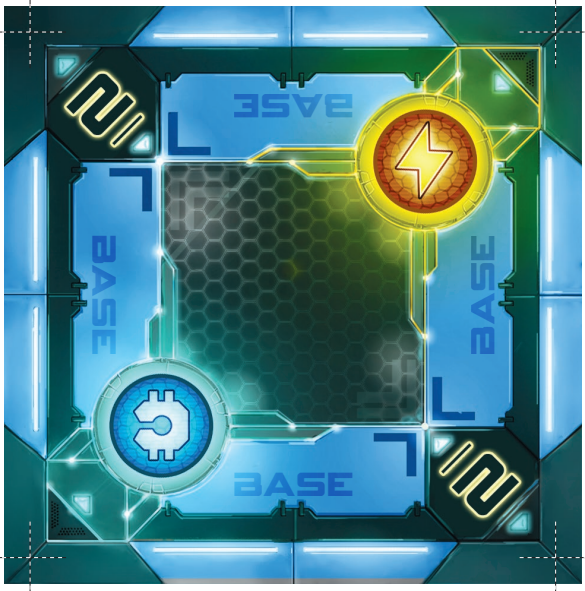


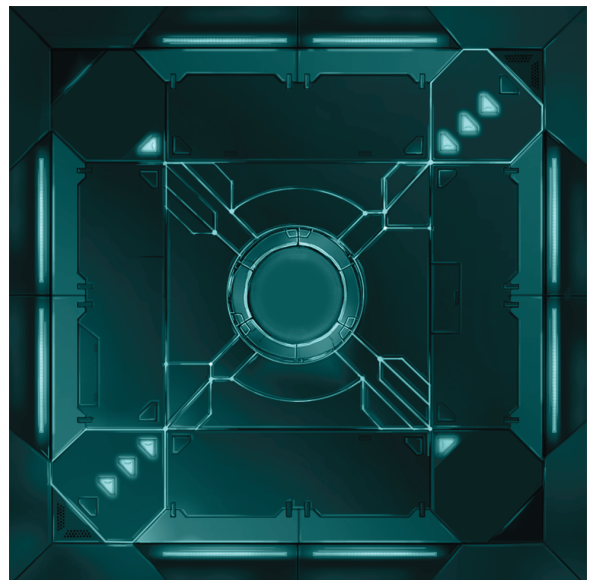
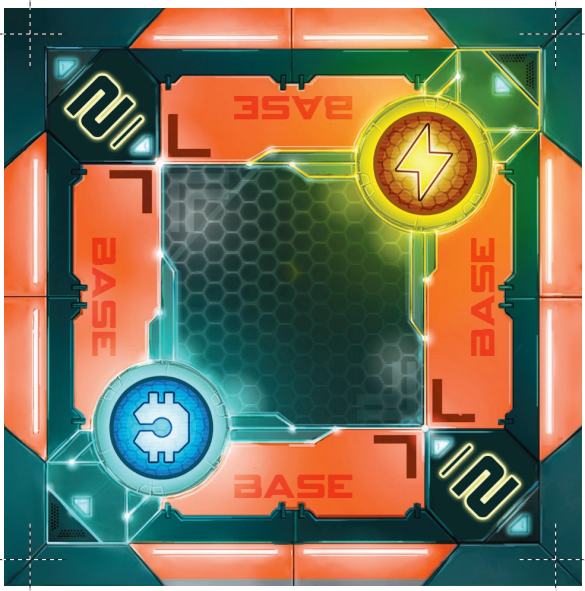


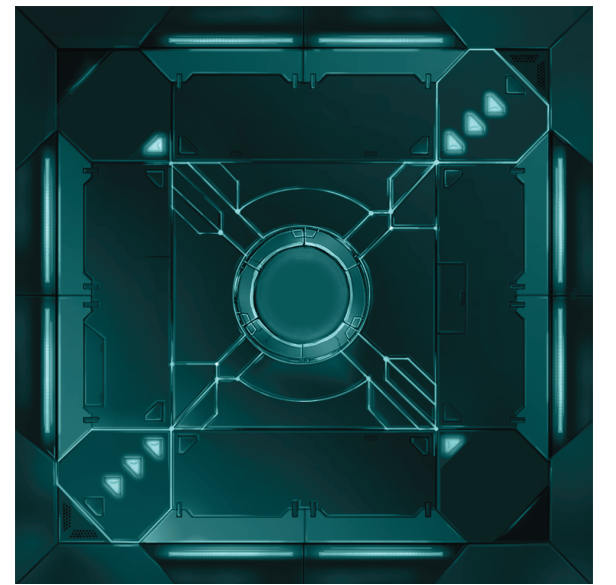
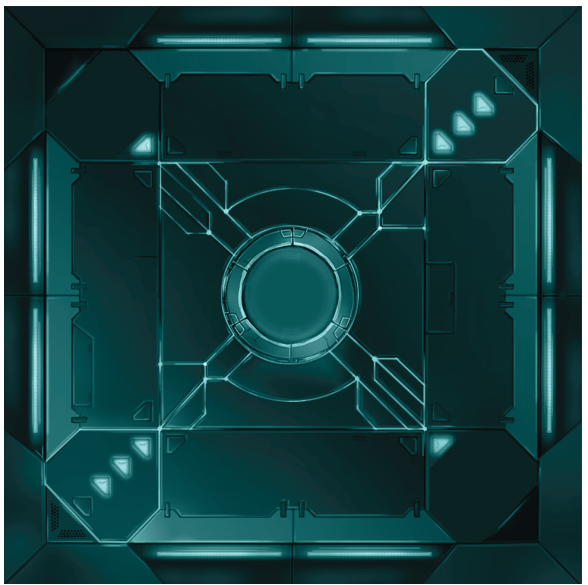
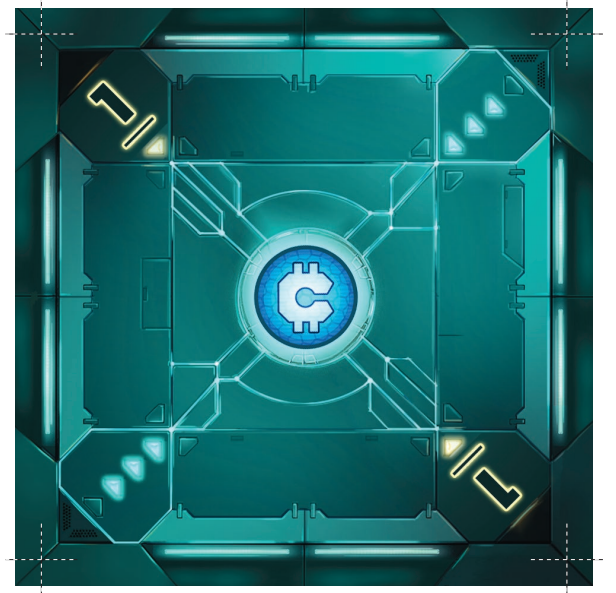


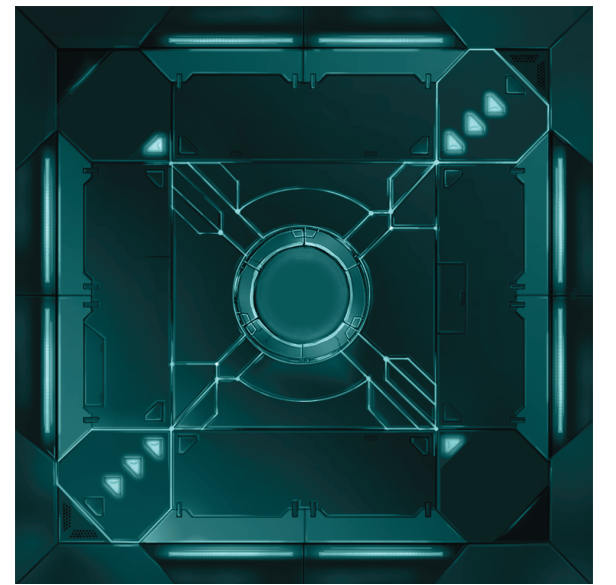
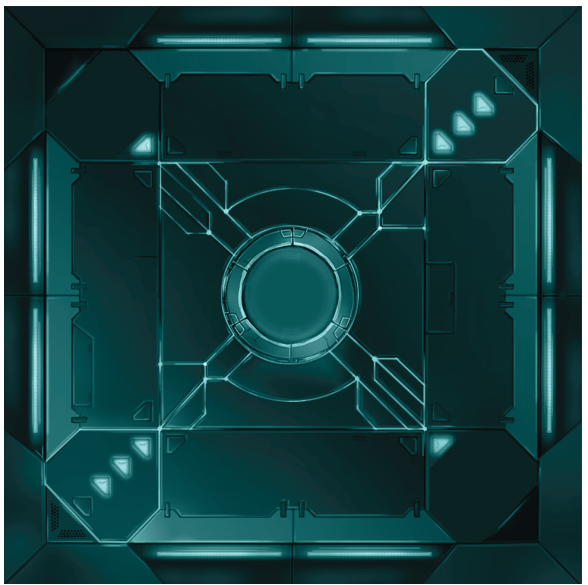
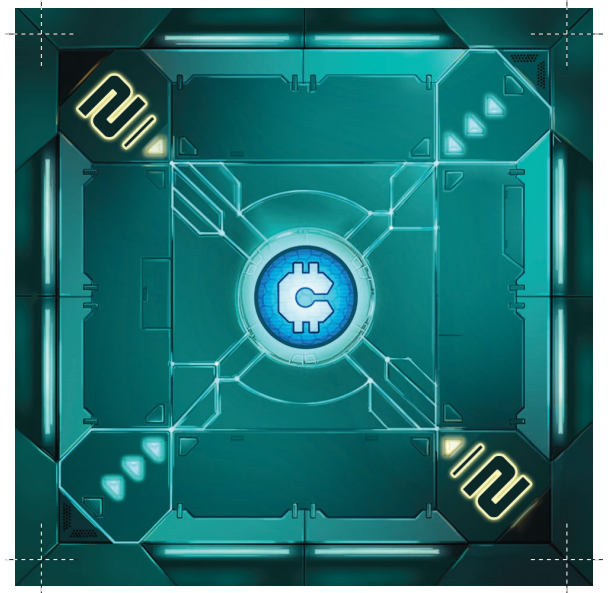
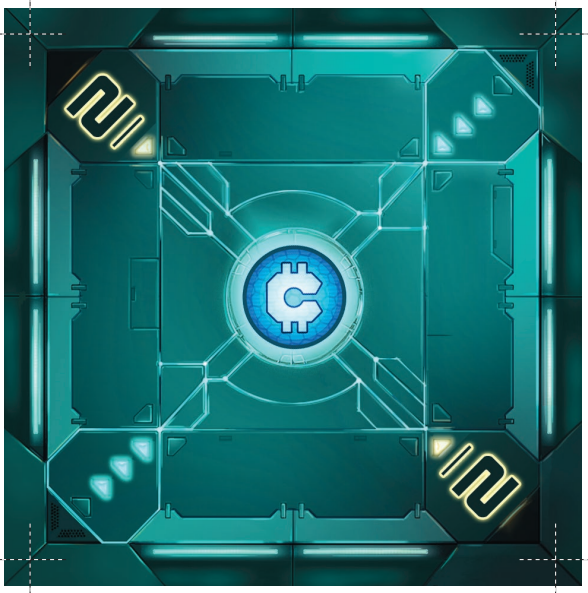


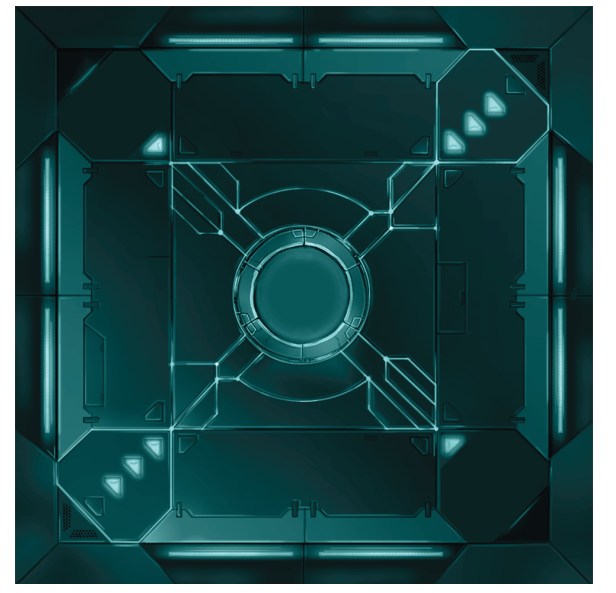
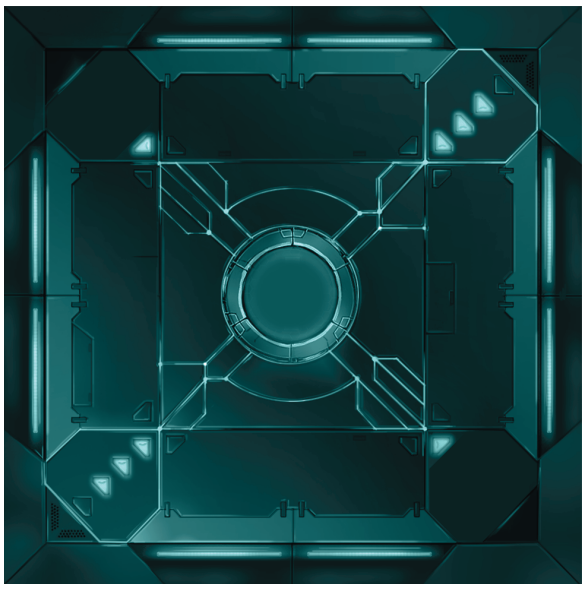
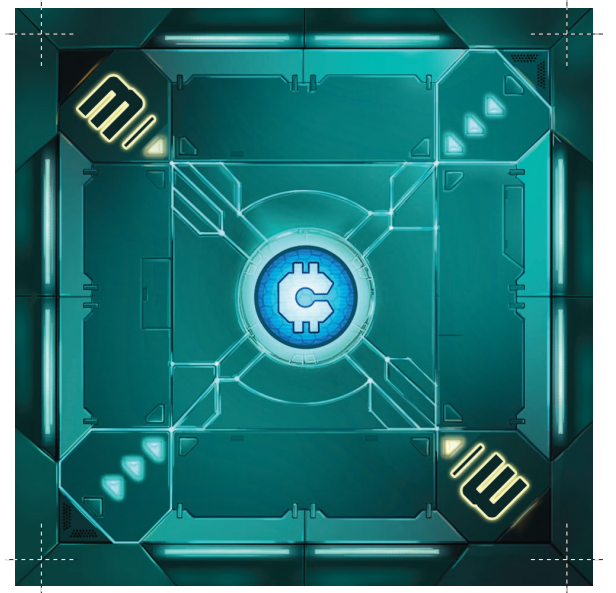
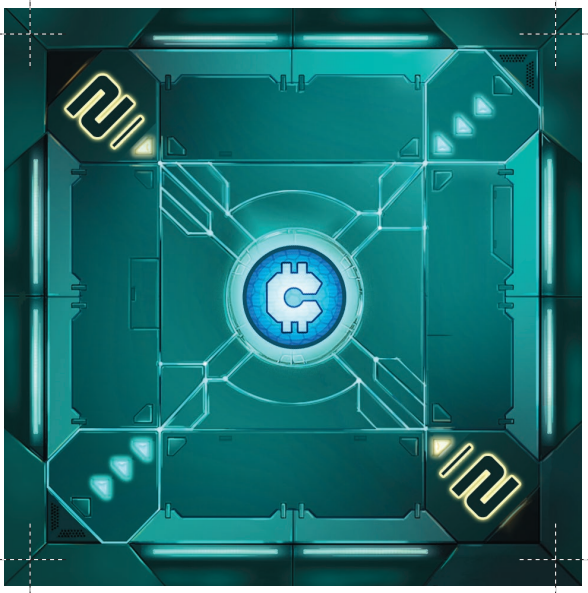


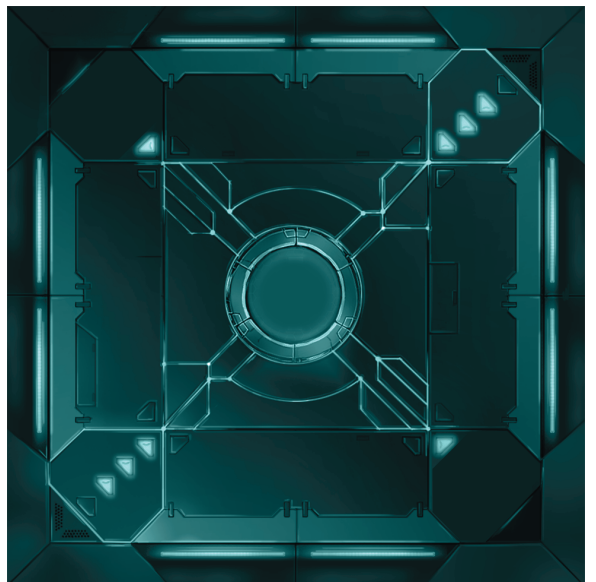
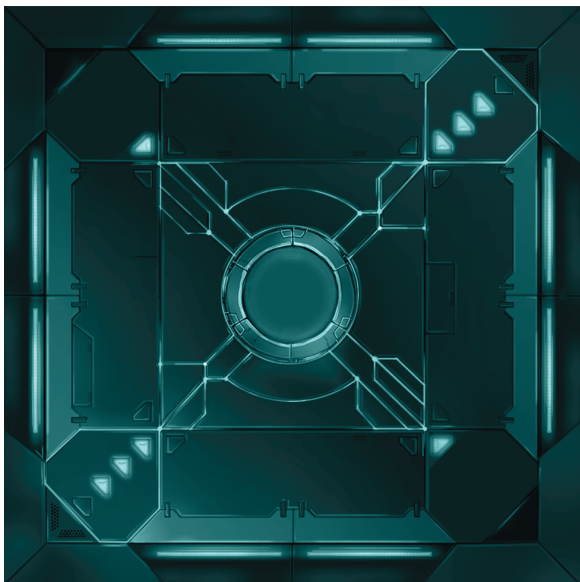
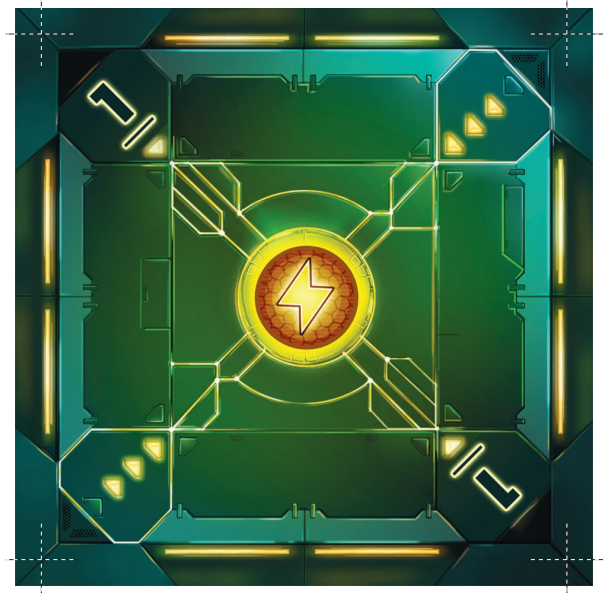
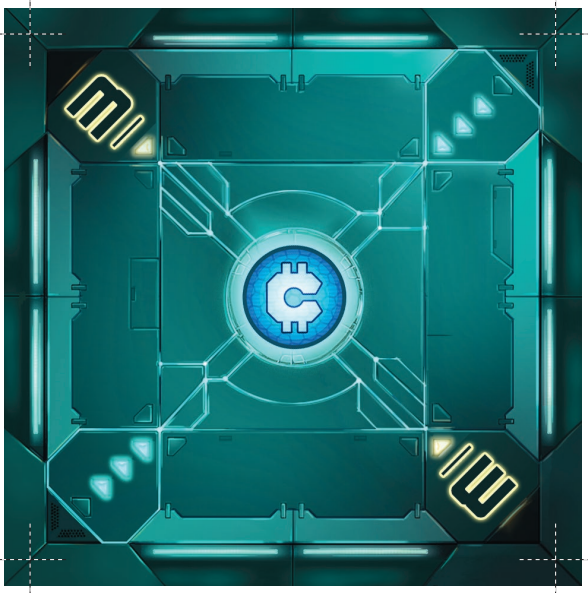


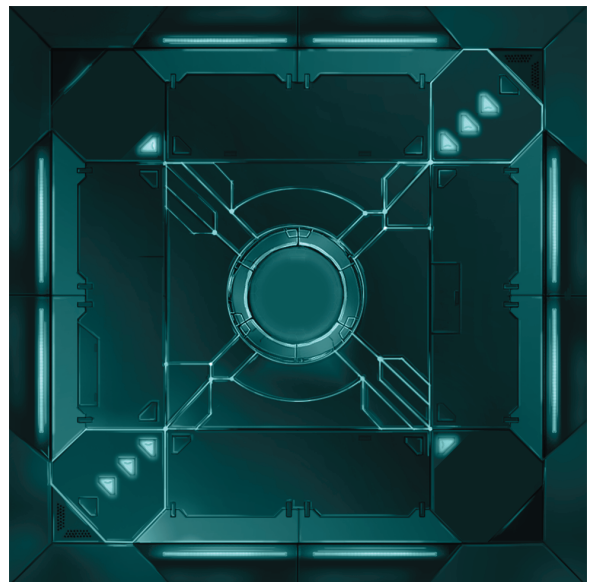
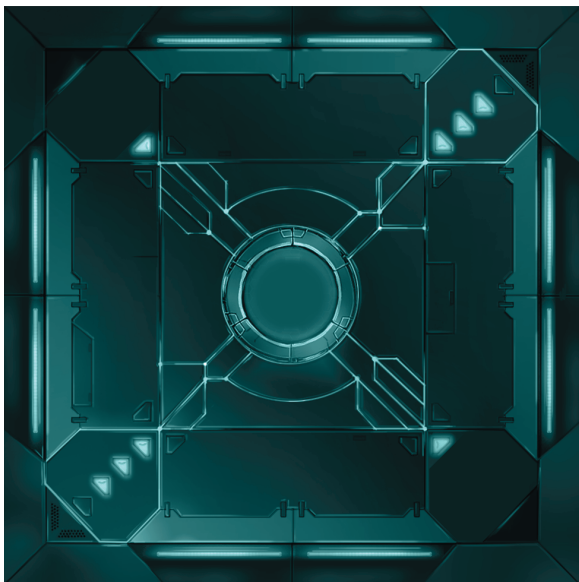
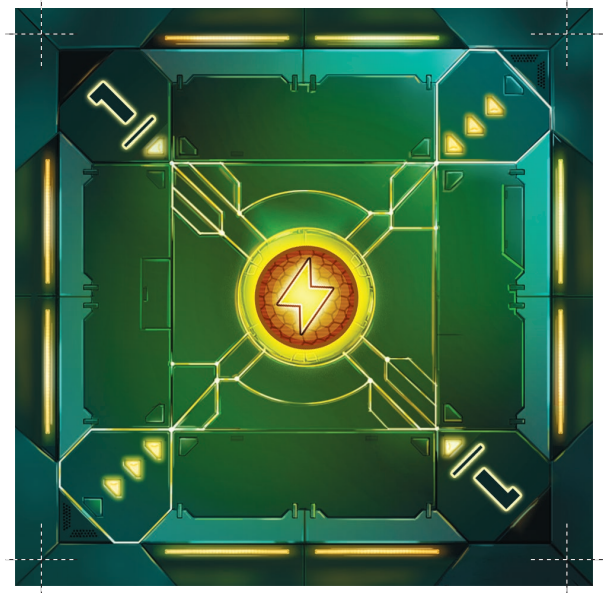
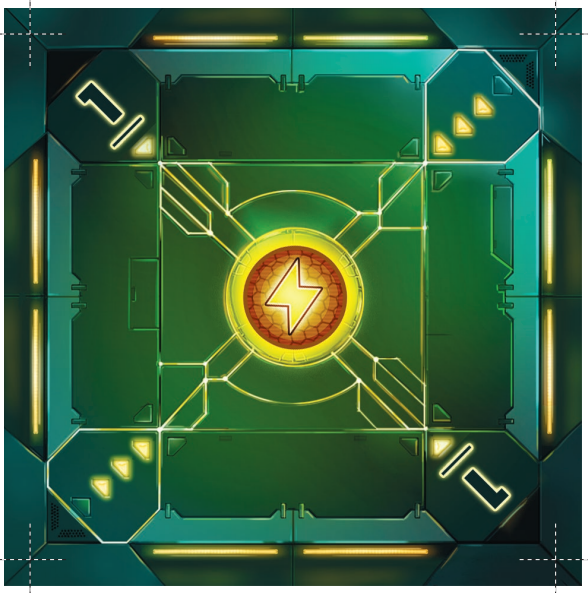


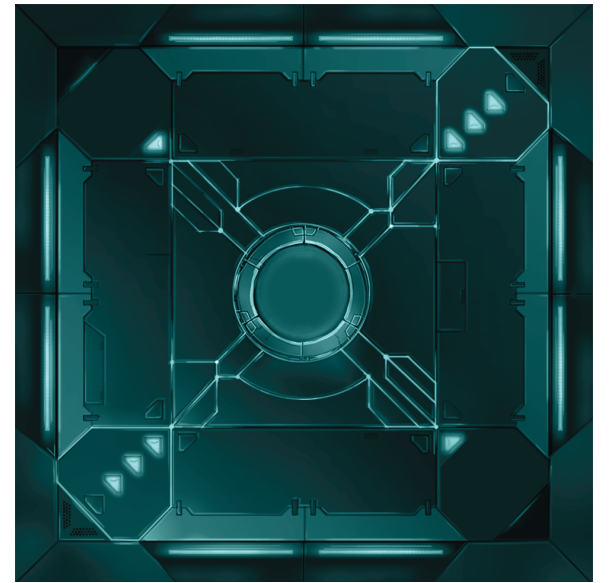
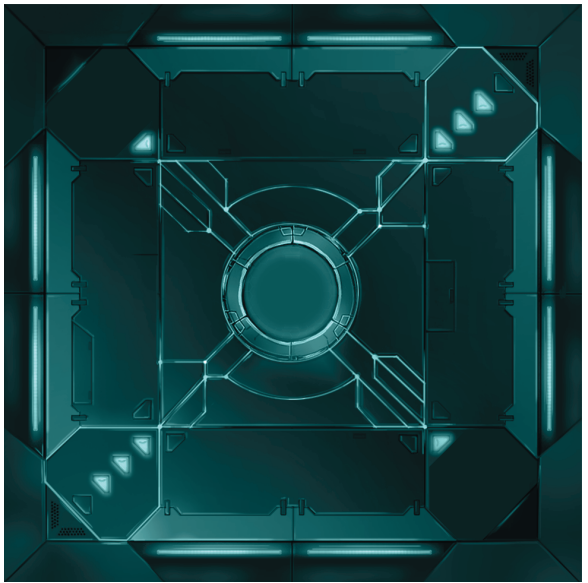
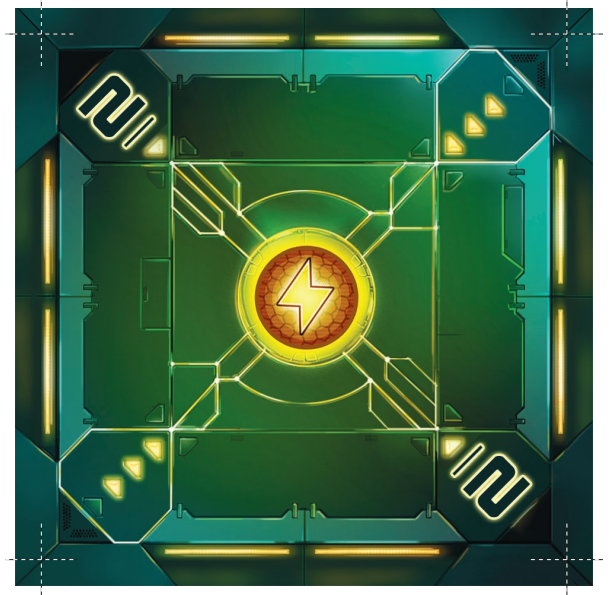
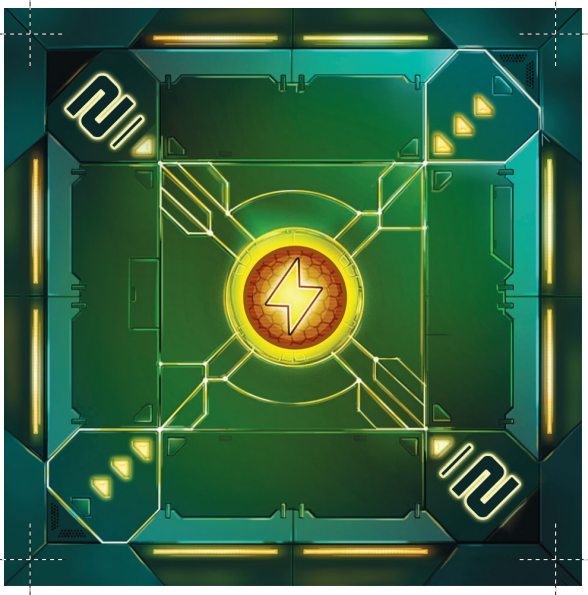


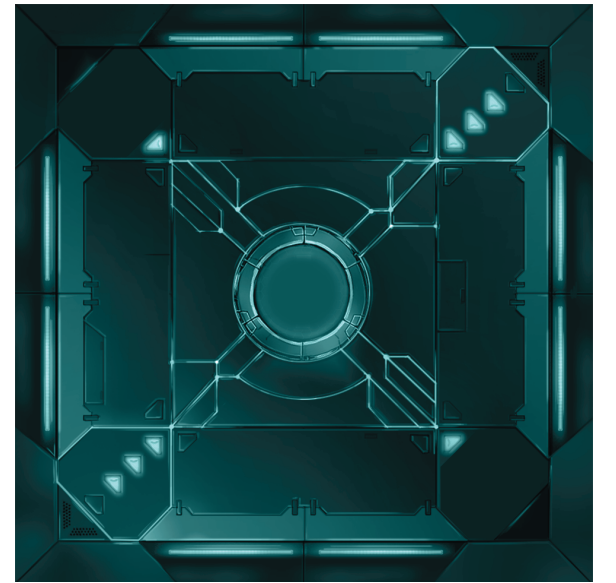
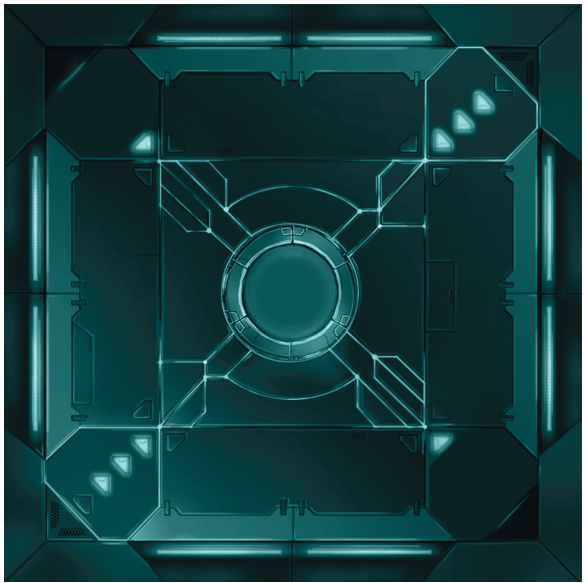
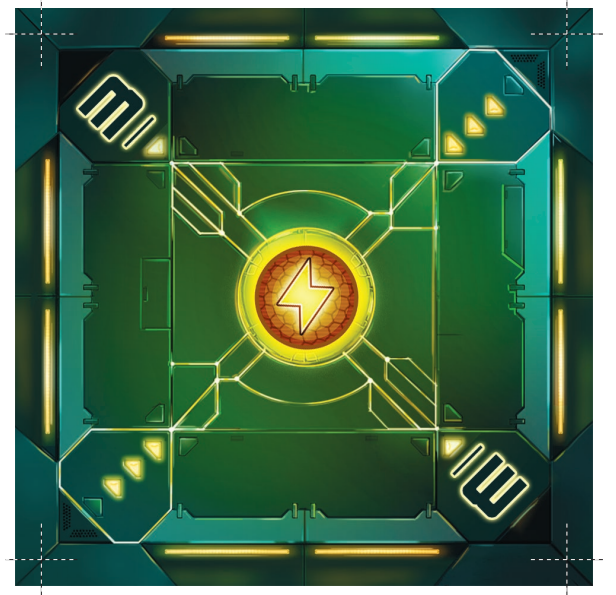
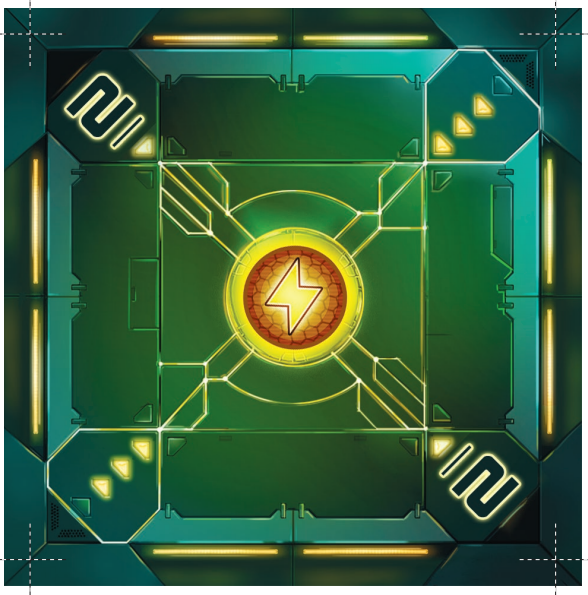


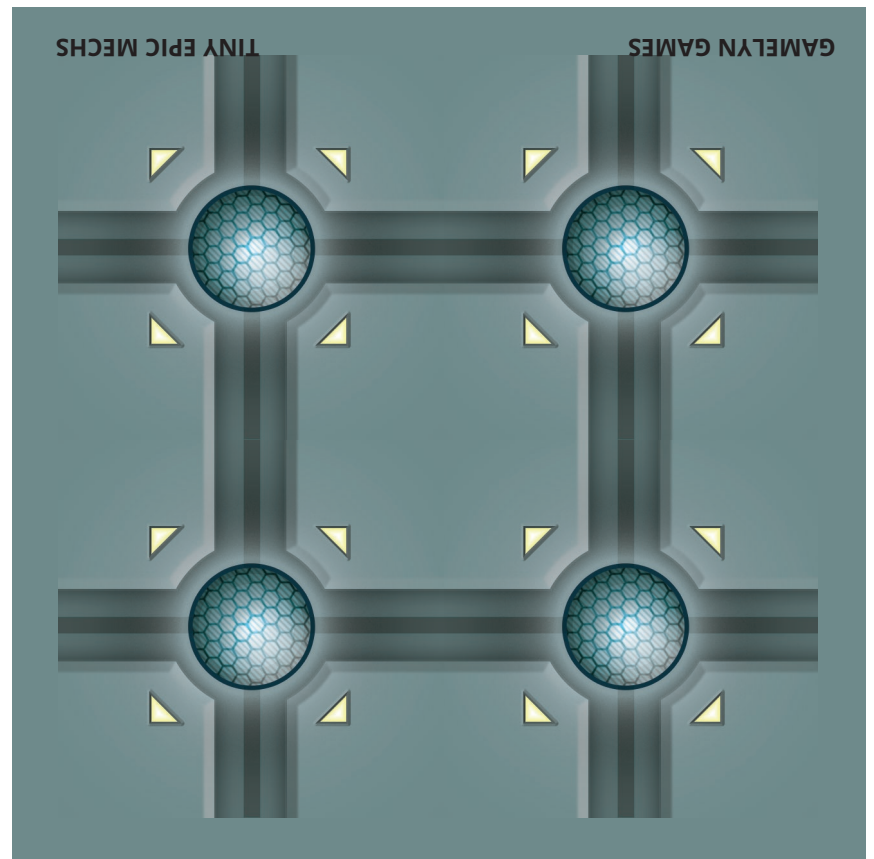
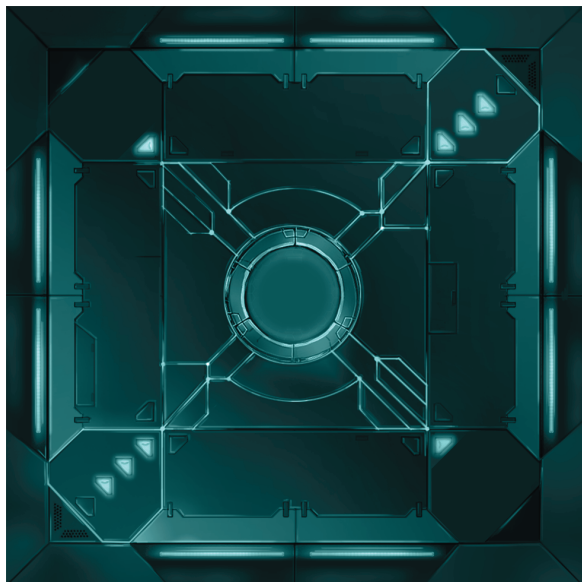
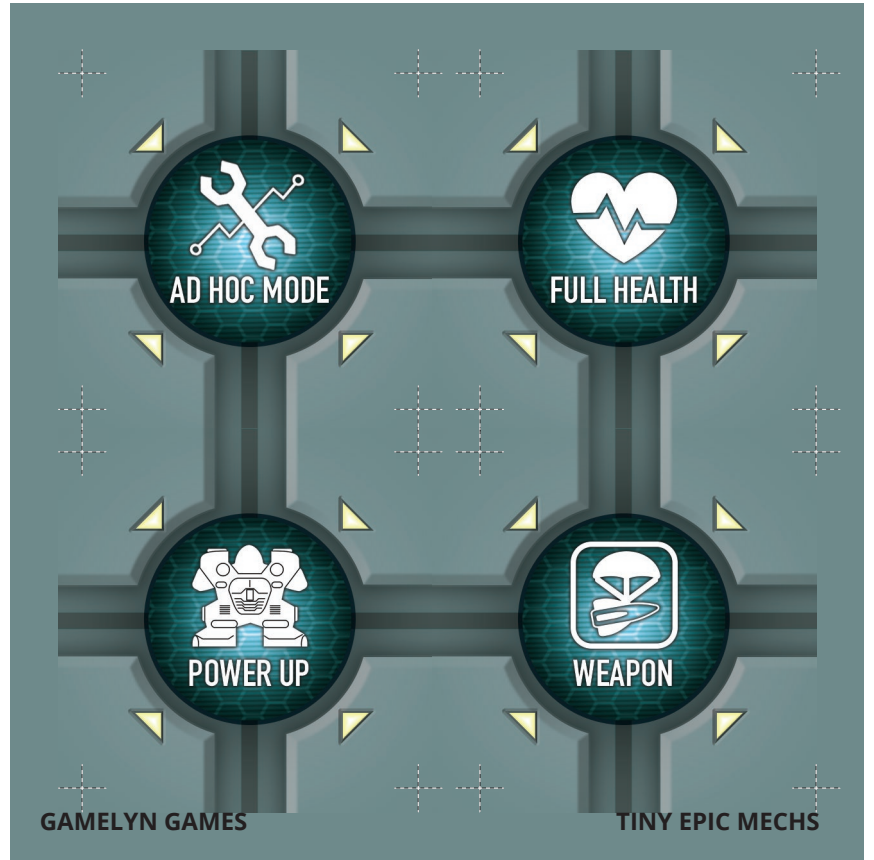
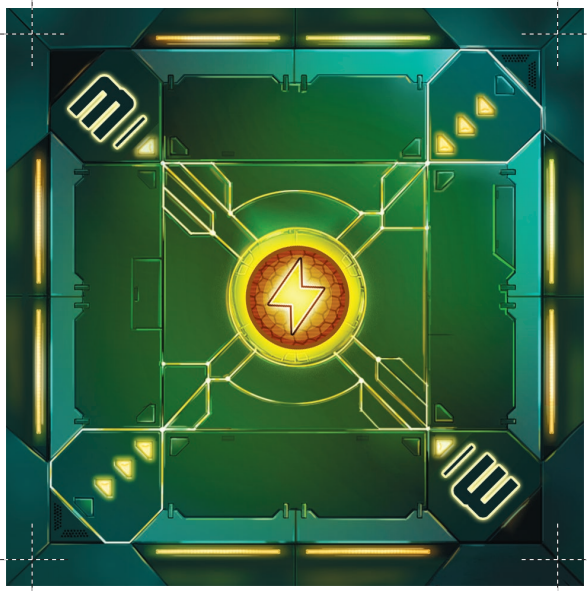












★

PILOT

LOTUS

DLX

SHADOW STEP- Once per Round, instead of executing a Program Card you may spend 1 ⚡ to immediately move to a Zone with one of your Mines/Turrets. No action is then performed.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡

654321KO

BASIC

BASIC

★

PILOT

GHOST

DLX

CYBORG- You may use 1 Basic Weapon slot to equip an Advanced Weapon.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡

654321KO

BASIC / ADVANCED

BASIC / ADVANCED

★

PILOT

LOTUS

DLX

SHADOW STEP- Once per Round, instead of executing a Program Card you may spend 1 ⚡ to immediately move to a Zone with one of your Mines/Turrets. No action is then performed.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡

654321KO

BASIC

BASIC

★

PILOT

GHOST

DLX

CYBORG- You may use 1 Basic Weapon slot to equip an Advanced Weapon.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡

654321KO

BASIC / ADVANCED

BASIC / ADVANCED