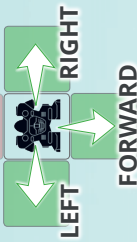


SOLO MODE: ROBOT PILOT GUIDE

ACTIONS	MOVEMENT	ADD. RULES
COLLECT	Forward	If the Robot Pilot's resources are maxed-out, do not Collect.
*DEPLOY MINE	Toward the Highest (X)	Cannot Deploy a Mine unless you have other Robot Pilots.
*DEPLOY TURRET	Toward the Highest (X)	Cannot Deploy a Turret unless you have other Robot Pilots.
*PURCHASE	Toward the Lowest (X)	The Robot Pilot buys the first Advanced Weapon it can, choosing from left to right.
*POWER UP	Toward the Lowest (X)	If damaged, the Robot Pilot pays until it heals to full health.
DIAGONAL JUMP	Into Player's Zone if diagonal	The Robot Pilot's first Weapon deals a Power Attack .
DOUBLE JUMP	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:



If it cannot decide, it will always move forward.

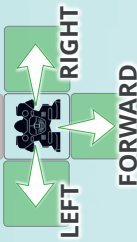
If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

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COMBAT

MELEE
 RANGED
 COUNTER
 AREA

for starting Combat

for every 1 damage you deal to the enemy

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

POWER UP

HEAL

1 → 2

OR

UPGRADE

5 →

DEPLOY

TURRET

Resolve AFTER any Combat:

if dealing a K.O.

SCORE 1

MINE

Resolve BEFORE any Combat:

if dealing a K.O.

SCORE 1

1 2 3 4 5 6 7 8 9

COMBAT

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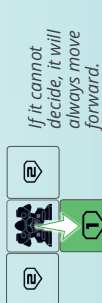
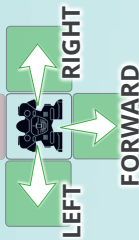
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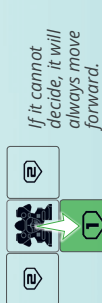
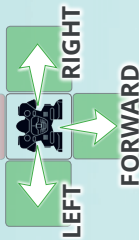


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DEPLOY

TURRET
Resolve AFTER any Combat:
 SCORE 1 if dealing a K.O.

MINE
Resolve BEFORE any Combat:
 SCORE 1 if dealing a K.O.

POWER UP

HEAL
1 \rightarrow 2 \rightarrow 3

OR
UPGRADE
5 \rightarrow 6 \rightarrow 7

MIGHTY MECH

FULL HEALTH

COMBAT

MELEE

RANGED

COUNTER

AREA

SCORE 1 for starting Combat

SCORE 1 for every 1 damage you deal to the enemy

SCORE 1 for causing the enemy to retreat or dealing a K.O.

1 2 3 4 5 6 7 8 9

DEPLOY

TURRET
Resolve AFTER any Combat:
 SCORE 1 if dealing a K.O.

MINE
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HEAL
1 \rightarrow 2 \rightarrow 3

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COMBAT

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AREA

SCORE 1 for starting Combat

SCORE 1 for every 1 damage you deal to the enemy

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1 2 3 4 5 6 7 8 9

PILOT

RAMPAGE

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



250
200
12,000

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.



250
200
12,000

BASIC

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚙️

654321KO

POWER ARMOR

RAMPAGE

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



250
200
12,000

ADVANCED

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚙️

654321KO

POWER ARMOR

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250
200
12,000

ADVANCED

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚙️

654321KO

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).



250

500

12,000

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.



250

500

12,000

BASIC

BASIC

RESPAWN WITH MIN. 2  AND 2 

654321KO

ADVANCED

MAVERICK

POWER ARMOR

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).



250

500

12,000

BASIC

BASIC


RETREAT OUT OF POWER ARMOR


654321KO

ADVANCED

DIAMOND

POWER ARMOR

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



250

500

12,000

BASIC

BASIC

RETREAT OUT OF POWER ARMOR

654321KO

PILOT

KITTY

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

250

200

12,000

250

200

12,000

BASIC

BASIC

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚡

654321KO

PILOT

TANK

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

250

200

12,000

250

200

12,000

BASIC

BASIC

RESPAWN WITH MIN. 2 ⚡ AND 2 ⚡

654321KO

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POWER ARMOR

250

200

12,000

250

200

12,000

BASIC

ADVANCED

RETREAT OUT OF POWER ARMOR

76543

89

123

KO

TANK

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

POWER ARMOR

250

200

12,000

250

200

12,000

BASIC

ADVANCED

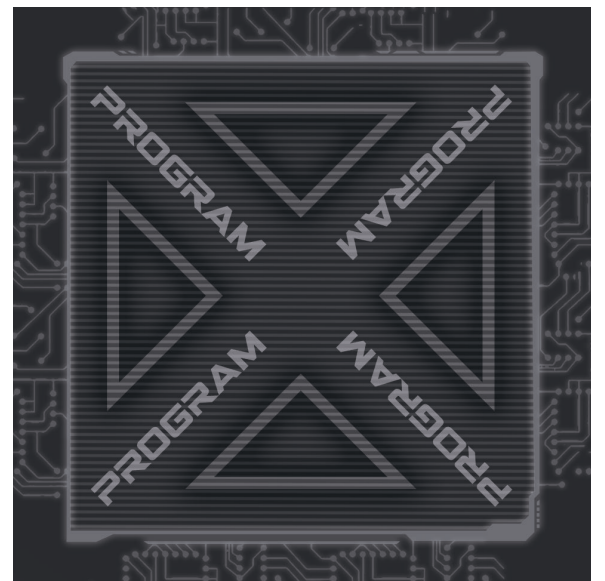
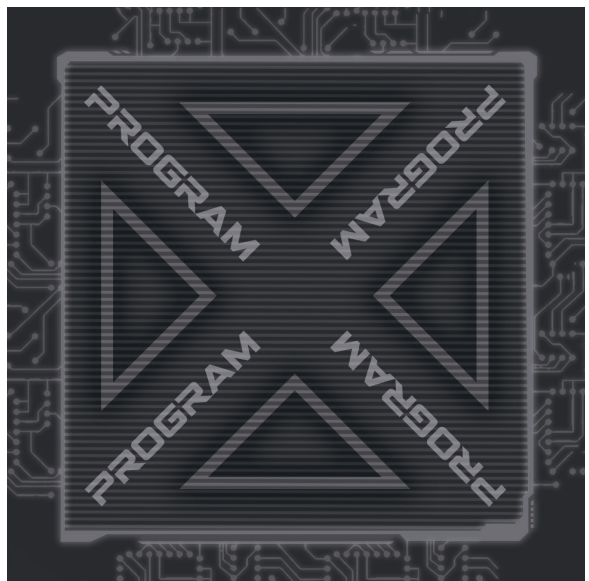
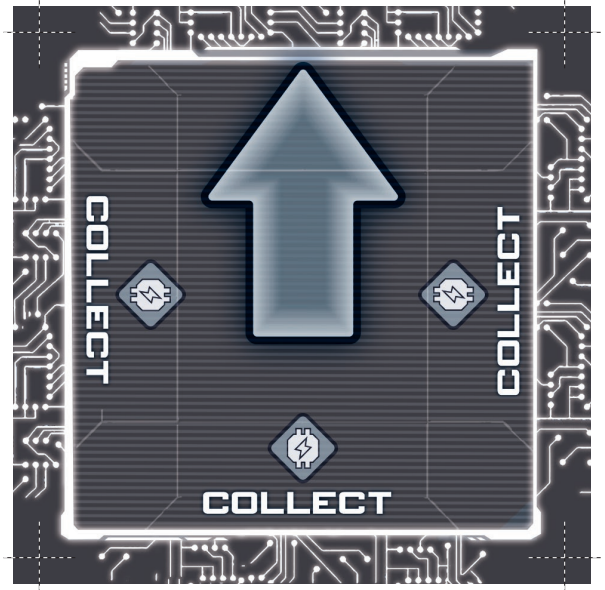
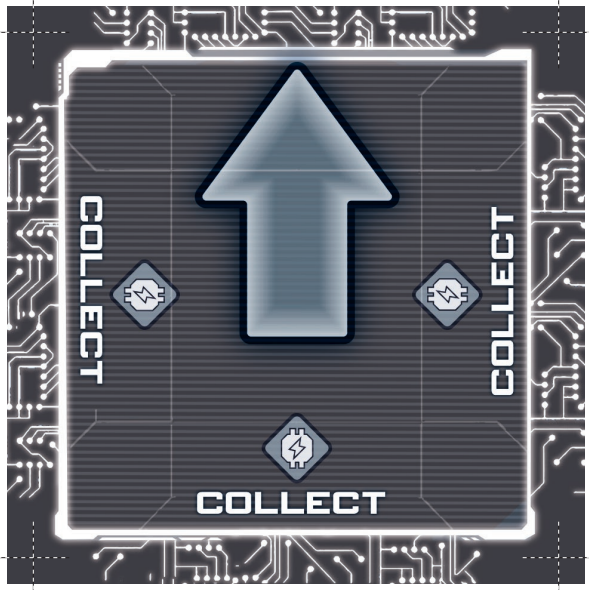
RETREAT OUT OF POWER ARMOR

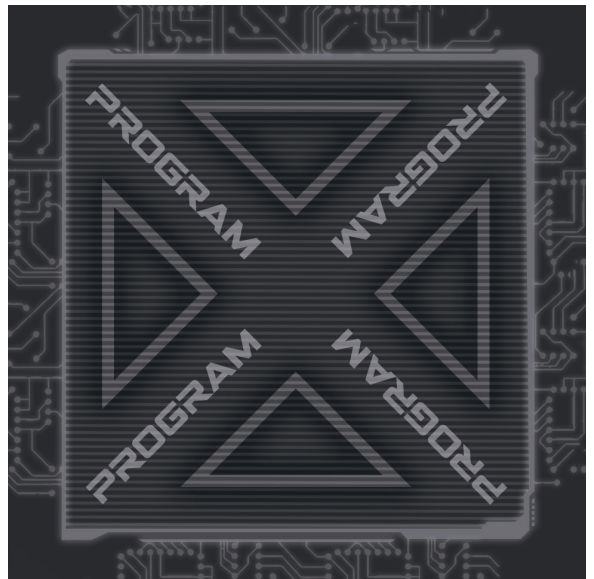
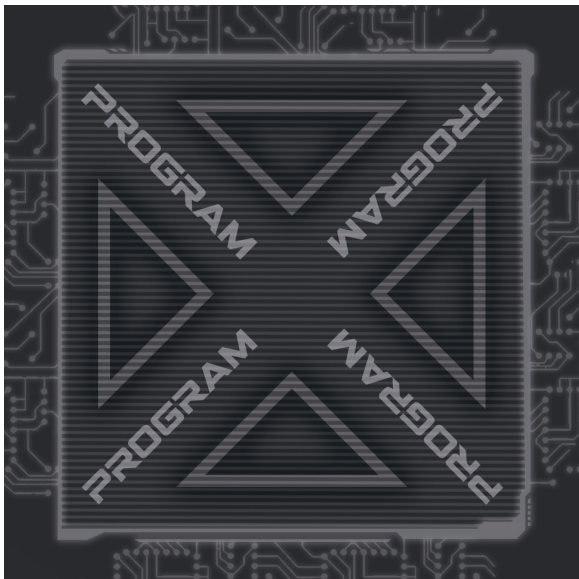
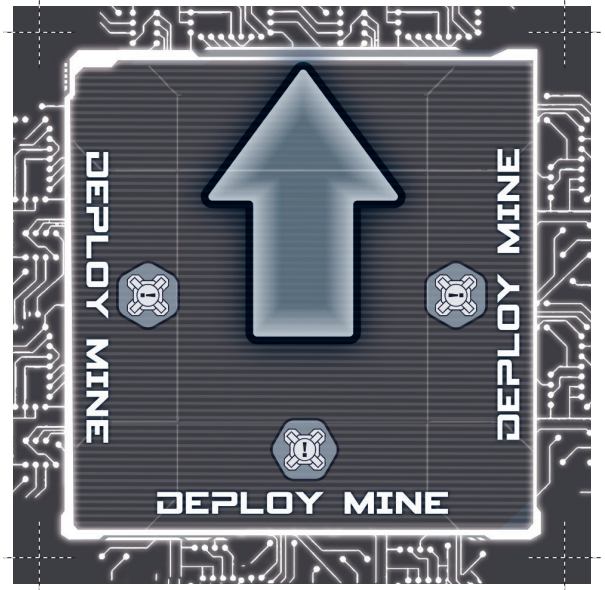
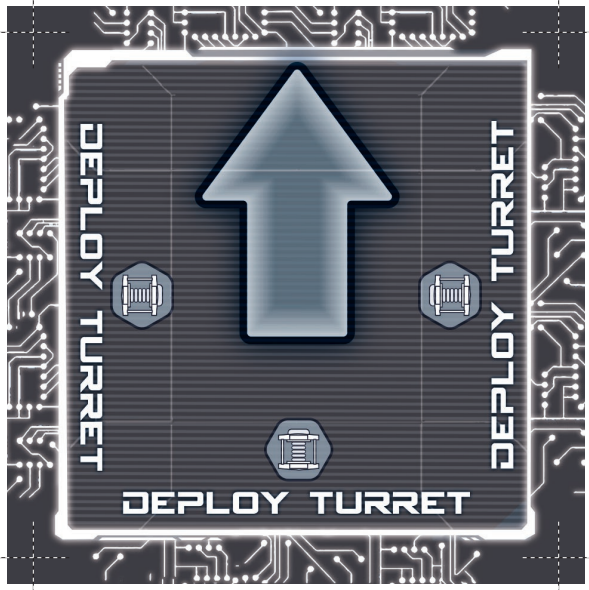
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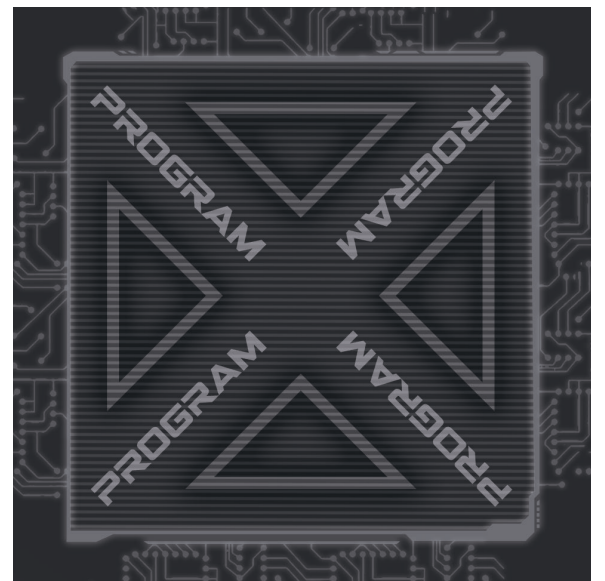
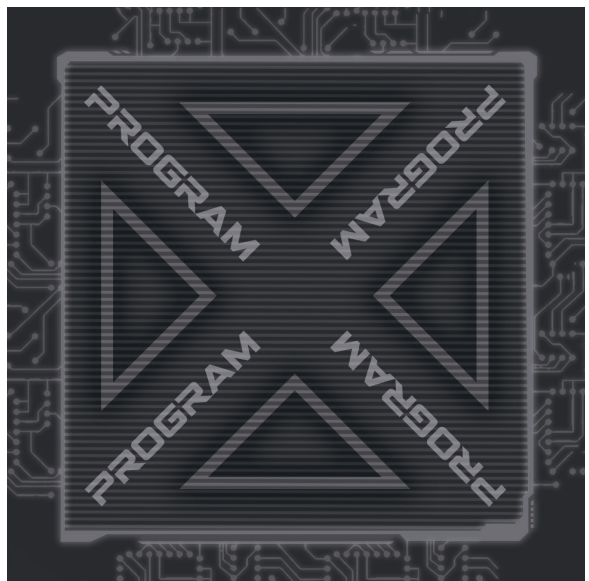
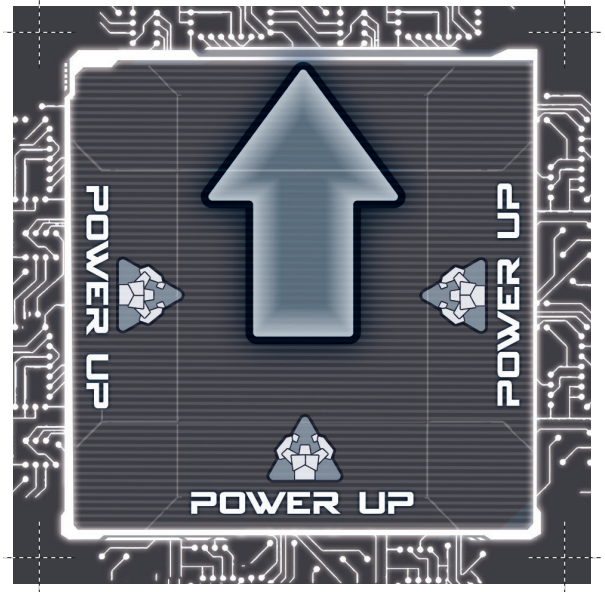
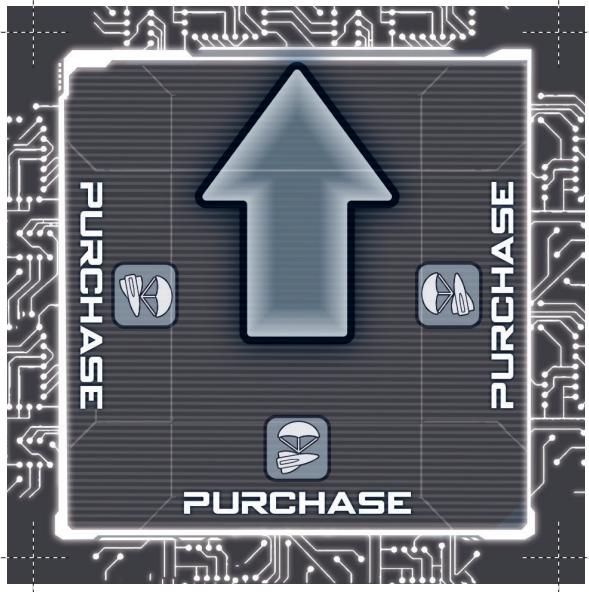
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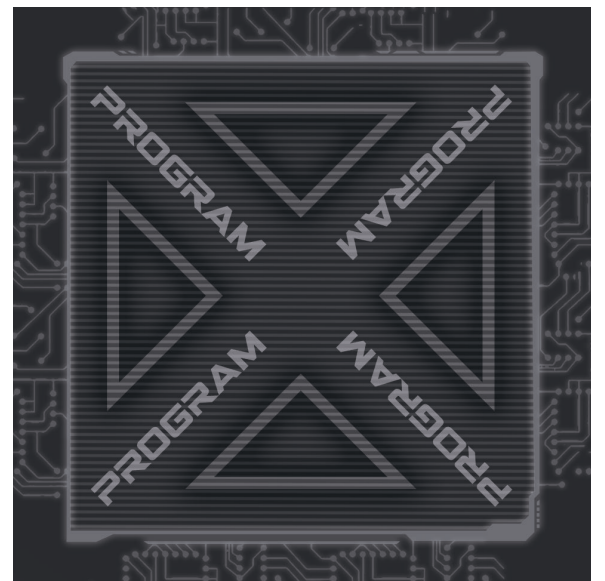
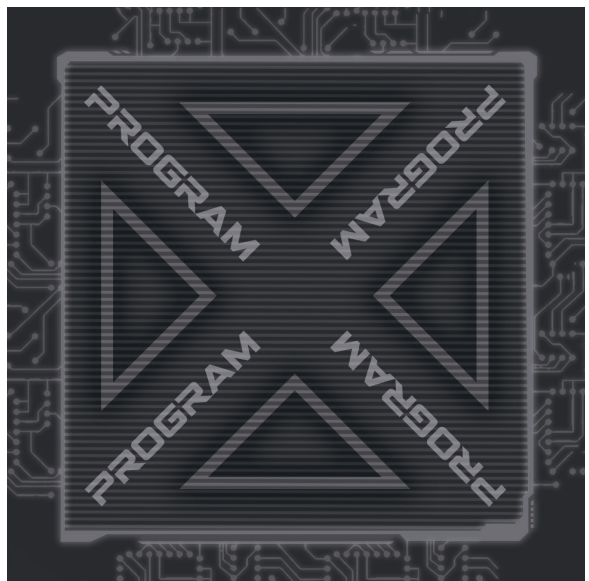
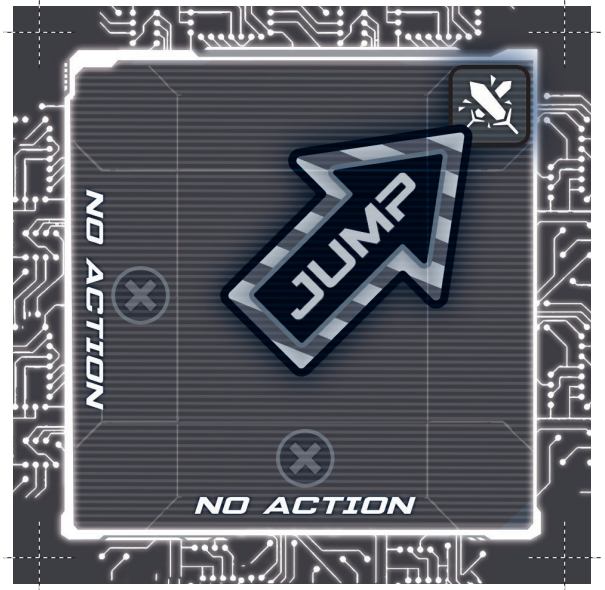
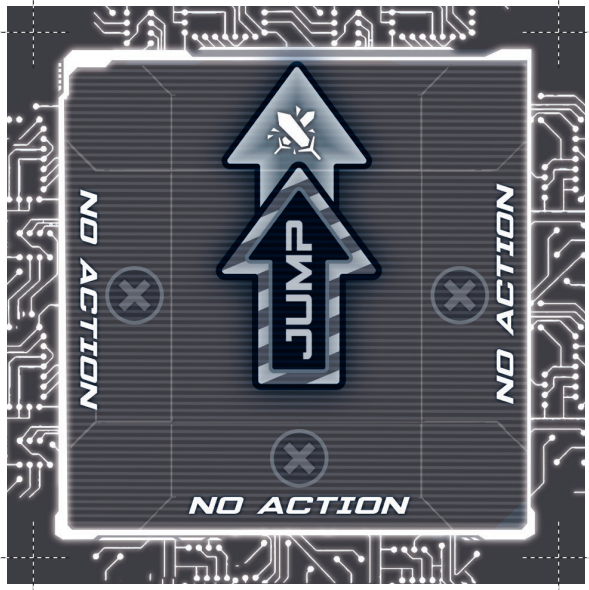
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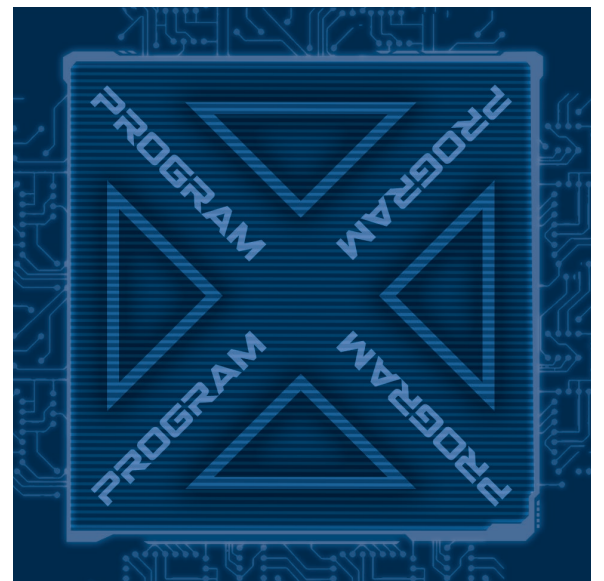
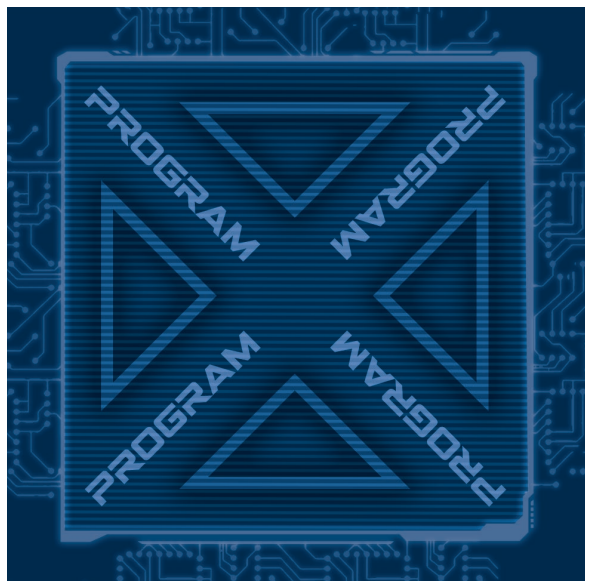
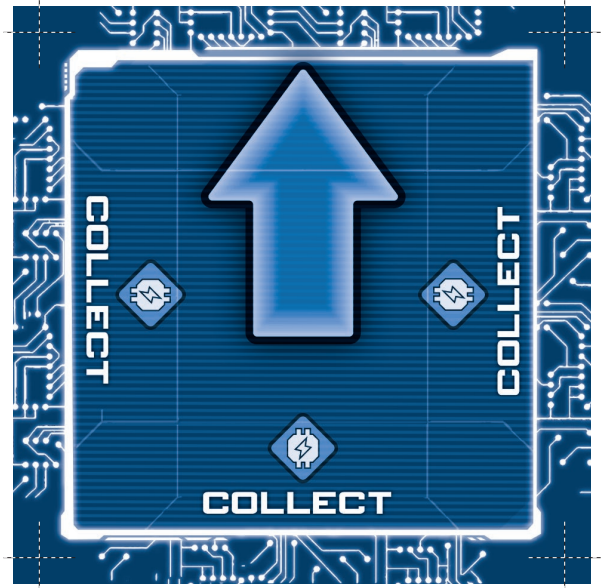
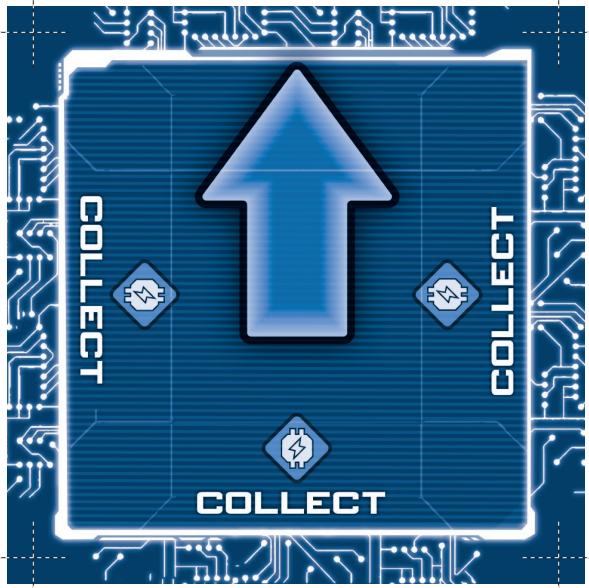
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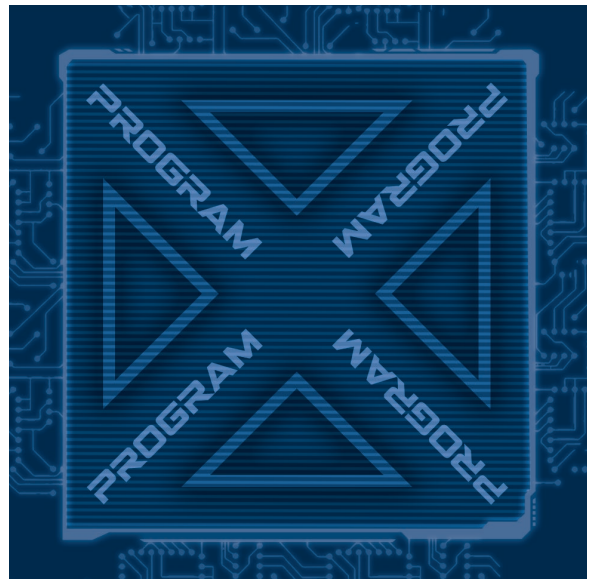
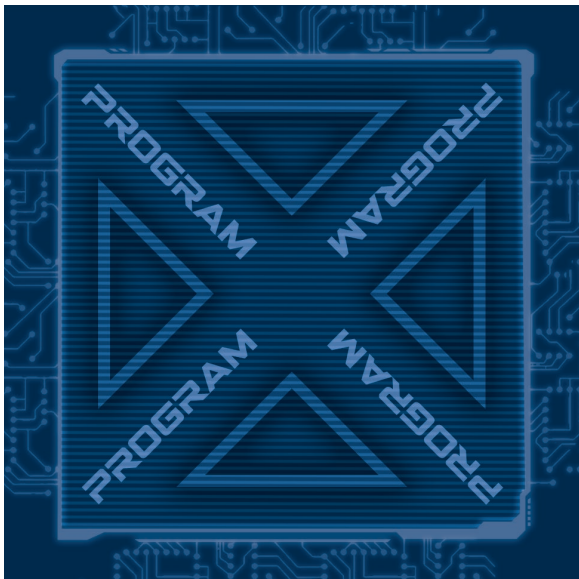
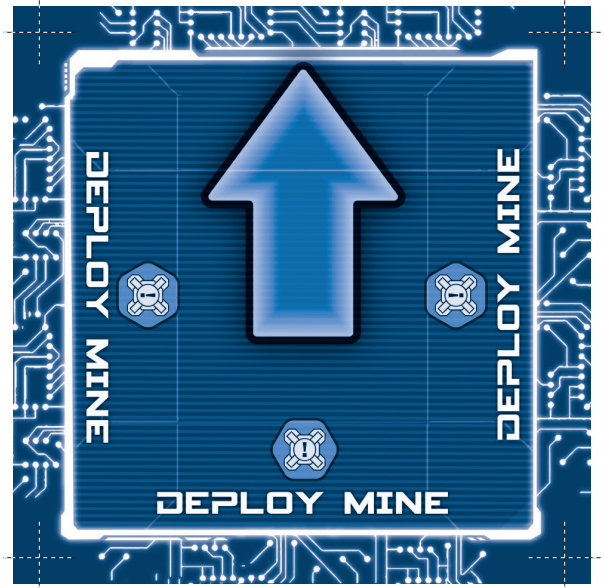
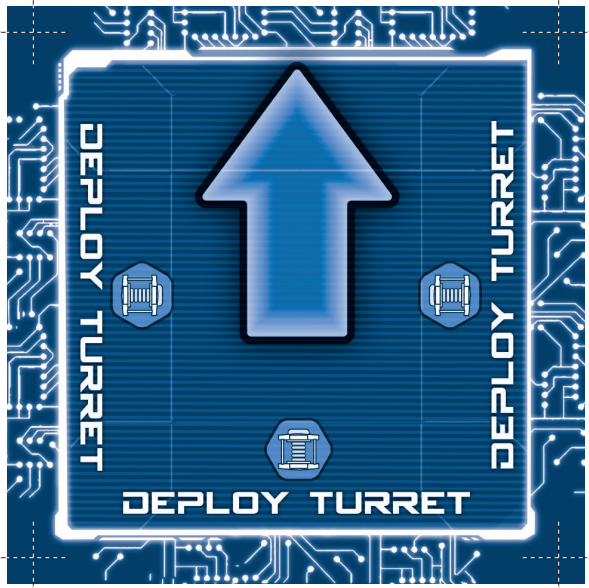


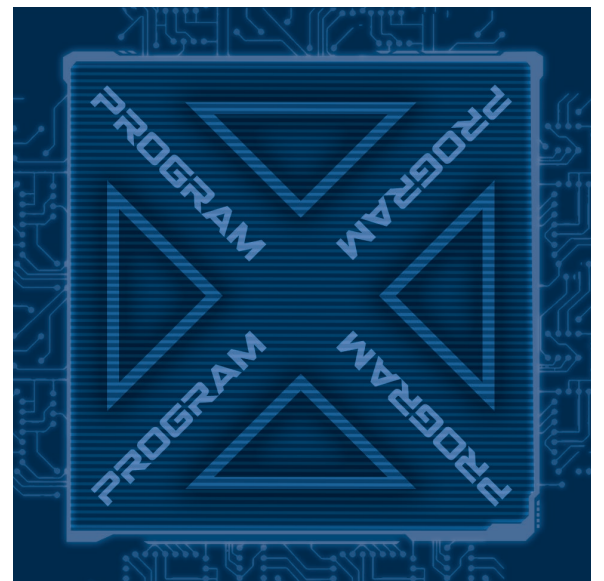
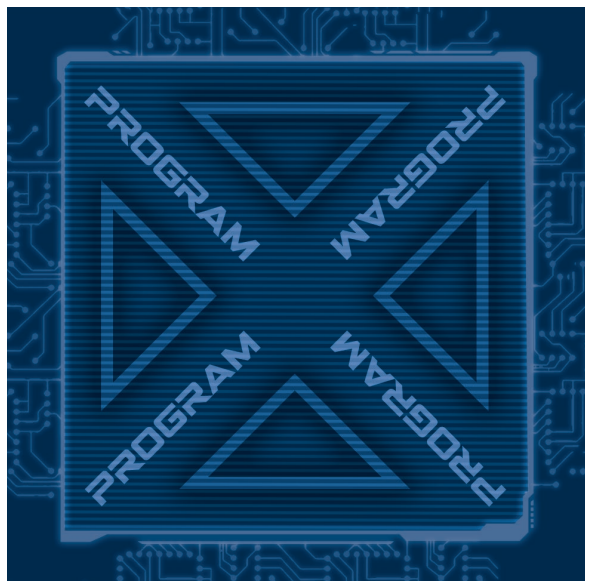
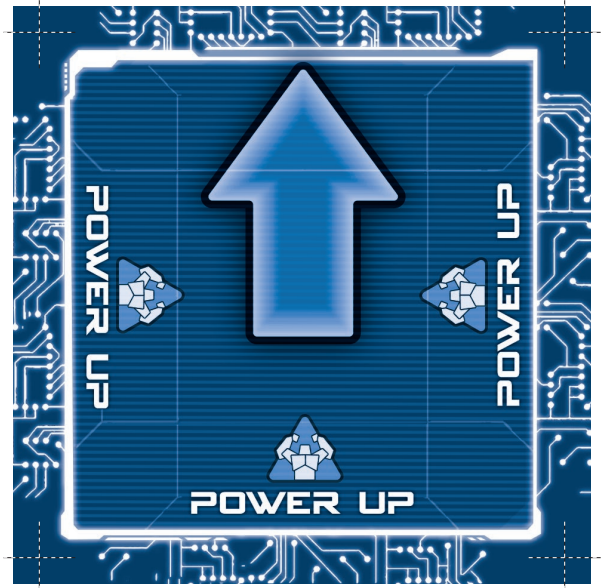
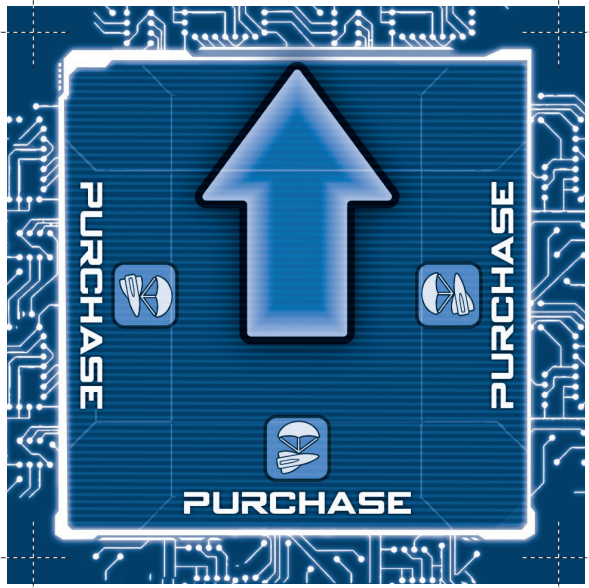


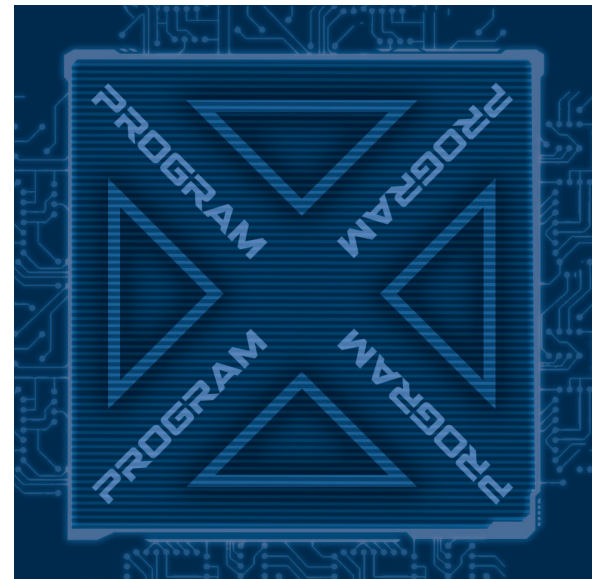
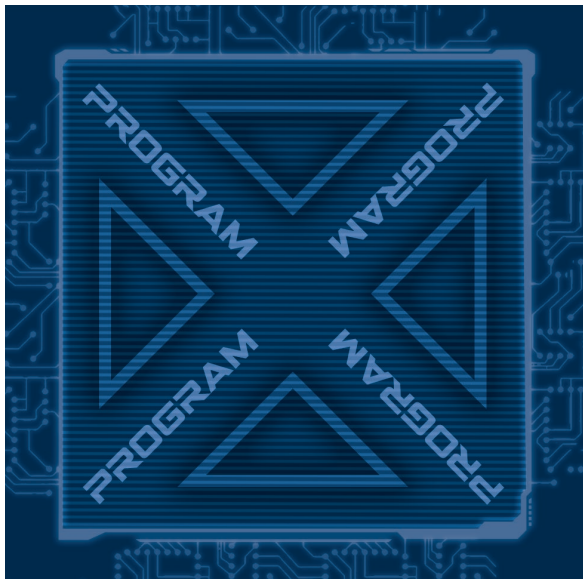
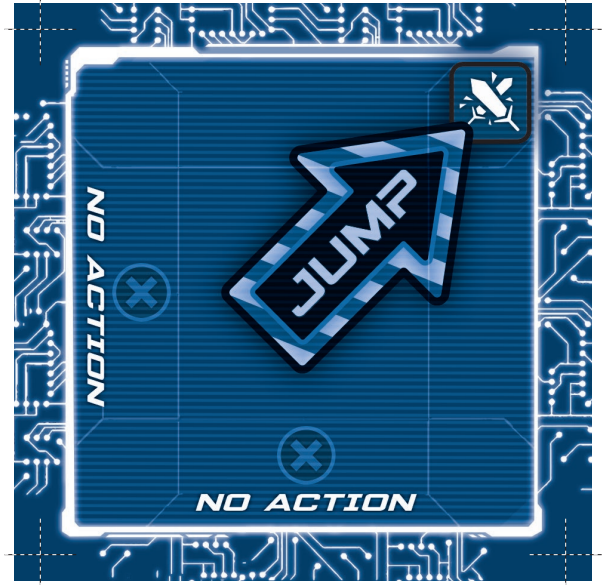
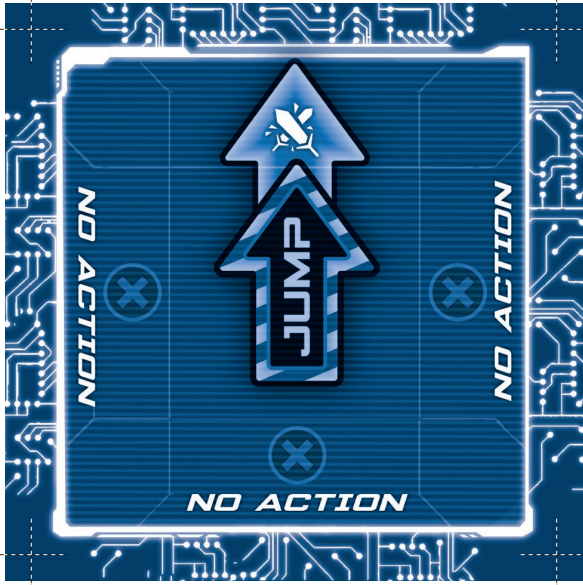


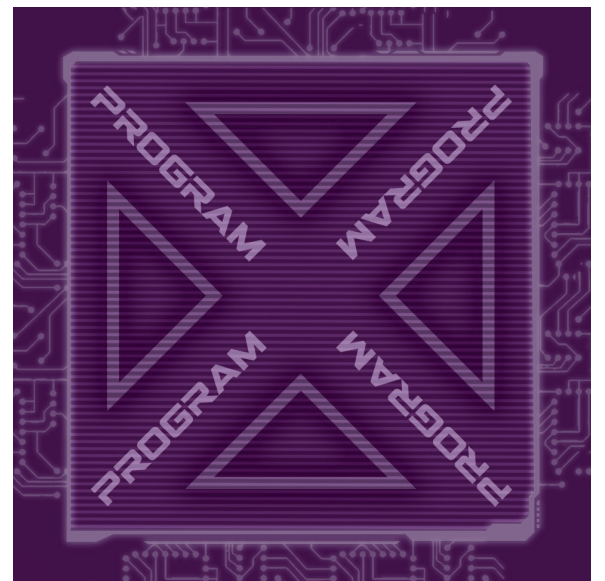
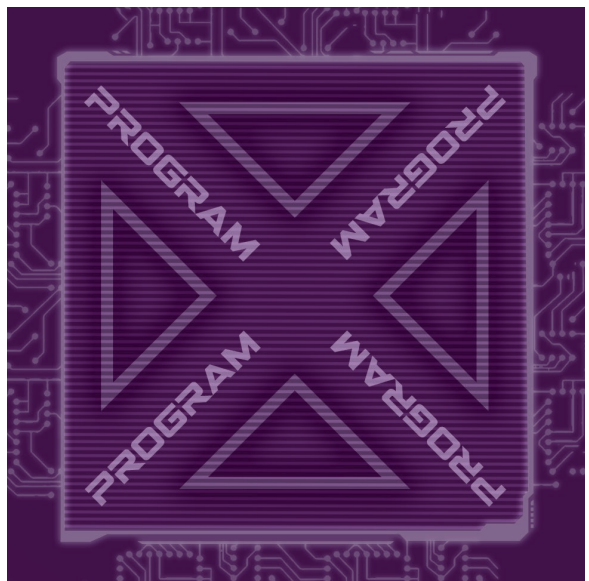
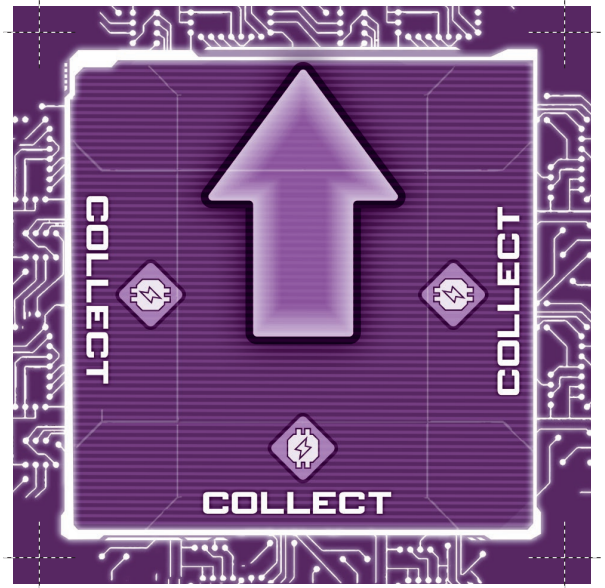
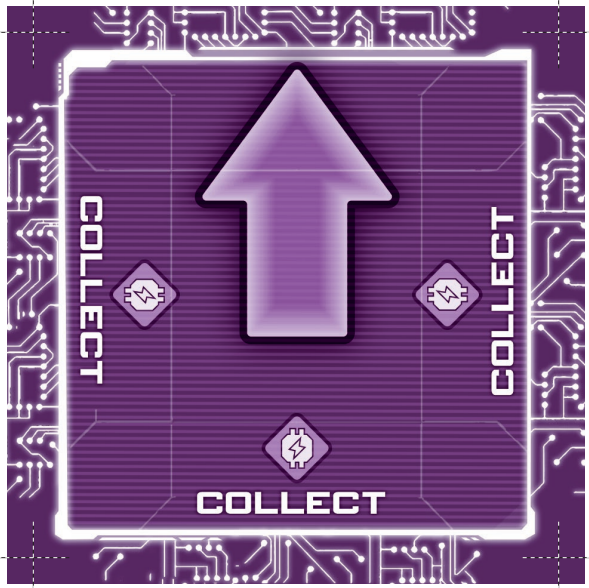


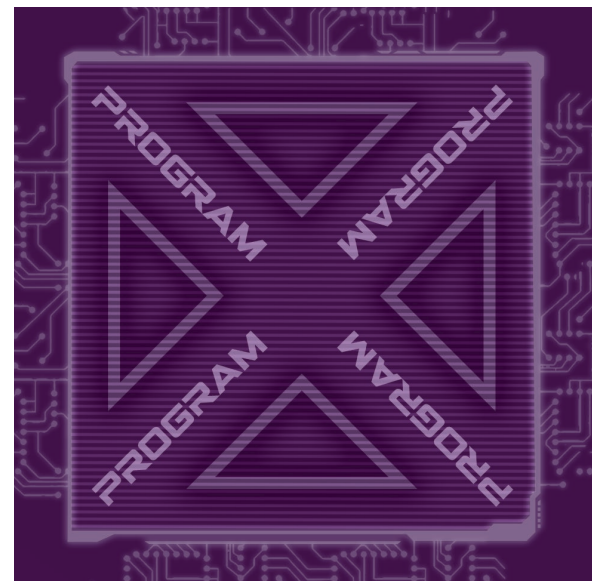
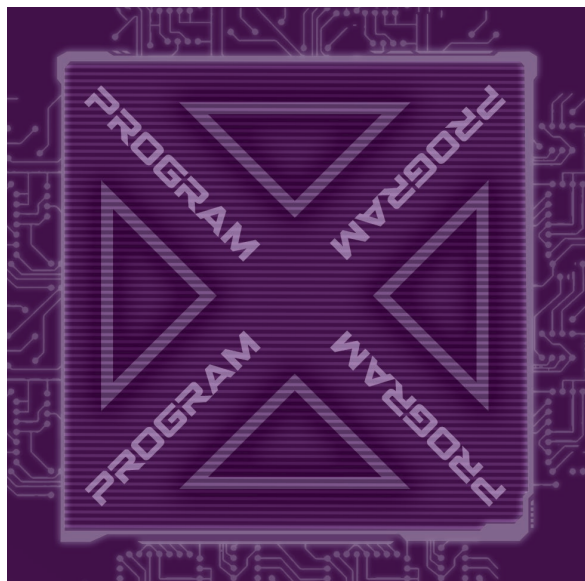
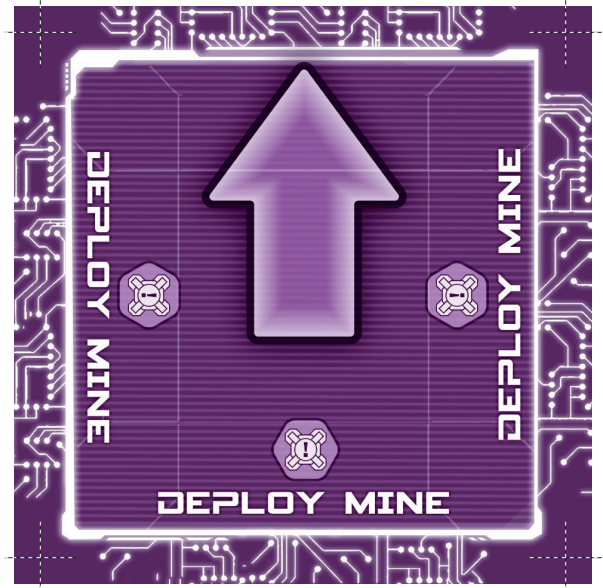
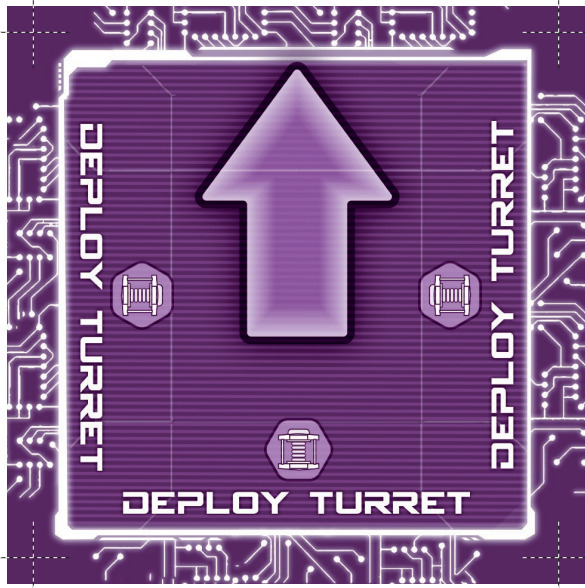


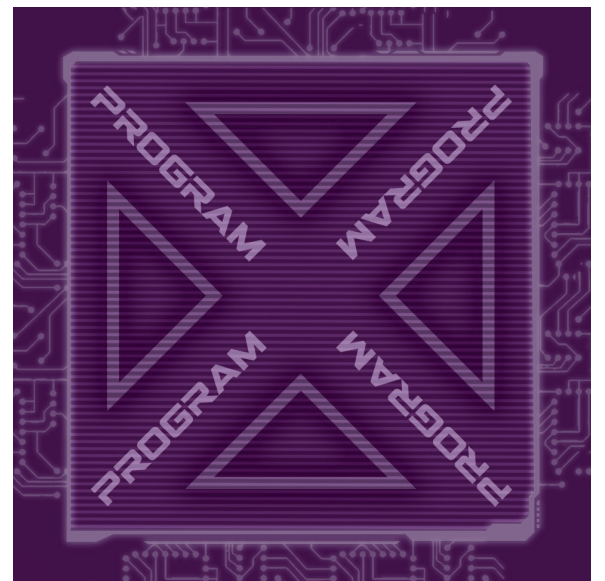
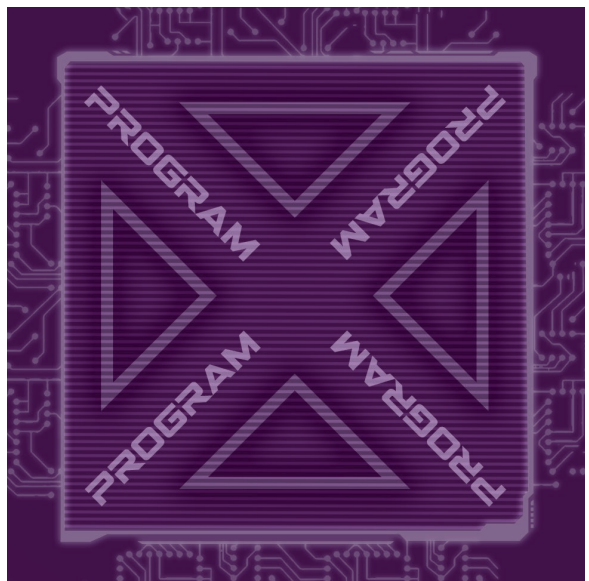
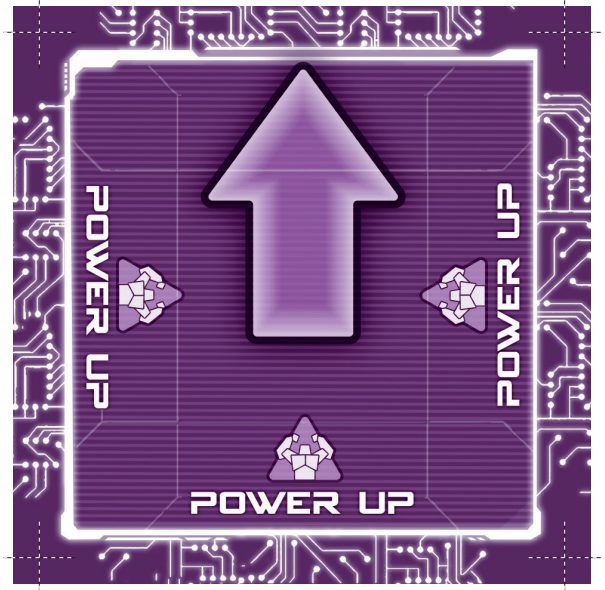
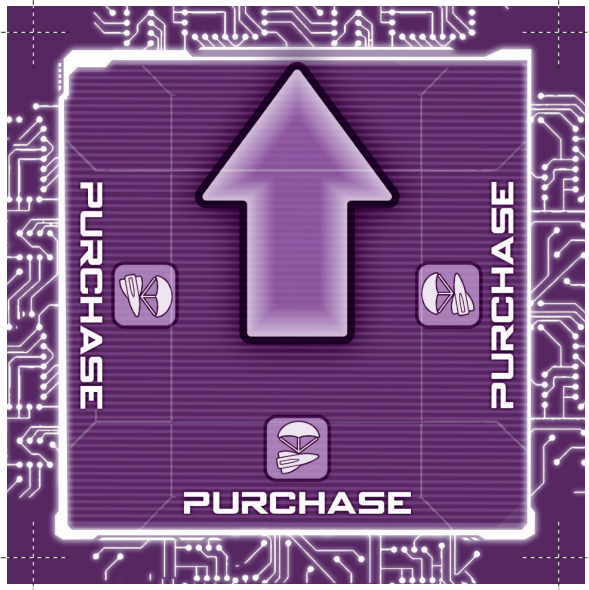


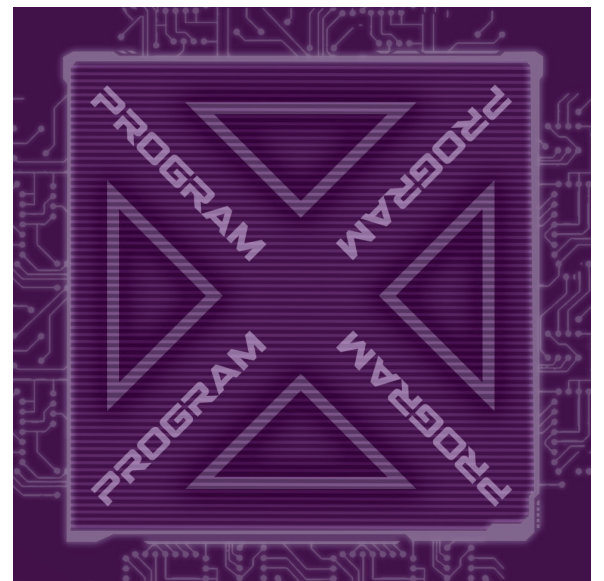
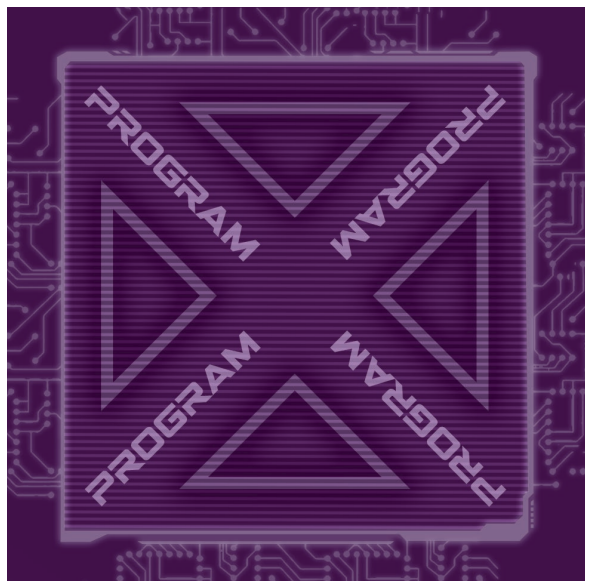
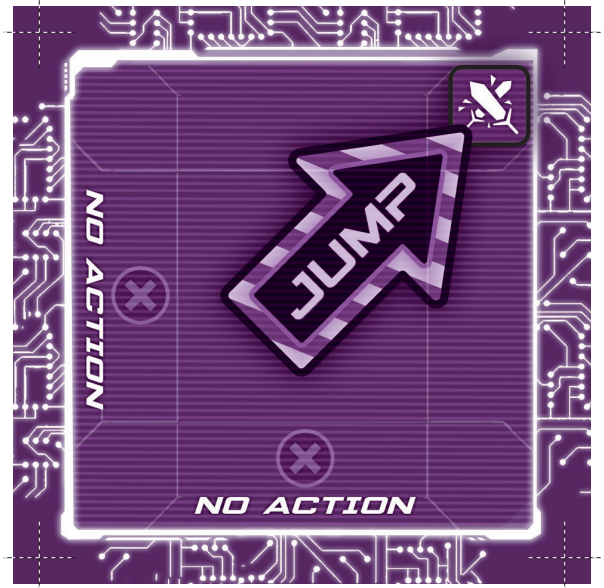
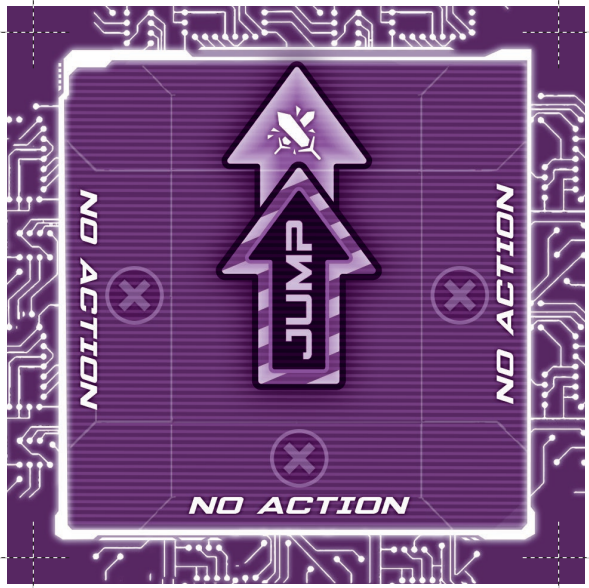


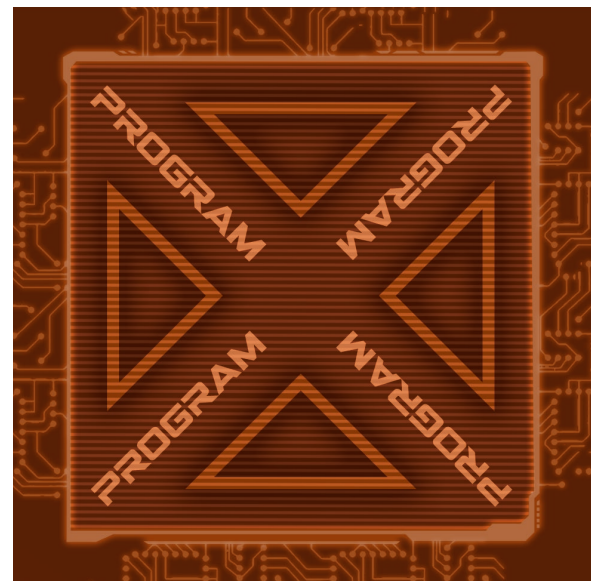
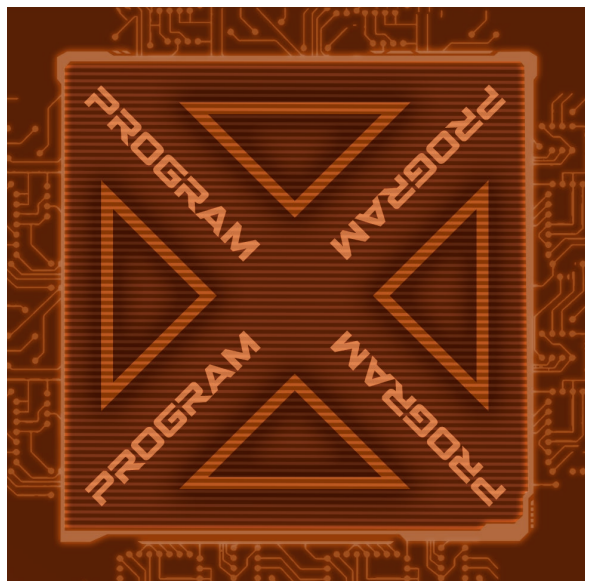
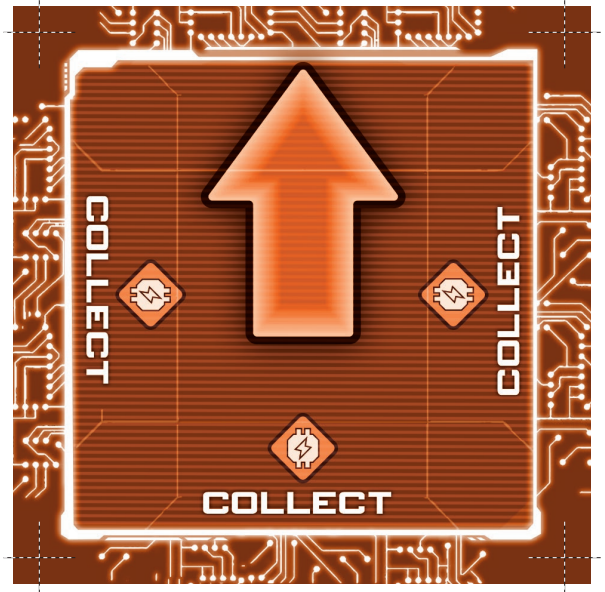
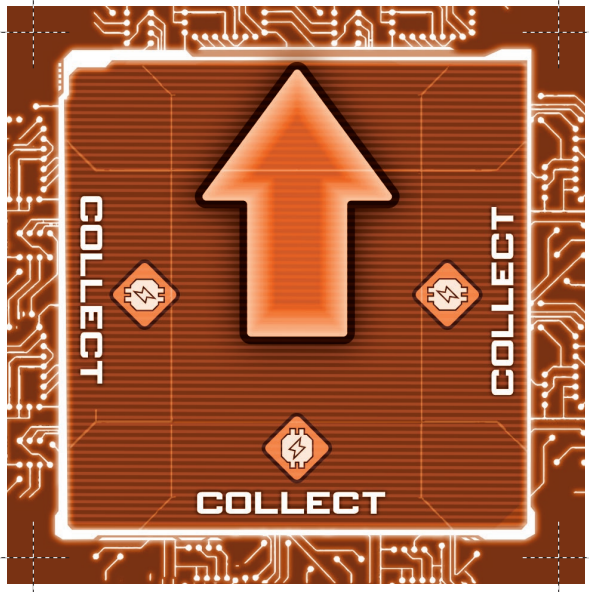


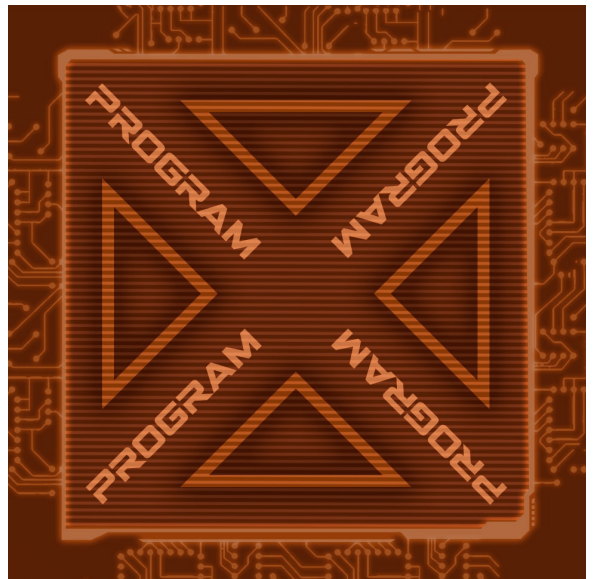
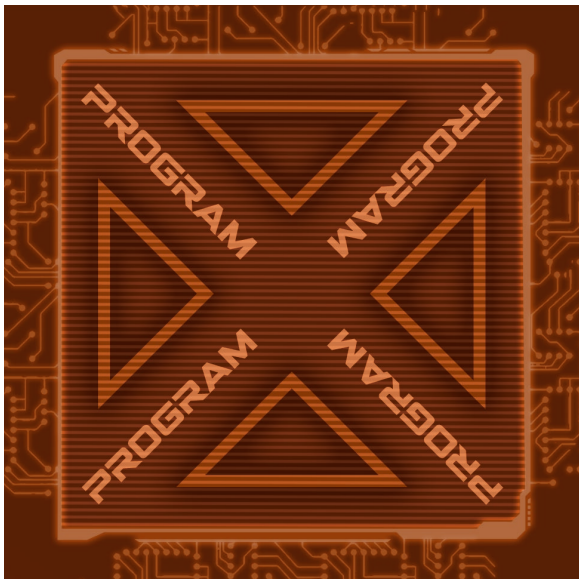
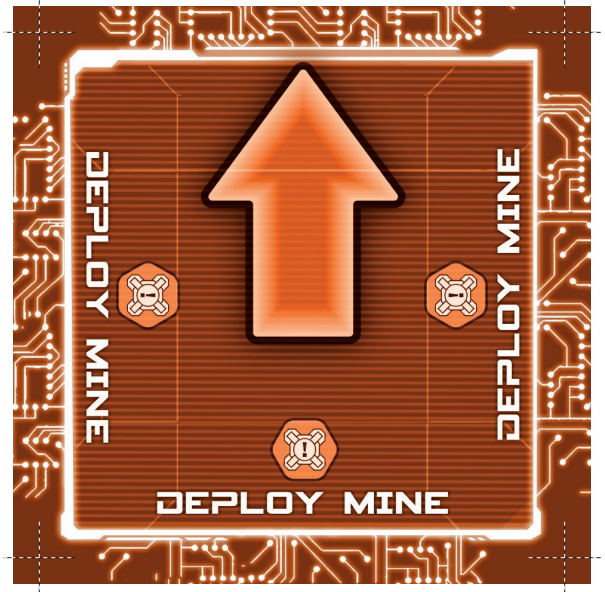
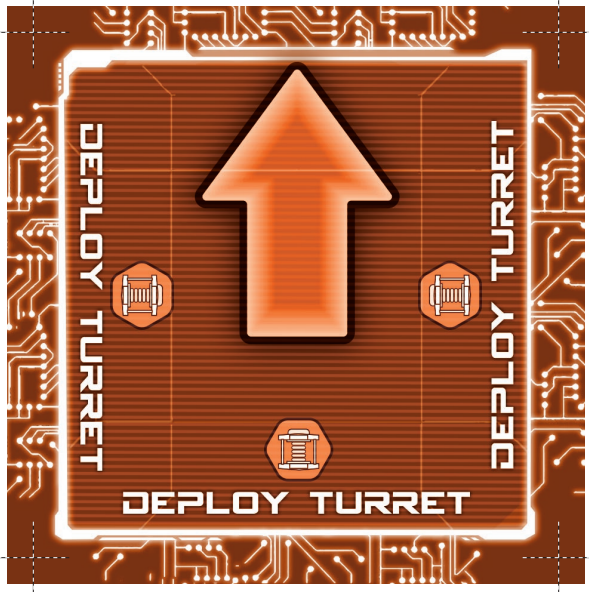


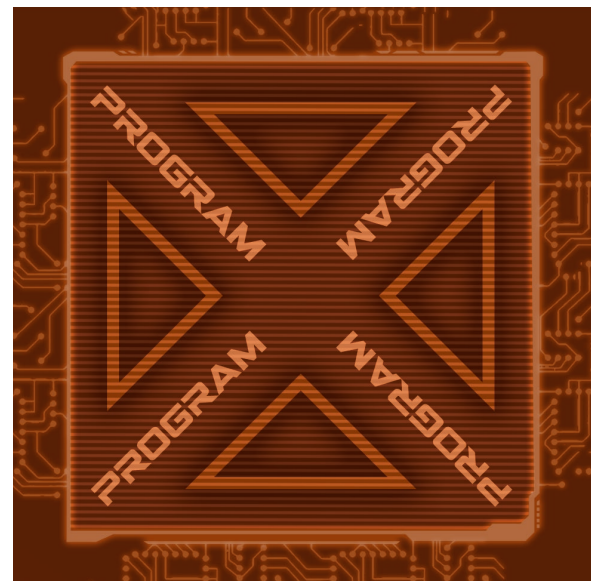
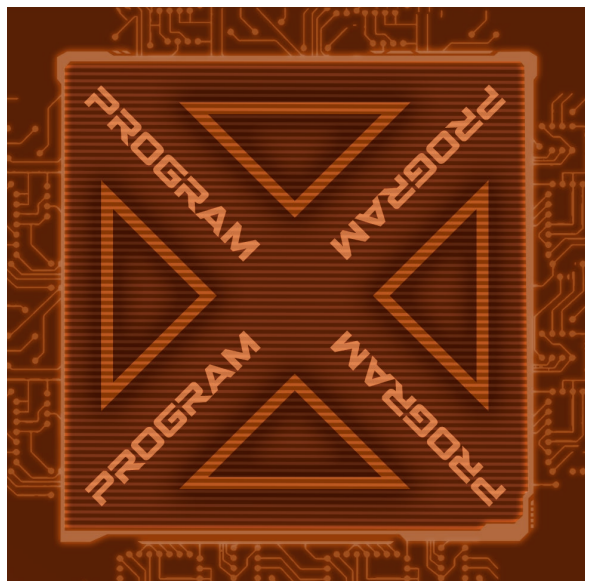
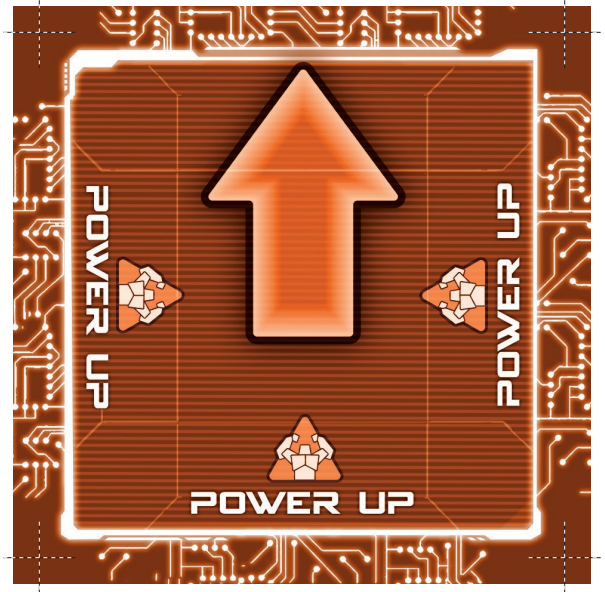
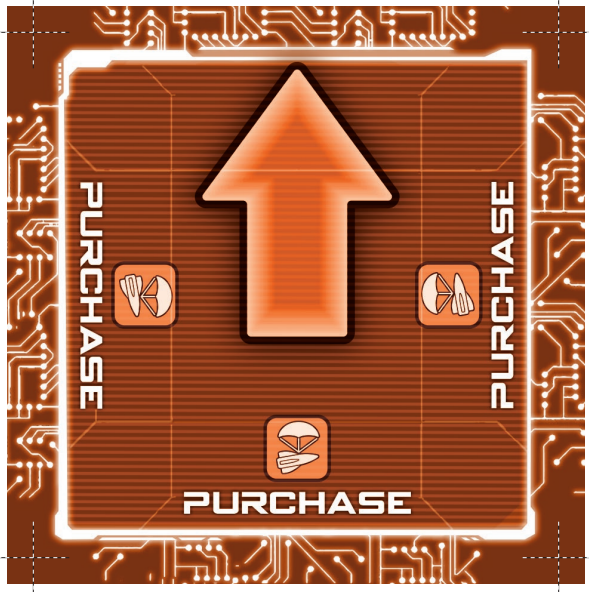


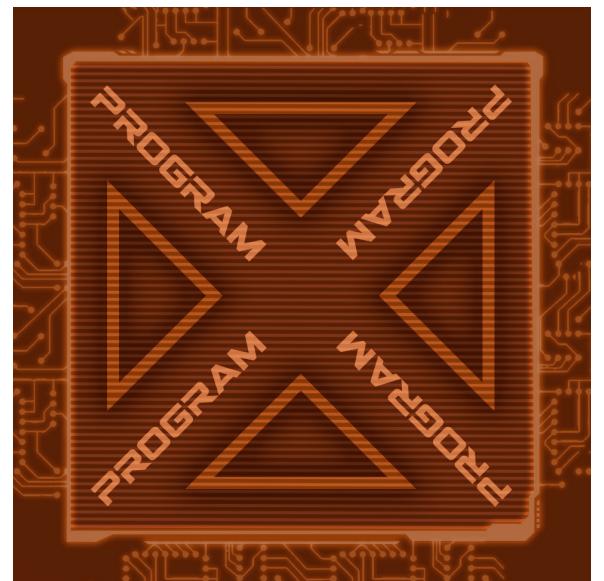
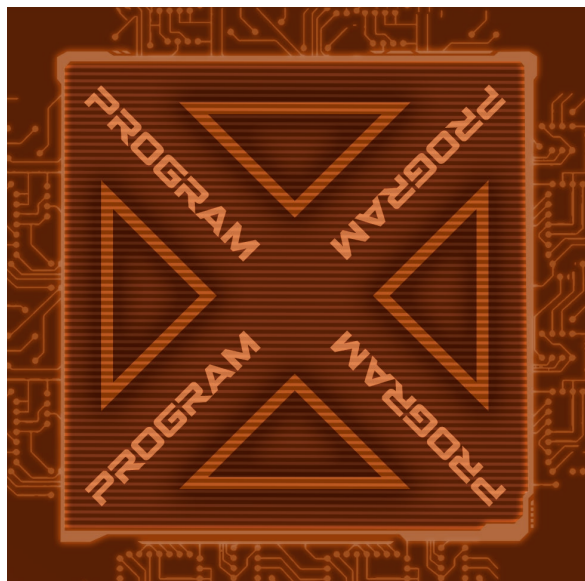
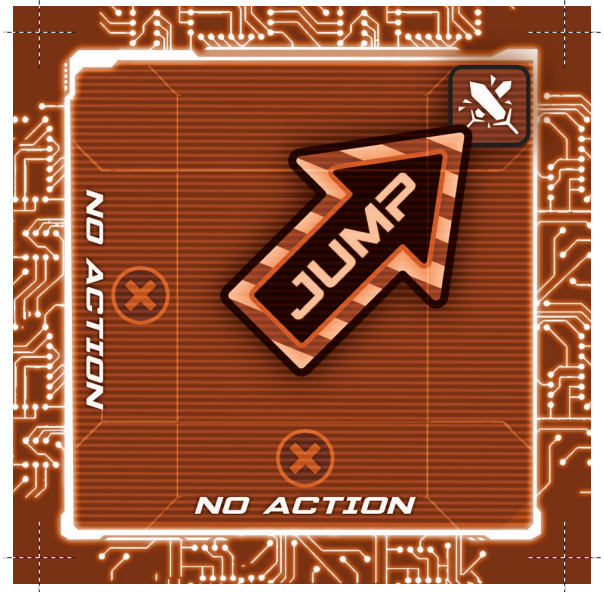
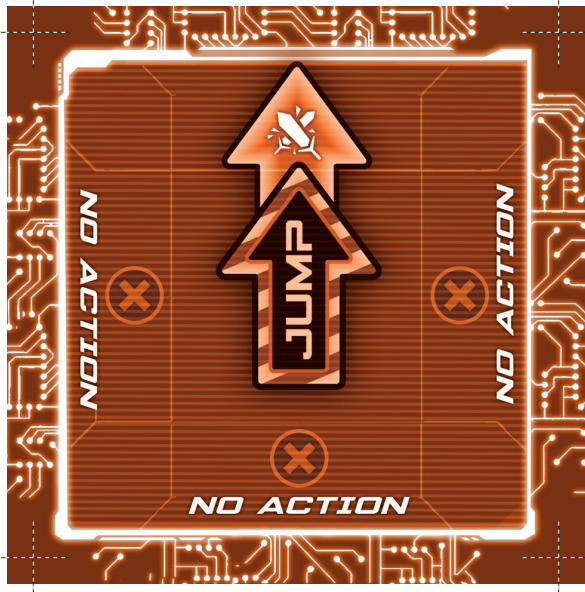






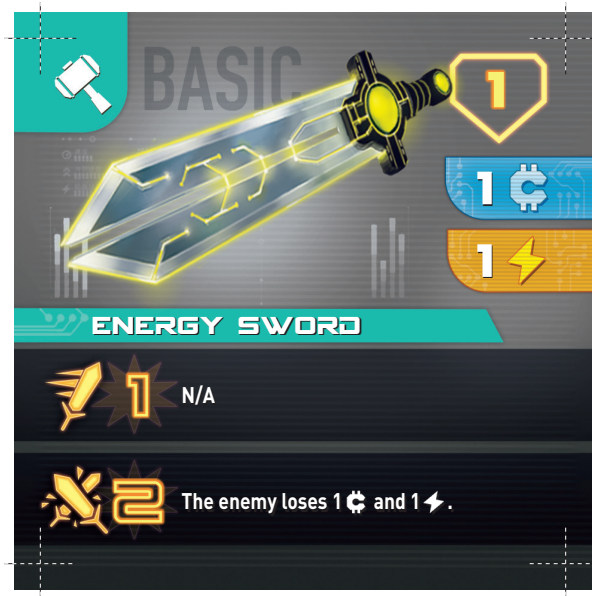


















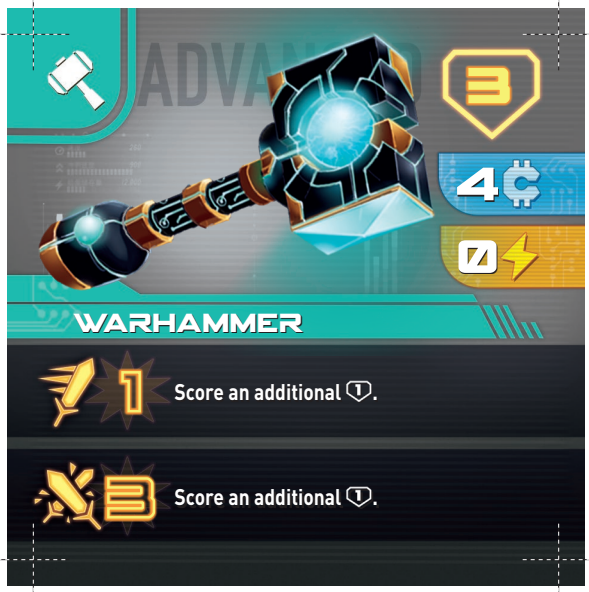












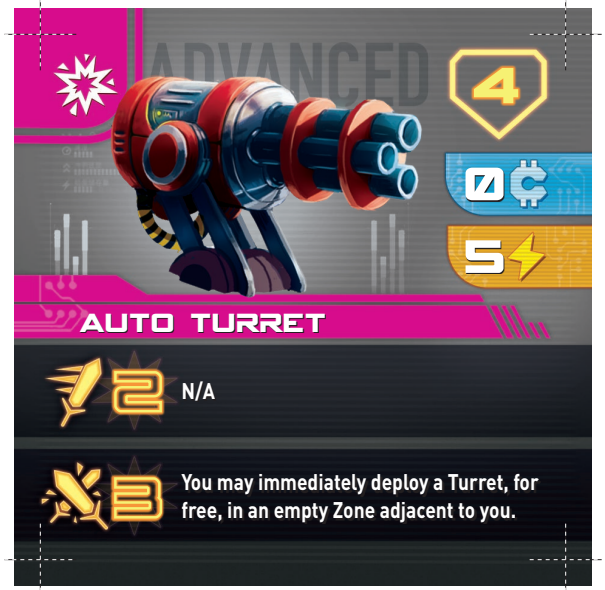


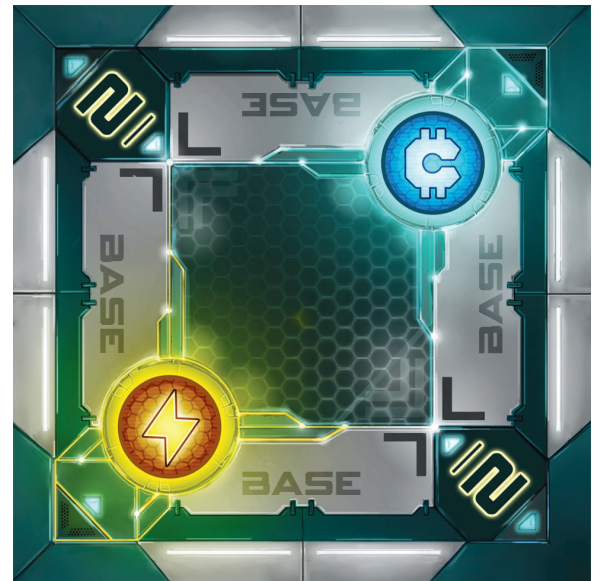
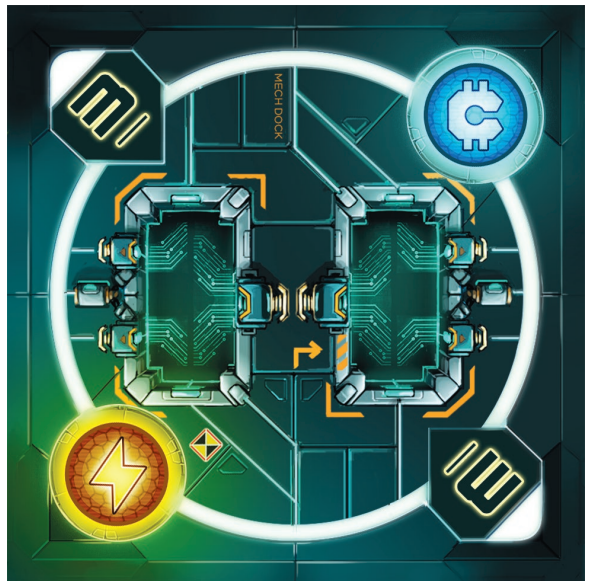
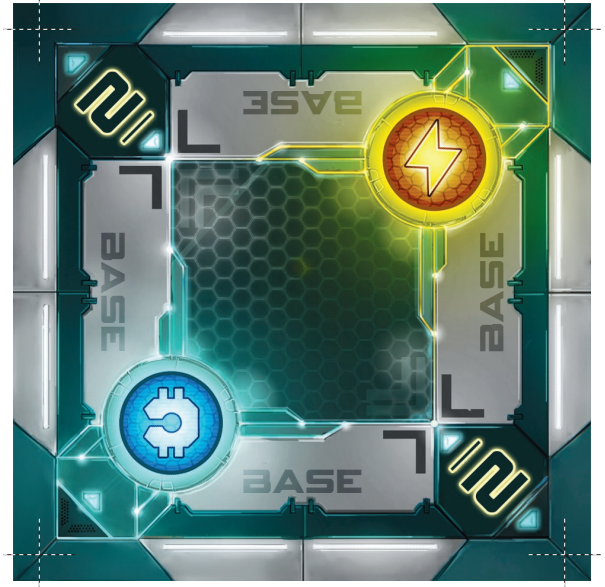
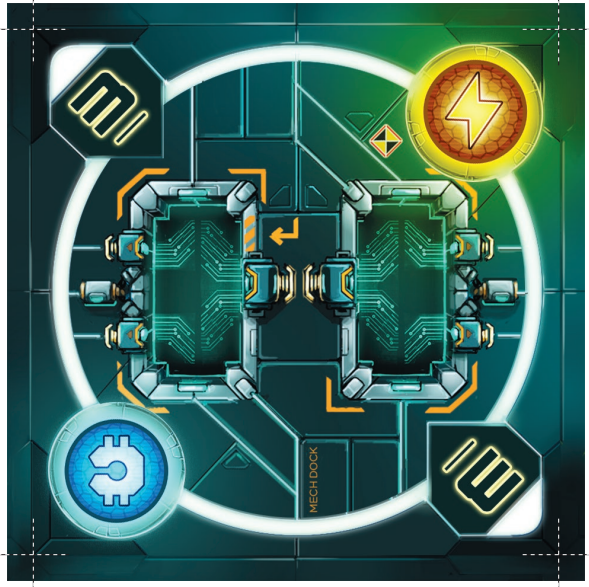


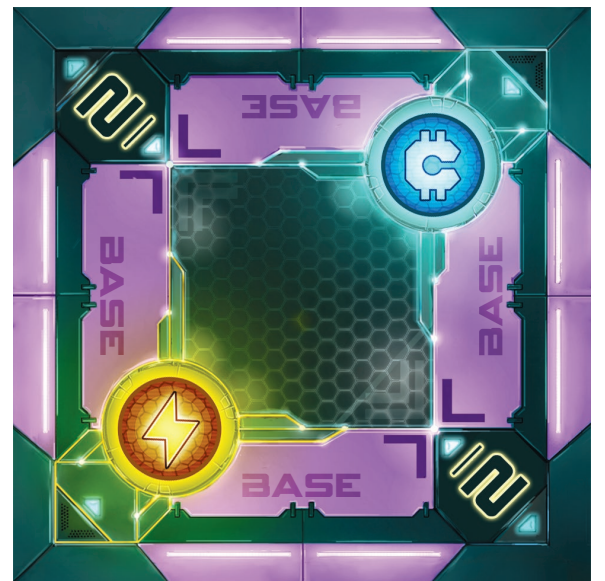
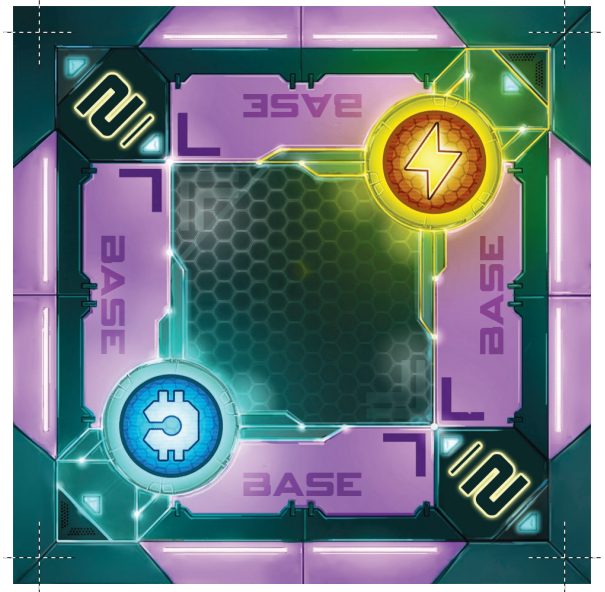
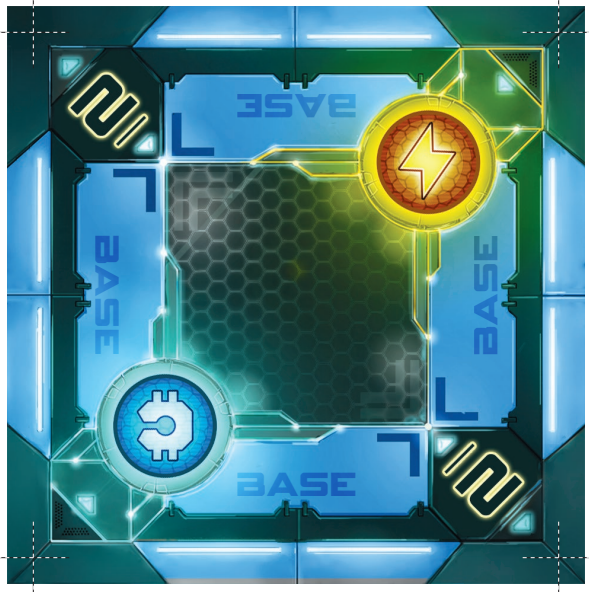


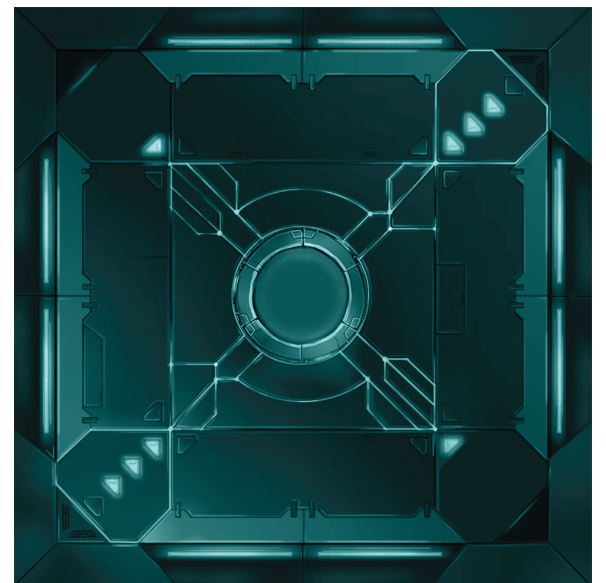
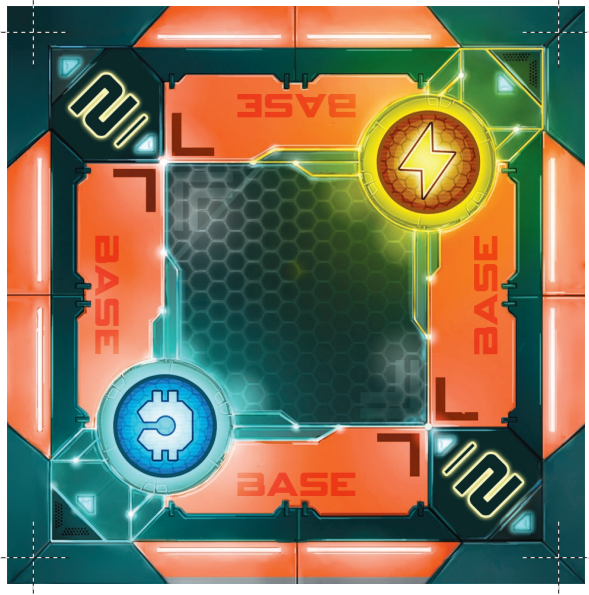


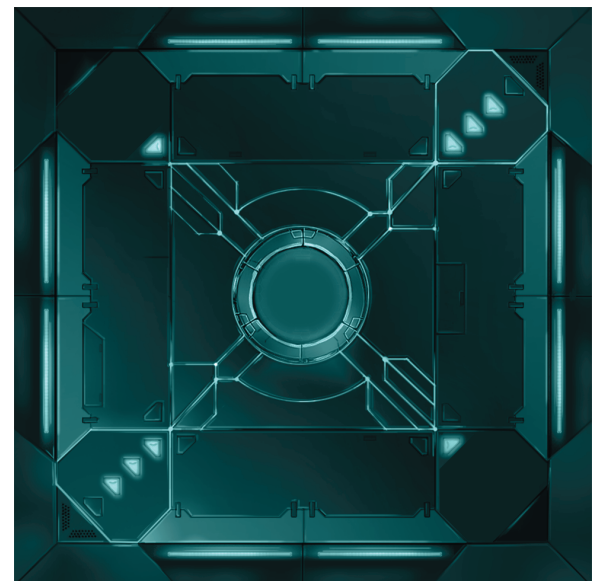
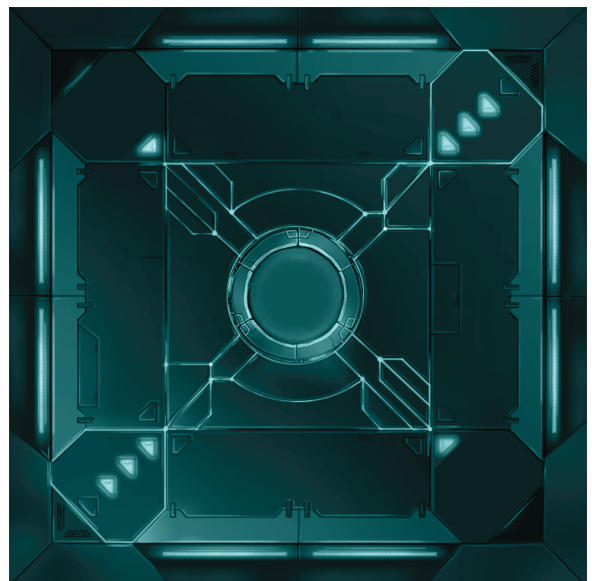
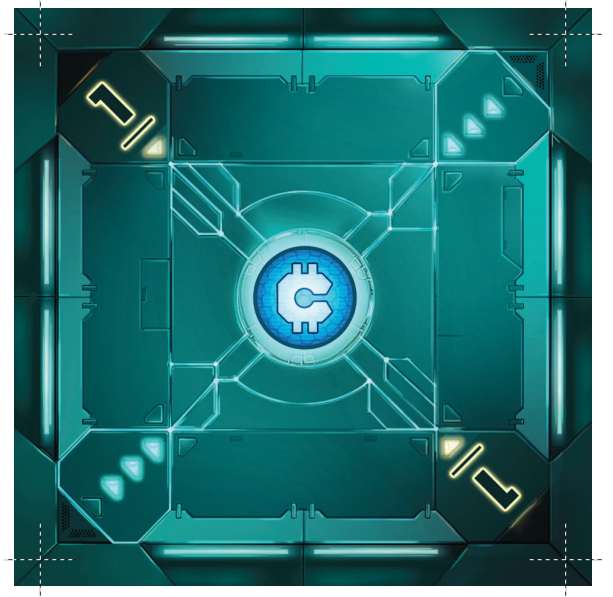
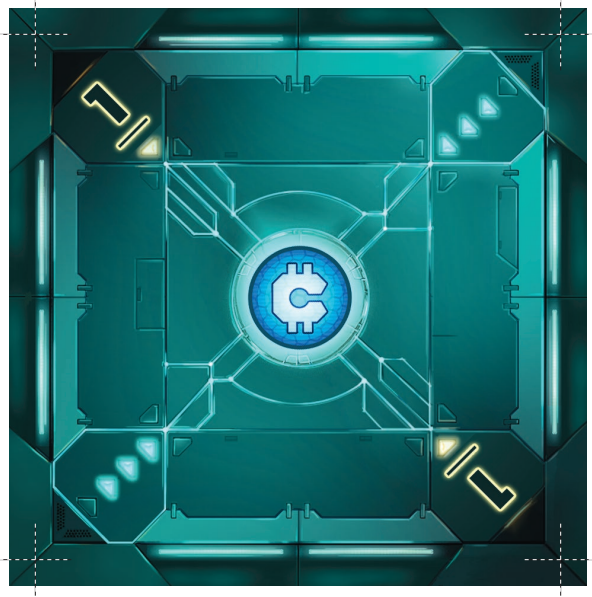


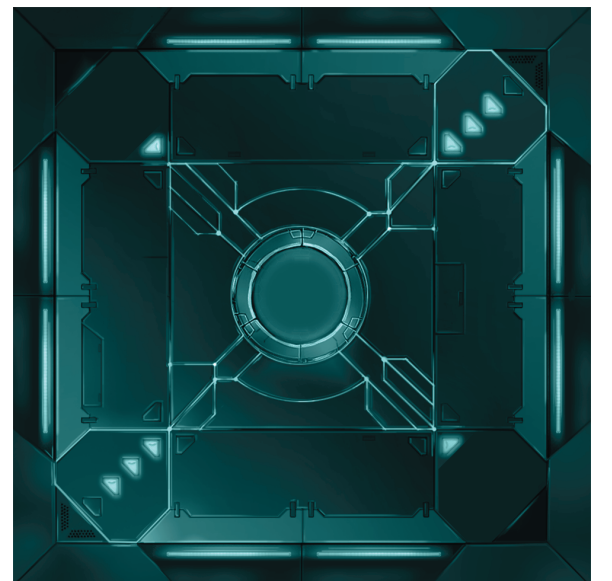
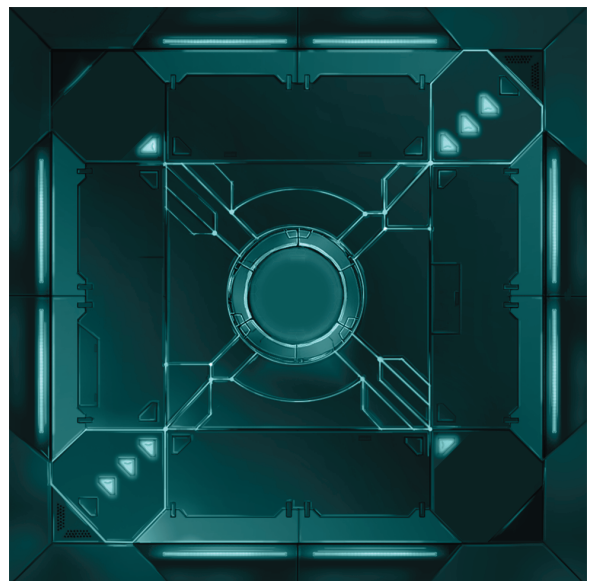
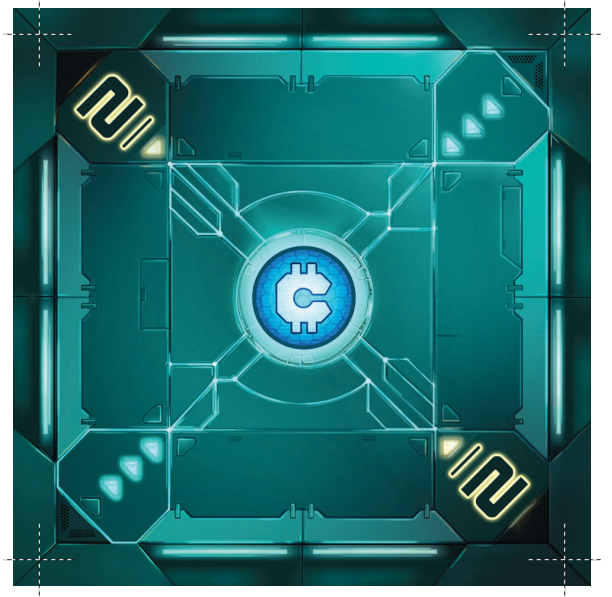
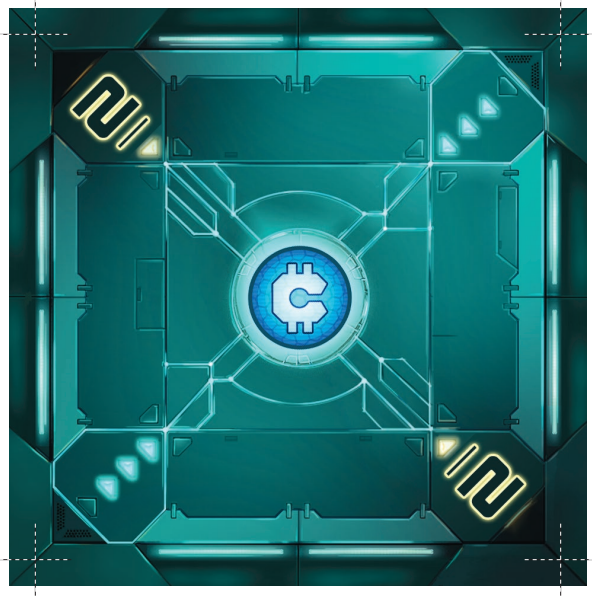


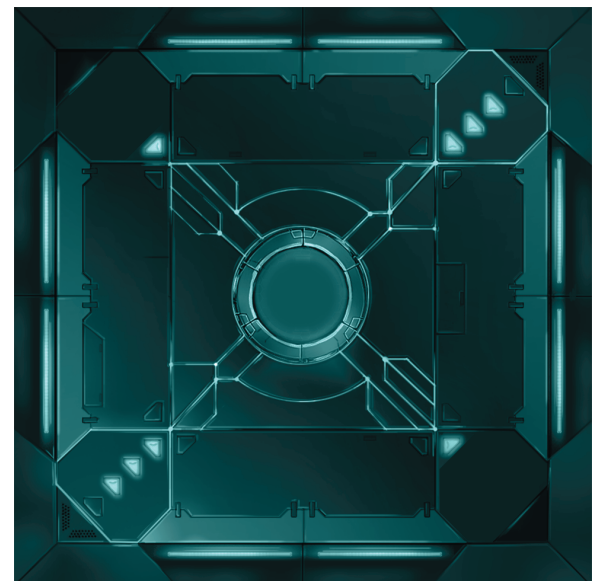
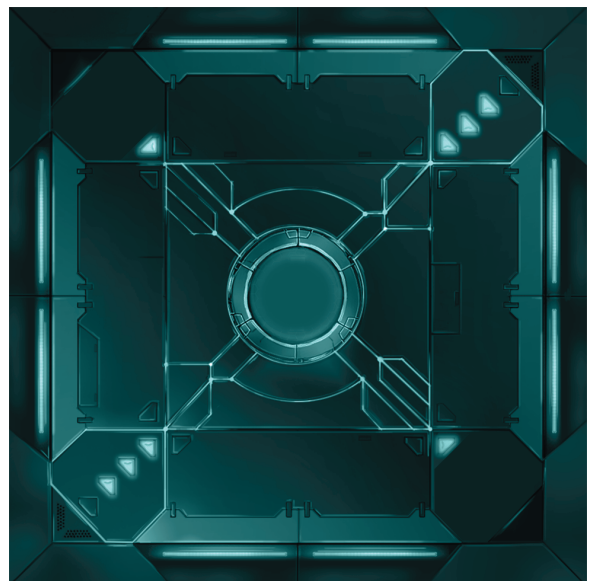
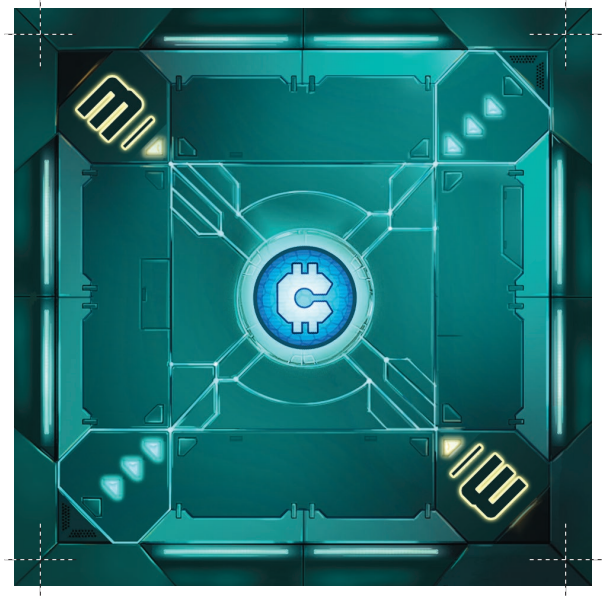
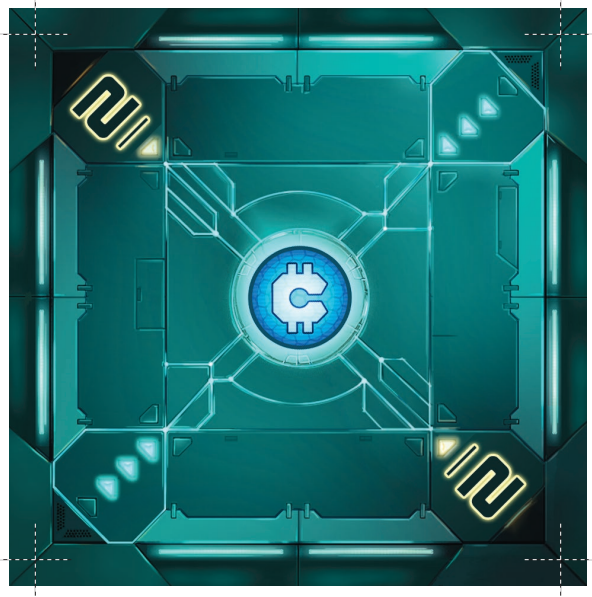


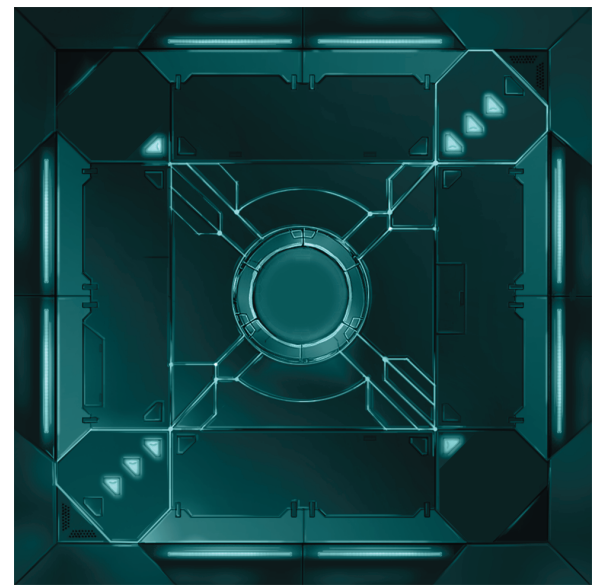
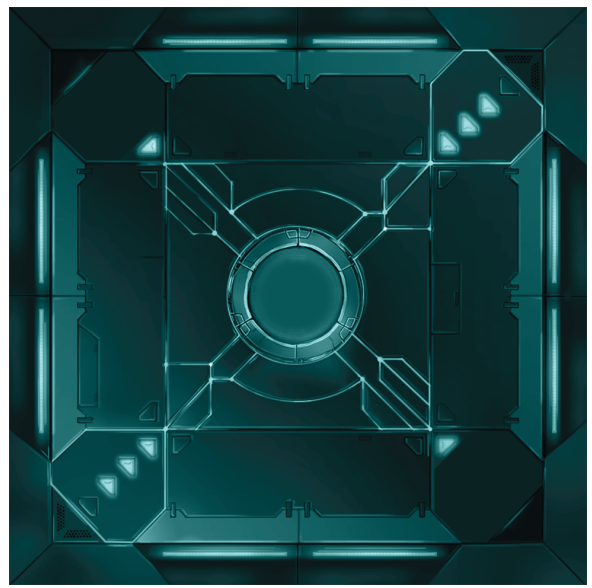
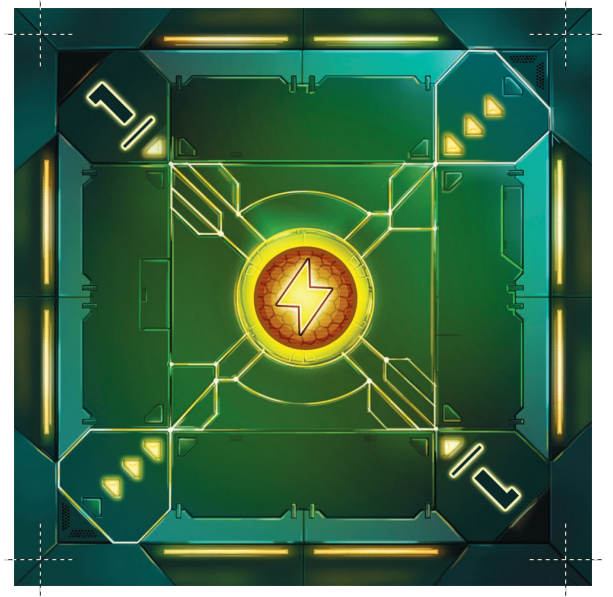
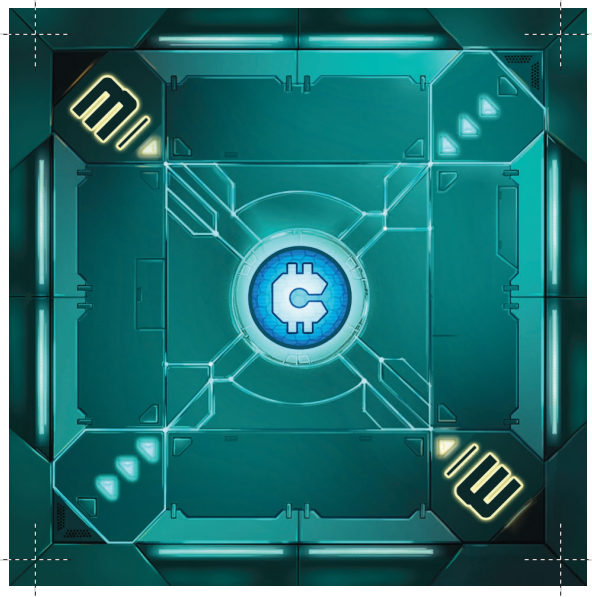


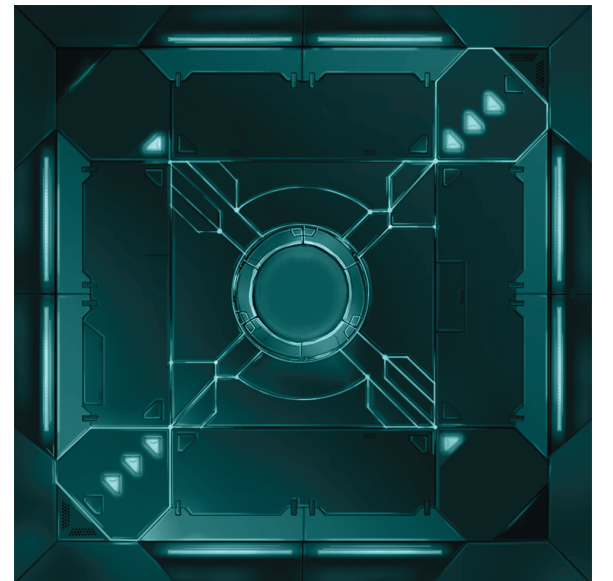
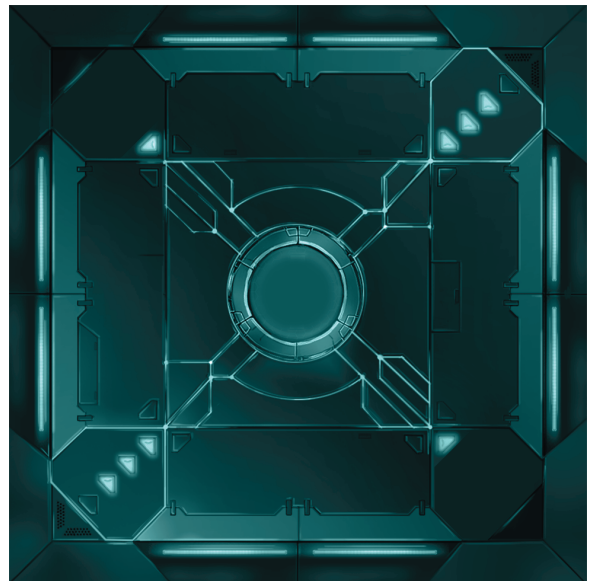
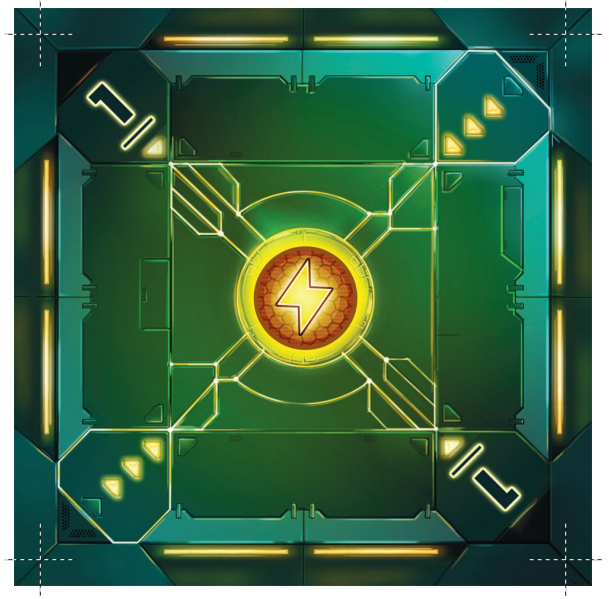


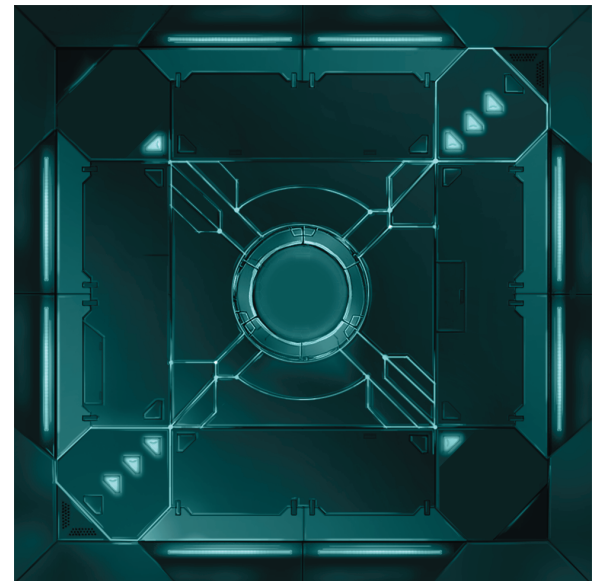
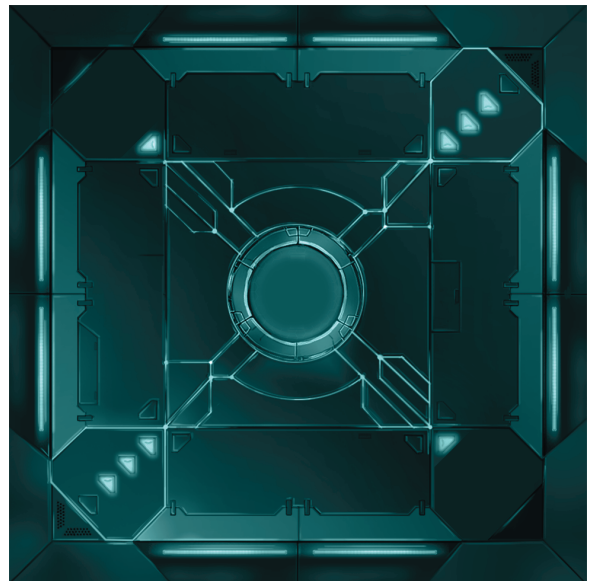
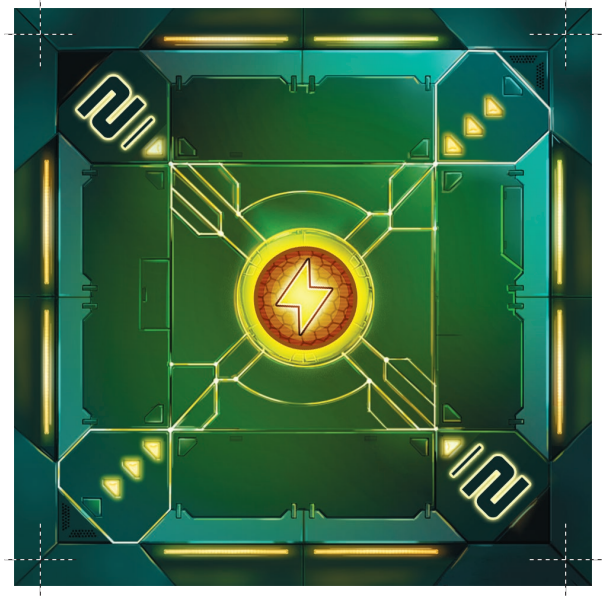
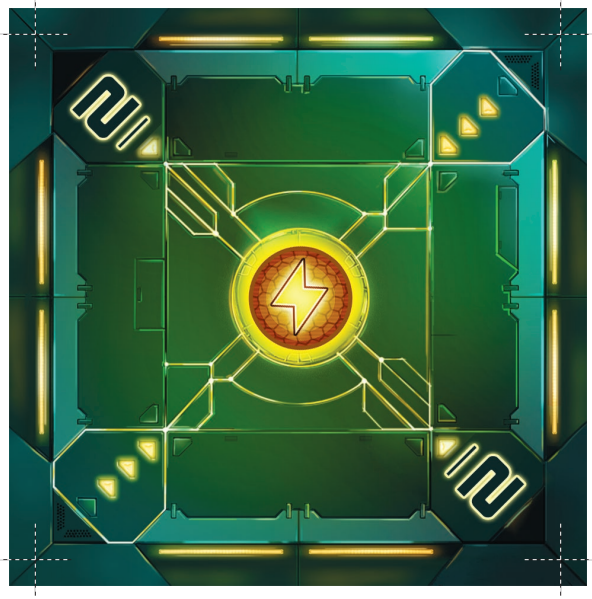


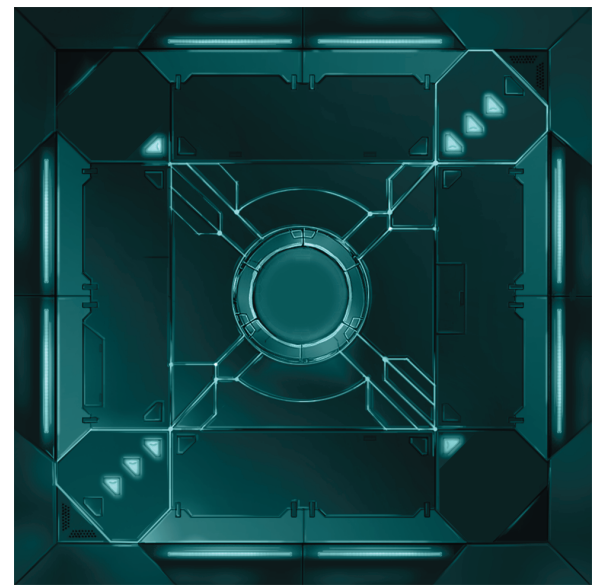
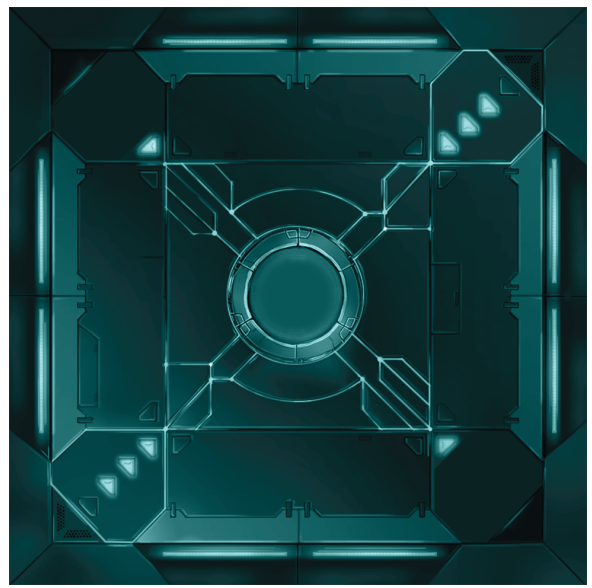
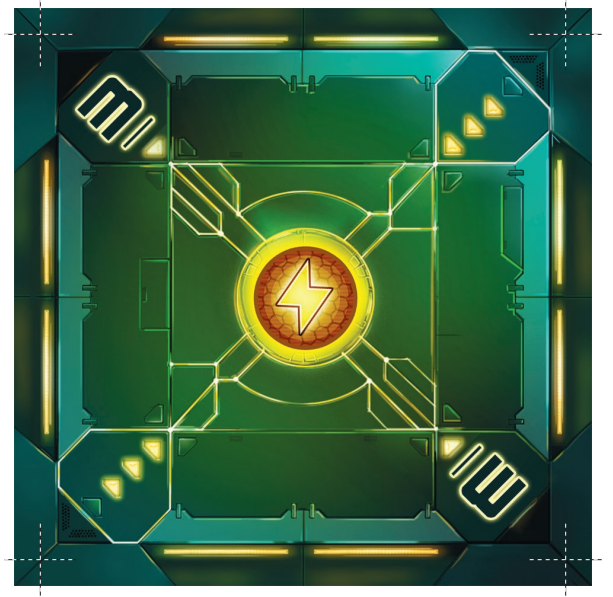
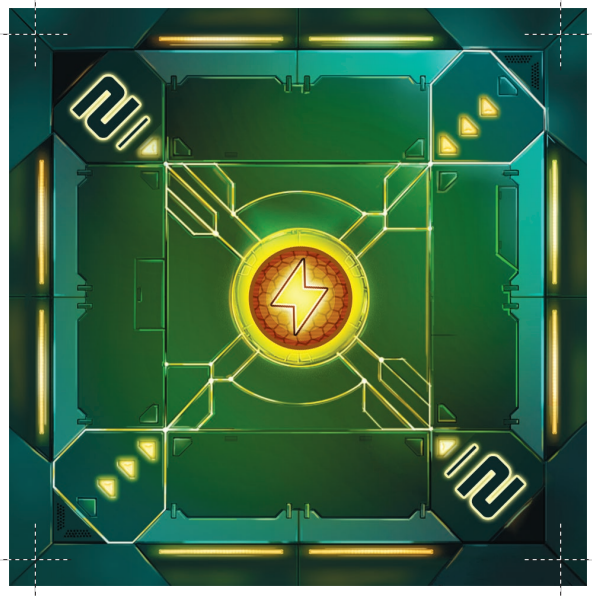


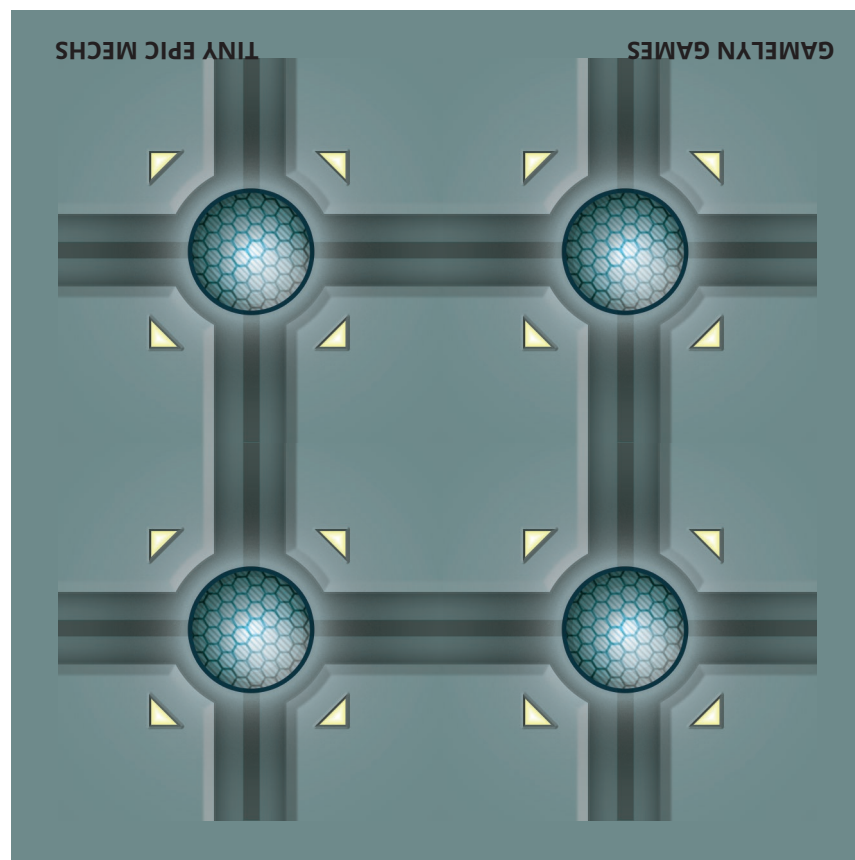
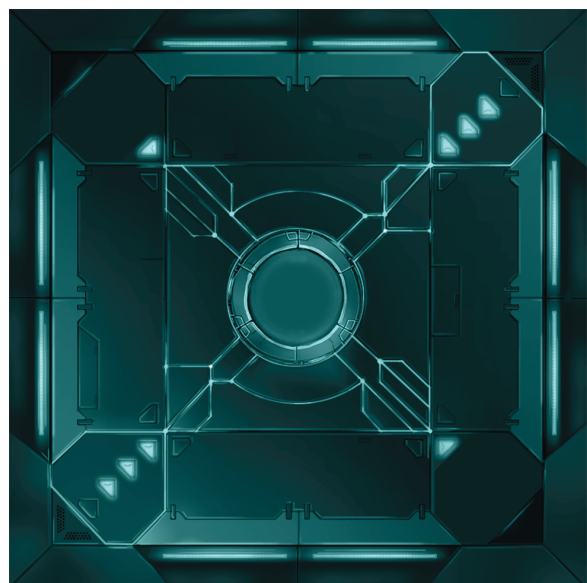
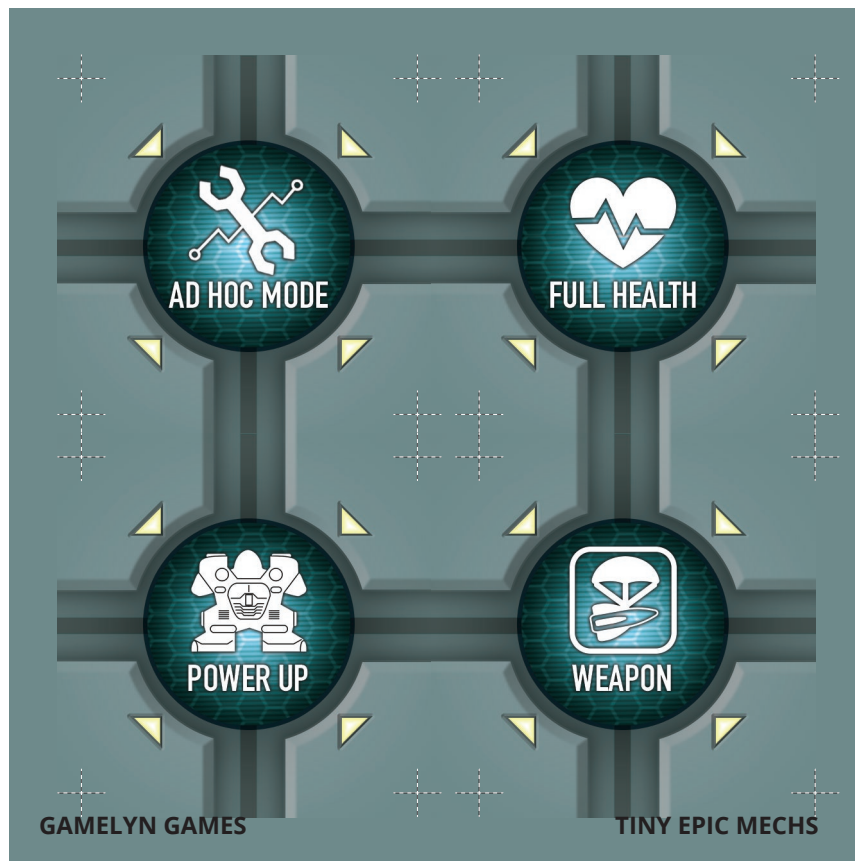
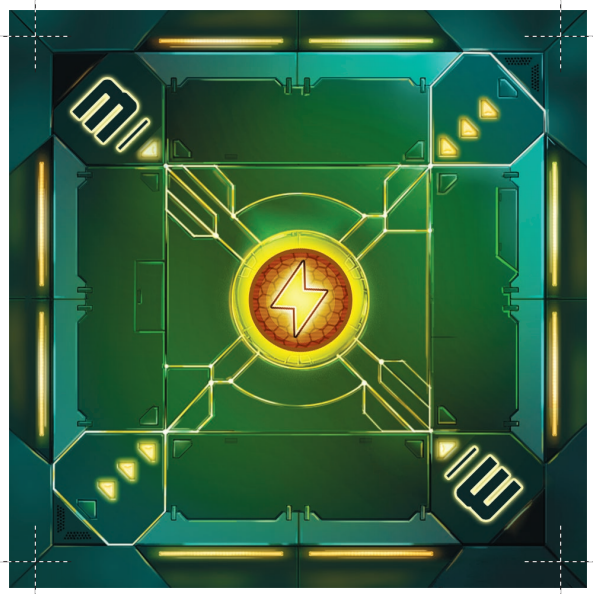












PILOT

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.



250

200

12,000

BASIC

BASIC

RESPAWN WITH MIN. 2 ⚡ AND 2 ♣

654321

KO

PILOT

GHOST

DLX

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



250

200

12,000

BASIC / ADVANCED

BASIC / ADVANCED

RESPAWN WITH MIN. 2 ⚡ AND 2 ♣


654321

KO

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.



250

200

12,000

ADVANCED

ADVANCED

POWER ARMOR

RETRAIT OUT OF POWER ARMOR

789

654

321

KO

GHOST

DLX

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



250

200

12,000

ADVANCED

ADVANCED

POWER ARMOR

RETRAIT OUT OF POWER ARMOR

789

654

321

KO