

SOLO MODE: ROBOT PILOT GUIDE

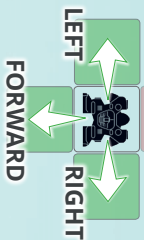
ACTIONS	MOVEMENT	ADD. RULES
COLLECT	Forward	If the Robot Pilot's resources are maxed-out, do not Collect.
*DEPLOY MINE	Toward the Highest (X)	Cannot Deploy a Mine into a Zone with the other Robot Pilots Mine/Turret.
*DEPLOY TURRET	Toward the Highest (X)	Cannot Deploy a Turret into a Zone with the other Robot Pilots Mine/Turret.
*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 $\frac{1}{2}$ 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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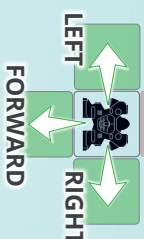
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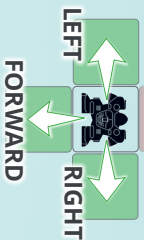
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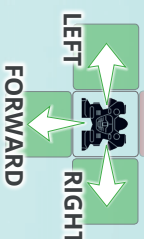
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COMBAT

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.

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

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.

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1 2 3 4 5 6 7 8 9 1 2 3 4 5 6 7 8 9

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



RETREAT OUT OF POWER ARMOR

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.



RETREAT OUT OF POWER ARMOR

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



RETREAT OUT OF POWER ARMOR

SUPPLY DROP– When you *Collect*, you always collect 1 additional ⚡ or 💰 matching the type of the Zone you occupy.



RETREAT OUT OF POWER ARMOR



TSUNAMI

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



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



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 ⚡



RAMPAGE

SUPPLY DROP—When you *Collect*, you always collect 1 additional ⚡ or 💰 matching the type of the *Zone* you occupy.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



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.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡





DIAMOND

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



RETREAT OUT OF
POWER ARMOR



9
8
7

6
5
4

3
2
1

ADVANCED
ADVANCED

BASIC
BASIC



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).



RETREAT OUT OF
POWER ARMOR



9
8
7

6
5
4

3
2
1

ADVANCED
ADVANCED

BASIC
BASIC



TANK

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



RETREAT OUT OF
POWER ARMOR



9
8
7

6
5
4

3
2
1

ADVANCED
ADVANCED

BASIC
BASIC



KITTY

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



RETREAT OUT OF
POWER ARMOR



9
8
7

6
5
4

3
2
1

ADVANCED
ADVANCED

BASIC
BASIC



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).



RESPAWN WITH
MIN. 2 AND 2



DIAMOND

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



RESPAWN WITH
MIN. 2 AND 2



KITTY

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



RESPAWN WITH
MIN. 2 AND 2



TANK

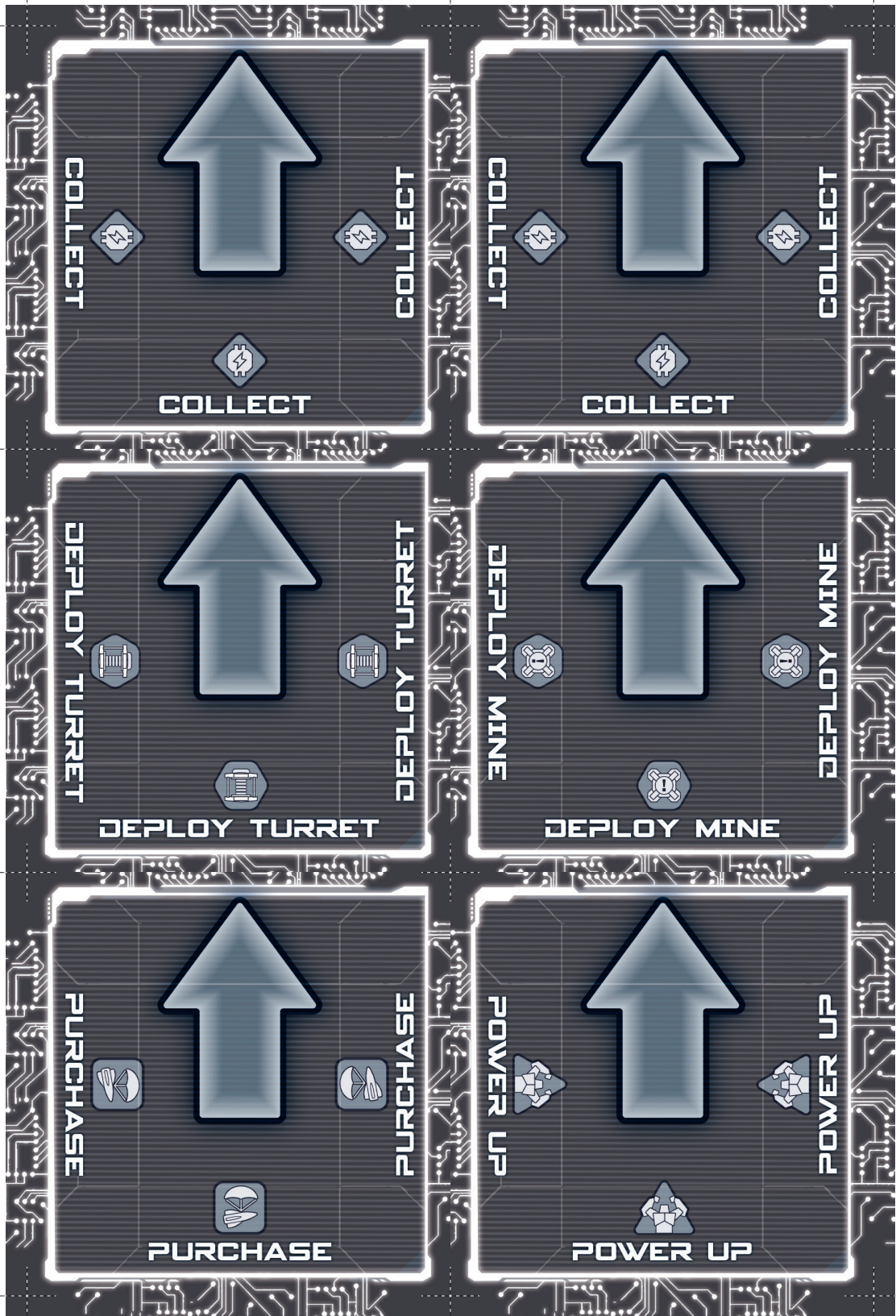
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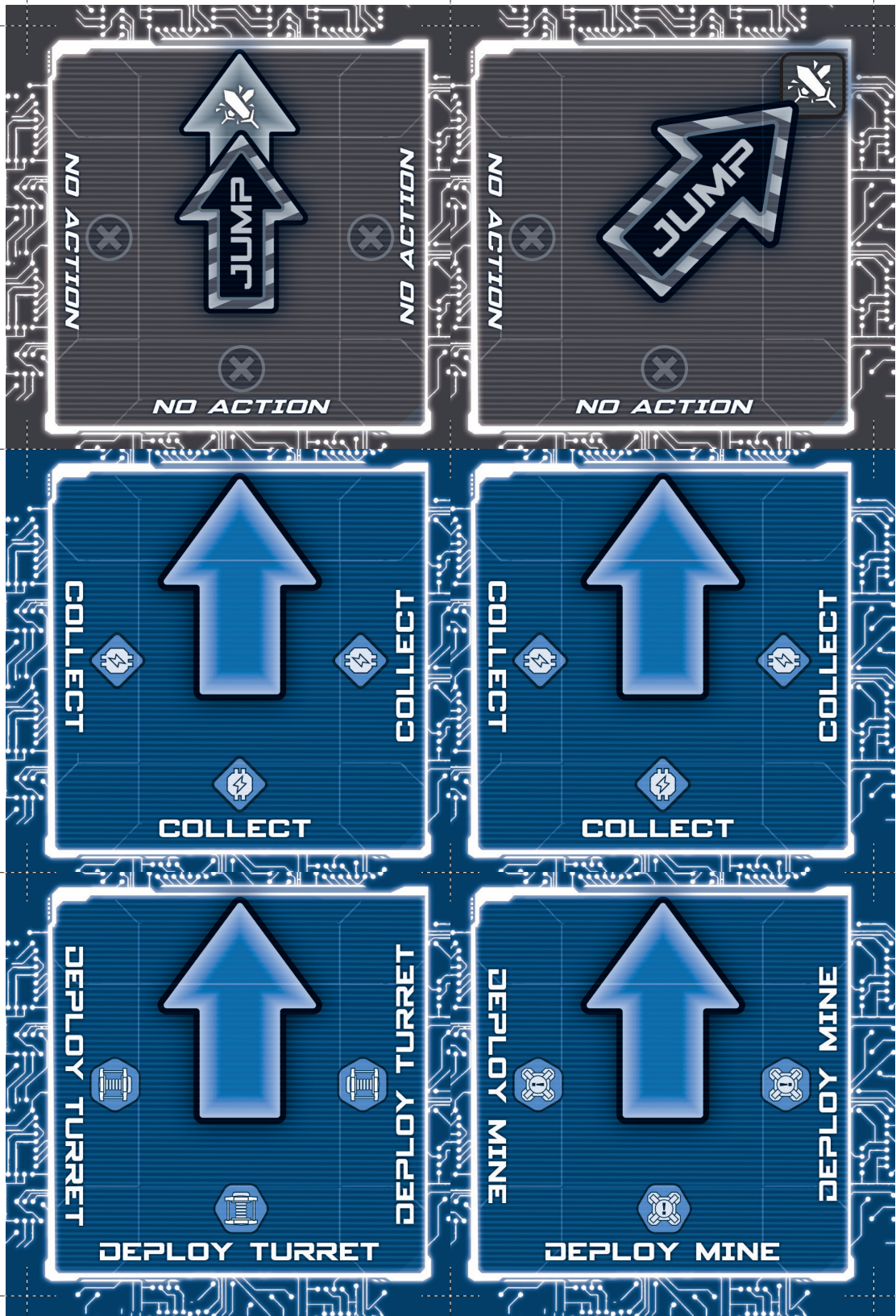
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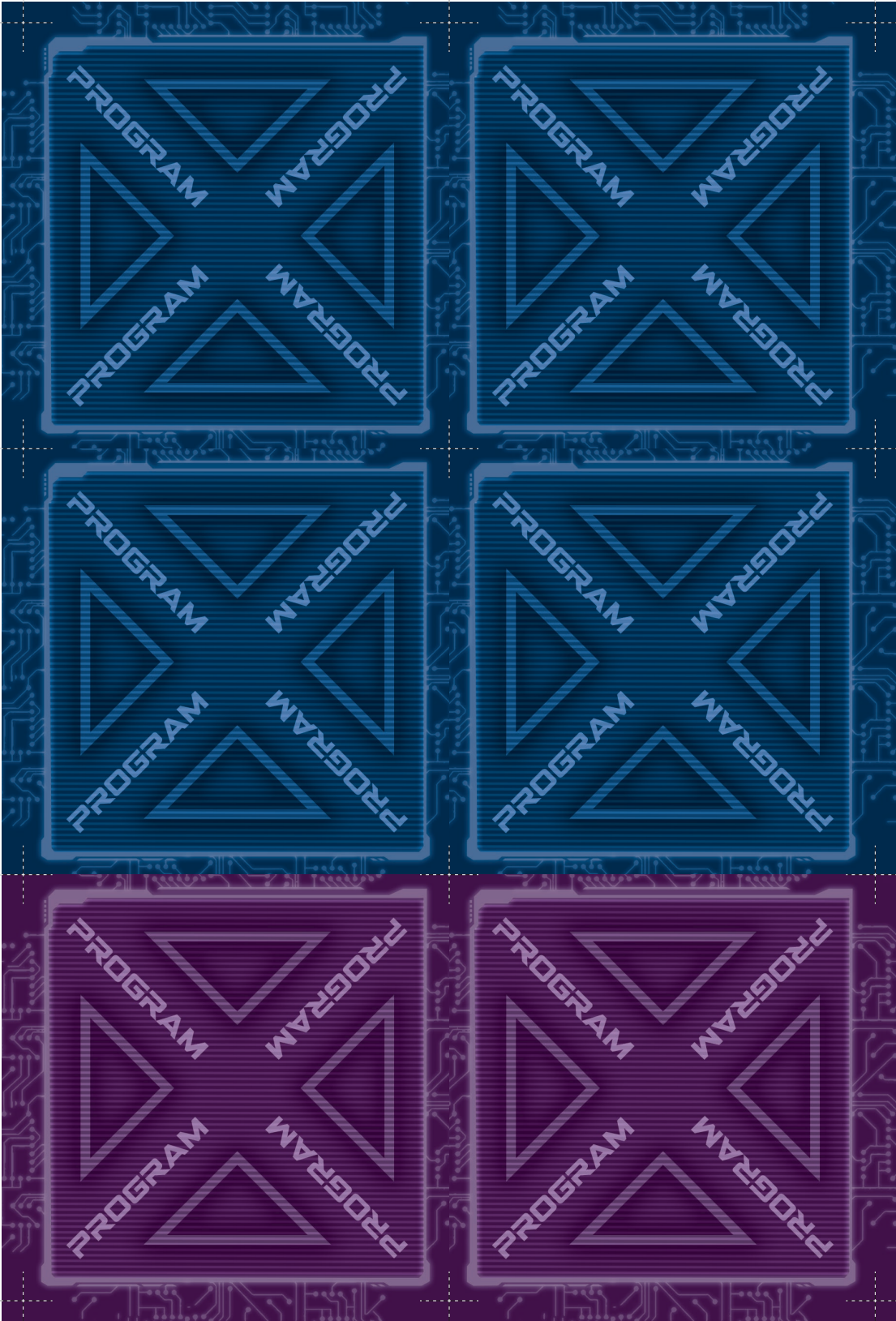


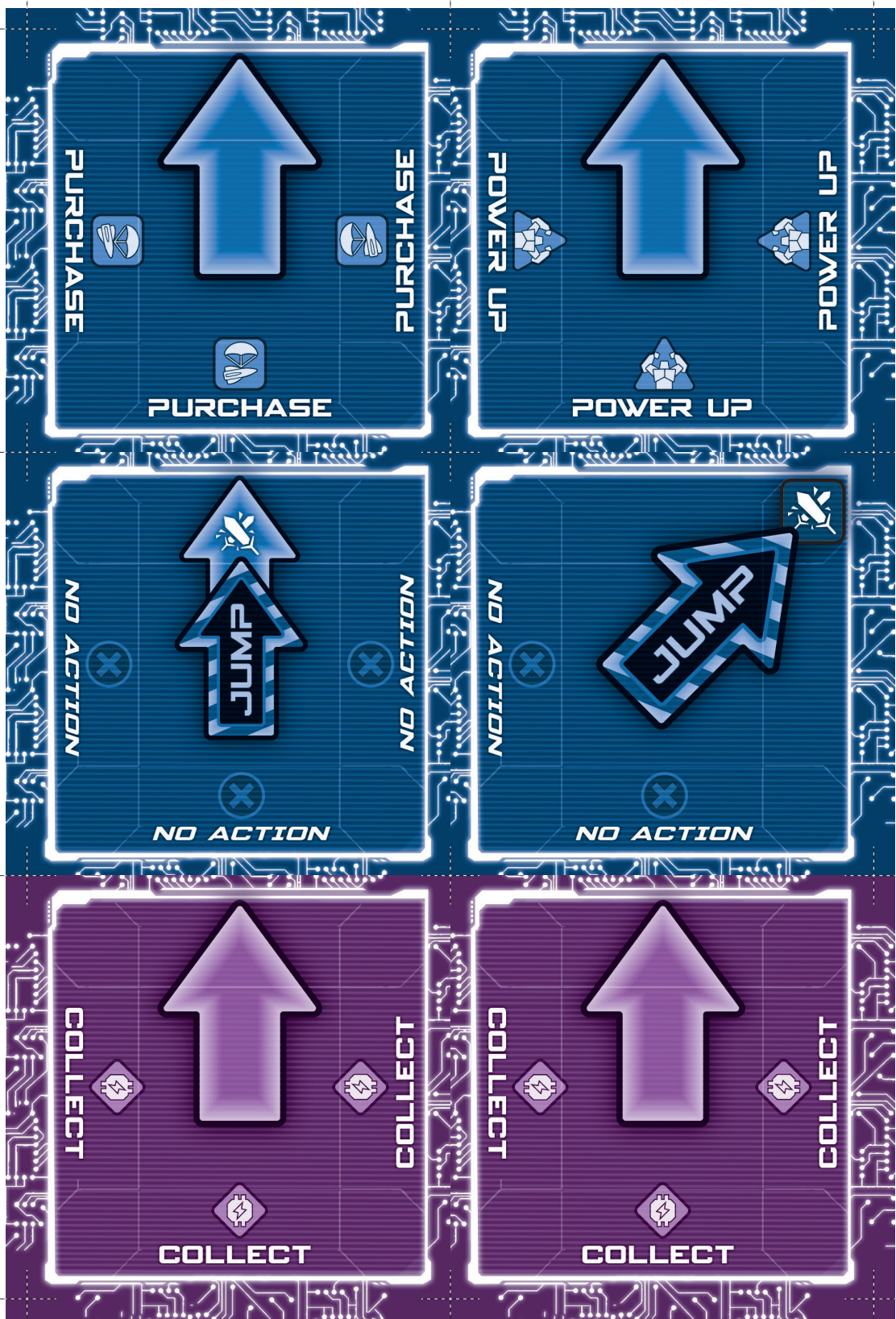




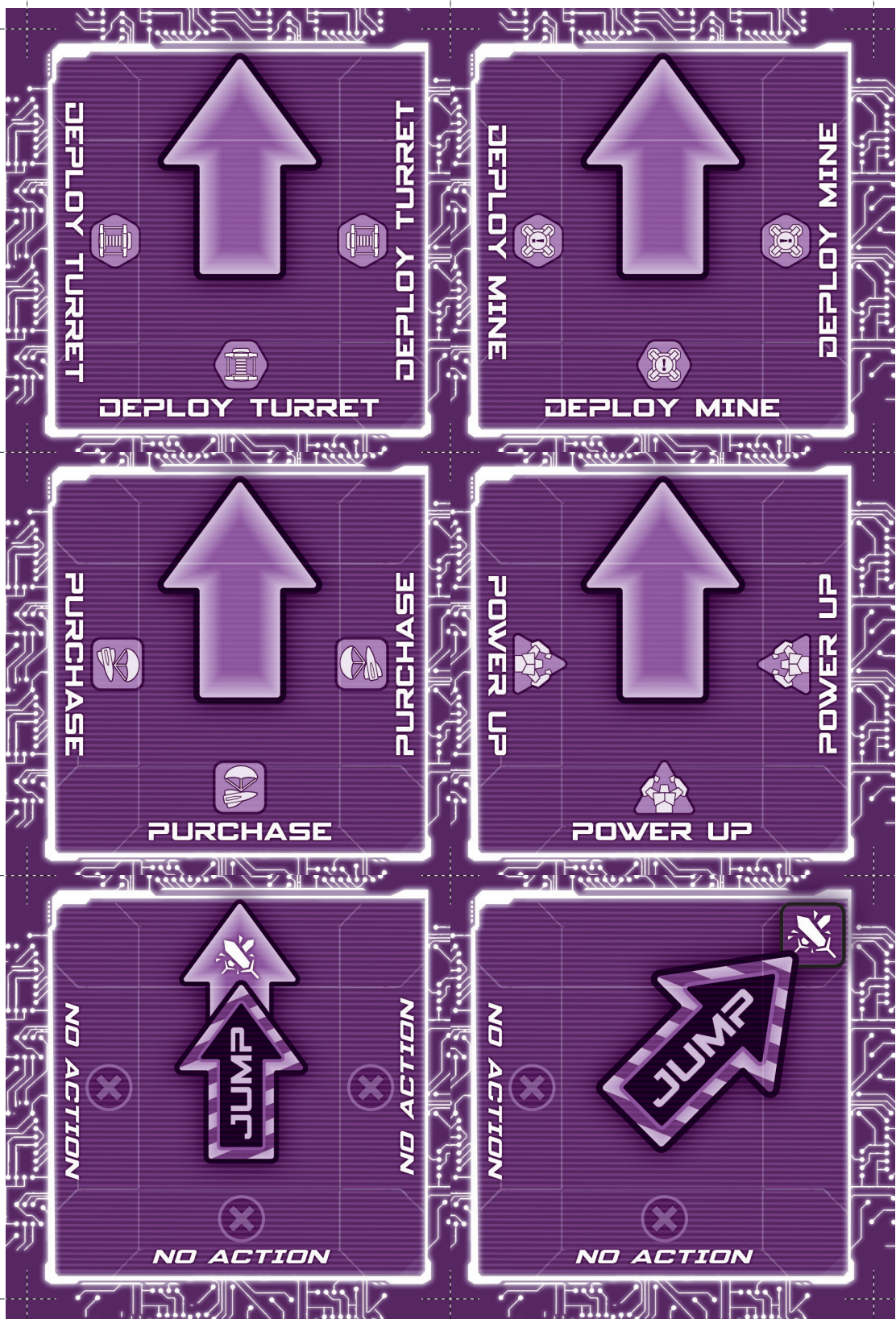












DEPLOY TURRET

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DEPLOY TURRET

DEPLOY MINE

DEPLOY MINE

DEPLOY MINE

PURCHASE

PURCHASE

PURCHASE

POWER UP

POWER UP

POWER UP

NO ACTION

JUMP

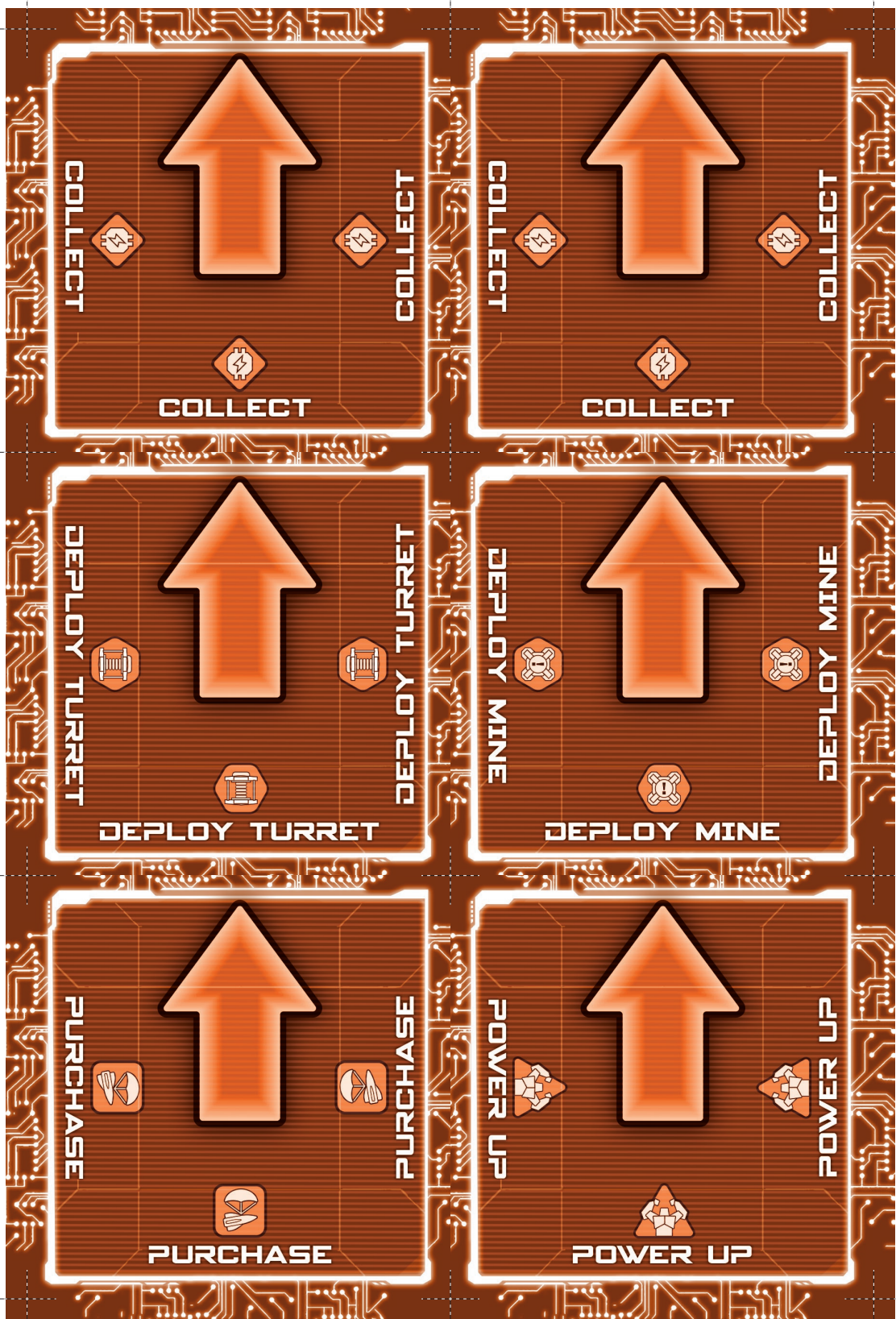
NO ACTION

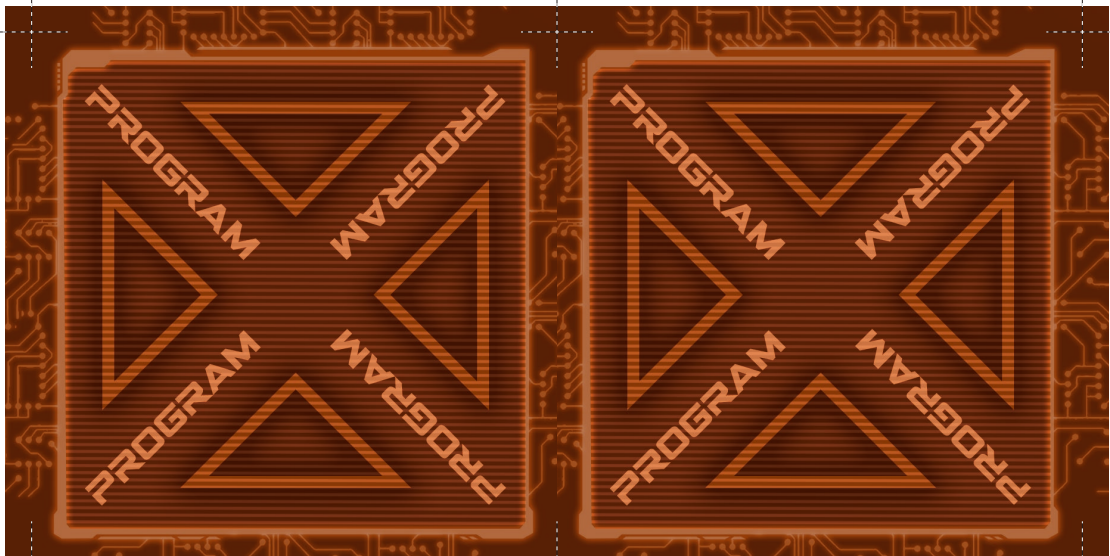
NO ACTION

JUMP

NO ACTION











  <div> <div>1</div> <div>0¢</div> <div>2</div> </div> <p>GRENADE LAUNCHER</p> <div> <div>1</div> <div>N/A</div> </div> <div> <div>2</div> <div>Instead of damaging an enemy, 1 adjacent Mine/Turret may be removed.</div> </div>	  <div> <div>1</div> <div>0¢</div> <div>2</div> </div> <p>GRENADE LAUNCHER</p> <div> <div>1</div> <div>N/A</div> </div> <div> <div>2</div> <div>Instead of damaging an enemy, 1 adjacent Mine/Turret may be removed.</div> </div>
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<p>RIOT SHIELD</p> <p>  Heal 1♥ for each 1⚡ you pay (Max 3).</p> <p>  Counters ALL Attacks. Heal 1♥ for each 1⚡ you pay (Max 3).</p>	<p>RIOT SHIELD</p> <p>  Heal 1♥ for each 1⚡ you pay (Max 3).</p> <p>  Counters ALL Attacks. Heal 1♥ for each 1⚡ you pay (Max 3).</p>
 	 
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 <p>VORPAL SPIKER</p>	 <p>E.M.P. MACE</p>
<p> 1 Both players immediately move into an adjacent Zone, Attacker's choice, without another enemy. Any Mine/Turret in that Zone is removed (and no damage is taken).</p> <p> 2 Both players immediately move into an adjacent Zone, Attacker's choice without another enemy. Any Mine/Turret in that Zone is removed (and no damage is taken).</p>	<p> 2 Pay 2 ⚡ to exhaust any one of the enemy's unused Weapons.</p> <p> 2 Exhaust any one of the enemy's unused Weapons.</p>
 <p>WARHAMMER</p>	 <p>SHOCK KNUCKLES</p>
<p> 1 Score an additional ①.</p> <p> 3 Score an additional ①.</p>	<p> 2 Cannot be Countered (even by the Riot Shield).</p> <p> 3 Cannot be Countered (even by the Riot Shield).</p>
 <p>LASER BLASTER</p>	 <p>CROSSBOLT</p>
<p> 1 +1 damage for each Turret you have in the Arena.</p> <p> 2 +1 damage for each Turret you have in the Arena.</p>	<p> 1 N/A</p> <p> 2 You may reactivate 1 exhausted Weapon (cannot be Crossbolt).</p>



 <p>GATLING GUN</p>	 <p>GAUSS RIFLE</p>
<p>   +1 damage for each 1  you pay (Max 3). </p> <p>   +1 damage for each 1  you pay (Max 3). </p>	<p>   Gain 1  OR 1 . </p> <p>   Gain 2  OR 2 . </p>
 <p>SNIPER RIFLE</p>	 <p>RAILGUN</p>
<p>   N/A </p> <p>   The enemy loses  for each 1  you pay (Max 3). </p>	<p>   N/A </p> <p>   Choose 1 orthogonal straight line of Zones from this Zone. If there are other enemies in that line, they each take 1 damage (score  for each). </p>
 <p>LIGHTNING COIL</p>	 <p>PARTICLE PHASER</p>
<p>   +1 damage for each 1  you pay (Max 3). </p> <p>   +1 damage for each 1  you pay (Max 3). </p>	<p>   Steal 1  OR 1  from the enemy. </p> <p>   Steal 1  AND 1  from the enemy. </p>



 <p>FLAMETHROWER</p> <p>   Add additional damage equal to your Zone's . </p> <p>   Add additional damage equal to your Zone's . </p>	 <p>PLASMA CANNON</p> <p>   +2 damage if played immediately after an enemy plays an Area Weapon (). </p> <p>   N/A </p>
 <p>ROCKET BATTERY</p> <p>   Lose 1  as well (<i>the enemy does not score  for this</i>). </p> <p>   Lose 2  as well (<i>the enemy does not score  for this</i>). </p>	 <p>AUTO TURRET</p> <p>   N/A </p> <p>   You may immediately deploy a Turret, for free, in an empty Zone adjacent to you. </p>
 <p>AD HOC MODE</p> <p>ATTACK DISABLED FOR ONE TURN</p>	 <p>AD HOC MODE</p> <p>ATTACK DISABLED FOR ONE TURN</p>





