Advanced Rules

Glossary

- <u>Connector</u> - A counter placed to connect two things to form one object. Weapon, Sensor and Turret connectors are 2 spaces big to connect to counters on the same chassis. They may not connect to counters on other chassis. Horizontal and Vertical connectors are 1 or 2 spaces big and placed on a chassis and the chassis it is connected to.

Advanced Components

Weapons

- Multiple chassis-
  - Weapons may not fire through the arc of a connected chassis unless they are on a higher level chassis

Sensors

- Multiple chassis-
  - Sensors may not sense through the arc of a connected chassis unless they are on a higher level chassis

Armour

- Multiple chassis-
  - Armour only protects the location on the chassis it is placed in.

Mobility

- Multiple chassis-
  - Every 1st level chassis in a multi-chassis bot must contain mobility counters.
  - No higher level chassis may contain mobility counters.

Accessories

- <u>Turret</u>
  - Turret counter may only be placed in chassis that do not have a higher level chassis on top of them.
  - Turrets do not function through arcs with chassis connected at the same level
- <u>Horizontal Connector</u>
  - Size 1 counter
  - Multiple counters must be placed - one for each chassis.

- - Placed in an outer location on each connected chassis.
  - Vertical Connector
    - Size 2 counter
    - Multiple counters must be placed - one for each chassis.
    - Placed in the central location on each connected chassis.
  - Communicator
    - Size 1-7 counter
    - Placed in any location
    - Each counter increases the range at which the Bot may directly use the sensors of another friendly Bot.

Resources

When outside the city, resources must be found at scrapyards, dumps, trash heaps and other locations for mechanical refuse.

Every resource location in the rural environment only has a limited amount of usable components. Before the game starts roll a D6 for each location. This is the amount of times that location can be searched before becoming useless. Place a counter on the location for that number.

Finding resources

- Bots cannot find resources at resource locations, only Mad Scientists.
- The availability of a resource is directly proportional to the nearness of a Bot to that resource.
  - Bots have superior sensors and increase the chance of finding resources the closer they are to a rural resource location (d6).

Bot Range	Rural resource discovery chance
3	1
2	1-2
1	1-4
0	1-6

From:
https://www.curufea.com/ - **Curufea's Homepage**

Permanent link:
https://www.curufea.com/doku.php?id=games:board:mechabotsadvanced

Last update: **2013/03/20 22:24**