

Building Mecha Bots

Glossary

- Connector - A counter placed to connect two things to form one object. Connectors join 2 spaces in order to connect counters on the same chassis that cross locations.
- Heavy Bot - A bot that has more than half its chassis filled with components.
- Light Bot - A bot that has less than half its chassis filled with components.
- Location - One of the 7 areas on a Bot chassis composed of 7 hexes. The areas are called-
 - Forward Left, Forward Right, Backward Left, Backward Right, Forward, Back and Central
 - The Central area consists of 6 hexes in which components could be placed and a central hex which contains the brains of the Bot and cannot be moved or changed.
 - If weapons or sensors are placed in the central location and are not connected to any other location, they have a 360 degree arc.
- Outer - Any location except the Central location

Components

Boiler

- May be placed in any location
- Must be placed next to any other boiler counter
- One boiler counter is required for every four weapon, sensor or mobility counters.

Weapons

- May be placed in any location
- Counters must be connected by a connector if the weapon covers more than one location. Place the connector on the two components that border the two locations.
- Connected counters that are in more than one location have an increased firing arc - 60 degrees per location
- Weapons placed solely in the central location (and not connected to any other location) have a 360 degree arc.

Sensors

- May be placed in any location
- Counters must be connected by a connector if the sensors cover more than one location. Place the connector on the two components that border the two locations.
- Connected counters that are in more than one location have an increased sensing arc - 60 degrees per location
- Sensors placed solely in the central location (and not connected to any other location) have a 360 degree arc.

Armour

- May be placed in any location
- Protection and Resistance counters must be connect by an armour connector counter for a location's armour
- Armour may not be placed to cover more than one location - each location has its own armour

Mobility

- May be placed in any location
- Speed and Type counters do not need to be connected
- Every location that contains counters increases the turning ability of the Bot

Speed = Number of speed counters divided by the number of connected chassis in a Bot, rounded down. **Type** = Number of counters determines the mode of transport. 0 = Wheels, 1 = Halftrack, 2 = Tracks, 3 = Legs, 4 = Powerful legs, 5 = Jump jets, 6 = Jets, 7 = Hover Jets

- Jump Jets only operate for 1 hex during a Bots movement. The player determines when they occur. Otherwise they count as Powerful Legs.
- Jets operate the entire move of a Bot, but it must land at the end of its move. When landed they count as Powerful Legs.
- Hover Jets operate continuously. The Bot is always hovering, but may still be interacted with by the Mad Scientist.

Accessories

- Remote Control
 - Size 1-7 counter
 - Placed in any location
 - Each counter increases the range at which the player may directly control their Bot.
- Seat
 - Size 1 counter
 - Placed in any outer location
 - The Mad Scientist may ride their Bot by sitting on this seat. If the component takes damage, the Mad Scientist is also hit.
 - The Mad Scientist may only enter or leave the seat if there is a path in the chassis to the seat that does not contain any components.
 - While seated inside the Bot the Mad Scientist may forgo their turn and directly control the Bot instead in the **Bots Move** phase

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