

Damaging Mad Scientists

Humans are frail things when compared to giant steam powered killer war robots. Every human has 7 hit points. 1 damage from a Bot weapon causes D6 hit points of wounding on a human.

Effects

- Turn over one hit point from your Mad Scientist for each wound. You may choose which hit point to damage(either Speed or Carry).
- If the Mad Scientist has 0 hit points, they die. Game over.
 - If your Bot is programmed, it obeys its program until it is destroyed.
- Mad Scientists may heal their hit points at their Labs - 1 turn per hit point. See [Healing Mad Scientists](#)

From:
<https://curufea.com/> - **Curufea**

Permanent link:
<https://curufea.com/doku.php?id=games:board:mechabotspersonaldamage>

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

