

ROBO RALLY™

ARMED AND DANGEROUS™

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INTRODUCTION

The final flag came quickly into view as ZOOM 0900 rounded the end of the conveyor belt. He felt a small surge in his smugness circuits as he internally replayed the high-pitched whine Twonky B13.1 had made on her way down the disposal chute. While not exactly capable of enjoying the act, ZOOM 0900 was certainly satisfied by a job well done, especially a job involving a well-timed push. With his last competitor out of commission, nothing could stop him from winning the rally and pleasing his kind and generous control computer.

Just as victory was within reach, ZOOM 0900's short-range sensors picked up a long, cylindrical object hovering between him and the flag. Whatever it was, it was in the way, and ZOOM 0900 only became more annoyed as it slowly began turning toward him.

ZOOM 0900 quickly downloaded instructions for what should have been a game-winning detour. As he executed the first movement, though, he realized he wasn't moving at all. He was stuck in some sort of... "goo." Seconds later, an acquisition beam shot out from the cylindrical object (ZOOM 0901 would later classify the object as a "drone"). The robot's carefully shined chestplate picked up the beam nicely, and, in a widget-crunching explosion, the drone slammed the robot into a nearby wall.

While ZOOM 0900 frantically processed the events of the last few seconds, Twonky B13.2 waddled up to admire her drone's handiwork. And to think ZOOM 0900 had actually made fun of her for hanging out at repair sites. The final flag was just within reach (nothing like a robo-copter to make up a little lost ground), but she paused before making the tag and taking the rally. After all, her Big Gun was just warming up. . . .

Armed and Dangerous is the first expansion for the **RoboRally** robot race game. Fierce competition in early rallies forced the control computers to dedicate googolbytes of processing space to developing new and deadlier robot options. The *Armed and Dangerous* expansion set contains twenty-six of these, from the unassuming Goo Dropper to the most feared and respected of all options—The Big One.

More dangerous options led inevitably to more dangerous races. Hectares of factory floor were reopened and retrofitted, and the six floor boards in *Armed and Dangerous* represent some of the more devious new sections in the factory. New board elements, such as water, randomizers, ledges, and teleporters have allowed the control computers to devise even more challenging and insidious race courses.

As a control computer, you can enter the *Armed and Dangerous* race environment by using these new game components with the rules and components from the original **RoboRally** game. You can use just the new factory floor boards and option cards, or you can mix and match your favorite boards and options from the original game and the expansion. Good luck, and if the conveyor belts aren't running your way, fly over them!



GAME COMPONENTS

- ★ **Armed and Dangerous Operating Manual**
- ★ **2 Armed and Dangerous Factory Floor Guides**—Quick-reference guides to the operation of new board elements.
- ★ **26 option cards**—Extra equipment which robots may acquire during the course of a race.
- ★ **6 factory floor boards**—Modular sections of the playing board. The six new floor boards are Flood Zone, Gear Box, Circuit Trap, Chasm, Laser Maze, and Coliseum.
- ★ **Token and counter sheet**

| | | |
|-----------------------|-----------------------------|-----------------------------|
| 1 Big One token | 3 mine tokens | 8 archive location counters |
| 3 bridge tokens | 3 missile tokens | 3 drone target counters |
| 3 buzz bomb tokens | 1 portable teleporter token | 3 energy counters |
| 3 drone tokens | 3 proximity mine tokens | 6 flag counters |
| 3 goo tokens | 1 scrambler token | 6 fuel counters |
| 1 homing device token | 3 Ablative Coat counters | 30 damage chits |
| 1 interceptor token | 12 ammunition counters | |

OPTION VARIANTS

With the standard **RoboRally** rules for acquiring option cards, options are used rarely (if at all) in a game, depending on player strategies and flag placement. If you want to use more options in your games, try one or more of the game variants below in addition to the standard option rules.

Standard Option Package

Before the game, each player receives one random option card.

Deluxe Option Package

Same as "Standard Option Package," except each player draws three option cards and keeps one.

Turbo Wrenches

At a one-wrench repair site, robots may receive an option card instead of having 1 point of damage repaired. At a two-wrench repair site, the robot's controller may draw two option cards and keep one instead of having damage repaired.

Scavenger Hunt I

Before the game, deal out one pile of option cards for each flag in the game except the last; each pile should contain as many cards as there are players. The first time a robot reaches each of the flags, the robot's controller may look through that flag's pile of option cards and choose one.

Scavenger Hunt II

Same as "Scavenger Hunt I," except that when a robot reaches a flag, the player to the left of that robot's controller chooses which option the robot receives.

Bio-Bots

Remove Bio Option from the option card deck. All robots are considered to have the Bio Option option card as standard equipment (see "Bio Option" on p. 11). Bio Option may not be destroyed or exchanged to prevent damage. If an option granted by Bio Option is destroyed or exchanged to prevent damage, it may be replaced with a new option card the next time the robot powers down.

NOTE: Read this rulebook before using the option cards in this expansion! Many of the option cards were too complex to describe completely on the cards themselves, so additional information has been included in this rulebook. The "Option Card Overview," below, will give you a better understanding of how all the cards work, and the "Complete Listing of Option Cards," on p. 10, gives a complete description of every option card.

OPTION CARD OVERVIEW

Options introduced in *Armed and Dangerous* can be treated just like the options included in the original **RoboRally** game. They follow all the same rules and serve the same purpose—namely, to make your robot armed and dangerous.

Most options fall into one or more of the following categories: optional weapons, main laser modifications, additional weapons, turn-programmed options, and run-time options. This expansion introduces phase-programmed options. Options that are phase programmed are similar to options that are turn programmed, but they follow a slightly different set of rules.

All of the new options, especially those that are phase programmed, add to the vocabulary of **RoboRally**, introducing terms like flying, explosive damage, device, and booster. This section defines these new terms and describes the characteristics of the new options.

Phase-Programmed Options

Programming Phase-programmed options function much like turn-programmed options and are programmed at the same time (during the Program Option cards segment of the turn sequence). Instead of functioning for the entire turn, though, phase-programmed options are programmed to take effect during a particular register phase.

All phase-programmed options are programmed by indicating the phase in which an option will take effect. For options using tokens or counters, the token or counter being programmed is placed in a register on that phase's program card. (Except for options which state otherwise, only one token or counter per option may

be programmed in a single register.) If your robot has Mine Layer, for instance, and you want it to lay a mine at the beginning of the third register phase, you would place a mine token on the program card in the third register. If you want a robot with Big Jet to fly forward 8 squares before executing its program in the second register, you would place a fuel counter on the program card in the second register.

The programming of other phase-programmed options may vary. For example, Self-Destruct is a phase-programmed option that allows you to destroy your own robot. When programming Self-Destruct, you choose the register phase in which your robot will be destroyed, and you indicate this by placing the option card under the program card in that register. Some options are programmed simply by following the option's instructions. For instance, Crab Legs, an option which allows you to place two cards in a single register, is programmed by placing two cards in the register you wish to use Crab Legs.

If a program becomes "illegal," keep any counters or tokens used in the program but discard all cards except the primary card (see "Primary Card" on p. 5). For instance, Bridge Layer can only lay bridges over pits. If you had planned for your robot to be in front of a pit on the third register phase but your robot ends up in front of a crusher on the third phase, you would keep the programmed bridge token and could use it on a future turn. As another example, if Crab Legs is programmed to take effect on the fifth register phase and your robot ends up on a teleporter on the fifth phase (Crab Legs cannot be used on a teleporter), you would execute the primary card and discard the other.

Destruction If a phase-programmed option is destroyed during a turn in which it has been programmed, the program for the current turn remains in effect.

Example: Your robot has Mine Layer and two mines. The option is programmed to lay a mine on the fifth register phase, leaving one mine remaining. On the second phase, a robot with Fire Control destroys Mine Layer. The mine programmed for the fifth phase is safe, but the option and the remaining mine are destroyed.

Example: Crab Legs is programmed for the fourth register phase. On the second phase, your robot is hit by a laser, and you choose to exchange Crab Legs to prevent the damage. The option is destroyed, but the Crab Legs program will still take effect on the fourth phase.

Types of Phase-Programmed Options Most phase-programmed options can be classified as either Phase Programmed—Gadget or Phase Programmed—Movement. Phase Programmed—Gadget options usually launch some sort of device (a mine, for instance) and have a set number of uses. For the most part, Phase Programmed—Movement options also have a set number of uses and affect robot movement in some way (Retro-Rockets, for instance, allows a robot to fly back 2 squares).

Phase Programmed—Gadget options take effect before robot movement. For example, if Bridge Layer is programmed to lay a bridge on the third register phase, the bridge is laid before the program card for that phase is executed.

Phase Programmed—Movement options take effect during robot movement at the priority of the program card for that phase. Some options allow a robot to execute multiple program cards during a single register phase, and in this case all movement is done at the priority of the primary card for that phase (see “Primary Card” below).

Only one **Phase Programmed—Gadget** option can be used during a single register phase; however, these options can be programmed to take effect multiple times in a single turn. The same rule applies to **Phase Programmed—Movement** options. Using **Bridge Layer**, a bridge could be laid on the second and fourth register phases, but two bridges couldn't be laid on the third register phase. While two or more of the same type of option (gadget or movement) can't be used in a single register phase, gadget and movement options can be used in the same phase. You couldn't, for instance, lay a mine with **Mine Layer** and a bridge with **Bridge Layer** in the same register phase, but you could lay a mine and then move off of it with **Crab Legs**.

Primary Card Normally only one card is placed in a register, so it's usually clear if a register becomes locked from damage what program will be repeated. Some of the options introduced in *Armed and Dangerous*, however, allow for multiple cards (or no cards) to be placed in a single register, and this can cause confusion when registers become locked or options such as **Radio Control** are used. To account for these situations, one program card is designated as the “primary card” for each register. When two cards are placed in the same register, the movement card is the primary card. If two movement cards are placed in the same register, you must choose which one will be the primary card at the time the cards are placed. When an option allows you to leave a register unprogrammed, you must still place a card from your hand in that register to serve as the primary card.

Example: A robot with **Radio Control** and **Crab Legs** uses **Radio Control** to replace the program of another robot. The target robot executes only the primary cards in the **Radio Control** robot's program.

Example: A robot with **Overload Override** chooses to leave the fifth register unprogrammed. The player places a **Move 2** from her hand in the fifth register to serve as the primary card. During the turn, the robot sustains enough damage to lock the fifth register, locking in the **Move 2** until the damage is repaired.

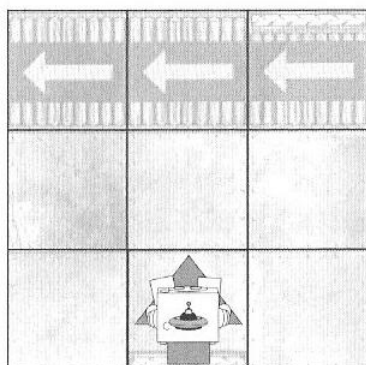
Devices

Many options bring some sort of device onto the board. A device can be relatively inactive, such as goo or a bridge, or it can seem to have a mind of its own, as is the case with drones and buzz bombs. Devices are usually treated like powered-down robots with respect to board elements, so pushers, conveyor belts, pits, gears, water, currents, ramps, and so on, all affect devices. (There are some exceptions explained in the “Complete Listing of Option Cards” on p. 10.) Also, like flags and all board elements, devices do not take damage, and (unless an option card specifies otherwise) they are in no way affected by other options. Devices, however, are usually destroyed by pits and crushers.

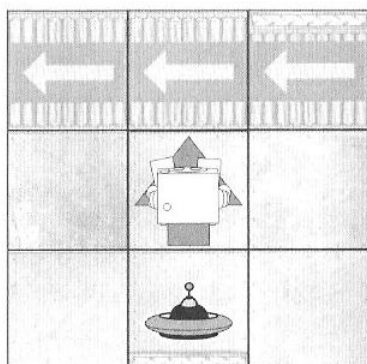
Many devices are designated as either flat or flying, but some devices, such as The Big One, are neither flat nor flying. In general, these terms describe what these devices affect and what they're affected by. Flat devices aren't pushed by pushers or other robots and aren't activated by other devices or flying robots. Flying devices aren't affected by conveyor belts, gears, water, pits, teleporters, randomizers, flat devices, or currents.

Most devices take effect when a robot moves into, on, or over them, or when the device moves into a robot. Devices are considered "active" immediately after they are launched, so their effects will occur whenever a robot moves into, on, or over them, not unlike the effect of a pit. The one exception to this occurs immediately after a device is launched: Unless otherwise specified by an option, a device will not be "active" for the launching robot until the Resolve Laser Fire segment of the register phase in which it was launched. This allows a robot launching a device to move safely away from it after the device is launched. Any other robot interacting with the device immediately after it is launched or any robot in the same square as the device during or after the Resolve Laser Fire segment of the phase in which it was launched will trigger the device.

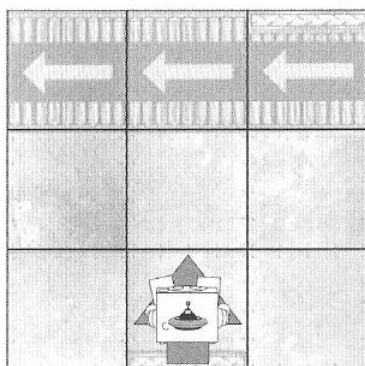
Example: Robot launches mine and moves away



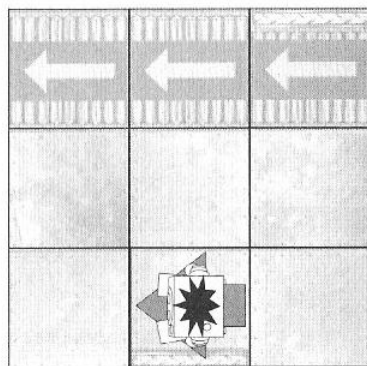
Twonky lays mine and has until Resolve Laser Fire to move away.



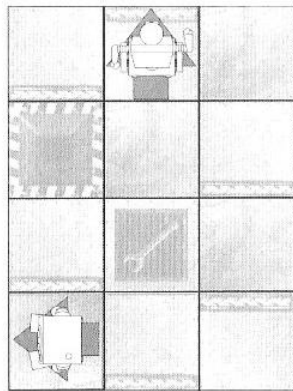
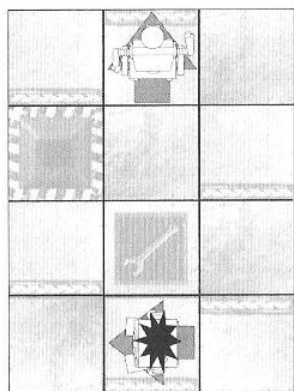
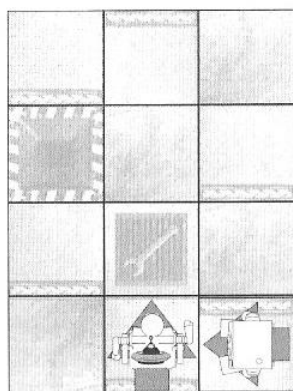
Example: Launching robot remains on mine until Resolve Laser Fire



Twonky lays mine and doesn't move away. Since Twonky is on the mine during Resolve Laser Fire, the mine explodes.



Example: Another robot moves over mine before Resolve Laser Fire



Zoom Bot's Card



Twonky's Card

Zoom Bot moves 3 squares away after laying mine.

Twonky moves 1 square onto mine, setting it off immediately.

After damage is applied to Twonky, the robot continues its movement.

Devices a robot launches while in virtual mode are also in virtual mode. This means that these devices only interact with the robot that launched the device, and all virtual devices are removed from the board when the robot ceases to be virtual. Also, virtual robots interact with all "real" devices.

Launchers

Any option which brings devices into play is considered a launcher, though some launchers (such as Big Gun) do not actually launch devices. Any device brought into play by a launcher is placed in the launching robot's square, facing forward, unless otherwise specified by the option.

After a launcher's payload has been spent, the launcher remains attached to the robot. A robot with Mine Layer, for instance, could still exchange the option to prevent a point of damage even after all three mines had been laid. Also, if a launcher option is destroyed or exchanged to prevent damage before all of its devices have been programmed, any unlaunched devices capable of explosive damage will explode. Damage from multiple devices is calculated separately; three mine tokens will cause three separate 4-point explosions.

Boosters

Boosters affect robot movement. Like launchers, boosters remain attached to a robot even after their payload is spent, so an empty Retro-Rocket can be exchanged for damage in the same way as an empty Mine Layer. Also, if a booster option is destroyed or exchanged to prevent damage before all of its fuel counters

have been programmed, any unused fuel counters will cause the option to explode. Damage from multiple counters is calculated separately; two fuel counters will cause two separate 2-point explosions.

Explosive Damage

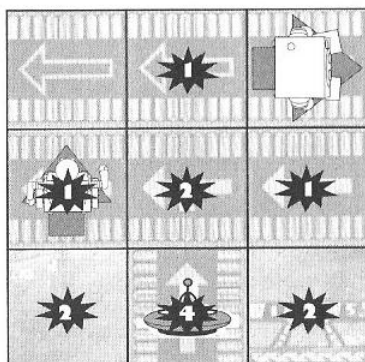
Many options can cause damage over a wide area. This function is obvious for options such as The Big One, but some other options (including all boosters) are also capable of causing explosive damage.

Damage from an explosion is determined by how far a robot is located from the source. A robot in the same square as the source would take full damage from the explosion; a robot near the source would take damage depending on the size of the explosion and how far away the robot is located. For example, a robot on an exploding mine would take 4 points of damage. A robot on a square adjacent to the mine would take half that damage, or 2 points. A robot on a square adjacent to any of the four squares adjacent to the mine would take half of 2 points of damage, or 1 point. Any robot further away from the mine would take no damage. The table below summarizes the damage dealt by different options at different ranges.

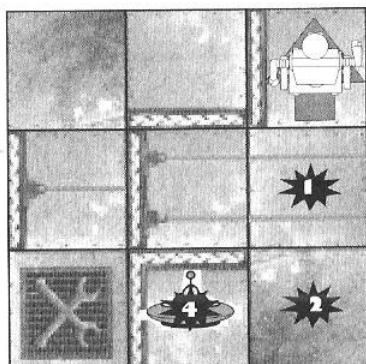
| EXPLOSIVE POWER | DISTANCE FROM EXPLOSION | | | | | | | |
|---------------------------|-------------------------|----|----|---|---|---|---|---|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 2 (e.g., drones) | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |
| 4 (e.g., missiles, mines) | 4 | 2 | 1 | 0 | 0 | 0 | 0 | 0 |
| 16 (e.g., Self-Destruct) | 16 | 8 | 4 | 2 | 1 | 0 | 0 | 0 |
| 64 (e.g., The Big One) | 64 | 32 | 16 | 8 | 4 | 2 | 1 | 0 |

All distances in **RoboRally**, including distances for explosive damage, are calculated by counting squares as robots move, so squares at a diagonal are not considered adjacent. Because distance is calculated in this way, walls provide limited protection from explosive damage.

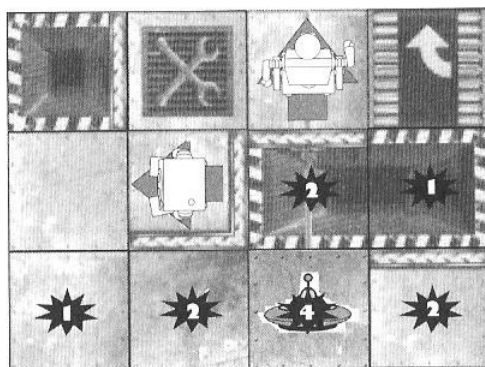
Example: The distance from the mine to Zoom Bot is 2 squares and the distance to Twonky is 3 squares.



Example: The distance to the Zoom Bot is 3 squares.



Example: The distance to both robots is 4 squares.



To determine damage to a robot one or more levels away from an explosion, calculate the distance normally, treating the distance between levels as an additional square. Explosive damage to a robot flying on the same level as an explosion is calculated normally; flying robots are not considered to be on a different level.

Flying

Some options cause a robot or device to fly a small distance above the factory floor. Flying objects are affected by lasers, walls, pushers, other robots, and all non-flat devices. Flying objects are not affected by conveyor belts, gears, water, pits, teleporters, randomizers, flat devices, or currents.

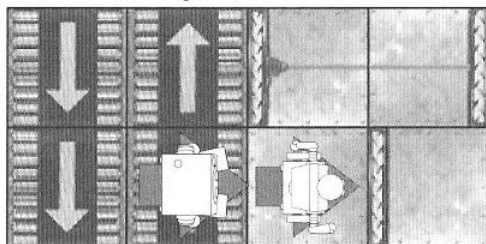
On boards with multiple levels, flying robots stay on the same level; they don't fall down ledges or go down ramps, although they can fly up ramps. Flying robots touch flags and checkpoints on the same level just as if they weren't flying.

Landing

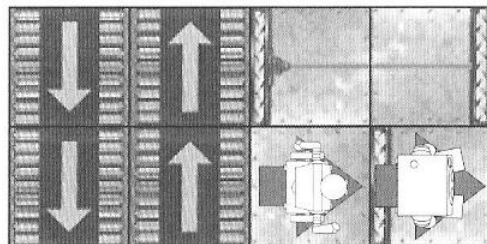
When a robot stops flying, it lands. In most cases, flying robots can push other robots, but in some cases a robot may attempt to land on another robot. For instance, a robot with an option

such as Big Jet, which allows a robot to fly over other robots, might end its movement in the same square as another robot. When a robot attempts to land on top of another robot, move the landing robot into the next open square, determined by the direction the robot is moving.

Example:



Big Jet moves Twonky on top of Zoom Bot.
Since Twonky can't land there...



...it moves to the next adjacent empty square
and lands there.

COMPLETE LISTING OF OPTION CARDS

Armed and Dangerous introduces twenty-six new option cards. Many of the options were too complex to describe completely on the cards themselves, so this section gives a complete description of every card.

The option cards appear in the same format as cards from the original **RoboRally** game and can be used interchangeably. The diagram below outlines the main features of an option card.

Drone Launcher



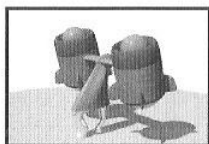
The option in this example is Drone Launcher, an optional weapon that brings flying devices into play and is considered a launcher. The number "2" for explosive damage indicates that when a drone explodes, it deals 2 points of damage. The number "3" for payload/capacity indicates that a total of three drones can be launched with Drone Launcher.

ARMED AND DANGEROUS



BIG GUN
Optional Weapon
Launcher
Payload/capacity: 5

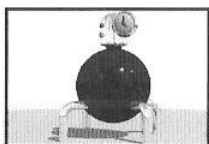
You may fire the Big Gun instead of firing your robot's main laser. The Big Gun causes 2 points of damage in addition to pushing your robot back 1 square.



BIG JET
Phase Programmed
Movement
Flying, Booster
Payload/capacity: 1

During robot movement, at the priority of the program card for that phase, your robot flies forward 8 squares before landing and executing its program. The Big Jet allows your robot to fly over walls and other robots, but not between levels. Your robot takes 2 points of damage when it lands.

Destroying the option or exchanging it to prevent damage before its fuel counter has been programmed will cause Big Jet to explode for 4 points of damage.



THE BIG ONE
Phase Programmed
Gadget
Device, Launcher
Payload/capacity: 1
Explosive damage: 64

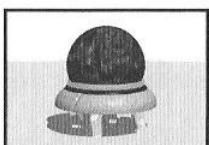
Before robot movement, during the Reveal Program Cards segment of the register phase sequence, place a Big One token in your robot's square. At the beginning of the first register phase of the following turn, The Big One explodes for 64 points of damage.

Crushers destroy The Big One, causing it to explode; pits destroy The Big One without causing it to explode; The Big One blocks line of sight between robots; The Big One can be pushed by pushers and robots.

EXPLOSIVE POWER

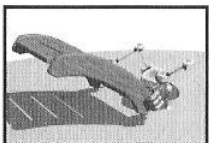
DISTANCE

| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|----|----|---|---|---|---|---|
| 64 | 64 | 32 | 16 | 8 | 4 | 2 | 1 | 0 |



BIO OPTION

When you receive this option, immediately take another option and place it on Bio Option. Each time your robot powers down, discard the other option and draw another. If you withdraw an archive copy of your robot and still have Bio Option, discard the other option and draw another. If you exchange either Bio Option or the other option to prevent damage, discard both options.



BRIDGE LAYER
Phase Programmed
Gadget
Flat Device, Launcher
Payload/capacity: 2

When this option is activated, place a bridge token in the square in front of your robot. Bridges may only be placed over pits, and your robot must not be blocked by a wall. For the remainder of the game, treat robots moving over the bridge token as if they were moving over open floor.





BUZZ BOMB
Turn Programmed
Flying Device,
Launcher
Payload/capacity: 3
Explosive damage: 4

When you activate this option (and each turn until the buzz bomb explodes), take five program cards and use them to program the buzz bomb. If the buzz bomb collides with a robot or wall, it explodes for 4 points of damage. Buzz bombs are pushed by pushers; crushers will destroy a buzz bomb, causing it to explode; only one buzz bomb may be in play at a time.

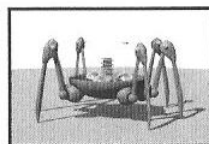
| EXPLOSIVE POWER | DISTANCE | | | |
|-----------------|----------|---|---|---|
| | 0 | 1 | 2 | 3 |
| 4 | 4 | 2 | 1 | 0 |



CONVERTER When your robot is damaged, place an energy counter on this option instead of taking a damage chit. When your robot executes its next movement card, remove an energy counter and modify the movement card as shown below.

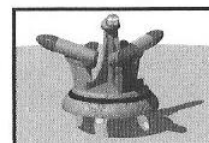
| MOVEMENT CARD | RESULT WITH ENERGY COUNTER |
|---------------|----------------------------|
| MOVE 1 | MOVE 2 |
| MOVE 2 | MOVE 3 |
| MOVE 3 | MOVE 4 |
| BACK-UP | BACK-UP 2 |

If there are more than two energy counters on this option at any time, the option explodes for 2 points of damage (and is discarded). Destroying the option or exchanging it to prevent damage will cause it to explode for 1 point of damage for each energy counter on the option.



CRAB LEGS
Phase Programmed
Movement

You may place a Move 1 card in the same register as a Rotate Left or Rotate Right card, and during that phase your robot will move 1 square to the left or right, respectively, without rotating.



DRONE LAUNCHER
Optional Weapon
Flying Device,
Launcher
Payload/capacity: 3
Explosive damage: 2

You may launch a drone instead of firing your robot's main laser. Take 3 drone tokens and 3 drone target counters when you receive this option.

Target acquisition: Instead of firing your main laser, place a drone target counter in the same square as a target robot and place a drone token in your robot's square. The drone target counter remains in that square and is not affected by board elements or robots. Target robot must be in your robot's line of sight.

Drone movement and destruction: Drones are flying devices. Crushers and pushers cause drones to explode, and drones pass through other flying devices

(including other drones). Drones move at the priority shown on the drone's token.

During the Robots Move segment of the register phase sequence, move the drone 3 squares toward the drone target counter at the priority shown on the drone counter. (If the counter is less than 3 squares away, move the drone onto the counter.) If a drone collides with a robot, the drone explodes immediately, pushing the robot 1 square away from the drone; this pushing may occur before the robot has finished executing its program. Other robots damaged by the explosion are not pushed.

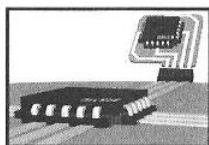
If the drone reaches the square containing the target counter without exploding, it will remain in that square until another robot enters its line of sight. Rotate the drone 90° to the left each register phase. If a robot is in the drone's line of sight during Resolve Laser Fire, place the target counter in the same square as the target robot and move the drone as described above.

EXPLOSIVE POWER

DISTANCE

2

| | | |
|---|---|---|
| 0 | 1 | 2 |
| 2 | 1 | 0 |



DUAL PROCESSOR

*Phase Programmed
Movement*

You may place two program cards in the same register in any of the following combinations, and during that phase your robot will move as described below.

CARD COMBINATION

EFFECT

Move 2, Rotate Right

Move 1, then Rotate Right

Move 2, Rotate Left

Move 1, then Rotate Left

Move 3, Rotate Right

Move 2, then Rotate Right

Move 3, Rotate Left

Move 2, then Rotate Left

Move 3, U-turn

Move 1, then U-Turn

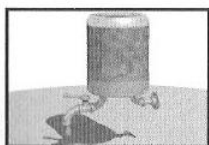


FROG LEGS

Run Time

You may now treat your robot as if it were flying when it is executing a Move 2 or Move 3.

This option cannot be activated while your robot is flying. When using this option, your robot flies 2 or 3 squares (depending on whether a Move 2 or Move 3 is being executed) and then lands.



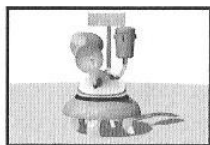
GOO DROPPER

*Phase Programmed
Gadget*

**Flat Device, Launcher
Payload/capacity: 3**

When this option is activated, place a goo token in your robot's square. If a robot passes over or stops on the goo, the robot cannot leave that square until the goo is destroyed. A robot may destroy the goo by attempting to move a total of four squares in any direction (for example, four Move 1s or a Back-Up and a Move 3). If a robot is pushed while on goo, this also counts toward the four

squares. Robots may rotate freely on goo. Goo cannot be placed on pits, conveyor belts, water, currents, or tele-
porters. Pushers do not affect goo.

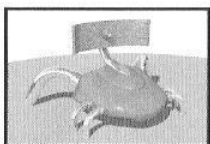


HOMING DEVICE
(Homing Device
functions as both
an optional
weapon and a turn-
programmed
option.)

Optional Weapon: You may place a homing device token on a target robot instead of firing your robot's main laser. Target robot must be in your robot's line of sight. On subsequent turns, you may place a homing device token on another robot in the same way, but this removes the homing device token from the previous robot.

Turn Programmed: When this option is activated, ignore your hand and "home in" on the target robot. During each register phase, move forward 3 squares if doing so will bring your robot closer to the target robot. (If the target robot is less than 3 squares away, move to the target robot's square.) If moving forward wouldn't bring your robot closer to the target robot, or if your robot is blocked from moving forward by a wall, then rotate your robot left each register phase until moving forward will bring your robot closer to the target robot. Priority of this movement is 850.

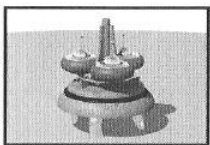
When using this option, program your robot as normal. If the target robot is destroyed while this option is active, execute the remainder of your program.



INTERCEPTOR
Optional Weapon

You may place an intercept token on a target robot instead of firing your robot's main laser. Target robot must be in your robot's line of sight.

After cards are dealt on subsequent turns, you may choose to exchange cards with the player whose robot has your intercept token. Take the intercept token back. Both players should have the same number of cards before and after exchanging cards. The player with fewer cards gives her whole hand to the other player and draws randomly from the other player's hand to replace her hand.

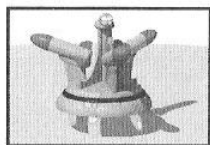


MINE LAYER
*Phase Programmed
Gadget*
Flat Device, Launcher
Payload/capacity: 3
Explosive damage: 4

When this option is activated, place a mine token in your robot's square. If a robot passes over or stops on a mine, the mine explodes for 4 points of damage.

Mines are not affected by lasers and pushers; crushers destroy mines, causing them to explode; pits destroy mines without causing them to explode.

| EXPLOSIVE POWER | DISTANCE | | | |
|-----------------|----------|---|---|---|
| | 0 | 1 | 2 | 3 |
| 4 | 4 | 2 | 1 | 0 |



MISSILE LAUNCHER
Optional Weapon
Flying Device,
Launcher
Payload/capacity: 3
Explosive damage: 4

You may launch a missile instead of firing your main laser.

Missile movement and destruction: Missiles are flying devices. Crushers and pushers cause missiles to explode, and missiles pass through other flying devices (including other missiles). Missiles move at the priority shown on the token.

During the Robots Move segment of the register phase sequence, move the missile forward 2 squares. The missile is moved forward during the phase it is launched and in each subsequent phase. If the missile collides with a robot or wall, the missile explodes immediately for 4 points of damage.

EXPLOSIVE POWER

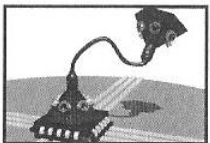
DISTANCE

| | 0 | 1 | 2 | 3 |
|---|---|---|---|---|
| 4 | 4 | 2 | 1 | 0 |



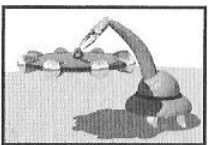
OPTION DAMPING FIELD
Turn Programmed

When this option is activated, all options (except this one) within a 3-square radius of your robot are deactivated or cannot be used. Devices already released by options continue to function normally. If any robot's booster or launcher is programmed to take effect while the robot is within range of Option Damping Field, discard any counters or tokens that were programmed for that phase.



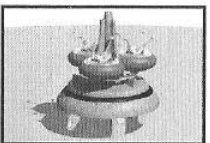
OVERLOAD OVERRIDE
Phase Programmed
Movement

You may place two program cards in a single register and execute both in that register phase, or you may leave a register unprogrammed. When two cards are placed in the same register, the movement card is the primary card. If two movement cards are placed in the same register, you must choose which one will be the primary card at the time the cards are placed. If you leave a register unprogrammed, you must still place a card from your hand in that register to serve as the primary card. Your robot takes a point of damage each time this option is used.



PORTABLE TELEPORTER
Phase Programmed
Gadget
Flat Device, Launcher
Payload/capacity: 1

When this option is activated, place a portable teleporter token in your robot's square. The portable teleporter is treated as a teleporter board element and is active for all robots as soon as it is launched. Lasers and pushers do not affect portable teleporters; pits and crushers destroy portable teleporters.



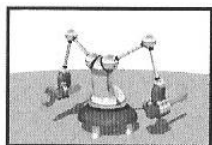
PROXIMITY MINE
Phase Programmed
Gadget
Flat Device,
Launcher
Payload/capacity: 3
Explosive damage: 4

When this option is activated, place a proximity mine token in your robot's square. Any non-flying robot passing within 1 square of the mine will cause the mine to explode for 4 points of damage.

EXPLOSIVE POWER

DISTANCE

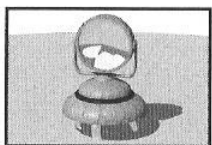
| | 0 | 1 | 2 | 3 |
|---|---|---|---|---|
| 4 | 4 | 2 | 1 | 0 |



REENGINEERING UNIT

Run Time

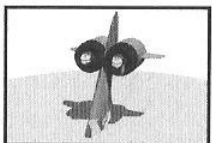
When your robot pushes another robot, you may exchange this option for an option on the other robot.



REFLECTOR

Turn Programmed

When your robot is hit by one or more lasers, your robot takes damage from the laser(s) and each laser is reflected back to its source. Program the direction the reflector faces by turning this card to indicate front, back, right, or left.



RETRO-ROCKETS

Phase Programmed

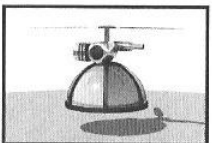
Movement

Flying, Booster

Payload/capacity: 3

When this option is activated, your robot flies back 2 squares per fuel counter before executing its program. You may program more than one fuel counter in a single register:

Destroying the option or exchanging it to prevent damage before all of its fuel counters have been programmed will cause Retro-Rockets to explode for 1 point of damage per unprogrammed fuel counter.

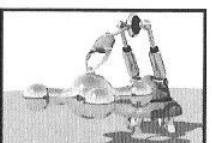


ROBO-COPTER

Turn Programmed

Flying

Program this option by placing an unused movement card on this option. (You may not place a rotate card on this option.) When this option is activated and as long as the robo-copter remains active, your robot is flying. During each register phase, execute the movement card on this option and then execute your program card. At the end of each turn, your robot lands. If blocked or pushed by a robot, wall, or pusher, discard the movement card on this option; your robot lands and executes the rest of its program. If the option is active and your robot takes damage, you must exchange (and destroy) this option to prevent the first point of damage. Discard the movement card on robo-copter at the end of the turn.



SCRAMBLER BOMB

Phase Programmed

Gadget

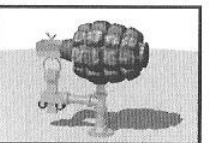
Flat Device,

Launcher

Payload/capacity: 1

When this option is activated, place a scrambler token in your robot's square. At the beginning of the next turn, the programs of all robots within 6 squares of the scrambler bomb are discarded. Those robots execute program cards at random for the entire turn.

Pits and crushers destroy scrambler bombs without setting them off.



SELF-DESTRUCT

Phase Programmed

Explosive damage: 16

This option will be destroyed at the beginning of the register phase in which it has been programmed. If destroyed or exchanged to prevent damage, this option explodes for 16 points of damage.

EXPLOSIVE POWER

DISTANCE

| | 0 | 1 | 2 | 3 | 4 | 5 |
|----|----|---|---|---|---|---|
| 16 | 16 | 8 | 4 | 2 | 1 | 0 |

BOARD ELEMENT OVERVIEW

Board elements introduced in *Armed and Dangerous* function in much the same way as board elements in the original **RoboRally** game. They each operate at a specific time in the turn sequence and serve to make your robot's progress in the race a little more interesting. The new elements include randomizers, teleporters, water, currents, and two elements specific to boards with multiple levels: ramps and ledges. The *Armed and Dangerous* Factory Floor Guide describes the timing and operation of all of these elements; this section provides additional explanations and examples.

Randomizers

A robot on a randomizer during the Reveal Program Cards segment of the register phase sequence receives a new program card randomly from the deck. All other program cards in that register are discarded, including "extra" cards from options such as Crab Legs and Overload Override. During the Robots Move segment of the register phase sequence, that card is executed at normal card priority. Randomizers only affect powered-up robots.

Teleporters

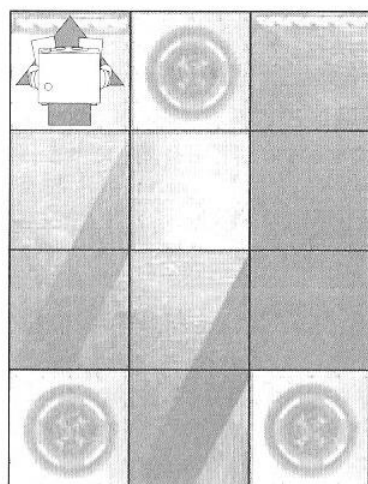
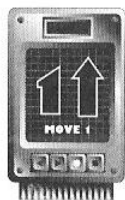
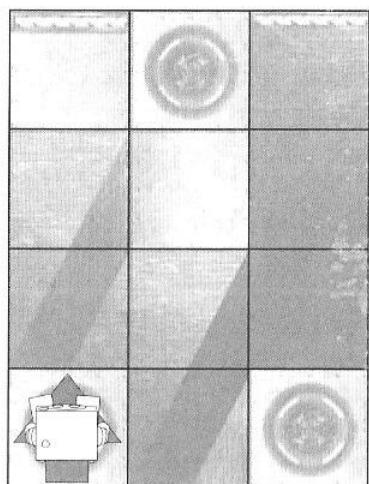
During the Robots Move segment of the register phase sequence, teleporters modify movement cards as follows:

| MOVEMENT CARD | TELEPORT DISTANCE |
|---------------|-------------------|
| BACK-UP | 2 SQUARES |
| MOVE 1 | 3 SQUARES |
| MOVE 2 | 4 SQUARES |
| MOVE 3 | 5 SQUARES |

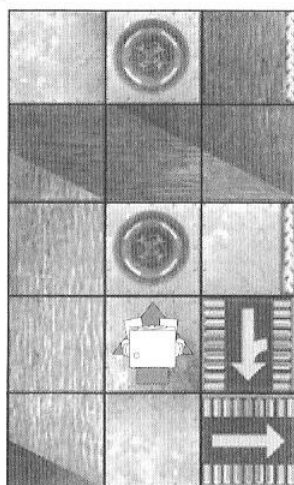
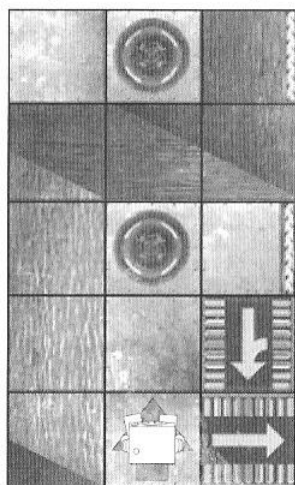
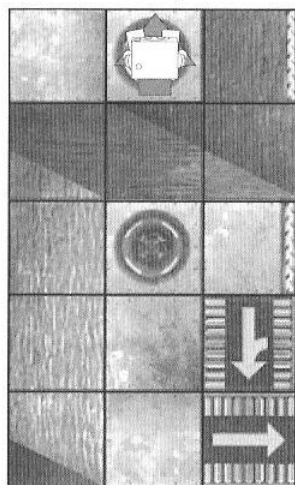
Teleporters modify movement cards and function whenever a robot moves off of a teleporter by executing a movement card. So, for instance, if a robot is pushed off of a teleporter before executing its movement card, it is not affected by the teleporter.

All options that modify movement cards or that affect robots executing movement cards (e.g., Crab Legs, Converter, Fourth Gear, Goo Dropper) have no effect on a teleporter and cannot be used. However, options that affect movement but that don't interact with movement cards (e.g., Retro-Rockets) or the execution of movement cards can be used.

Example: Robot moving off of a teleporter with a Move 1



Example: Robot moving 4 squares off of a teleporter using Retro-Rockets



First, Retro-Rockets moves Twonky off of teleporter...

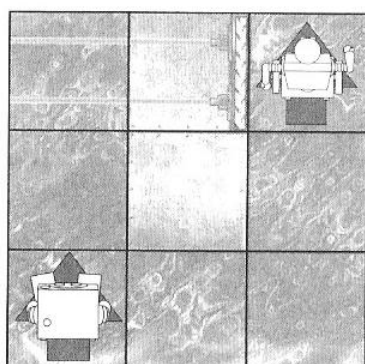
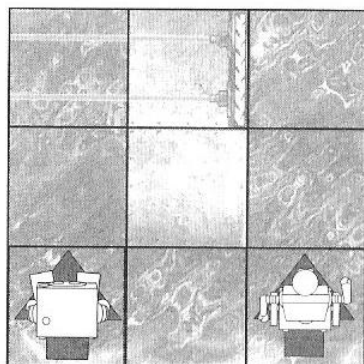
...then the Move 1 is executed normally.

Water

Water slows down robots executing movement cards in water. Specifically, the first square of movement of a robot executing a movement card in water is negated. (A robot executing a Back-Up or

Move 1 will not move; a robot executing a Move 2 will move forward 1 square.) As a robot is moving into a water square from a non-water square, treat the water as open floor. Water only affects movement caused by executing movement cards; if a robot is pushed or moved by other means, treat the water as open floor.

Example: Robots executing movement cards in water



Twonky's Card

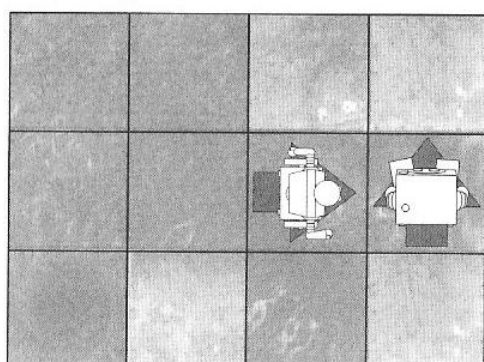
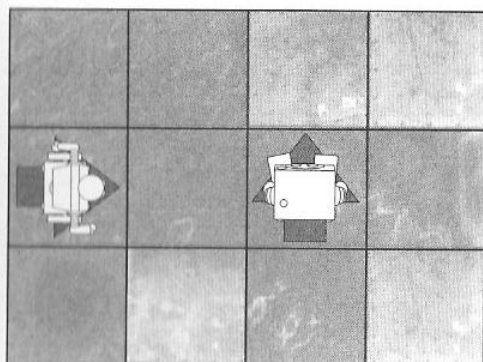


Zoom Bot's Card

Twonky's Move 1 resulted in it not moving at all.

Zoom Bot's Move 3 resulted in it moving forward 2 squares.

Example: A robot in water executes a Move 3, pushing another robot in water



Twonky's Card



Zoom Bot's Card

Zoom Bot, starting in water, was slowed by it, moving only 2 squares with a Move 3.

Zoom Bot pushed Twonky as if it were on open floor. (Water doesn't affect robots when they are being pushed.)

Currents A robot in a current moves 1 square in the direction of the flow. This occurs during the Board Elements Move segment of the register phase sequence, after conveyor belts but before pushers.

The timing of water and currents allows a robot in a square with water and a current to be affected by both in the same turn. A robot executing a movement card in a current is affected by water, and a robot ending its movement in a current moves 1 square in the direction of the flow.

Drains Drains function as pits in every way. Robots entering or moving over drains are destroyed.

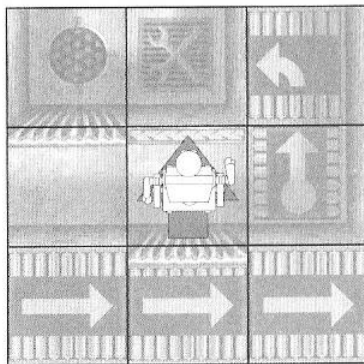
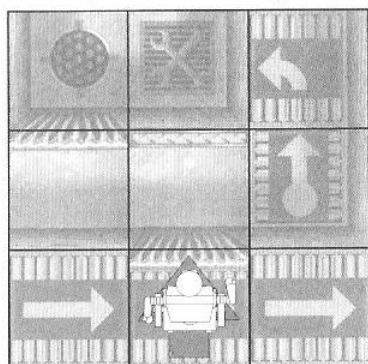
Levels

Armed and Dangerous introduces factory floor boards with multiple levels, and ramps and ledges allow robots to move between these levels. A few general rules also apply to multilevel boards:

- A robot falling from one level to the next lands and receives 2 points of damage.
- Robots on the same level can fire on one another, but robots on different levels cannot.
- Flying does not change the level a robot or device is on.
- Explosive damage between levels is calculated by counting the distance between levels as an extra square.

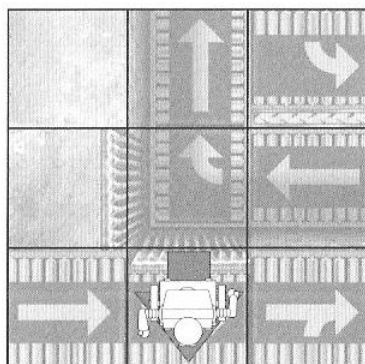
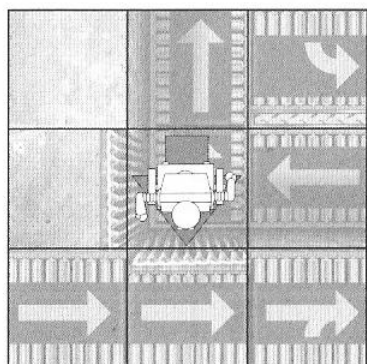
Ramps When a robot is moving or being moved down a ramp from the upper level, the ramp has no effect on robot movement. When moving or being moved up a ramp from the lower level, treat the ramp as an extra square of open floor. If a robot stops on the extra square, move the robot back 1 square.

Example: Robot moving down a ramp



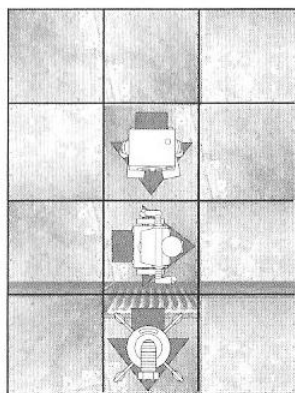
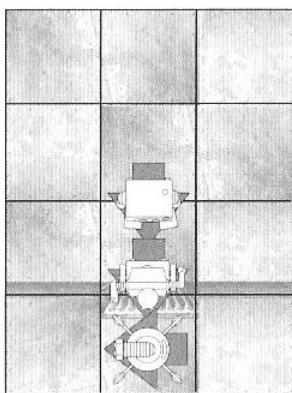
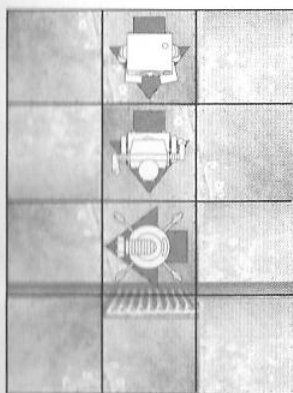
Zoom Bot is moving down ramp and ends its movement as shown.

Example: Robot moving up a ramp



Zoom Bot is moving up a ramp. It counts the ramp as a square when moving and ends its movement as shown.

Example: Robots being pushed up a ramp



Twonky's Card



Zoom Bot's Card



Spin Bot's Card

Twonky has a Move 2. Zoom Bot and Spin Bot are executing turns.

Counting the ramp as a square, the intermediate result is shown.

Zoom Bot ends on the ramp and thus slides back down, pushing Twonky back with it.

The final result is shown on the right.

Ledges

When a robot is approaching a ledge from the lower level, whether it is moving or being moved, treat the ledge as a wall. A robot moving or being moved over a ledge from the upper level to the lower level falls, lands, and receives 2 points of damage. In some cases, a robot may need to land in a square occupied by another robot. When this occurs, move the landing robot into the next open square, determined by the direction the robot is moving. (See "Landing," p. 9.)

ROBO RALLY™
ARMED AND DANGEROUS™