

## **2.0 BATTLE BOTS**

### **2.1 General Description**

Battle Bots are gargantuan armored war machines that stand roughly three stories in height and weigh an average of 60 tons. Each is roughly humanoid in appearance and carries a variety of powerful weapon systems. All Bot equipment is located in one of nine Bodily Systems Compartments: the Head, Right Front Torso, Left Front Torso, Right Rear Torso, Left Rear Torso, Right Arm, Left Arm, Right Leg and Left Leg. Because each section is compartmentalized each is independently armored and hooked into independent control systems. Thus if one area is destroyed (its internal structure wiped out) the rest of the Bot continues to operate without too much difficulty. However, when the internal structure in a compartment fails all systems in that compartment cease to function. The exception to this is the Autonomic Motive Systems (often referred to as the "Engine") which run throughout the entire Bot and allow it to move.

All Battle Bots fall into one of three categories: Light, Medium and Heavy. They are described as follows:

Light Bots are those weighing less than 60 tons. Light Bots are small and quick. Their advantages are that they are quite stable, difficult to hit and they usually get the initiative due to their normally high number of Action Points. Their disadvantages are that they are lightly armored and they cannot carry many weapons or backup systems.

Medium Bots are those weighing at least 60 tons, but less than 80 tons. They are a compromise between the stronger and better-armed Heavy Bots and the small and nimble Light Bots. Generally Medium Bots are the most popular because they are thought to offer the best of both worlds. As a general rule Medium Bots are well-armed, moderately well-armored and can make good speed.

Heavy Bots are the powerhouses of the Arena. They usually have more weapons than they will ever need and enough armor that they can take multiple hits, even in vital areas such as the Head and Rear Torsos, without much concern. Unfortunately their tremendous weight causes a number of serious problems. They are terribly slow, easy to hit and their huge size makes them difficult to control. In fact, they have such problems with balance that it is not uncommon to equip Heavy Bots with twin Gyro systems to help them maintain their balance. Despite these problems Heavy Bots are, at the very least, extremely difficult to destroy and can take tremendous amounts of damage.

### **2.2 Bot Primary Systems**

Bot Primary Systems are the miscellaneous items of equipment that are used to aid in the control and operation of the Battle Bot. Simply defined, they consist of all the non-weapon systems of the Bot. These systems are described below:

**Autonomic Motive Systems:** Also known simply as the "Engine". This is the massive heart of the Battle Bot combat vehicle. Located throughout the entire Bot's structure, it provides a wealth of functions that allow the entire system to operate. At its very center is a powerful fusion reactor engine that provides the power to control all the basic operational systems. It also consists of all the internal drive systems that allow the Bot to move (represented by Action Points). The number of Action Points is determined by the Engine size and the total weight of the Battle Bot. When the Engine is destroyed (its functioning mass is reduced to zero) the fusion reactor goes critical and explodes, killing the Pilot and destroying the Bot. Finally, the Engine also helps to dissipate excess Heat. The Engine's built-in cooling system will dissipate 5 units of Heat per Action Phase.

**Gyro Systems:** The Gyros are utility sub-systems that aid in the movement and balance of the Battle Bot in combat. Each Gyro Control sub-system helps decrease the chance that your Bot will lose its balance and fall as a result of movement through difficult terrain or combat.

**Targeting Computer:** Targeting Computers actually represent advanced combat computers and target acquisition sub-systems that aid the Pilot in firing his weapons. Each Targeting Computer system will increase the Pilot's chance of hitting his target by approximately +5%.

**Sensors:** Sensors consist of advanced long-range tracking and identification sub-systems. It requires a minimum of one functional Sensor to locate and target enemy Bots outside of the five sector visual range. Sensors have a maximum range of ten (true distance, not sectors). In addition, Sensors are tied into the weapons tracking system and each active Sensor increases your chance of hitting your target by approximately +2%.

**Cooling Units:** Because of the vast size and awesome power of the Battle Bot the generation of excess thermal energy (Heat) is a constant problem. Cooling Units are massive Heat dissipation systems used to disperse extra Heat above and beyond that which is normally dispersed by the Engine's cooling system and through natural Heat radiation. Each Cooling Unit will dissipate one additional unit of excess Heat per Action Phase.

## **2.3 Bot Weapons Systems**

No Battle Bot would be complete without a series of complex and immensely powerful weapons systems. Without such combat tools a Bot would be nothing more than an excessively large and over-priced service robot.

In order to prepare for almost every eventuality (and to provide backups in case the primary weapon is destroyed) all Battle Bots are armed with a wide assortment of weapons, each with its own unique advantages and disadvantages. Due to the short duration of the contests all weapons are considered to have an unlimited supply of ammunition. A weapon's Optimum Range is the precise range at which the weapon is the most likely to successfully strike its target. Any variation from that decreases the chance "to hit". The Maximum Range (true distance, not sectors) is the longest distance at which a particular weapon has any chance of hitting. Targeting a Bot or CP that is beyond the range of the selected weapon will result in a failed attack.

**Battle Fist:** This is the simplest of combat weapons, having been used by Mankind since the beginning of time to pummel his foes. A Battle Fist is a massive armored appendage located at the end of either or both of the Bot's arms. Its advantages are low mass, low heat residue with good accuracy and fair damage. Its biggest disadvantage is its very limited range. With it your Bot can only hit Bots in an adjacent sector. Because of its small mass, the use of a Battle Fist consumes very few Action Points. In addition to its base damage, you inflict additional damage based on the total mass of your Bot. Thus the heavier your Bot the more damage you will inflict.

Battle Fist	Optimum Range: 1	Maximum Range: 1
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**Battle Blade:** The second oldest of all weapons, the club or sword, has been reborn as a useful weapon in the Arena. In its 22nd Century resurrection, the Battle Blade is a powered weapon able to cut its way through the thickest of Armor Plating when given the chance. The Battle Blade itself is very accurate, produces moderate damage and considerable heat build-up in its victim. However, its effectiveness is also enhanced by the amount of weight behind it. Thus the Battle Blade inflicts considerably more damage when wielded by heavier Bots than by lighter Bots. Its poor range makes the Battle Blade's actual usefulness limited but when it is employed the effect is devastating.

Battle Blade	Optimum Range: 1	Maximum Range: 1
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**Flamers:** Flamers are the 22nd Century equivalent to Flame Throwers. Over the years the technology for such weapons has been refined and perfected to a high level of effectiveness. Flamers are primarily designed to cause substantial amounts of Heat build-up in their targets and only incidental amounts of damage, the theory being that after several hits from Flamers the internal temperature of the target Bot will rise to a level at which the Bot's performance will be decreased to the point that it is an easy target for more substantial weapons. Flamers come in two varieties: the Light and the Heavy. The disadvantages of Flamers are their short range and they inflict little actual damage and generate a moderate amount of Heat in the firing Bot (though they are usually well-equipped to deal with this residual Heat).

Light Flamer	Optimum Range: 1	Maximum Range: 2
Heavy Flamer	Optimum Range: 2	Maximum Range: 3

**Lasers:** Lasers have proven to be one of the most popular weapons systems ever developed for the Battle Bot for close-in fighting. Their high-energy beams of light literally burn a hole through their targets, inflicting a fair amount of damage and considerable Heat. Lasers come in three varieties: Light, Medium and Heavy. Light Lasers are not very popular but are useful for the very same reasons as are Heavy Machine Guns. The Medium and Heavy Lasers are very popular, especially among Medium and Light Battle Bots. All Lasers suffer from short range, poor targeting systems and inflict poor to moderate damage. Their advantages are that they have a low mass and generate little Heat when being fired while causing moderate amounts of Heat in their unfortunate targets.

Light Laser	Optimum Range: 1	Maximum Range: 3
Medium Laser	Optimum Range: 2	Maximum Range: 4
Heavy Laser	Optimum Range: 2	Maximum Range: 5

**Heavy Machine Gun:** Heavy Machine Guns are one of the last hold-outs from 20th Century conventional arms. Though they are generally shunned by most Bot Pilots due to their minimal Range and poor firepower, Heavy Machine Guns remain a useful weapon. They make up for their disadvantages with very low mass, effective cooling systems that permit only minimal Heat generation, and very high accuracy (through sheer volume of fire). Proponents of the use of Heavy Machine Guns like to phrase it this way: "You may not notice it when you fire one, but your target will!"

Heavy Machine Gun	Optimum Range: 1	Maximum Range: 2
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**Machine Cannons:** Machine Cannons are reminiscent of the old tank cannons from the late 20th and early 21st Centuries. They are rapid-fire cannons that shoot a burst of high explosive, armor-piercing rounds. Being hit by the full blast of a Machine Cannon can be quite devastating. Machine Cannons come in two varieties, depending on the caliber of shells to be fired: the Light and the Heavy. Both make good short- to medium-range weapons and inflict moderate amounts of Heat and damage on their victims. They suffer from high mass and moderate Heat build-up.

Light Machine Cannon	Optimum Range: 3	Maximum Range: 6
Heavy Machine Cannon	Optimum Range: 4	Maximum Range: 7

**Particle Beam Cannons:** The Particle Beam Cannon, or PBC, is one of the most powerful weapons available to the Bot Pilot. It fires a tremendous blast of energy that inflicts horrible damage on its targets as well as causes substantial Heat generation. A Pilot being fired at by a PBC truly knows the meaning of fear. However, the PBC's effectiveness is not without its limitations. It has a high mass that makes it difficult to aim, very limited range and it produces a tremendous amount of Heat whenever it is fired. The PBC is best if only used occasionally.

Particle Beam Cannon	Optimum Range: 2	Maximum Range: 5
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**Mini Missile Packs:** Mini Missile Packs fire clusters of medium-range, high velocity ballistic missiles. Because of the number of projectiles involved, Mini Missile Packs generally have a good chance of hitting their targets. Mini Missile Packs come in two varieties: the S-Pack and the L-Pack. The major difference between the two is the number of missiles fired per volley. Mini Missile Packs are excellent medium- to long-range weapons that have good accuracy and inflict moderate damage and heat build-up on their targets. They suffer from poor accuracy at short and extreme ranges, their high mass consumes a number of Action Points during targeting and the missiles generate a moderate amount of Heat when fired.

Mini Missile S-Pack	Optimum Range: 6	Maximum Range: 9
Mini Missile L-Pack	Optimum Range: 6	Maximum Range: 9

**Mega Missile Packs:** Mega Missile Packs are long-range, high velocity missile systems designed to inflict heavy damage on enemy targets at maximum sensor range. Mega Missile Packs come in two configurations labeled the S-Pack and the L-Pack. The difference between the two is the number of missiles fired per volley. In either case, the Mega Missile Packs are excellent long-range weapons that can inflict heavy damage and moderate amounts of Heat upon defending targets. They suffer from poor accuracy at short to medium range, have a high mass that consumes many Action Points when targeting, and the missile engines generate a great deal of Heat when fired.

Mega Missile S-Pack	Optimum Range: 8	Maximum Range: 10
Mega Missile L-Pack	Optimum Range: 8	Maximum Range: 10

## 2.4 Standard Battle Bots

### Light Battle Bots

#### HORNET [HRNET-1S]

HEAD		LEFT FRONT TORSO		RIGHT FRONT TORSO		RIGHT ARM	
Internal Structure	4	Internal Structure	8	Internal Structure	8	Internal Structure	6
Armor Plating	6	Armor Plating	14	Armor Plating	14	Armor Plating	10
Heavy Laser	4	Sensors	1	Gyro Control	2	Medium Laser	3
		Targeting Computer	1	Mini Missile S-Pack	4		
LEFT REAR TORSO		RIGHT REAR TORSO					
Internal Structure	4	Internal Structure	4				
Armor Plating	4	Armor Plating	4				
		Sensors	1				
LEFT LEG		RIGHT LEG					
Internal Structure	8	Internal Structure	8				
Armor Plating	8	Armor Plating	8				

Hornet: The Hornet is one of the lightest Bots in existence. It depends upon speed and agility to overcome its larger and more clumsy opponents. The Hornet is lightly armored, making its internal systems easily damaged by enemy attacks. However its small profile makes it a difficult target to hit and its high number of Action Points assures that it will usually get the initiative every turn Phase. Its primary weapons consist of a Heavy Laser, with excellent Fields of Fire, located in its Head and a Mini Missile S-Pack located in its Right Front Torso for long-range attacks.

Hornet [HRNET-1S]

40 Tons

75 Action Points

**REAVR [REAVR-2S]**

HEAD			
Internal Structure		5	
Armor Plating		7	
Targeting Computer		1	
Sensors		1	
Medium Laser		3	
LEFT ARM	LEFT FRONT TORSO	RIGHT FRONT TORSO	RIGHT ARM
Internal Structure 7	Internal Structure 10	Internal Structure 10	Internal Structure 7
Armor Plating 12	Armor Plating 17	Armor Plating 17	Armor Plating 12
Heavy Laser 4	Mega Missile S-Pack 5	Gyro Control 2	Lt. Machine Cannon 6
Battle Fist 1			
LEFT REAR TORSO		RIGHT REAR TORSO	
Internal Structure 5		Internal Structure 5	
Armor Plating 5		Armor Plating 5	
LEFT LEG		RIGHT LEG	
Internal Structure 10		Internal Structure 10	
Armor Plating 10		Armor Plating 10	

Reaver: The Reaver is a much more balanced design than the Hornet with greater armor protection and a wider variety of heavy weapons including a Torso-mounted Mega Missile S-Pack, a Light Machine Cannon mounted in its Right Arm along with a Heavy Laser and Battle Fist on its Left Arm for close-in fighting. Of course this additional armor and weaponry is achieved at the expense of speed. Though still a fast Bot, the Reaver is considerably slower than the Hornet.

Reaver[REAVR-2S]

50 Tons

56 Action Points

# Medium Battle Bots

## INCINERATOR [INCIN-3M]

HEAD	
Internal Structure	6
Armor Plating	10
Sensors	1
Cooling Units	1
Light Laser	1

  

LEFT ARM	LEFT FRONT TORSO	RIGHT FRONT TORSO	RIGHT ARM
Internal Structure 9	Internal Structure 12	Internal Structure 12	Internal Structure 9
Armor Plating 17	Armor Plating 24	Armor Plating 24	Armor Plating 17
Heavy Laser 4	Targeting Computer 1	Targeting Computer 1	Medium Laser 3
Light Flamer 1	Particle Beam Cannon 9	Gyro Control 2	Heavy Flamer 2
	LEFT REAR TORSO	RIGHT REAR TORSO	
	Internal Structure 6	Internal Structure 6	
	Armor Plating 7	Armor Plating 7	
	LEFT LEG	RIGHT LEG	
	Internal Structure 12	Internal Structure 12	
	Armor Plating 14	Armor Plating 14	
	Cooling Units 1	Cooling Units 1	

Incinerator: The Incinerator is a novel design that is primarily used for support work in conjunction with heavier Bots. The Incinerator is armed with a variety of weapons that are designed to produce the maximum in Heat levels in its targets. This effectively slows them down and sets them up for the kill by the Incinerator's main weapon, a Torso-mounted Particle Beam Cannon, or by nearby Heavy Bots. The Incinerator is particularly feared by the more nimble Light Bots which depend on their speed for survival. The Incinerator is well-equipped for its mission, being armed not only with the PBC but also a Heavy Laser and Light Flamer in the Left Arm, a Medium Laser and Heavy Flamer in the Right Arm and a Light Laser with a wide field of fire in the Head. The Incinerator has a number of Cooling Units to maintain a reasonable operating temperature.

Incinerator [INCIN-3M]

60 Tons

47 Action Points

## RAVAGER [RAVGR-2M]

HEAD			
Internal Structure		7	
Armor Plating		9	
Gyro Control		2	
Targeting Computer		1	
Targeting Computer		1	
Heavy Machine Gun		1	
LEFT ARM	LEFT FRONT TORSO	RIGHT FRONT TORSO	RIGHT ARM
Internal Structure 10	Internal Structure 14	Internal Structure 14	Internal Structure 10
Armor Plating 15	Armor Plating 21	Armor Plating 21	Armor Plating 15
Lt. Machine Cannon 6	Mini Missile L-Pack 6	Sensors 1	Lt. Machine Cannon 6
Heavy Laser 4		Sensors 1	Heavy Laser 4
LEFT REAR TORSO		RIGHT REAR TORSO	
Internal Structure 7		Internal Structure 7	
Armor Plating 6		Armor Plating 6	
Medium Laser 3			
LEFT LEG		RIGHT LEG	
Internal Structure 14		Internal Structure 14	
Armor Plating 12		Armor Plating 12	

Ravager: The Ravager is a well-designed Bot equipped with a variety of weapons for long-, medium- and short-range attacks. For long-range firepower the Ravager is equipped with a torso-mounted Mini Missile L-Pack. For short- and medium-range work it is equipped with a Light Machine Cannon and Heavy Laser in each arm. The Ravager is even equipped with a back-mounted Medium Laser to help defend its vulnerable Rear area. Its well-rounded design makes the Ravager a popular Bot among both new and experienced Pilots. However, the Ravager does have a some design elements that cause some concern. Some Pilots complain of a lack of Cooling Units that can result in serious Heat problems and that the Bot has too many of its vital control systems concentrated in only two areas (Head and Right Front Torso), making it vulnerable to "lucky" shots. Nevertheless, the Ravager is a sound design and an excellent choice for new Pilots.

Ravager[RAVGR-2M]

70 Tons

42 Action Points

# Heavy Battle Bots

## DEVASTATOR [DEVST-2R]

HEAD		LEFT ARM		LEFT FRONT TORSO		RIGHT FRONT TORSO		RIGHT ARM	
Internal Structure	8	Internal Structure	12	Internal Structure	16	Internal Structure	16	Internal Structure	12
Armor Plating	13	Armor Plating	22	Armor Plating	31	Armor Plating	31	Armor Plating	22
Sensors	1	Hvy. Machine Cannon	8	Gyro Control	2	Gyro Control	2	Particle Beam Cannon	9
Sensors	1	Heavy Laser	4			Mega Missile L-Pack	7		
Targeting Computer	1								
Light Laser	1								
		LEFT REAR TORSO		RIGHT REAR TORSO					
		Internal Structure	8	Internal Structure	8				
		Armor Plating	9	Armor Plating	9				
		Cooling Units	1	Targeting Computer	1				
		Medium Laser	3						
		LEFT LEG		RIGHT LEG					
		Internal Structure	16	Internal Structure	16				
		Armor Plating	18	Armor Plating	18				
		Cooling Units	1	Cooling Units	1				

Devastator: The Devastator is a massive killing machine that is heavily armored and is equipped with a number of high-powered weapons. In a head-to-head fight few Bots can stand up to the awesome power of the Devastator. Its main weapons consist of a Particle Beam Cannon with excellent Fields of Fire in its Right Arm, a Heavy Machine Cannon and Heavy Laser in its Left Arm and a Mega Missile L-Pack in its Right Front Torso. To increase its effectiveness the Devastator is equipped with 3 auxiliary Cooling Units, 2 Sensor Units and a Rear-firing Medium Laser. Despite this tremendous assortment of equipment the Devastator suffers from a number of problems due to its huge size. The Devastator is fairly easy to hit, is incredibly slow and is difficult to control while moving through rough terrain (though this is partially corrected due to its twin Gyro Control systems).

Devastator[DEVST-2R]

80 Tons

33 Action Points

HEAD			
Internal Structure 10			
Armor Plating 15			
Targeting Computer 1			
Targeting Computer 1			
LEFT ARM	LEFT FRONT TORSO	RIGHT FRONT TORSO	RIGHT ARM
Internal Structure 15	Internal Structure 20	Internal Structure 20	Internal Structure 15
Armor Plating 25	Armor Plating 35	Armor Plating 35	Armor Plating 25
Particle Beam Cannon 9	Sensors 1	Sensors 1	Battle Fist 1
	Mega Missile L-Pack 7	Lt. Machine Cannon 6	Battle Blade 2
		Mini Missile L-Pack 6	
LEFT REAR TORSO		RIGHT REAR TORSO	
Internal Structure 10		Internal Structure 10	
Armor Plating 10		Armor Plating 10	
Gyro Control 2		Gyro Control 2	
Medium Laser 3		Heavy Flame Cannon 2	
LEFT LEG		RIGHT LEG	
Internal Structure 20		Internal Structure 20	
Armor Plating 20		Armor Plating 20	
Cooling Units 1		Cooling Units 1	

Titan: The Titan can be summed up in a single word: awesome. It has tremendous amounts of armor, excellent all-around firepower (including the Rear) and an extensive array of auxiliary systems evenly distributed throughout its body. The Titan's main weapons systems consist of a Light Machine Cannon, Mini Missile L-Pack and Mega Missile L-Pack in its Front Torsos, a Particle Beam Cannon in its Left Arm and a Battle Fist augmented by a Battle Blade in its Right Arm. In many ways the Battle Fist and Battle Blade are its most fearsome weapons. Though the Titan Pilot may rarely get a chance to use them, when he does the results are devastating. Many a Pilot has died, literally, at the hands of a Titan. Despite its awesome power the Titan shares the disadvantages of all Heavy Bots. It's slow, easy to hit and is difficult to control. It is also shunned by a number of experienced Pilots because the sheer size of the Titan makes it a difficult Bot to win with. The Titan can take so much damage and is so easy to hit that it presents your opponents a wealth of Victory Points. In addition it must accumulate a tremendous number of Victory Points (more than twice as many as a Hornet) to receive a better Victory Rating than its smaller brethren.

Titan[TITAN-A1]

90 Tons

35 Action Points

