

ROBOT BLOW



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CHAPTER 1

Introduction

1.1 Robot Blow History

Robot Blow is set in the 6th millennium (5456 AD), the human race has already colonized most of the suitable areas of the Milky Way and a few areas of the nearby galaxies. Intelligent alien life forms are nowadays quite common.

The 1st intergalactic war occurred during the 4th millennium (3193-3713) involved Human, Astrawan, Beamerian and Jutkami races. The war scope for all the forces was territorial expansion and supreme control of the nearby galaxies. The Jutkami race had been extinct during the war that was eventually concluded by an armistice, thanks to a technology innovation that used worm holes for travelling between galaxies quickly and cheaply. At that point it was clear to everybody that the universe was so huge and rich in resources that wars were just a waste of lives and wealth. Each major race continued to colonize new areas of the universe independently, without any interference from the others. Communications and trades between different civilizations were very rare, especially since they each had individual wealth and size that was comparable to a separate and independent universe. Some races built Robots to aid the colonization process and deal with the more aggressive non-intelligent forms of life.

The human race developed a Robot called K-Evo (Kenkaku Evolution), gifted with highly skilled defenses and versatile weapons; K-Evo is capable of protecting human settlements and accurately terminating any “alien monsters” without impacting the environment. The first fully functional unit was completed during the 3976.

The Astrawan race, almost identical to the human race but for major differences in the internal organs, industrialized a Robot called Morphire in the 4003. Morphire was made of nanotubes consisting of a number of polymeric metallic-plastic compounds and single layer materials, allowing it to morph itself into weapons and armors. Its motto is “I don’t equip, I become”. Morphire is used for scouting of uncharted areas and celestial objects and displays impressive fire power.

Beamerian race, unique beings made of crystals, metals, photo magnetic energy and little organic material, are proud of their Beamizen Robot. It was developed in the year 4012 using crystals and metals; it can easily handle different forms of energy and beams. It is an excellent warrior that during peace periods is generally used to build cities and provide energy helping to expand the Beamerian Empire.

All Robot types have a similar energy generator called “Core”. The Robot Core operates at minimum power during normal operations but can progressively increase the energy output under heavy workload, risky situations and of course combat. Robot Modules are usually kept in Stand-by mode when inactive; whenever required, they can be activated and connected to the Energetic Levels produced by Robot Sectors, making the whole Robot stronger and more powerful. Besides, the Robot Core absorbs all damage the unit suffers in any part, weakening the Core but leaving the components in pristine condition.

Unfortunately, despite all the riches the universe had to offer the civilized forms of life, there was no scientific progress for centuries; this is remembered as the Late Medieval Space Period (4224-4884AD). In the year 4884AD, during the first scouting of the planet B1FG4C, a Morphire unit of the Astrawan Empire found a destroyed Robot. This Robot was highly evolved, with technologies of which had never been seen before. The planet was renamed the “Wreckage World” or simply “WW”.

This particular Robot was equipped with a large variety of strange looking Modules, something resembling evil and magic and the reasons behind this specific combination are still unknown. However, the Modules of that unit have been given invented names that resemble the equipment of wizards and sorcerers. One of the most interesting devices was discovered to be in pristine condition, a new thruster apparatus amazingly advanced; it was deeply studied and became the standard propulsion kit of all Robot types and remains unsurpassed to this day. It creates critical mass and shoots it in any direction with variable speed, to provide the unit a huge and calibrated acceleration. The Robot is then able to stop instantly, converting the kinetic energy into new critical mass. The provided speeds (B1, B2, B3, B4 and so on) are quantized and are multiple of the dimensionless number B_u , essentially representing the ratio of speed squared and radiation emitted by the moving object. At these speeds (B1, B2, B3...), Robots are very stable in any atmosphere, showing no signs of dangerous vibrations, they also emit radiation which is used by the piloting system to carry out surgically accurate maneuvers. What was even more astonishing was the discovery of a Module, located next to the Robot Core, that remained an unsolved mystery for more than one century until 4996AD. Another Robot of that type was observed heading, seemingly voluntarily, inside a supermassive black hole. Now that they knew where to look for these Robots, the sightings increased massively until one Robot was observed exiting a Black Hole. Thus, thanks to this information, it was subsequently discovered that the mysterious Module was a Black Hole pass-thru device. This new species of Robot (nicknamed Robomancer) are extremely evasive and every attempt to establish a communication failed. Rewards were given to anyone who brought Robomancers parts, called Robomancy Modules, in order to study them. Extraordinary recompenses were offered for the Black Hole pass thru Module. It started with bounty hunters looking for Robomancers units and continued with the invasion of areas (under the control of another race) containing black holes. This escalation of hostilities brought to the 2nd intergalactic war or Black Holes war that started at the beginning of 5456AD. The most advanced civilizations (Humans, Astrawans and Beamerians) wanted to get rid of the secrets of Black Holes and begin their exploration using their best Robot models. On the other hand, the Robomancers never wanted to share anything with them and all their wreckages were found with no pilot (or evidence of them) even if there was a room that looked like a pilot cabin. Wreckages of all Robot Types are now very common and Robot Hybrids, developed with the components of two different Robot types, are also quite common nowadays. Outside there are still questions without answer:

- Where do the mysterious Robomancers come from?
- Who pilots them?
- Which secrets are they hiding?
- How does the Black Hole pass thru device work?
- What are the secrets of Black Holes?
- Is the Black Holes war worth it?

1.2 Game Introduction

Robot Blow is a 1 Vs 1, deck building, non-collectible, card game. Players have the control of Robots which, turn after turn, get power ups, attack the enemy, defend themselves from opponent's attacks or try to evade them until one gets rid of the other.

Robot Blow is an innovative card game which offers an abundance of various actions to each Player in the sequence which is estimated to be more fatal in order to deal the highest damage to the opponent without exposing themselves. It is a competitive game with ingenious mechanics and originality like nothing else similar to it, rich with thrilling moves and exciting gameplay where players have a large choice of actions available in each of their turns.

Robot Blow can be played in 2 modalities:

Quick Mode offers short matches due to an easy way to damage the opponent and it is also useful for getting familiar with the rules. All rules referring to this mode are written in green.

Expert Mode provides a deep experience in the Robot Blow universe through a very strategic gameplay and longer games. All rules referring to this mode are written in red.

Before getting into the details of the rules, an introduction to the game is now provided in order to help to understand the rules at the best; all rules will be deeply explained in the following chapters.

You are going to control a technologically advanced Robot that powers up at each turn in order to get rid of the enemy. In this game, the cards are played using a regulated method on a predefined grid. The Player can choose which card to put into the game each turn and which cell of the grid occupy. The same card, placed on a different cell of the grid, gets different values or also its usage changes radically.


1.3 Nomenclature

- **Energetic Level (EL)** is a variable characteristic of a Module card depending on where they are placed on the Robot.

EL is a fixed characteristic of Technic cards and corresponds to their Installation Cost or Ignition Cost in **Action Points** indicated on the card.

EL is also a variable characteristic of a Sector, it represents the maximum Energy storable inside and thus the **Sector Points** available each turn.

EL is the most important acronym of this rule set, the whole game is based on Energetic Levels.

- The **Sectors** constitute the Robots wholly and there are 4 in total, from top to bottom: Head, Arms, Torso and Legs.
- 
- **Sector Points (SP)** are specific for each **Sector**. They are used to Ignite Attacks, Defenses, Movements, activate Skills and Technics and are recharged during the Reset Phase (see Par. 2.5). There are cards that enable Robots to recharge them but they cannot go over the Sector Energetic Level, any excess will be lost. Each Action (Attack, Defense, Movement, Technic Ignition and so on) must be paid in full before it is carried out. It is not possible to recharge Sector Points while Igniting any action.
 - **Hit** means both the Robot suffers damage or blocks an attack by Armor.
 - **B1** is a quantum of the speed. Movements Actions can be carried at different speeds: **B1**, **B2** and so on, adding the quantum **B1** to the current speed.
 - The **Active Player** is the one playing his/her turn; the other Player is defined as '**Passive Player**' or **Defender**.
 - **Flight Mode ON** and **Flight Mode OFF** are abbreviated '**FMON**' and '**FMOFF**'.
 - '**Core Points**' (**CP**) define the Robot health; the game ends whenever they reach 0.
 - '**IC**' means Ignition Cost; every action has its own **IC** that must be paid in order to use it.
 - **Simultaneous Attacks** are attacks carried out paying a unique **IC**; they are all performed from the same distance and position and they must be blocked separately by different Armors or deal **CP** damage.
 - '**BP**' is Blow Power, it is quantified with a natural number and represents the strength of a Weapon.
 - '**AV**' is Armor Value, along with BP, it is a natural number. It represents the toughness of Armor.
 - **Distance** with capital D is the measurement unit of distance between Robots and the minimum length of a movement toward or backward the other Robot. It is written capital also when referring to a specific distance name.

1.4 Robot Design

Each Robot is divided in 4 **Sectors** (Head, Arms, Torso, Legs) which are the command centers of actions, attacks, defenses and movements and where the energy is stored which allows the Robot to carry out its moves during the battle.



Fig. 1: Sectors and Energetic Levels (also on page 13)

During the initial setup of the game, all 4 Sectors receive a Module or the Energy card on their second **EL**. All Sectors have now Energetic Level equal to 2. During your own turn, it is possible to equip new Weapons and Armors on your Robot, more precisely, on available Sector Energetic Levels (**EL**). The Sector **EL** increases by consequence, providing more Sector Points (each one indicated by the proper token) which will be used to carry out strategies (play new cards, activate skill of cards in play, move, attack, defend etc.). Turn after turn, **EL** of Modules increases and consequentially **EL** of Sectors and Sector Points; this opens the possibility to carry out more strategies simultaneously. If this is not enough to dispose of your opponent, it is possible to eventually win the combat using the Final Attack !!!

During your own turn, it is possible to attack, move, power up the Robot and Modules, play cards from your own hand and so on, estimating the more efficient order of actions. It is possible to attack using a weapon, then move and equip a new weapon, using it to attack again and eventually move one more time to get further from the enemy. Robot Blow offers a deep deck customization to each Player. Many different strategies and developments of the Robot are available even with the same deck. This provides intense competitions and the chance to adjust style of play during the game. The same deck can be played with high versatility and is capable of adapting at the best to the current situation of the match.

When the customized deck is completed, all modules in it become idle inside the Robot but available for connecting to Energetic Levels of Sectors. Once they are eventually energized, they are ready for the battle but that does not mean they are physically visible. They became visible only when ignited carrying out actions. Therefore, for example, if your Robot equips 3 Armors on the Head Sector, they're not physically mounted on each other but they will be pulled out whenever required.

1.5 Game Components

In order to play Robot Blow, each Player needs the following items:

- Deck of Robot Blow cards.
- The **4 Energy** cards, one for each Sector. They are also used to indicate the current distance between Robots by the Distance and Flight Mode Token.



(Example of K-Evo Energy Cards)

- **4 Sector Points** tokens to indicate the current Energetic Level of each Sector of the Robot.



Head Sector Points Token



Arms Sector Points Token



Torso Sector Points Token



Legs Sector Points Token



- Distance and Flight Mode Token, simply called Flight Token.
- One **d10** dice to record the Robot **Core Points**.
- Few **d6** dices to be used as tokens if necessary. *(not included in the game box)*

1.6 Card Layout



Fig. 2: Module Card Elements

1) **Background Color:** identify the Robot set.

- K-Evo ■ Green
- Morphire ■ Red
- Beamizen ■ Yellow
- Robomancer ■ Azure

2) **Module Skill Ignition Cost:** It represents the Sector Points needed to activate the Module skill. If it is not present, it means that the effect can be used without paying any Ignition Cost.

3) **Sector:** identify on which Sector the Module must be equipped.



Head



Arms



Torso



Legs

- 4) **Equipment Name and Type:** it is the name of the Module; Armors are identified by black writing, Weapons by red writing.
- 5) **Equipment Description:** explain special rules of the equipment which override general rules.
- 6) **Equipment Illustration.**
- 7) **Technic Description:** special rules of the Technic which can override general rules.
- 8) **Technic Name.**
- 9) **Technic Ignition Cost:** It represents the Sector Points needed to activate the Technic.
If it is not present on a Module or Robot Power Up Technic, it means that the effect can be used without paying any Ignition Cost.
- 10) **Technic Icon:** identify the Technic Type.



Flash



Blow



Module Power Up



Robot Power Up











Movement

- 11) **Technic Installation Cost:** only for Module and Robot Power Up Technics. It represents the Sector Points needed to install the Technic on a Module or on a Robot.

1.7 Robot Constitution and Sector Points

Each Robot is divided into 4 **Sectors**; each of them provides a certain type of **Sector Points** that can ignite different types of action:

- 
Head **Sector Points** provided are called Action Points  ...
 Command center of actions, it principally allows playing Technic cards or activating special skills of cards in play.
- 
Arms **Sector Points** provided are called Attack Points  ...
 Command center of attacks, more energy is stored in this Sector, increasing the amount of assaults available and enabling the attacks to be high powered.
- 
Torso **Sector Points** provided are called Defense Points  ...
 Command center of Robot defenses, it allows to neutralize opponent's attacks.
- 
Legs **Sector Points** provided are called Movement Points  ...
 Movements command center. It provides the energy to move your Robot on the battlefield, to get closer or farther from the enemy or attack him from the side or from behind in order to deal deadlier attacks. Working in synergy with the Torso Sector, it allows to dodge the opponent's assaults.



X Sector Points icons indicate that the player can choose a variable quantity (0-6) of a certain type of Sector Points depending by its color, in this case Action Points, in order to Ignite an effect of a Module or a Technic card. Bonuses on Armors (+XAV) or Weapons (+XBP) are always reset at the end of each turn if gained by effects using these icons.



L Sector Points icons indicate that the Player must consume a variable quantity of a certain type of Sector Points depending by its color, in this case Attack Points, in order to Ignite an effect of a Module or a Technic card. The chosen value of L must be equal to the level of the Weapon or the Armor involved in the Ignited effect (see Par. 3.1).



For example, in order to Ignite the Blow Technic “Double Attack” with a level 2 Weapon, the Player must use 4 Action Points, +2 Attack Points, + 2 Attack Points. If the Weapon level is 1, 4 Action Points, +1 Attack Point, + 1 Attack Point are required.

The first column of each Sector is the Energy Column which is designated to store the **Energy Cards**. The other 6 columns represent the 6 **Energetic Levels (EL)** of the Sector.

HEAD ENERGY	HEAD EL 1	HEAD EL 2	HEAD EL 3	HEAD EL 4	HEAD EL 5	HEAD EL 6
ARMS ENERGY	ARMS EL 1	ARMS EL 2	ARMS EL 3	ARMS EL 4	ARMS EL 5	ARMS EL 6
TORSO ENERGY	TORSO EL 1	TORSO EL 2	TORSO EL 3	TORSO EL 4	TORSO EL 5	TORSO EL 6
LEGS ENERGY	LEGS EL 1	LEGS EL 2	LEGS EL 3	LEGS EL 4	LEGS EL 5	LEGS EL 6

Module (M) cards are played on **EL** from 1 to 6.

Energy (E) cards are usually stored on the Energy Column (red column). They are placed on the highest **EL** (when available) of the **Sector** to indicate its actual energetic state when the Module card is absent (See Par. 2.4 Power Up Phase).

1.8 Energetic Levels of Sectors and Cards

The game starts with all **Sectors** of both Robots at **Energetic Level 2**, **Module** or **Energy** cards are placed on the **EL2** during the Game Setup. When the battle starts, the inner **Core** of each **Robot** ignites and begins to produce Energy which increases the **EL** of the **Sectors**. Turn after turn, the cards will be placed on the table in an ordered method following the rules explained in the Chapter 2.

The **EL** of each Module card (**M**) corresponds to its position on the **Sector**.

The **EL** of the **Sector** is equal to the higher **EL** of the cards positioned on it.

The **Sector Points** available correspond to the **EL** of the related **Sector**.

The **Active EL** of each Sector are those equal to or lower than the **EL** of the Sector, on which is present a Module card.

The **Available EL** of one Sector are those lower or equal to the **EL** of the Sector but without a Module card on them.

EL higher than the current **EL** of the Sector are defined as **Inactive EL**.

EL is considered available if there is an Energy Card on it. A Module card can be placed on it to replace the Energy card which returns onto the first column.

Few cards allow to move an equipped Module from its location to another EL; the effect of these cards cannot be Ignited if the EL of destination is not available.

1.9 Robot Types

There are 4 different Robots available; each one owns a unique card set:

1. K-Evo



K-Evos are well known for their fighting art. Their equipment provides versatility in offensive strategy, power in close combat and the best defense on the battlefield. Its Modules resemble antique armors and white weapons used millennia ago by the human race but they are made with high-tech know-how.

K-Evo cards have a green background.

2. Morphfire



Morphires use firearms and the most recent material technologies for structural protection. They offer an excellent attack power but they are not fabricated for flying combats; Morphire Weapons cannot attack whenever their Robot has Flight Mode ON (see Par. 3.10).

Morphire cards have a red background.

3. Beamizen



Beamizens use beams and rays of various types to attack and surround themselves with defensive barriers. They are able to considerably increase the power of one single attack or create multiple attacks. Besides they provide the highest movement speed in battle. Beamizen cards have a yellow background.

4. Robomancer



Robomancy is a secret technology still surrounded by mysteries. Robomancers have the possibility to manipulate energy, perception, environment, space and time.

Robomancy cards have an azure background.

5. Hybrids

Hybrids are Robots assembled with Modules of 2 different Robot types on one unique Core. They have access to a wider set of equipment and are more versatile but they lack in the specificity compared to pure Robots. Depending on the Module types used to create the Robots, they adopt different but intuitive nicknames: K-Fire, K-Beam, Kmancer, Morphizen, Morphancer and Beamancer.

1.10 Energy Cards (E)

Each Robot has 4 different Energy Cards, specific for each Sector. They are initially placed on their default location, the Energy column, on the row of their Sector. During the game setup or as soon as required, they can be moved on the highest active **EL** of the Sector to indicate the **Sector EL** when the Module card is missing for any reason.

Energy cards are only placed on the energy column or on the highest active **EL**, when available, to indicate the **Sector EL**.

When the Module on the highest **EL** of its Sector is discarded for any reason, if not immediately replaced by another card, the **Energy Card** must be placed on that **EL**. The highest **EL** is still considered available when occupied by **E**; in this case a Module card can be placed on it and the **E** is moved back to the first column (see Par 3.1)

If an **Energy Card** is on the highest **EL** during Power Up Phase (see Par. 2.4) and a Module card is used to increase the **EL** of the Sector, **E** is moved back to the first column.

They are also used to indicate the distance between Robots. (See Par. 3.4 and 3.8)

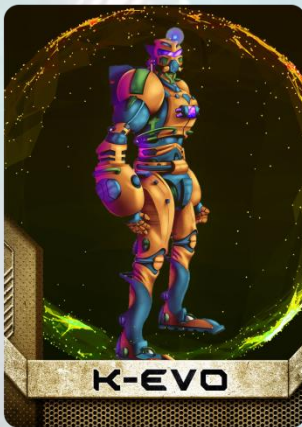


Fig. 3: Energy Card Back

It represents the Robot set



Fig. 4: Head Energy Card Front

1.11 Modules Cards

Module cards are split in upper and lower sections, the first is the physical part or equipment and the second describes the Technic stored in the Module.



Fig. 5: Module Card Sample

Physical part (upper section) consists of a Weapon or Armor. Cards are played on **EL** from 1 to 6 only onto the belonging Sector (indicated by the Sector Icon on the card). A Module card can be equipped during the Main Phase on an available **EL** (Renewal Action, see Par 3.9) or during the Power Up phase (see Par. 2.4) on **EL** just activated or available. Equipment descriptions, in the upper part of the card are only valid when the Module is equipped. They are continuous and always effective if they do not need Ignition Cost (like in the example in fig. 6); otherwise the effect is valid only when ignited (paying the Ignition Cost) and until the end of the current turn.

Technic part (lower section) consists of 5 different types:

1. *Flash Technics*



Fig. 6: Flash Technic Sample

These Technics are specific for each Robot. If Technic Ignition Cost includes Attack Points, it can be played only during the Main Phase; otherwise it can be played during the Main Phase of both Players. Some of them are instantaneous (like special attacks), others are valid until the end of the current turn (like enhancements for Weapons or Armors).

For example, the effect of the Flash Technic “*Super Tempering*” in fig.7 is valid until the end of the turn. Flash Technics are discarded immediately after being ignited.

2. Blow Technics



Fig. 7: Blow Technic Sample

These are Technics with instantaneous effect and they are the same for all Robots. They can be played only as the very first action of the Active Player's Main Phase and only 1 per turn is allowed. Blow Technics are discarded immediately after being ignited.

3. Module Power Up Technics



Fig. 8: Module Power Up Technic Sample

This Technic can be played only during the Active Player's Main Phase. It must be installed on another Module equipped on any Sector. Upon paying its Installation Cost, it will power up the chosen Module (place it underneath target equipment) until discarded due to the effect of another card.

The described effect is continuous and always valid if any additional Ignition Cost is not needed. Otherwise, if the effect requires an Ignition Cost specified in the Technic description, it is valid only when ignited.

For example, "**Hardened Armor**" provides a permanent +1AV to the selected Armor and it can gain additional but temporary (until the end of turn) +XAV paying X Action Points.

Some of these Technics are available for more sets, others are specific for only one Robot.

If a Module is discarded for any reason, all Module Power Up Technics installed on it are discarded as well.

It is allowed to install the same Module Power Up more than once on the same Module.


A Module Power up can be installed on a Module of another Robot type if not otherwise specified in the Technic description.


4. Robot Power Up Technics



Fig. 9: Robot Power Up Technic Sample

Robot Power Up Technics can be played only during the Active Player's Main Phase paying its Installation Cost; they must be placed on the left of Energy Column once installed. The described effect is continuous and always valid if any additional Ignition Cost is not needed. Otherwise, if the effect requires an Ignition Cost specified in the Technic description (like in fig. 9), it is valid only when ignited.

For instance, the "*Stand Firm*" Robot Power Up (in fig. 9) can be Installed on **EL1** paying  ;

whenever required, it can be Ignited paying  .

It is allowed to install the same Robot Power Up (same Technic name) of the same Robot set only once. **On Hybrids, it is allowed to install Robot Power Ups with the same Technic name from the other Robot set used (see Par. 4.1).**

5. Movement Technics



Fig. 10: Movement Technic Sample

Movement Technics have instant effect and are available for any set. Movement Technics do not allow the Enemy to carry out the Reactive Movement unless the description asserts differently (see Par. 3.8 - Distances, Positions and Movements). They can be played only during the Active Player's Main Phase and do not count as Movement Action.

Movement Technics are discarded immediately after being ignited.

Each Module has 5 versions: the physical part (Weapon or Armor) is combined with each of the 5 Technics available. Only one specific Technic of each type is available for each Module.

CHAPTER 2

Game Phases

At the very beginning of the match, there is a **Game Setup** phase to prepare the game. After that, the fight starts. Each Player's turn is divided in 4 consecutive Phases: **Main**, **Recharging**, **Power Up** and **Reset**. They are played in chronological order by the Active Player.

2.1 Game Setup

Game Setup is carried out only once to prepare the match.

Both players perform the following actions in order:

1. Properly shuffle and cut your deck, then draw the first 8 cards.
2. Place **Module** cards face down on **EL1** of the proper **Sector**.
3. Place **Module** cards face down on **EL2** of the proper **Sector** only if there is already a Module card on **EL1**.
4. Turn face up all **Modules** placed in play.
5. Place **Energy** cards on the proper **Sector**: if one **Module** is present on the **EL2**, place the Energy card on the **Energy Column**; otherwise place it on **EL2**.
6. Set your d10 on 10 to record your **CP**.
7. Place all Sector Points tokens on **EL2** of the proper **Sector** and the Flight token on Standard Distance.

The Player who satisfies the first of the following requirements will play the first turn; if the condition is even, check the next one in the list:

1. The Robot which equips more Complex Modules (see Par 3.1).
2. The Robot which equips more Modules.
3. The Robot with 2 Modules on the Head Sector.
4. The Robot with 2 Modules on the Legs Sector.

If all the requirements are even, Players must roll 1d10 and let start the one who rolls the higher number (reroll if necessary).

2.2 Main Phase

Main is the first Phase of a Player's turn.

During this phase it is possible to do the following actions in any order:

- Place one Module on one available EL (only once, see Par. 3.9)
- Attack the enemy (until Ignition Cost can be paid, see Par. 3.2)
- Block or dodge enemy's attacks or counter-strikes (see Par. 3.2, 3.3)
- Perform a Movement action (2 available each turn, if they can be Ignited, see Par. 3.4)
- Play Flash Technics (Par. 3.5)
- Play Blow Technics (Par. 3.5)
- Play Module Power Up Technics (Par. 3.5)
- Play Robot Power Up Technics (Par. 3.5)
- Play Movement Technics (Par. 3.5)
- Switch Flight Mode (ON/OFF Par. 3.6)

Attack, Defend, Move and play Technic cards can be carried out multiple times (also not consecutively) until their Ignition Cost can be paid. For example, it is possible to equip a new Weapon and use it to attack, move closer to the enemy, play a Power Up Technic on a Weapon and attack with this improved Module.

2.3 Recharging Phase

Recharging is the second Phase of a Player's turn. At the beginning of this phase, the Active Player is allowed to discard one (and only one) card from his/her own hand, then he/she draws cards from the top of his/her own deck, up to maximum hand size. Maximum hand size basic value is 4 but it can be modified during the game. Discarding is not mandatory but it is not possible to draw any card in this way if the number of cards in the hand is greater than or equal to the maximum hand size. **Whenever (even during Main Phase) the deck is exhausted, for each card that cannot be drawn, the Robot suffers 1CP of damage.**

2.4 Power Up Phase

Power Up is the third Phase of the Player's turn; Sector Energetic Levels are increased to power up the Robot. During the first turn of the Player who starts the game, only 1 Sector is increased by 1 **EL**.

From the first turn of the other player, always 2 Sectors of the Robot must be increased by 1 **EL** each. It is not possible to increase the same Sector twice. To indicate the Sector Energy increase, it is possible to directly equip Modules. It is mandatory to increase the **EL** of Sectors; if the Player does not want play cards from his/her hand, it is possible to:

- Move the Energy card from the Energy column to the **EL** of the **Sector** just activated.
- Increase by **1EL** the **Module** or the **Energy** card that is currently on the highest active **EL** of the **Sector** to increment.

In this way, there is always one card on the highest **EL** of the **Sector** which indicates its value and indicates where to place the **Sector Points** tokens during the **Reset Phase**.

When 3 Sectors reach **EL6**, it will be possible only to increase the remaining Sector by **1EL** and the second increase is lost since all other Sectors are already maximized. When all 4 Sectors are maximized, no **EL** can be increased.

The maximum difference of Energetic Levels among Sectors is 2. For example, if any Sector has **EL3**, no Sector can be increased to **EL6**.

Please note that since during the first turn of the Player who starts the game, only 1 Sector is increased, the sum of all his/her Sector **EL** will be an odd number for all the match. The other Player will have an even sum since he/she always increases 2 Sectors each time.

2.5 Reset Phase

Reset Phase is the last Phase of a Player's turn. The 4 **Sector Points** tokens are placed on the card with the highest **EL** of the proper Sector. These are the Sector Points available for the Robot that are usable until the next Reset Phase of that player. When the Reset Phase is concluded, the opponent's Main Phase begins.

2.6 Robot Sample



Fig. 11: Sample of a Robot using a K-Evo deck

In Fig. 14 we have a sample of a K-Evo deck at the end of its first turn. Opponent started the game; it is easily identifiable because the sum of **EL** of all Sectors is an even number ($2+3+3+2=10$). On the contrary, who starts the game always has an odd sum of Sector **EL**.

During the Power Up Phase, both Arms and Torso Sectors have been increased by **1EL**.

Sector Point tokens have been placed on the highest active **EL** of each Sector during Reset Phase.

Flight Token is on the lower part of the Arms Energy card indicating the Flight Mode is OFF and the distance between Robots is Standard.

Head Sector has **EL2** and equips a Complex Armor (see Par. 3.1). Energy Card is on the first column because the highest **EL** of the Sector is occupied by a Module card.

Arms Sector has **EL3** and equips a Weapon on the **EL3** and an Armor on **EL1**. The Weapon on **EL3** has been moved to that position from **EL2** during Power Up Phase.

Torso Sector has **EL3** and equips two different Weapons, one on **EL1** and the other on **EL2**. **EL3** is not occupied by a Module card so the Energy card has been placed on it. Player decided to keep the Weapon on **EL2** in place and increase the Sector **EL** using the Energy Card. During the next Main Phase, the Energy Card might be replaced by a Weapon for a surprise attack.

Legs Sector has **EL2** and equips a Weapon on the highest active **EL**. The Armor on **EL1** has been destroyed during the opponent's first turn.

CHAPTER 3

Piloting the Robot

3.1 Weapons and Armors

Weapons are **Module** cards characterized by **Blow Power (BP)**.


They can be played (equipped) only on the **Sector** specified on the card. The basic value of **BP** is equal to the **EL** on which the Module is placed.

Also **Armors** are **Module** cards; they can be played (equipped) only on the **Sector** of belonging and are characterized by **Armor Value (AV)**. In the same way of Weapons **BP**, the basic value of **AV** is equal to the **EL** on which it is placed. Effects of the card itself or other cards or other circumstances can modify the **BP** or **AV** but these will not change the **EL** of the **Module**. If the **EL** of a card is changed for any reason, also basic **BP** or **AV** changes automatically.


If only one card of a specific **Weapon** is equipped on a **Sector**, this is defined as **Simple Weapon** or Level 1 Weapon.


If 2 or more cards of the same **Weapon** (same name) are equipped on the same **Sector**, they are defined as **Complex Weapon** and they are considered one unique **Weapon**. If one **Module** of a Complex Weapon is destroyed or used as **Technic**, the others remain in play normally. If the **Weapon** is destroyed, all cards that represent it are discarded. The **Complex Weapon** basic **BP** is equal to the sum of the **EL** of each card. **Complex Weapon** level is equal to the number of same Weapon Modules currently attacking.

Whenever attacking with a **Complex Weapon**, Player can decide to use only one or few of its Modules; in this case, **Weapon BP** is equal to the sum of all **Modules BP** used for the offensive and Attack Ignition Cost is equal

to  for each Weapon Level (the number of chosen Modules corresponds to Weapon level). Modules that have not been used become idle and they cannot be used for attacking until the next turn. However, they can be used as Technic as usual.

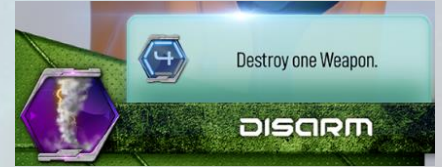
For example, one **Weapon** equipped on the **EL3** of any **Sector**, has **EL3**, basic **BP3** and it is considered a **Simple Weapon**. If another card of the same **Weapon** is placed on the **EL5** of the same **Sector**, the **Robot** equips 2 Modules, one on **EL3** and one on **EL5**. They are always considered one **Complex Weapon** and if they attack

together are one unique Weapon (2 Modules) of level 2 with basic **BP8** (IC in this case is ). **Complex Weapons** can be used as **Simple Weapon** if the Player decides to attack only with one of its Modules; in this case, the attacking Module is considered a **Simple Weapon** only for the duration of the attack (IC in this

case is  and the attacking Module is still considered part of the Complex Weapon); all others Modules can't attack anymore this turn and become idle until the next owner's Main Phase; however, they can be used as Technic. Tokens and Module Power Ups affect only the belonging Module and they are not considered if the Module is idle.

Identical considerations are applied to **Armors**.


Effects defined in the card description are valid only once; equipping more Modules of the same Weapon or Armor does not allow multiple utilizations. Card descriptions that target only one Module do not affect other Modules of the same Weapon/Armor. If the Module is discarded, tokens or cards related to it are discarded as well. Card Descriptions that target Weapons or Armors, affect all its Modules; for example, the Blow Technic “Disarm” forces the opponent to discard all Modules of target Weapon.




3.2 Attacks and Defenses

During the Main Phase it is possible to attack the enemy. Attacks are Ignited one by one and it is not possible to Ignite another attack until the previous one is not resolved. It is possible to assault the Enemy until Attacks can be Ignited. Between one attack and another it is possible to carry out one or more of any action available during the Main Phase.

Normal Attack: to perform this attack, the attacking Weapon and its **BP** must be declared; besides the Player must

declare which of the weapon skills (see Par. 3.13) is going to use. Thus pay  for each Weapon level (move the Arms token towards the left by **1EL** for each Weapon level). At this point the attack is Ignited and it will not be possible to modify the Weapon **BP**. It is not possible to power up a Weapon after that the attack has been Ignited; all cards or effects must be played prior to the attack declaration.

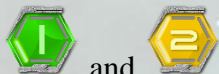
The Passive Player, in the same way, can power up an Armor, declare which Sector is hit and which Armor is

going to block the attack (if any) and which of its skills will be used. Then pay  for each Armor level (move the Torso token towards the left by **1EL** for each Armor level).

If **BP** is not higher than **AV**, the attack is completely neutralized. **Quick Mode:** differently the Armor gets destroyed and the Defender suffers a CP damage equal to the difference between Weapon **BP** and Armor **AV**. **Expert Mode:** differently the Armor gets destroyed but no damage is dealt to the Defender. It is not possible to perform attacks or defenses if the Ignition Cost cannot be paid entirely. If the attack is not blocked or dodged (see Par. 3.2 and 3.3), it inflicts a **CP damage** equal to **Weapon BP** and the Defender must declare which Sector is hit.

If the Active Player gets attacked due to card effects or Technics, normal rules apply in order to block them. Weapons cannot attack if their BP value is below 1 after summing all bonuses and penalties they receive at that moment. Each Weapon/Armor can perform the attack/defense action only once per turn, also if it is carried out using Technics or special Module abilities. An effect can allow a Weapon to perform multiple and simultaneous attacks and an Armor to defend more than once. Simultaneous attacks can use Weapon skills and their effects are updated at every hit but this counts as only one skill usage (see Par. 3.13) for the current turn. In case of simultaneous attacks, the Attacking Modules chosen from the Complex Weapon are the same for all attacks. For example, one Robot suffers 3 simultaneous attacks from Standard Distance (see Par 3.4) from a Weapon with Impact skill (see Par 3.13). The attacked Robot blocks the first using an Armor thus it gets pushed back to Distant. The second attack will be from Distant (this might affect the Weapon BP) and it is blocked using another Armor so it gets pushed back to Out of Range and eventually the third attack cannot take place (see Par. 3.4).

3.3 Dodge



Paying **1** and **2** it is possible to ignite an action called **Dodge**. It prevents a frontal attack from hitting the Robot. It is not possible to use this action to avoid attacks from the side or from behind (see Par. 3.4). In case of simultaneous attacks, only one of them can be dodged, the others must be blocked by an Armor one by one otherwise they deal damage. Some card descriptions allow the defending Player to Ignite Dodge paying different Ignition Cost. However, this action can be used only once per turn including Dodge Action carried out by card effects. It is possible to use it even during your own turn whenever attacked.

3.4 Distances, Positions and Movements

As already anticipated in the Introduction, an innovative characteristic of Robot Blow is the possibility to change the distance and position of attacks.

In Robot Blow there are 4 distances on which the Robots can stand and fight. Each Weapon has its default range of attack and gets **BP** Penalty at other distances. For example, a knife is more effective in melee combat however it can be thrown to hit the Enemy but, in this way, it is weaker. Other Weapons can radically change the way to attack; a tail is blunt in melee combat but it can throw needles if the enemy is not at its range. A rifle is more powerful from distant but it can shoot also at Close Distance even if less effective. Actual Weapon **BP** is always affected by the current distance; this also applies to Technic cards using Weapons **BP** to carry out special attacks.

Distances are:

- I. Close**
Melee Weapons don't get penalties. Standard Weapons get **-1BP** and Long Range Weapons get **-2BP**.
- II. Standard**
Standard Weapons don't get penalties. Melee and Long Range Weapons get **-1BP**.
- III. Distant**
Long Range Weapons don't get penalties. Standard Weapons get **-1BP** and Melee Weapons get **-2BP**.
- IV. Out of Range (OoR)**
It is not possible to carry out attacks from this distance (neither using card effects nor Technics).

If it is not specified "Melee" or "Long Range" in the Equipment description, the Weapon has "Standard" range. A Weapon can gain another default distance; in this case it will not get BP penalty from both those distances and **-1BP** from the other one. Eventually a Weapon can gain all default distances and get no BP penalties for the distance.

To keep track of the current distance between the Robots, both Players must use the Flight Token:

- Close Distance** - Flight token on **Head** Energy card.
- Standard Distance** - Flight token on **Arms** Energy card.
- Distant Distance** - Flight token on **Torso** Energy card.
- Out of Range** - Flight token on **Legs** Energy card.

Distance BP penalty on Complex Weapons is applied only once regardless of the number of Modules involved.


Besides it is possible to get to the enemy's side or rear with the intent to get advantages in the attack action.

The Game starts with the Robots positioned frontally at Standard Distance. During the match, as explained below, distance and angulation can be modified. This characteristic of the game gains an important and strategic role to win the fight especially in Expert Mode.

It is possible to carry out a Movement Action during your own turn; this action is called **Active Movement**; it is Ignited by your own initiative at any moment of the Main phase if there isn't any other action in progress. During your own Main phase, it is possible to Ignite 2 Movement Actions. They are not mandatory and completely independent, between one and the other, different other actions can be ignited. It is possible to also perform a Movement Action during the opponent's turn; this is called **Reactive Movement** and it can be performed only as an immediate response to any Active Movement. Reactive Movements number is not limited and it is always permitted as response to any Active Movement unless any card effect prevents it. Reactive Movement is not usually allowed as response to a Movement Technic unless the card declares clearly that it is permitted.

There are two types of Active Movements and related Reactive Movements.



I. Active Movement of Distance Variation

This action changes the distance between the Robots. It is possible to move the Robot forward (toward the Enemy) or backwards only by 1 distance per Movement Action; the basic Ignition Cost of this action is . Both Movement Actions during your own Main Phase can be Distance Variation.

II. Active Movement of Maneuver

This action allows the Robot to move to the Enemy's side or rear in order to strengthen the attack and make it difficult to block. Only 1 Movement Actions during your turn can be a Maneuver and the distance between Robots does not change. As already anticipated, the three positions that can be taken toward the enemy are:

- Frontal
- Lateral
- Behind

Ignition Cost to move to the opponent's side is ; to go behind him/her is . As already explained, this action can be done only once per turn. Players don't keep track of this by tokens since it is temporary, usually lasts 1 Action, at the most until the end of the turn.

When one Robot reaches the side or the back of the enemy, it is at Advantage Position and his opponent is at Disadvantage Position.

Attack Bonus and Defense Penalty depend on position:

A. **Frontal Position:** no bonus/no penalty.

B. **Lateral Position:** +1BP on each attack from the side. To block one attack received from the side costs



in addition to the Armor defense **IC**. If simultaneous attacks are performed, only the first block




costs extra, all the others cost normal regardless of the fact that the first one has been blocked by Armor or not.

C. **Behind Position:** +3BP on each attack. To block one attack received from behind costs




in addition to the Armor defense **IC**. If simultaneous attacks are performed, the first two blocks cost extra, all the others cost normal regardless of the fact that the previous ones have been blocked by Armors or not. However, if another Maneuver to the side or rear is successfully carried out (due to a card effect), the additional Armor **IC** must be paid again.

III. Reactive Movement of Distance Variation

Similarly to point 1, it is possible to move forward or backward by 1 Distance paying . As already said, this action can be performed only as an immediate response to any Active movement of distance variation. It is not mandatory and the direction of the Movement can be the same or the opposite of the Active Movement in progress. As response to an Active Movement to Out of Range, it is not possible to declare a backward Reactive Movement. In the same way, it is not possible to declare a forward Reactive Movement if the Enemy is going to Close Distance. This action is limited to 1 Distance even if the Enemy moves more Distances in one action due to a card effect.

IV. Reactive Movement of Rotation on Itself


As response to any Maneuver, the defending Robot, paying , can turn on itself to prevent getting attacked from the side or from behind.


3.5 Technics

All Technics can be played directly from the hand, paying the Ignition/Installation Cost indicated. They can also be played when the card is already equipped as Weapon or Armor and also if the physical part already did actions during the current turn. In this case, after the Ignition/Installation Cost has been paid, the card gets relocated or discarded following its use and description. The Complex Weapon or Complex Armor, of which a card is used as technic, immediately loses one level and the BP or AV provided by that card. All the other cards of that Complex Weapon or Complex Armor are not affected. Module Power Ups and tokens on the equipped Module used as Technic are discarded.

3.6 Flight Mode

Both Robots start the battle with the Flight Mode OFF which is represented by the Flight token on the lower part of Arms Energy Card (Standard Distance). In order to switch the Flight Mode ON, the Robot needs first to get the Fly Skill equipping a Module with that ability (Module description) on **EL4** or higher of any Sector.

After that the Fly skill is acquired, paying  and declaring “FMON”, the Robot gets the Flight Mode ON; Player must move the Flight token onto the upper part of the Energy card to represent FMON. This does not count as Movement Action, distance and position are conserved.

 must be paid to switch the Flight Mode OFF and return the Flight token onto the lower part of the Energy card. It is possible to switch FM ON or OFF only once a turn.

A Robot can unintentionally lose the FMON in 2 ways:

1. The last Module with Fly skill on EL4 or higher is discarded for any reason.
2. An opponent’s card effect force to switch the Flight Mode to OFF.

If a Robot loses the Flight Mode ON involuntarily, Player must switch the Flight Mode OFF (move the Flight token onto the lower part of the Energy card) and discard an Armor Module equipped on the Leg Sector or suffer **1CP** of damage (due to the fall); besides, the Robot gets the Stunned Status (see Par. 3.8).

Flight Mode OFF



Fig. 12: Flight Token on an Energy Card with FMOFF

Flight Mode ON

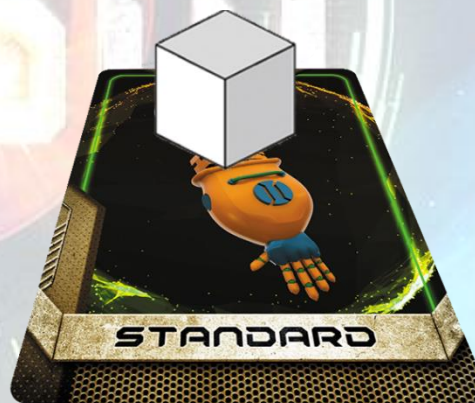






Fig. 13: Flight Token on an Energy Card with FMON

A Robot with Flight Mode ON receives a speed bonus on its Active Movements and Movement Technics as defined in the following paragraph (3.7 Buzz Speed). FMON does not affect the speed of your Reactive Movements.

3.7 Buzz Speed

Robots are equipped with high efficiency quantized thrusters that provide instant acceleration up to the requested speed spreading out a buzzing noise. The Minimum Speed at which a Robot can move is B1 (which corresponds exactly to one quantum). Speed levels can be increased one quantum by one quantum (by B1 each time) and reach speeds of B2, B3, B4 and so on. The basic speed of an Active Movement with Flight Mode ON is B2; all other

Movements basic speed is B1. After the basic cost of the Movement is paid, for each additional  spent, the speed increases by B1. For instance, to move 1 Distance forward (like from Standard to Close with FMOFF)

paying  means to move at speed B3 ( basic cost +  of acceleration). Speed can't be lowered under B1.



A Robot with Flight Mode ON receives a bonus of +B1 also whenever Igniting a Movement Technic which specifies the speed of the action in

its description. For example, a Robot with FMOFF pays  to ignite "Swindle" and moves at B2; while with FMON, paying the same Ignition Cost, moves at B3.

Fig. 14: Sample of a Movement Technic receiving +B1 bonus when Flight Mode is ON

3.8 Stunned Status

A Robot can get the Stunned Status as consequence of card effects or losing the FMON involuntarily. Whenever a Robot becomes stunned, it is more vulnerable to Enemy's offensives for a short time period:

- The stunned Robot cannot carry out a Dodge if attacked.
- If the Enemy carries out a Movement (using Technics or not), the Ignition Cost of the Reactive Movement

(if allowed) for the stunned Robot is increased by  .

Besides, a stunned Robot cannot play any Technic. Stunned Status lasts only one moment and it is immediately cancelled after the Enemy carries out any action or at the end of the turn. Stunned Status is also annulled if the Enemy performs any other action that is not attacking or moving, for instance installing a Robot Power Up. Stunned Status is not cumulative and it can be given only once per Action; however Stunned Status can be extended if the next Action Ignites it again.


3.9 Renewal

During your own Main Phase, it is possible to place 1 Module per turn from the hand onto an available **EL**. This action can be carried out in any moment of the phase if no other actions are in progress.

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3.10 Declaration of Active and Reactive Movements

During your own Main phase, if there is no other action in progress (for example an attack action still in progress), it is possible to declare an Active Movement. The procedure is as follows: during the Main Phase, the Active Player declares which type of Movement Action is going to be performed (Distance Variation or Maneuver) and

its speed and pays the basic cost of the action plus  for each additional B1 and/or Ignites other effects that can modify the speed of the Active Movement. It isn't possible to change the speed after it has been declared.

The defending Player declares if he/she wants to carry out a Reactive Movement and at which speed and pays the Ignition Cost. It is not mandatory to perform the Reactive Movement.

Please note that Robots stand in front of each other and when they both move backward or forward; they move in opposite directions. If one moves forward and the other moves backward; they move in the same direction.

Whenever a Player declares an Active Movement of Distance Variation, the Passive Player has 5 choices:

1. Do not move and let the enemy continue with his/her turn.

The Reactive Movement not performed is lost and it will not be possible to do it later. Update the current distance according to the Active Movement (both Players move the Flight tokens onto the appropriate Energy Card). Only the Active Player spends Sector Points.

2. Move at speed equal to the opponent's speed in the same direction.

Sector Points are spent but Robots keep the same distance.

3. Move at speed equal to the opponent's speed but in the opposite direction.

Sector Points are spent and distance varies accordingly by 2 Distances.

It is not possible to declare this Reactive Movement if the Active Player is moving to Close Distance or Out of Range.

For example, the Active Player declares to move forward from Distant to Standard; Passive Player also declares to move forward with his/her Reactive Movement and they reach Close Distance.

Both Players move the Flight tokens onto the Head Energy Card.

4. Move at a speed lower than the opponent's speed in the same direction.

Sector Points are spent and the attacking Player temporarily reaches the declared distance and can perform 1 action from that distance for each B1 of difference.

Actions allowed are:

- 1 attack (only 1).
- Place 1 Module from the hand onto an available **EL** (Renewal Action, see Par 3.9).
- Play 1 Flash Technic.
- Play 1 Module Power Up Technic.
- Play 1 Robot Power Up Technic.

The Passive Player cannot play cards or use abilities of cards in play after declaring the speed of the Reactive Movement, only blocking attacks by Armors is allowed. Whenever the Active Player exhausts all actions or declares the end of the Movement, the defending Robot can carry out the Reactive Movement. Do not move the Flight tokens since the distance has been changed just temporary and then restored as previously.

5. Move at a speed lower than the opponent's speed but in the opposite direction.

Sector Points are spent and the attacking Player temporarily reaches the declared distance and can perform 1 action from that distance for each B1 of difference.


Actions allowed are:

- 1 attack (only 1).
- Place 1 Module from the hand onto an available **EL** (Renewal Action, see Par 3.9).
- Play 1 Flash Technic.
- Play 1 Module Power Up Technic.
- Play 1 Robot Power Up Technic.

The Passive Player cannot play cards or use abilities of cards in play after declaring the speed of the Reactive Movement, only blocking attacks by Armors is allowed. Whenever the Active Player exhausts all actions or declares the end of the Movement, the defending Robot can carry out the Reactive Movement and distance changes accordingly by 2 Distances.

It is not possible to declare this Reactive Movement if the Active Player is moving to Close Distance or to Out of Range.

Movement Example: Robots are at Standard Distance and Frontal Position;

the Active Player declares the intent to move backward at B3 speed and pays .

The opponent decides to move backward at B1 speed and pays .

At this point the declared actions take place:

1. The active Robot goes backward 1 Distance to Distant range and plays one Module Power Up Technic on a Weapon and eventually attacks.
2. Passive Player blocks the attack with an Armor and goes backwards 1 Distance to OoR.
3. Both Players move the Flight Token onto the Legs Energy Card to indicate the distance between them (OoR).

Whenever a Player declares a Maneuver the opponent has 3 choices:

1. Do not move and let the enemy continue with his/her turn.

The Reactive Movement not performed is lost and it will not be possible to do it later.

All attacks will be executed from the reached position. The Passive Player cannot move, play cards or use abilities of cards in play from Disadvantage Position, only blocking attacks by Armors is allowed.

Only the Active Player spends Sector Points and it counts as Active Movement of Maneuver.

2. Turns on itself at the same speed of the opponent.

The Passive Player regains immediately the frontal position. Sector Points are spent and this counts as Active Movement of Maneuver for the Active Player.

3. Turns on itself at lower speed than opponent's speed.

Sector Points are spent, the attacking Player reaches the Advantage Position and can perform 1 action from that distance for each B1 of difference.

Actions allowed are:

- 1 attack (only 1).
- Place 1 Module from the hand onto an available **EL** (Renewal Action, see Par. 3.9).
- Perform a Movement of Distance Variation (only 1).
- Play 1 Flash Technic.
- Play 1 Module Power Up Technic.
- Play 1 Robot Power Up Technic.

The Passive Player cannot move, play cards or use abilities of cards in play after declaring the speed of the Reactive Movement, only blocking attacks by Armors is allowed. Whenever the Active Player exhausts all available actions or declares the end of the Movement, the defending Robot can carry out the Reactive Movement and restore the Frontal Position. Advantage and Disadvantage positions are reset at the end of the turn with no cost for both Robots, so every turn starts from Frontal Position. The distance acquired during the turn is preserved.



Maneuver Summary table and actions:

		<i>Active Movement Speed</i>						
		B1	B2	B3	B4	B5	B6	B7
<i>Reactive Movement Speed</i>	No Reactive Movement	-1	-1	-1	-1	-1	-1	-1
	B1	0	1	2	3	4	5	6
	B2	0	0	1	2	3	4	5
	B3	0	0	0	1	2	3	4
	B4	0	0	0	0	1	2	3
	B5	0	0	0	0	0	1	2
	B6	0	0	0	0	0	0	1
	B7	0	0	0	0	0	0	0

- **BP bonus:**

1. **+1BP** all attacks from the side.
2. **+3BP** all attacks from behind.

- **Additional Armor Ignition Cost:**

1.  the first attack from the side.
2.  the first 2 attacks from behind.

- **It is not possible to dodge any attack from the side or from behind.**

- **Actions available if the Maneuver is successful:**


1. 1 attack (only 1) with the BP Bonus described above.
2. Place 1 Module from the hand onto an available **EL** (Renewal Action, see Par. 3.9).
3. Perform a Movement of Distance Variation (only 1).
4. Play 1 Flash Technic.
5. Play 1 Module Power Up Technic.
6. Play 1 Robot Power Up Technic.

- **Table result:**

1. **-1** → all attacks receive the **BP** bonus until end of turn.
Additional Armor Ignition Cost must be paid as described above.
2. **0** → Maneuver has been prevented and the fight continues from the Frontal Position.
3. **1** → Maneuver is successful; the Active Players can carry out 1 of the above actions.
4. **2** → Maneuver is successful; the Active Players can carry out 2 of the above actions.
5. **3** → Maneuver is successful; the Active Players can carry out 3 of the above actions.
6. **4** → Maneuver is successful; the Active Players can carry out 4 of the above actions.
7. **5** → Maneuver is successful; the Active Players can carry out 5 of the above actions.
8. **6** → Maneuver is successful; the Active Players can carry out 6 of the above actions.

3.11 Final Attack!!!

If during a Main phase, all Robot Sectors have **EL6** and all Active **EL** are equipped with Modules (at least 7 Weapon Modules must be equipped) and the distance between Robots is not OoR, the Active Player can perform

the Final Attack paying . Whoever carries out the Final Attack annihilates the Enemy and wins the match!!!

3.12 Victory Condition

The game ends when one of following condition is verified:

- One Player reduces the Enemy's Core Points to 0 (or less) and wins the game.
- One Player performs the Final Attack and wins the game (see Par. 3.12)

Players cannot play cards that will reduce their own Robot Core Points to 0 or lower.



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3.13 Module Skills

Modules can have skills that provide them new characteristics and powers. Other cards can assign those skills to Modules. One specific skill cannot be used in more than two different actions per turn. Multiple skills of the Module can be chosen for one offensive or defensive action. Modules can attack or defend even if they do not use their skills. For instance, if one Robot equips 3 different Weapons with Area, only 2 Weapons can attack using the Area skill, however the third Weapon can attack normally without the Area skill (or using other skills it may possess). During simultaneous attacks, skills are declared only once but they are applied to all attacks but this counts as a single use for each of the chosen skill. If for any reason, a Module can attack/defend more than once in a turn in separate actions, skills used are declared each time and they count as one utilization per action.

1. Area (Weapon – Beamizen/Morphire)

When one Sector (generally chosen by the Defender) gets hit by one Weapon with Area, each adjacent Sector (see below table) suffers one hit. For those Sectors, Weapon **BP** is halved and rounded down. Hits on adjacent Sectors do not need any Ignition Cost but they do not stack with other Module Skills. They can be neutralized Igniting Armors equipped on the affected Sectors as usual. All these attacks are considered simultaneous but the Passive Player can decide to only block some of them (or none). If the attack is carried out from advantage position, the first attack to be blocked is the one on the Sector directly hit.

Sector directly hit by Area Weapon	Adjacent Sectors affected (BP halved and rounded down)
Head	Arms
Arms	Head and Torso
Torso	Arms and Legs
Legs	Torso

2. Attracting (Armor – Beamizen/K-Evo)

Attracting Armors can block attacks from *Precise* Weapons even if the opponent declared the attack on another Sector.

3. Berserk (Weapon – K-Evo/Morphire)

Whenever a normal attack of a *Berserk* Weapon is fully blocked by Armor, the Module gains +**1BP** (place a token on this Weapon). If its attack is dodged or deals damage (also partially), discard all tokens (if any). If this skill is used by a Complex Weapon, the token is placed only on one Module of Active Player's choice. If a Module is discarded for any reason, discard all tokens on it as well. During multiple attacks, update tokens after each single attack.

4. Coriaceous (Armor – Beamizen/Morphire)

Quick Mode *Coriaceous* Armors prevent Core Point damages from Weapons with **BP** higher than their **AV** but they are destroyed as normal.

Expert Mode *Coriaceous* Armors prevent Core Point damages from *Devastative* Weapons with **BP** higher than their **AV** but they are destroyed as normal.

5. **Devastative** (Weapon – Beamizen/Morphire)

Quick Mode Whenever a Devastative Weapon attack is fully neutralized by an Armor, The Defender suffers 1CP of damage.

Expert Mode Devastative Weapons deal damage to the defending Robot equal to the difference between Weapon **BP** and Armor **AV** (if greater than 0).

6. **Frightening** (Weapon – Morphire/Robomancer)

Attacks of *Frightening* Weapons must be always blocked by Armor or dodged if possible. Besides, Enemy becomes Stunned if suffers damage by a *Frightening* Weapon.

7. **Immolating** (Armor – K-Evo/Robomancer)

Whenever an *Immolating* Armor blocks one attack, it can be sacrificed (discarded) to destroy the attacking Weapon. In order to use this skill, Armor **EL** must equal or greater than Weapon **EL** regardless **BP** and **AV** involved.

8. **Impact** (Weapon – K-Evo/Morphire)

When *Impact* Weapons hit the opponent, the Defender is pushed 1 Distance backwards, the Flight Token must be updated accordingly. During multiple attacks, the Flight Token must be updated after each single attack.

9. **Lethal** (Weapon – Beamizen/Robomancer)

Quick Mode Any damage inflicted by a Lethal Weapon is increased by 1CP for each Level of the Weapon. This skill does not modify the Weapon **BP**.

Expert Mode Any damage inflicted by a Lethal Weapon (even partially whenever combined with Devastative) is increased by 3CP. This skill does not modify the Weapon **BP**.

10. **Paralyzing** (Weapon)

Enemy loses  if hit by Paralyzing Weapons. The Legs Sector Points Token must be updated accordingly.

11. **Precise** (Weapon – Beamizen/Robomancer)

Quick Mode Attack of *Precise* Weapons target one Sector of attacker's choice but if the attack is blocked, the Defender does not suffer any CP damage.

Expert Mode Attack of *Precise* Weapons target one Sector of attacker's choice.

12. **Pulling** (Weapon – Beamizen/K-Evo)

When *Pulling* Weapons hit the opponent, the Defender is pulled 1 Distance forward (if not at Close Distance already), the Flight Token must be updated accordingly. During multiple attacks, the Flight Token must be updated after each single attack. A Module can have both *Pulling* and *Impact* skills but they cannot be used together.

13. **Quick** (Weapon – K-Evo/Robomancer)

Quick Weapons can attack immediately after any Active Movement and before the Reactive Movement if the Defender does not move at least **B1** faster than the Active Player.

14. **Rebuilding** (Armor – Beamizen/Robomancer)

Rebuilding Armors are not discarded if destroyed blocking an attack. Ignition Cost for this Skill must be paid as indicated on the card. This skill cannot be used if the Armor is discarded due to any other reason.

15. **Shattering** (Weapon – Morphire/Robomancer)

Shattering Weapons destroy the blocking Armor also when **BP** and **AV** are equal. Besides, Armors cannot use the Rebuilding skill whenever blocking a *Shattering* Weapon attack.

16. **Tempered** (Armor – K-Evo/Morphire)

Tempered Armors cannot be destroyed by *Shattering* Weapons with **BP** equal to their **AV**. During Power Up Phase, one *Tempered* Armor per turn (if it is not on the highest **EL** of the Sector) can be increased by **1EL** if destination **EL** is available; this action is not part of the **EL** increase of the Power Up Phase.

17. **Versatile** (Armor – K-Evo/Robomancer)

Versatile Armors are both an Armor and a Weapon and they can attack like Weapons with **BP** equal to **EL**. They can be affected by cards targeting Armors and/or Weapons.

18. **Wrapping** (Armor – Beamizen/K-Evo)

Whenever *Wrapping* Armors block directly the main attack of one *Area* Weapon, the adjacent Sectors are not affected by *Area* skill.

Alternatively, they can block one attack aiming (for example by a *Precise* Weapon) an adjacent Sector.

CHAPTER 4

Directives

4.1 Deck Building Guidelines

The 4 Energy Cards are not included in the deck, they must be kept apart and placed in game during the Setup Phase.

Quick Mode: the deck is simply made by all the 160 Modules of one of the 4 available Robot.

Expert Mode Each Robot set contains 160 unique Module cards. Players must construct their own deck using from 50 to 80 Module cards from 1 or 2 Robot sets. It is not allowed to use the same card from 2 game boxes of the same set. If 2 Assortments are selected, 2 Energy Cards from each set must be chosen (belonging to different Sectors) and at least 25 cards of one Robot. By doing so, each card in the deck will be unique and all cards from the selected Robot set(s) can be used to build the deck:

1. It is allowed to include up to 5 Modules of the same Weapon or Armor in the deck.
2. It is allowed to include the same Technic more than once connected to different equipment.

4.2 General Rules and Card Rules

In **ROBOT BLOW**, Card Rules always override General Rules whenever they are in contrast. This is one of the few characteristics of this game which is possible to find shared with other games of this type.