TRI-bots

for Jacob
Merry Christmas 2006
from your poor brother
love, Jorin

TRI-bots

Step into the world of the TRI-bots, where constant mechano-warfare rages between ultra-powered brutalautomatons!

You will need:

- assembled TRI-bot figures
- the TRI-bot battle rangefinder
- paper & pencil
- one (1) six-sided die
- a PASSION for robo-mayhem!

About the TRI-bots

Each TRI-bot has a **SMARDPE-B** rating which determines its capabilities. Every round each TRI-bot has 20 Battery Points (**BPs**) to split between these functional areas. Use your pencil and paper to record the round-by-round BP expenditures and their effects for each TRI-bot.

Understanding the SMARDPE-B Ratings

The number associated with each functional area in the rating is the cost of buying one level of that function. The lower the number the better, as less cost is associated with the action. For example, a TRI-bot with a Speed rating of 4 must spend 8 BPs to achieve Speed level 2 for a round whereas a TRI-Bot with a Speed rating of 1 must only spend 2 BPs to achieve that level.

(**S**)peed - At the beginning of every round each TRI-bot spends according to their Speed rank to buy Speed levels. This determines order of action in the round. The TRI-bot with the most purchased Speed levels for the round goes first and so on. In the case of ties, the TRI-bot with the lower Speed cost rating goes first. In case of the same Speed rating, roll off. Speed is special in that all TRI-bots buy their speed level at the beginning of a round, rather than on their individual turns.

During each TRI-bot's turn in a round, a TRI-bot may spend on defenses, attack, and move in any order. If a TRI-bot has the BPs, they may commit any actions in any order. For example, as long as they had the BPs, a TRI-bot could spend on defense, move, attack, and move again.

(**M**)ove - a TRI-bot may move in any direction (including vertically) a distance equal to the number of levels bought on the battle rangefinder. TRI-bots do not fly, however, so if there is no surface to stand on, the TRI-bot drops to whatever surface is below after the move. Move levels are bought in sets of three. One level of move gives the amount on the rangefinder, a second level moves to the second range, the third to the final range. The next level of Move purchased will move an additional distance equal to the first range and so on. For example, if a TRI-bot purchases seven levels of Move, it may move two range three distances and one range one distance total. A range set may not be broken into pieces by another action. For example, a TRI-bot could not purchase three levels of move, move one range distance, attack, and then move the second and third range distance. The TRI-bot would have to move one range distance, attack, then move again (to the second range distance if the same number of move levels were purchased).

(**A**)ttack, (**R**)ange, (**D**)amage and (**P**)rotection, (**E**)vasion, (**B**)ody - Every turn a TRI-bot may purchase defensive pools to protect versus attacks. These pools are for Protection (ignoring damage from attacks that hit) and Evasion (avoiding being hit). The levels purchased in each of these areas remain with the TRI-bot until used or the TRI-bot's next turn. Any unused levels at the beginning of the subsequent turn are lost, and must be repurchased.

To initiate an attack, a TRI-bot must spend BPs on three areas - Attack, Range, and Damage. One level must be purchased

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in each area:

* Every level of Range purchased allows the attack that distance on the battle rangefinder with the same rules as apply to Move levels (purchasing Range using the same range set approach). The defender must be within Range according to the battle rangefinder and cannot be totally obstructed by cover.

* Every level of Attack purchased grants the attacker +1 to the attack die roll. The attacker and defender roll opposing six-sided dice. The defender may add any amount of Evasion levels purchased on their last turn remaining to the defensive die roll (+1 per level used). These Evasion levels are spent and cannot be used against another attack prior to the defender's next turn. If the attacker's modified roll exceeds the defender's modifed roll, the attack has succeeded, and damage is inflicted.

* Every level of Damage purchased for the Attack first reduces the defender's remaining Protection levels. If the Damage exceeds the defender's Protection levels or if the defender currently has no Protection levels, the Damage is applied to the Body of the defending TRI-bot. A TRI-bot with a Body reduced to zero (0) or less is DESTROYED and can take no further action.

For example, a TRI-bot within range three of another TRI-bot attacks, spending BPs on three levels of Range, one level of attack, and three levels of Damage. The defending TRI-bot currently has two levels of Evasion and elects to use one (leaving it with one level of Evasion remaining until it makes new purchases on its next turn). The attacker rolls a four and the defender rolls a three. The attack hits! (modified attack roll 4+1 > modified defense roll 3+1) If the TRI-bots had rolled the same number, because their modifiers were the same, the attack would have missed. Since it hit, the

Damage of three is applied to the defending TRI-bot. The defender had purchased two levels of Protection in its last turn, both of which remain. The Damage levels reduce the Protection levels to zero and reduce the Body of the TRI-bot by one. If the TRI-bot has no Body levels left, it is destroyed. If it is not destroyed and is attacked again prior to its next turn, it may use its single remaining Evasion level, and will have no Protection levels before suffering Body damage.

Play for Keeps! - There are no Robo-ERs, and these Metal Behemoths don't heal, so players are encouraged to mark Body off PERMANENTLY. If a TRI-bot survives one battle, it will still be hurting when it comes back to the arena of combat -- only strategy and luck will keep a TRI-bot going through more than a battle or two.
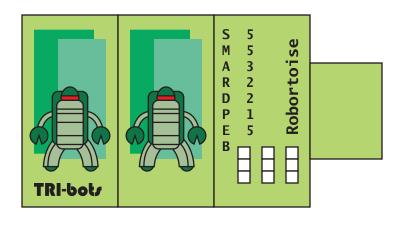
Optionally, it is permissible for TRI-bot owners to agree to restore Body to the manufacture date totals between combats. But it's not how the TRI-bots expect it!
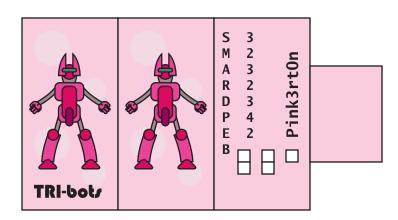
Manufacturing TRI-bots - Join the TRI-bot Manufacturing Guild. To build a TRI-bot, begin with the base frame of each function of **SMARDPE** at a cost of 5 and a **B** of 3. Now spend 18 points, with each point either reducing the cost of a **SMARDPE** function by one (1) (to a minimum cost of 1) or increasing the **B** rating by 1.
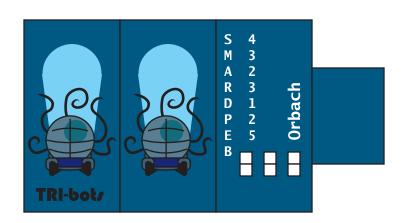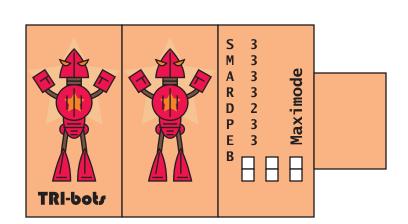
For example - here is a TRI-bot build:

S 5 - 1 = 4
M 5 - 2 = 3
A 5 - 3 = 2
R 5 - 4 = 1
D 5 - 3 = 2
P 5 - 2 = 3
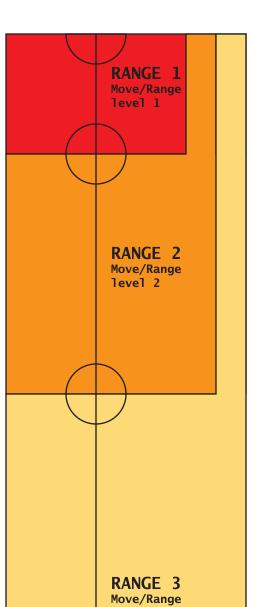E 5 - 2 = 3
B 3 + 1 = 4
... for a total of 18 points spent.

TRI-bots!!!

TRI-bots

S	5
M	5
A	3
R	2
D	2
P	1
E	5
B	

Robortoise

TRI-bots

S	3
M	2
A	3
R	2
D	3
P	4
E	2
B	

Pink3rt0n

TRI-bots

S	4
M	3
A	2
R	3
D	1
P	2
E	5
B	

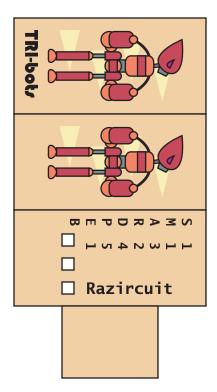Orbach

TRI-bots

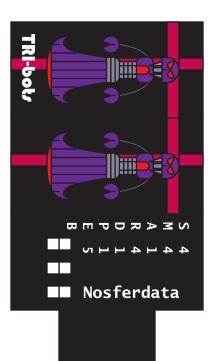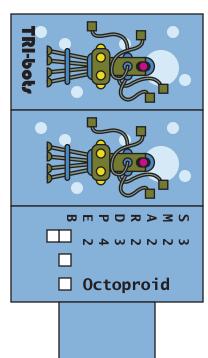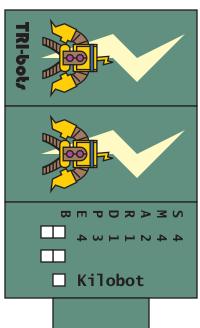| S | 3 |
M	3
A	3
R	3
D	2
P	3
E	3
B	

Maximode

RANGE 1
Move/Range
level 1

RANGE 2
Move/Range
level 2

RANGE 3
Move/Range
level 3

TRI-bots
battle rangefinder

TRI-bots

Robot	S	M	A	R	D	P	E	B
Razircuit	1	1	2		4	5	1	
Nosferdata	4	4	1	1	1	5		
Octoproid	3	2	2		3	4	2	
Kilobot	4	4	2	3	1	4		
Cykoborb	2	3	2	1	5	4	2	
Troublot	3	3	3	2	2	2	3	

Methusaloid

S	M	A	R	D	P	E	B
5	5	3	3	3	1	5	

TRI-bots

S 5-__=__
M 5-__=__
A 5-__=__
R 5-__=__
D 5-__=__
P 5-__=__
E 5-__=__
B

build points total to 18