How to Play

The game is played over multiple rounds, each of which has two phases:

1. Planning Phase
2. Action Phase

Winning the Game

The game ends immediately when one bot's Armour (🛡) is reduced to 0. The surviving bot is the winner.

1. Planning Phase

i.   Place cards face down
ii. Reveal cards
iii. Determine first player

Each player chooses one card from their hand and places it face-down, then both cards are revealed simultaneously. The player whose card has the lowest initiative number takes their turn in the Action Phase first.
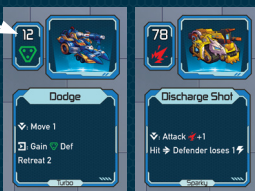
2. Action Phase

i.   Play card to your matching row
ii. Resolve card abilities
iii. Upgrade
iv. (Next player)

i. Move your chosen card to your matching Weapon (🗡) or Support (🛠) row.

ii. You may then perform any of the Instant Actions (∨) listed on the card. They must be resolved one-by-one in order from top to bottom. All actions are optional.

Flip the card face-down when all actions have been used or skipped.

< Weapon (🗡) Row   Support (🛠) Row >

Upgrade

iii. At the end of your turn, you may spend 1⚡ to gain one Upgrade card. Take it from the face-up cards or the top of either deck, and place it into your hand.

Whenever you take a face-up card, replace it immediately.

Actions

∨ **Instant Action**: Takes effect on the turn the card was played.

▷ **Held Action**: Can be used at any time (unless specified), and remains face-up until used.

⚡ **Energy cost**: Pay the Energy shown to use this action.

⇒ **Conditional effect**: Occurs if the condition preceding the arrow is met. For example:
Hit: At least 1 damage is dealt.
Miss: No damage is dealt.
Range X: The Range cube is in the specified Range zone.

Move X: Move the Range cube up to X spaces (including 0) in either direction.

Advance X: Move the Range cube up to X spaces towards short range (Range S).

Retreat X: Move the Range cube up to X spaces towards long range (Range L).

Attack X: Perform an Attack with X Damage (see the Combat section).

Note: For actions that reference either 🗡 or 🛠 as their value, count the number of cards in the Weapon (🗡) or Support (🛠) row.

Combat

i.   Determine base Damage (Dmg) and Defence (Def)
ii. Play Power tokens face down, then reveal
iii. Activate Held Actions
iv. Resolve Attack

i. Calculate the Defence (based on the Range) and Damage. You may use the combat tracker as an aid - there is no maximum Damage or Defence value.

ii. Each player secretly plays one ready Power token and then reveals them, adding the value to their Damage or Defence.

iii. During combat, first the attacking player may use a Held Action (▷) or pass. Then the defending player may do the same. This continues until both players have passed in a row.

iv. To resolve the Attack, calculate the difference between the Damage and Defence values. If the Damage is greater than Defence, then the defending player loses that much Armour (🛡) up to a maximum of 3. Finally resolve any other effects (such as Hit, Miss, or After Attack).

See overleaf for Combat Example.

Power Tokens

Power tokens are used during an Attack. An exhausted Power token is one that has been used and must be kept face-up. A ready Power token is in your supply and available to use.
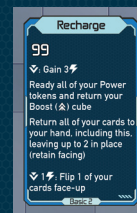

Power 1 (⌃): Place the Boost cube on your Bot card when played. Your Bot's 'Boosted' ability is now in effect.
Power 0 (↻): This token adds 0 Power, and cannot be exhausted.

Recharge

The Recharge card is the main way to ready Power tokens, gain Energy, and retrieve played cards. It is important to note:

- Ready all Power tokens.
- Cards left in play retain their facing (face-up or face-down).
- You may only flip a card with a Held Action (▷).

Example

(a) Turbo plays Assault with Damage 3 (⚡+1).
(b) Sparky has Defence 2 (from Range M).
(c) Turbo plays their Power 3 token and Sparky plays 2. Total 6-4.
(d) Turbo uses the Advancing Shot Held Action to gain 1 Damage (7-4).
(e) Sparky uses Energy Shield to gain 2 (🛡) Defence (7-6).
(f) Turbo uses Overdrive to move to Range S, reducing Defence by 1 (7-5). Both players pass.
(g) Sparky suffers 2 Damage (and loses 2 ⚙).

FAQ

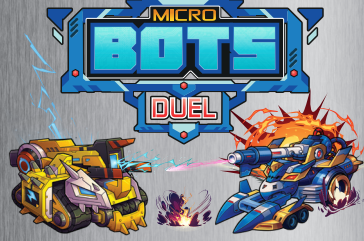## Do face-down cards count for the value of ⚡ or 🟢?
Yes, count all cards in the row, including face-down cards and the card just played (if appropriate).

Can I use a Held Action on the turn I play the card?
Yes. If there are still Instant Actions to be resolved, flip the card face-down at the end of the turn.

Does my large Bot card flip face-down when I use its Held Action?
No, Bot card actions remain available throughout the game.

What is the maximum damage for an Attack?
A Bot cannot lose more than 3 Armour (⚙) from a single Attack.

What if a conditional effect of a Held Action changes after use?
The effect of a Held Action is based on the current game state when used, and does not change later.

What if the range changes during an Attack?
Adjust the Defence tracker accordingly for the new Defence value.
Also adjust the tracker if the Attack has a conditional effect that has changed (e.g. Sniper Shot).

Instructions

MICRO BOTS DUEL

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Credits

Game Design: Simon Beal

Developer: Ben Downton

Rulebook Editing: Stuart Stockdale

Artwork: Gong Studios

Graphic Design: Animus Creative

Playtesters: Anthony Brown, Anthony Balkwill, David Hodgson, Stuart Kolakovic, Galen McCown, Ben Moy, Ivan Alexiev, Player Lair

Open up for How to Play

Card Reference

- Set
- Actions
- Card Icon
- Card Type
- Name
- Initiative Indicator
- Boosted Effect when Boosted
- Turbo Boost
- Bot Ability
- Bot Name
- Overdrive

Setup

Each player chooses a Bot and takes the following:
- Bot card and 4 Bot Action cards
- 3 Basic Action cards (Set 1 or 2)
- 6 Power tokens (numbered 0-5)
- Status tracker
- 1 yellow and 1 red cube

Layout the cards as shown in the Components section. Place the cubes on the shaded starting spaces of the Range tracker and each player's status tracker.

Create two decks of 7 Upgrade cards (⚡ and 🟢). Shuffle them, and reveal 2 from each pile.

Components

- 16 Bot Action Cards
- 6 Basic Action Cards
- 7 Support Upgrades
- 7 Weapon Upgrades
- 12 Power Tokens
- 9 Cubes
- 4 Bot Cards
- Combat Tracker
- Range Tracker
- 2 Status Trackers