

# ROBOTS!



**A TASK FORCE GAME**

BEFLOWERDIT  
80

**(1.0) INTRODUCTION AND BACKGROUND**

The Third World War lasted for just over four weeks and covered most of Europe and Asia. The primary weapon was nerve gas, and the most immediate result was the destruction of the world's conventional armies.

The Fourth World War (as historians have since named it) began on the day the Third World War ended. It lasted just over four hours. The primary weapons were thermo-nuclear, and the immediate result was the destruction of the world's cities.

The Fifth World War (again, as historians have since named it) began on the same day that the Fourth World War began and ended. It lasted almost four years. The primary weapons were bacteriological, and the final result was the destruction of every living human being (and most of the higher forms of life) on Earth.

But in spite of three successive wars in four years, man had managed to survive himself. The orbiting fortresses had fallen during the war (with spectacular crashes), but the colonies on Mars and the Moon and the deep probes to Titan and the Asteroids had survived. Two hundred years after the end of the Fifth World War, man returned to Earth.

He was, after two centuries, a considerably different sort of man than before. To him the Earth was not home, but only a colossal junk pile to be salvaged and mined. Home was on Mars, Titan, or the Moon. Man was no longer strong enough to walk the surface of his former planet. The light gravity of space had taken its toll. So had the sterile atmospheres of the space probes and colonies. Man, as he returned from space, could not survive the germs he had left on Earth and their mutated descendants. Man's visits to Earth would be aboard gigantic mining "factory ships." The actual mining and salvage operations would be done by the industrial Robots that had served man so well on Mars and the Moon, while the crews remained safely within their ships.

But the hundred thousand or so members of the human race quickly fell to the oldest and most distasteful of man's habits — War. There were only so many good salvage sites left (where there had been high technology installations before the war, but where bombs had not fallen), and man knew no higher law than himself. For the man who had returned from space was neither communist nor democratic. He was a corporate man.

In the last days of the old human race, the military masterminds had decided that the moon had almost no military value (and anything beyond it even less). It had fallen to the corporations to reach for the planets, beckoned on by the most powerful siren of all — PROFIT. The Trans-Lunar Consortium, the Ares Corporation, 3M (Martian Mining and Manufacturing), the Phobos Company, Icarus Limited, Titan Industries, Diemos Enterprises, Ceres Roebuck and Company, Saturn Semi-Conductor Syndicate, General Missiles, Pan-Martian Consortium, Io Diodes, Europa Games, Plutonian Cryogenics, SPI (Solar Paladium Inc.), AH (Asteroid Hardware), OSG (Outer Space Gambling), ITT (Interplanetary Transportation and Telecommunications), and the Belt Mining Group were only the largest of three dozen corporations that had gone to the planets and thrived there.

And so began the Sixth World War. The industrial Robots first used the powerful mining lasers to attack each other. The men who operated the factory ships quickly began to salvage all forms of weapons from Earth and arm their mechanical servants. Beyond the unwritten law that any fighting would be conducted on Earth and not in space (brought on by the strong desire to keep their homes pure of the contamination of war — and of the Earth), there were no rules. There were only successful salvage operators — and those who had returned too fully to their native soil.

**(2.0) INTRODUCTION TO THE GAME**

**(2.1) ROBOTS!** is a tactical level game portraying combat between various corporations using armed Robots. The mapsheet represents an area typical of where such fighting took place. The die cut playing pieces are used to represent the Robots (and their various components). Generally, a given Robot will consist of a chassis counter (either Track, "Droid," or Hover); one to three weapons counters; and perhaps an electronic warfare, drill or suicide counter. The rules have been extensively cross-referenced to aid the players.

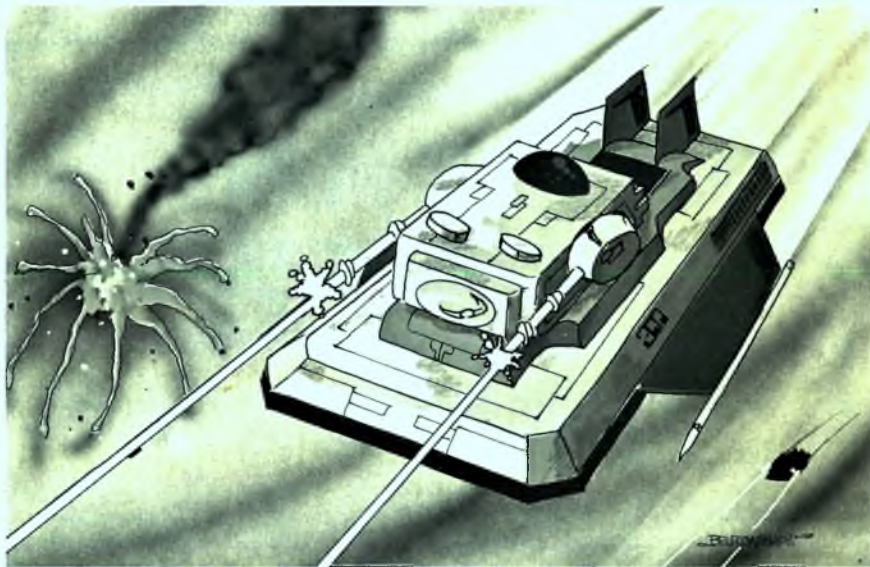
**(2.11)** Players should unfold the mapsheet and place it on a flat surface. It can be made to lie flat by backfolding the creases, by securing the corners with small pieces of tape, or by placing a sheet of glass or plexiglass over it. Players should generally familiarize themselves with the map, the die cut playing pieces, and the various charts included with the game. It is not necessary to understand these items at this time.

**(2.2) THE PLAYERS**

**(2.21)** Each Player represents one of the great corporations of space on a salvage mission to a particularly rich salvage area on Earth. Each Player will start with an equal number of "production points" (More on those later). He may use these points to create an initial force of Robots

# THE SIXTH WORLD WAR!

The Third World War destroyed the armies; the Fourth World War destroyed the cities; and the Fifth World War destroyed all life on Earth. The space colonies survived, however, and two hundred years later man returned to Earth. But not to stay — only to plunder the riches of his former world. Robots were used to salvage the ancient technological sites. One day the Robots of two salvage corporations met at a particularly valuable site, and fired on each other with their mining lasers. The Sixth World War had begun.



**ROBOTS!** is a science-fiction game of fast action and sudden destruction. Players construct their own Robots by combining weapons (Gun, Missile, or Laser) with chassis modules (Track, Hover, or Droid). Newly constructed Robots move out from the factory salvage ships to capture resource areas, then mine the resources to produce new Robots, which then capture more salvage areas.

**ROBOTS!** is an exciting game for two or more players.

## **ROBOTS!**

- Multiple Scenarios and a Campaign Game
- Complexity Level: Fairly easy
- Playing Time: One to two hours
- Designers: Mike Joslyn and

William F. Ferguson III

