

MEDABOTS

ROLL & WRITE FAN MADE



2 - 8



+7



30 min.



DESING: J. Manuel López
IMAGES: medabots.fandom.com/es/wiki/Medateca
Medabots S: Unlimited Nova

WELCOME TO THE WORLD OF



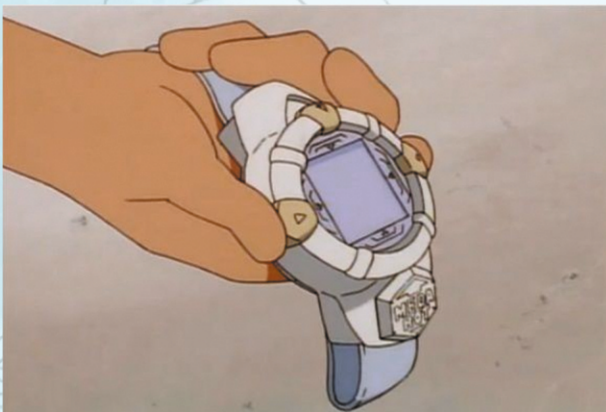
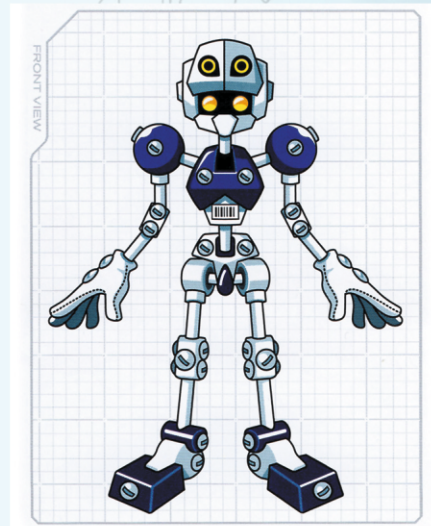
DESIGN: J. Manuel López

IMAGES: medabots.fandom.com/es/wiki/Medateca
Medabots S: Unlimited Nova



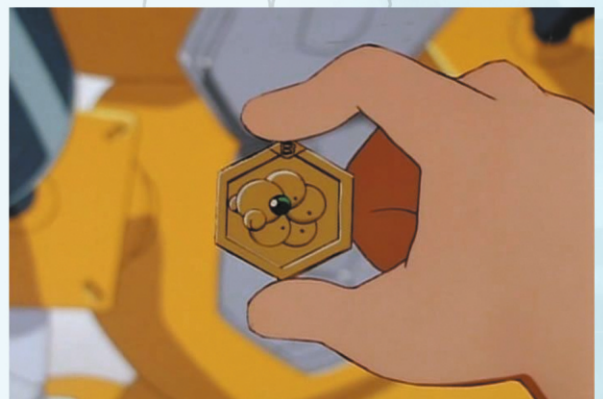
We are in the year 2122, in which there exist **medabots**, a group of robots activated by a chip called a medal that contains your consciousness, personality and memories. The main function of the medabots is to carry out sports combat confrontations with each other, called **robattles**, led by their owners, who are called **medawarriors**. Apart from this function, medabots can also perform other actions thanks to their advanced intelligence at the same level as human, so they act as companions and friends of children and adolescents.

The body of the medabots is made up of a structure robotics called "**TINPET**" and a casing that includes all the visible parts, as well as the weapons it may have; These pieces are called **medaparts** and grant different attributes, abilities and weapons, allowing the medabot to obtain a combat specialty (firearms, aerial combat, close combat, etc); Depending on the parts, the compatibility of the Tinpet and the medal increases or decreases. It is possible to change parts of the body of the medabot for others, being able to customize it by adding largeweapons caliber to increase the power battle.



The interface between the medawarrior and the medabot is known as a **medawatch**, a device shaped like a bracelet that allows a medal to be inside when it is not on your body, thus allowing you to be awake without using your body. During the robattles the medawatch is also an indicator that indicates the percentage of damage that the medabot has suffered and how close it is to deactivation, it also integrates a communication system that allows the **medawarrior** to give verbal orders during the fighting, finally its last function is a system that allows the medawarrior to access medaparts and integrate them into the tinpet, replacing those already installed by means of teleportation.

The central piece of the medabot is the **medal**, which are small, flat and hexagonal, they have an engraved symbol that identifies them and that is usually the image of an animal. The medals provide a conscience and a character unique to each medabot, however they are usually passive and helpful due to their programming. Depending on the medal, a better performance in battle of the medabot will be obtained, the medal being of a specific type compatible with the medaparts of the same or similar type. The medals are independent of the body of the medabot and consciousness is not affected when the medal is withdrawn, transferred to another body or to the medawatch. They also allow the attack called **Medaforce**, this special type of attack uses the power directly from the Medal.



YOU NEED:
 1 pencil per player
 1 eraser
 1 copy of the game every 2 players
 4 6-sided dice.

DESIGN: J. Manuel López
IMAGES: medabots.fandom.com/es/wiki/Medateca
 Medabots S: Unlimited Nova



PURPOSE OF THE GAME:
 To be the first Medawarrior to get 3 medals.

PREPARATION:

Each player takes a sheet and puts their name under **Medawarrior**. Then each Medawarrior **rolls 2 dice** and writes the sum of both in the hex of the **Medabot** of their choice (players who tie must roll their dice again), this number will be called **Initiative**. And the chosen Medabot can be kept secret if the Meda Warrior decides to do so until the Robattle begins.

MEDAWARRIOR

1°

2°



METABEE

- HEAD: SEEKER MISSILE
- RIGHT ARM: REVOLVER
- LEFT ARM: SUBMACHINEGUN
- LEGS: OCHITSUKER

ACTIVATOR

MEDAFORCE

EQUIP YOUR MEDABOT:

The Medawarrior with the **lowest initiative** will take **four dice** and roll them. Everyone must secretly score in the **Activator** boxes corresponding to each part of their Medabot, one of the dice **without repeating** them and in the order they want. Then they will write any of those numbers in the box of their **Neutranurse** and another two in the boxes of their **Medaforce**, it does not matter if two Medawarriors have the same numbers in the same order.

DETERMINE THE TERRAIN:

The same Medaguerrero will roll a die to determine which terrain to fight. The result of the roll will be determined by the following table:

TERRAIN TO FIGHT

1	2	3
MEADOW	MONTANA	PAVEMENT
4	5	6
AIR	WATER	OFFICIAL RING

MEDAWARRIORS... ¡FIGHT!

ROBATTLE:

Starting with the Medawarrior with the highest initiative and following the round to the left, each one will have their turn which will be divided into two stages, **Configuration** and **Combat**.



CONFIGURATION:

The Medawarrior on duty will take three dice and roll them in the middle of all of them. Then, in turn, starting with the one who rolled the dice, they will see if there are dice that match the numbers they wrote down at the beginning. And depending on the matches, the following will be done:

A

ACTIVATOR



ACTIVATOR

If there is a match with an trigger, the Medawarrior will make a mark in one of the boxes of the corresponding **medapart**. In the case of a head or arms medapart, if when making the mark there are no available boxes in it; that medapart is ready to be used to attack, we will explain that later in the **Combat** section. Suggestion: *Do not go ahead and say that you are going to attack so as not to predispose your opponent.*

If the medapart has already been used to attack and its squares are all **complete**, the Activator will be used to **reload**, that is: *erase all the marks of the squares of the medapart.*

B

NEUTRANURSE NAS-01

- RIGHT ARM: DONOR
- LEFT ARM: TRANSLATE

NEUTRANURSE:

If there is a match with the number entered in this box, the Medawarrior can use a Neutranurse attack to heal a damaged Medapart by marking one of the Neutranurse Medapart boxes. If there are no more spaces available, one of these medaparts will be **reloaded**.

C

MEDAFORCE

MEDAFORCE:

If there is a match with any of the two numbers recorded, the Medawarrior will make a mark in the **leftmost** box that is unmarked. If the marked box has a symbol, the effect is applied **immediately**.



Marks a Joker hexagon of your choice, only if possible, otherwise do nothing.



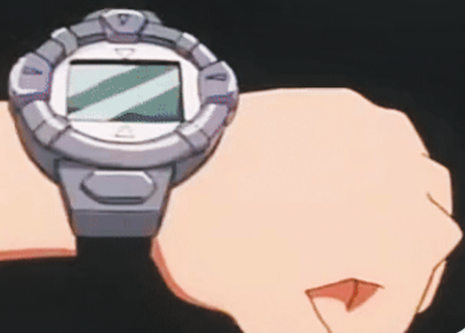
Reload one of your medaparts erasing all the marks it has.



Your next attack will deal damage to all of the target's Medaparts. The latter is the Medaforce attack, once it is done you will not be able to use it until the next Robattle.

COMBAT:

Once each Medawarrior has made his **configuration**, starting with the Medawarrior in turn and then following the one with the highest initiative continuing the order in a **decreasing** way, each one can announce that they will attack.



ATTACK:

The attacking Medawarrior will choose another's **active Medabot** and one of its **Medaparts** as a target, then say which Medapart of its **own** Medabot it is attacking with.

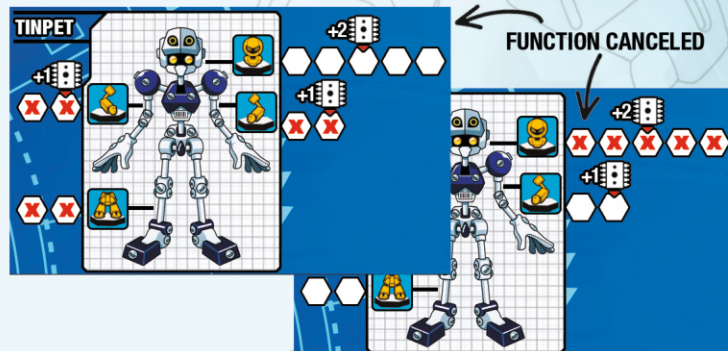


DODGED:

The **targeted** Medabot can consume a triangle from its legs if it was activated in advance, thus attempting to dodge the attack. To do this, he will erase one of the marks on his legs and roll a dice, if he gets a **5 or a 6 he will have dodged the attack**. The Medawarrior can try to dodge the attack as many times as there are marked triangles. If he does not have triangles to consume or does not wish to do so, he will receive the damage and mark on the medapart that was the target of the attack as many squares as the attacker's medapart indicates.

RESULT:

If the target Medapart runs out of boxes to mark it will be determined to be **canceled** and the Medabot will not be able to use it to attack. If the **head** or the **other three** medaparts are canceled, the function will be declared canceled and the Medabot will be **knocked out**.



VICTORY:

The Medafighter who leaves another Medabot out of combat will mark a **medal** in his medal section and **copy** one of the loser's medaparts of his choice on his sheet, if he already has all the medaparts he receives nothing. The medaparts that are obtained can be used to activate in the configuration of the following turns. *These extra medaparts can also be chosen by others if you lose a rebattle.*

After the choice of Medapart, the die will be rolled to change terrain. And it will be the turn of who corresponds.



DEFEAT:

The Medawarrior whose Medabot has been canceled, in the following stages of **configuration** must see if the number of his **Neutranurse** appears to reactivate it. Until then, it cannot attack or be the target of attacks, but it can accumulate triggers in its medaparts. When reactivated, it immediately erases all the marks of the **TINPET** medaparts, those of the **Medaforce bar** and **Neutranurse**. And in the next stage of combat he can already attack and be attacked.



EFFECTS:

Some attacks produce different effects.



Self Use: It means that it impacts on the Medabot itself, generally for its own benefit.



Joker Dice: mark a Joker hexagon of your choice, only if possible, otherwise do nothing.



Electricity: Short-circuit the target medapart. This means that it cannot be used until in the combat stage the Medawarrior rolls a die and rolls **5 or 6** after declaring his attack. If it succeeds, the Medapart is no longer short-circuited, otherwise the attack will be null.



Repetition: After seeing the result of the attack, whether you miss or not, roll a dice, if you roll **5 or 6** the attack is repeated once more. You cannot use this effect more than once per attack.



Fire: The target Medabot, if it takes damage, rolls a die and if it rolls **1, 2 or 3** it catches fire and takes 1 point of damage in **all the medaparts**.

JOKER:

These are wild cards that you get by taking certain damage or using certain attacks. When you get one mark the corresponding hexagon with a line (/) and when using it, make one more line on top (X). When you use one of them, you must inform the rest of the Medawarriors which one and how you will use it. You can do it at any time, but each one is for single use, so you will have to manage them very well.



Modify Dice: Add or subtract a point from a given. The chosen die must be changed to the new result. This can be used to affect the other Medawarriors or for personal gain. Although if a Medawarrior already made use of the previous result, the change will not affect him (It cannot be applied in retrospect).



Reverse Dice: Reverse a dice of your choice. A 2 will become a 5 and a 4 will become a 3. This can be used to affect other Medawarriors or for personal gain. Although if a Medawarrior already made use of the previous result, the change will not affect him (It cannot be applied in retrospect).



White Dice: This white dice will allow you to obtain the value you want (from 1 to 6). Only the user can make use of that value.

END OF THE GAME:

The first Meda Warrior to get 3 medals is the winner.

MORE MEDABOTS, MORE POWER!

PHOENIX PHX-00

ACTIVATOR

- HEAD: BLAST GUN
- RIGHT ARM: FIRE GUN
- LEFT ARM: LEFT ARM
- FLAME GUN
- LEGS: RED TAIL



SAILORMULTI SLR-01

ACTIVATOR

- HEAD: VARIABLE HAIR
- RIGHT ARM: PATTERN VULCAN
- LEFT ARM: LEFT ARM
- SHORT SHOT
- LEGS: FLARE GATHER



TOTALIZER TOT-01

ACTIVATOR

- HEAD: TYRANNO LASER
- RIGHT ARM: MEGATOL LASER
- LEFT ARM: GIGANT LASER
- ROLLER TANK



PEPPERCAT CAT-01

ACTIVATOR

- HEAD: LIGHT CIRCUIT
- RIGHT ARM: LIGHT JAB
- LEFT ARM: LIGHT BLOW
- LEGS: QUICK ALERT



ROKUSHO KWG-01

ACTIVATOR

- HEAD: ANTENNA
- RIGHT ARM: CHANBARA SWORD
- LEFT ARM: PICOPECO HAMMER
- LEGS: TACKLER



METABEE KBT-01

ACTIVATOR

- HEAD: SEEKER MISSILE
- RIGHT ARM: REVOLVER
- LEFT ARM: SUBMACHINEGUN
- LEGS: OCHITSUKER



NEUTRANURSE NAS-01

ACTIVATOR

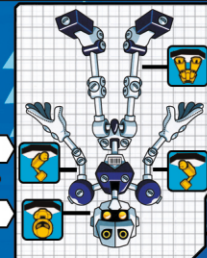
- RIGHT ARM: DONOR
- LEFT ARM: TRANSLATE



TINPET

ACTIVATOR

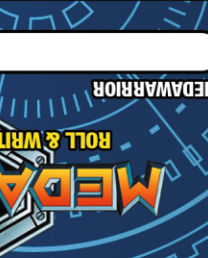
- JOKER: +1
- VICTORY: +2



MEDAWARRIOR

ACTIVATOR


- MEDAFORCE: +1



MEDAWARRIOR

ACTIVATOR

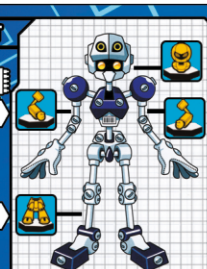
- MEDAFORCE: +1



TINPET

ACTIVATOR


- JOKER: +1
- VICTORY: +2



NEUTRANURSE NAS-01

ACTIVATOR


- RIGHT ARM: DONOR
- LEFT ARM: TRANSLATE



METABEE KBT-01

ACTIVATOR

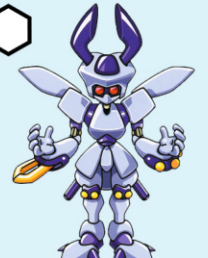
- HEAD: SEEKER MISSILE
- RIGHT ARM: REVOLVER
- LEFT ARM: SUBMACHINEGUN
- LEGS: OCHITSUKER



ROKUSHO KWG-01

ACTIVATOR


- HEAD: ANTENNA
- RIGHT ARM: CHANBARA SWORD
- LEFT ARM: PICOPECO HAMMER
- LEGS: TACKLER



PEPPERCAT CAT-01

ACTIVATOR

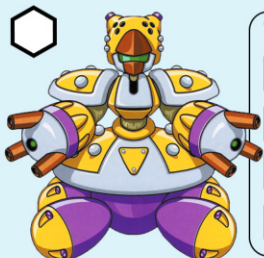
- HEAD: LIGHT CIRCUIT
- RIGHT ARM: LIGHT JAB
- LEFT ARM: LIGHT BLOW
- LEGS: QUICK ALERT



TOTALIZER TOT-01

ACTIVATOR

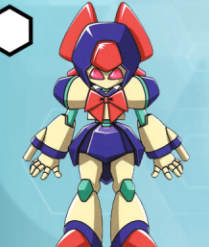
- HEAD: TYRANNO LASER
- RIGHT ARM: MEGATOL LASER
- LEFT ARM: GIGANT LASER
- LEGS: ROLLER TANK



SAILORMULTI SLR-01

ACTIVATOR

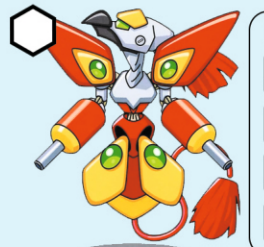
- HEAD: VARIABLE HAIR
- RIGHT ARM: PATTERN VULCAN
- LEFT ARM: SHORT SHOT
- LEGS: FLARE GATHER



PHOENIX PHX-00

ACTIVATOR

- HEAD: BLAST GUN
- RIGHT ARM: FIRE GUN
- LEFT ARM: FLAME GUN
- LEGS: RED TAIL



PHX-00 **ACTIVATOR**

HEAD
 RIGHT ARM
 LEFT ARM
 FIRE GUN
 FLAME GUN
 RED TAIL



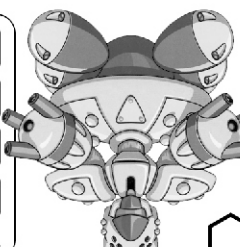
SLR-01 **ACTIVATOR**

HEAD
 VARIABLE HAIR
 PATTERN VULCAN
 SHORT SHOT
 FLARE GATHER



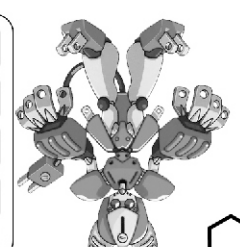
TOT-01 **ACTIVATOR**

HEAD
 TYRANNO LASER
 MEGATOL LASER
 GIGANT LASER
 ROLLER TANK



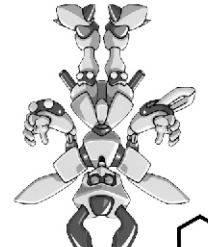
CAT-01 **ACTIVATOR**

HEAD
 LIGHT CIRCUIT
 LIGHT JAB
 LIGHT BLOW
 QUICK ALERT



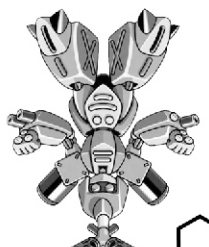
KWG-01 **ACTIVATOR**

HEAD
 ANTENNA
 CHANBARA SWORD
 PICOPECO HAMMER
 TACKLER



KBT-01 **ACTIVATOR**

HEAD
 SEEKER MISSILE
 REVOLVER
 SUBMACHINEGUN
 OCHITSUKER



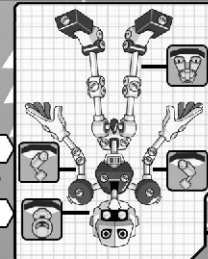
MEDAWARRIOR

ROLL & WRITE FAN MADE

MEDAFORCE

NEUTRANURSE NAS-01

RIGHT ARM
 LEFT ARM
 DONOR
 TRANSLATE
 JOKER
 TINPET
 VICTORY



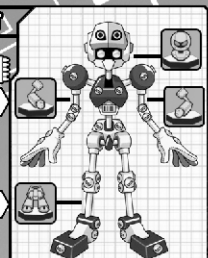
MEDAWARRIOR

ROLL & WRITE FAN MADE

MEDAFORCE

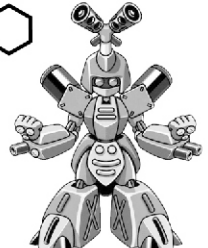
NEUTRANURSE NAS-01

RIGHT ARM
 LEFT ARM
 DONOR
 TRANSLATE
 JOKER
 TINPET
 VICTORY



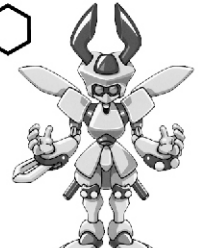
METABEE **ACTIVATOR** **KBT-01**

HEAD
 SEEKER MISSILE
 REVOLVER
 SUBMACHINEGUN
 TACKLER




ROKUSHO **ACTIVATOR** **KWG-01**

HEAD
 ANTENNA
 CHANBARA SWORD
 PICOPECO HAMMER
 TACKLER



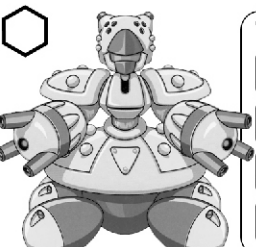
PEPPERCAT **ACTIVATOR** **CAT-01**

HEAD
 LIGHT CIRCUIT
 LIGHT JAB
 LIGHT BLOW
 QUICK ALERT




TOTALIZER **ACTIVATOR** **TOT-01**

HEAD
 TYRANNO LASER
 MEGATOL LASER
 GIGANT LASER
 ROLLER TANK



SAILORMULTI **ACTIVATOR** **SLR-01**

HEAD
 VARIABLE HAIR
 PATTERN VULCAN
 SHORT SHOT
 FLARE GATHER



PHOENIX **ACTIVATOR** **PHX-00**

HEAD
 BLAST GUN
 FIRE GUN
 FLAME GUN
 RED TAIL

