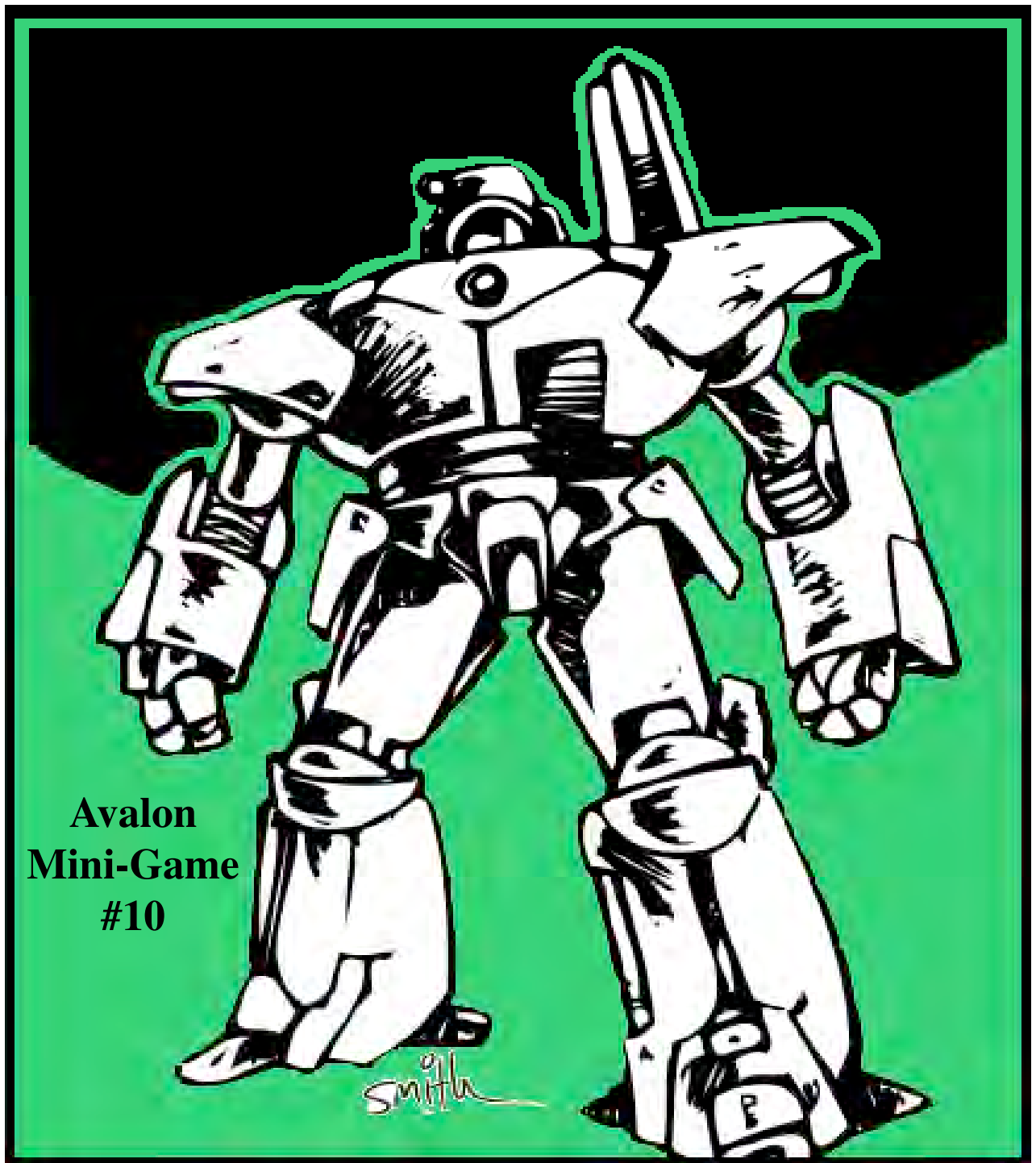


# Robot Jocks



## Avalon Games



Lopez struggled to regain his balance after the salvo of missiles slammed into his robot. The sheer force of the missiles' combined explosions nearly knocked him to his knees. Even so, his skill at the controls allowed him to not only stabilize the massive robot, but also to bring himself into a good position to use his own heavy weapon.

With a flick of his trigger finger, Lopez's robot fired the massive fusion cannon, which belched forth a deadly stream of super heated gas. Johnson's robot took it full in the face and fell backwards, crashing to the arena floor with a mighty thud.

The crowd roared as Lopez took his victory lap around the arena, one more foe defeated by his superior robot driving skill and weaponry.

This is yet another great Mini-Game from Avalon Games. Take your mighty robot's weapon systems into the national arena and fight other robots. Try to out maneuver, out fight and just plain out last your foe in this unique, and fun, card based game.

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### Introduction

Robot Jocks allows players to build a robot deck made up of various cards. When both players have constructed a robot deck, they battle each other, firing weapon systems and performing stunts as they try to defeat their opponent's robot jock in an arena of the far future.

Simple to play and full of fast fun, Robot Jocks will fill hours of your time, so be warned.

### Game Construction

The first thing you will need to do is construct the game components. For the most part, the amount of time and expense you put into the game's construction is up to you. The simplest method is to print out all the pieces, cut them out and start playing. Paper pieces are a bit difficult to deal with though, so if you intend to play Robot Jocks often (and we hope you do) then you may want to invest a bit of time and effort in making your game components more durable and reusable.

### Suggestions on Component's Construction and Printing

First off, if you want to spend the money, you should buy some good quality paper. Use this to print out the various cards and handouts. High end paper will give you a better quality image and if you set your printer to its highest quality setting, you should get a nice set of counters and cards. Next, get your hands on some spray glue (available at most craft stores and office supply stores). Use this to mount the cards onto thick card stock. This will make the cards easier to pick up and use, which generally creates a better overall experience. Should you wish, you can protect your cards with clear, self adhesive lamination sheets (again available at most office supply stores).



## Getting Started

Each player constructs a deck for their robot.  
(See Player's Decks). Once the decks are ready, each player rolls 1d6. The highest roll goes first, drawing and playing cards, in this order.

Each player deals themselves two cards at the start of the game. These are laid face up on the table. These cards are active and unspent at the start of the game.

Each player then deals themselves three more cards, which they place in their hand. These cards are the players' starting hands.

Each player then lays out a damage chart before them and use a token of some sort (not supplied) to record their robot's current damage.

## Cards

Robot Jocks is composed of a set of cards, each card showing some sort of weapon system that their robot comes equipped with, or some stunt or ability that the robot may perform. As players draw cards from their deck, they will gain access to more weapons, stunts and abilities, but so will their opponent. Thus, as the game progresses, so will the damage that each robot can deliver.

## Player's Deck

Each player in the game must construct a robot deck from the cards supplied. The deck's composition of cards is up to the player, although there are some rules that govern just how many and what cards can be included.

The following governs the construction of a robot deck:

- A.** All robot decks must have 20 cards - no more or less.
- B.** No robot deck may have more than 10 weapon system cards.
- C.** No robot deck may have more than five stunt cards.
- D.** There may be no more than one melee weapon system per arm.
- E.** No robot deck may have more than the weapon size cards shown below.

Heavy (H) 2  
Medium (M) 3  
Light (L) 4  
Small (S) 8

