

BANGARANG IN THE GUTTERLANDS

A GAME BY
BILL MAKING STUFF
& APOCRYPHA NOW

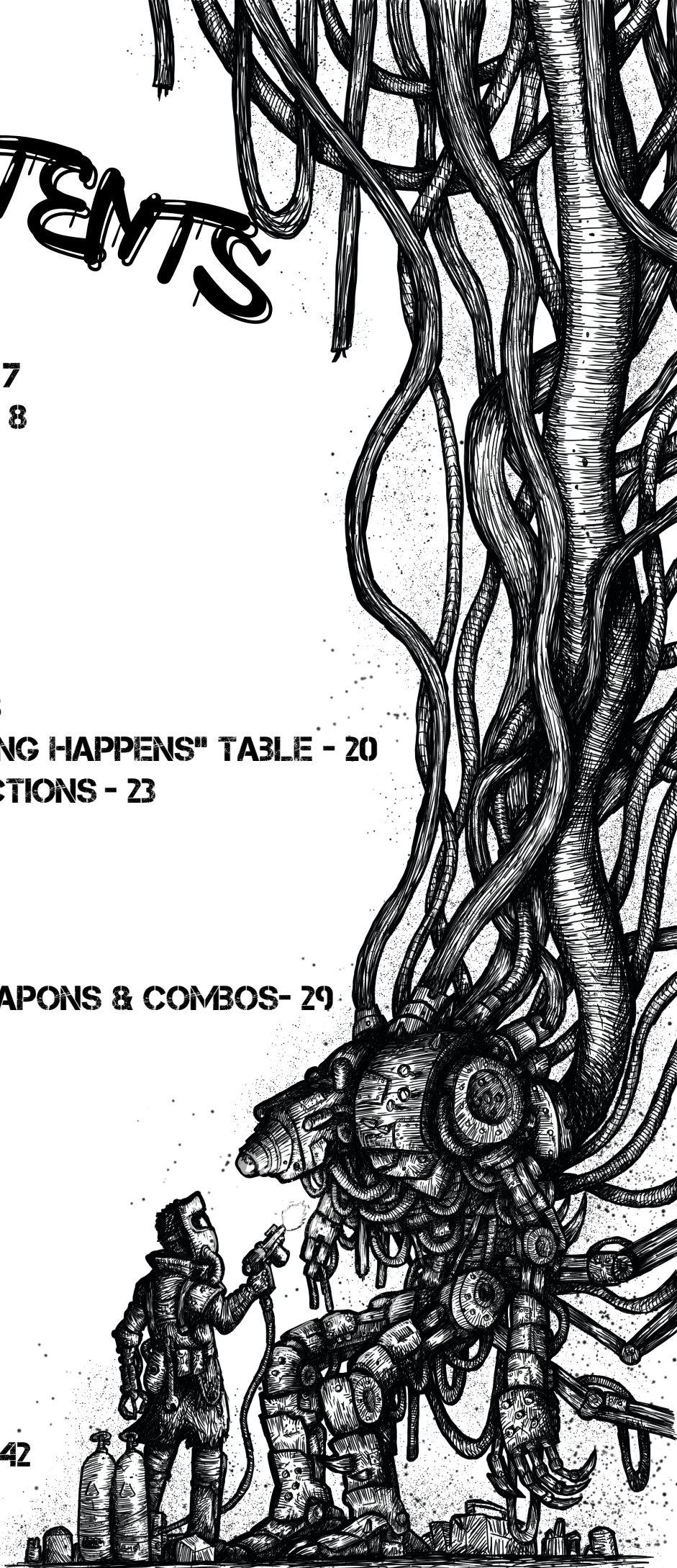


Bangarang In the Gutterlands
1st edition (V1.3-Dec-2023)
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START AT THE BEGINNING!



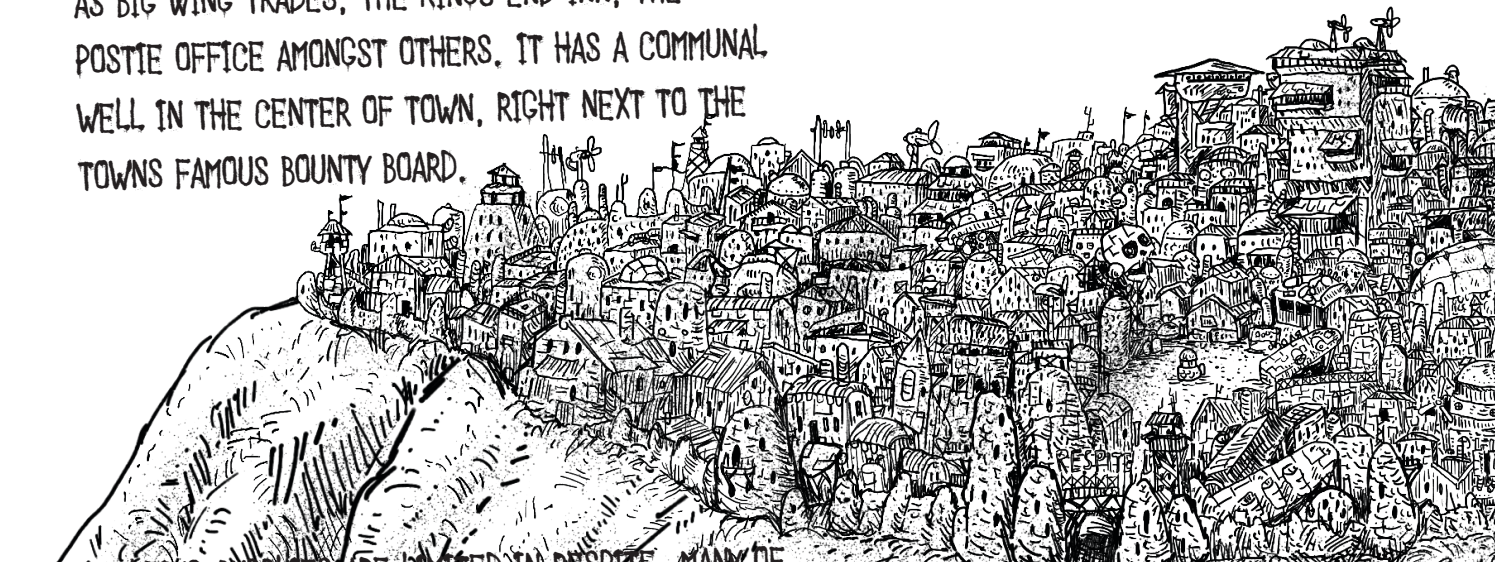


INTRO

THE TOWN OF RESPITE IS THE ONLY REAL HUMAN SETTLEMENT ON TAPU (THE GUTTERLANDS). IT IS THE FIRST POINT OF CALL FOR ADVENTURERS ARRIVING TO THE PLANET AND THE ONLY RELATIVELY SAFE PLACE TO INHABIT... SORT OF.

LONG AGO THE SPOT WHERE RESPITE STANDS WAS A SACRED RUSTER SETTLEMENT, THE RUSTER KING WAS KILLED IN THE EXACT SPOT WHERE THE TOWN WATERING HOLE NOW SITS, THE KINGS END INN.

THE TOWN HAS A FEW WELL KNOWN BUILDINGS SUCH AS BIG WING TRADES, THE KINGS END INN, THE POSTIE OFFICE AMONGST OTHERS. IT HAS A COMMUNAL WELL IN THE CENTER OF TOWN, RIGHT NEXT TO THE TOWNS FAMOUS BOUNTY BOARD.



BUILDING SUPPLIES ARE LIMITED IN RESPITE. MANY OF THE BUILDINGS ARE RAY SHACKLED STRUCTURES BUILT OUT OF SCRAP, ANCIENT MACHINERY FOUND AT THE RUSTY PEAKS AND SALVAGED SPACE CRAFT OF PREVIOUS VISITORS, WHO ARE NO LONGER WITH US.

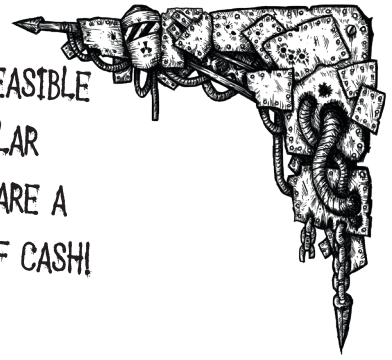
THE TOWN RESTS ON AN INSELBERG, A RAISED AREA OF DESERT WITH SHEAR DROPS ON ALL SIDES. IT'S ONE OF THE REASONS WHY IT IS A SAFE PLACE TO LIVE (RELATIVELY). THE OTHER REASON IS THE TOWNS MILITIA LEAD BY MR MAYOR, THE TOWN MAYOR.

MANY RUSTERS WOULD LIKE TO RECLAIM THE LAND.

THE INSELBERG RESPITE IS BUILT UPON IS RIDDLED WITH SECRET TUNNELS AND MYSTERIOUS UNDERGROUND STRUCTURES (YET TO BE EXPLORED). A FEW OF THE RESPITE CITIZENS WOULD SUGGEST THAT INSTEAD OF ADVENTURING OUT INTO THE WASTES, THEY SHOULD EXPLORE DOWNWARDS... STRANGE NOISES CAN BE HEARD BY THE TOWN'S WELL.



LIFE IN THE GUTTERLANDS CAN BE HARD, WITH VERY FEW LEISURE ACTIVITIES FEASIBLE IN THE TOWN OF RESPITE. HOWEVER, THE MAYOR ALLOWS (NAY, ENCOURAGES) REGULAR BANGARANGS. THESE DESTRUCTIVE AND SPECTACULAR BOT V BOT DEATH MATCHES ARE A GREAT WAY TO ENTERTAIN THE FAMILY, SETTLE OLD GRUDGES, AND RAISE A BIT OF CASH!



Hello!

Over the past few years I have been building a world. It's a world full of dangerous characters, terrifying rogue technology and lots of crustard. The Gutterlands (Tapu) is a junkyard the size of a planet, a graveyard for all the remnants of a huge galaxy spanning war. The rest of the universe is now peaceful. The Gutterlands are the last wild frontier where you can make a pretty penny and life is cheap. Thrillseekers are attracted to this desert planet for fun, whereas the descendants of the first settlers are looking for a way out. And don't forget there were some things who were just there in the first place. The landscape has been permanently altered by the junk and most things there can kill you.

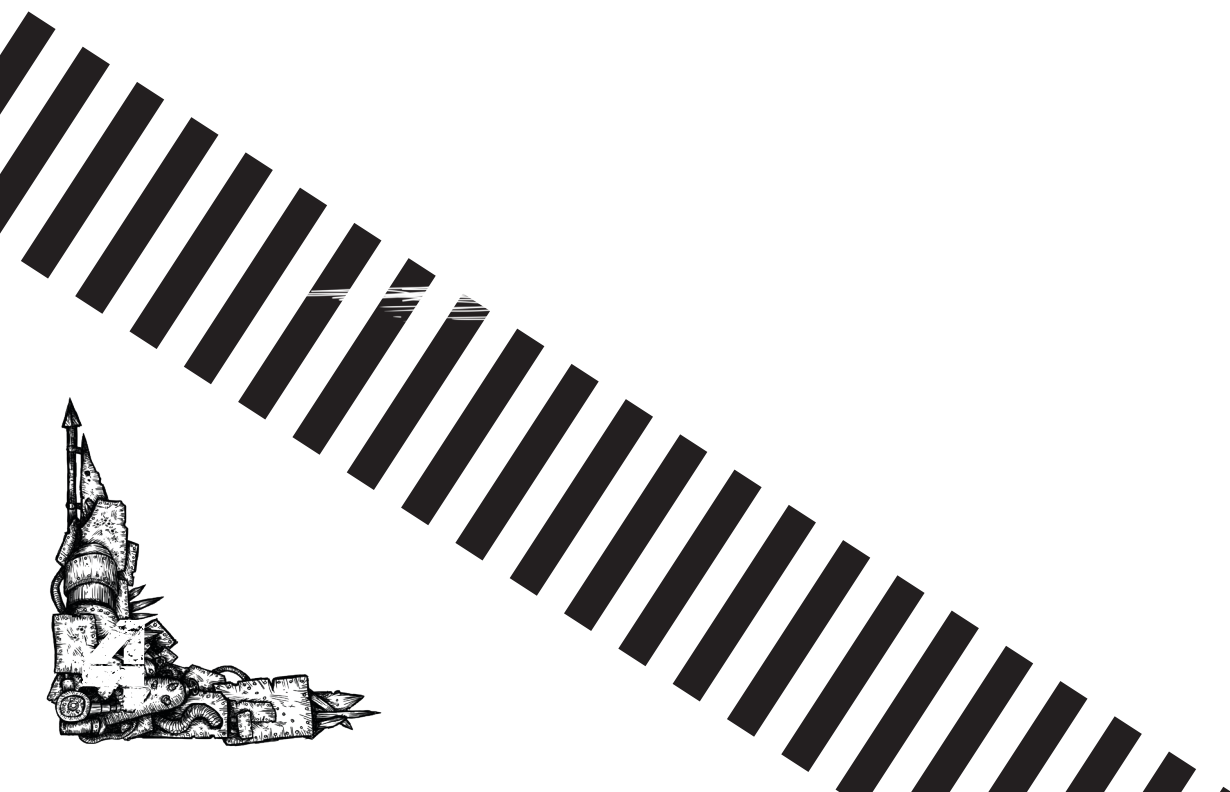
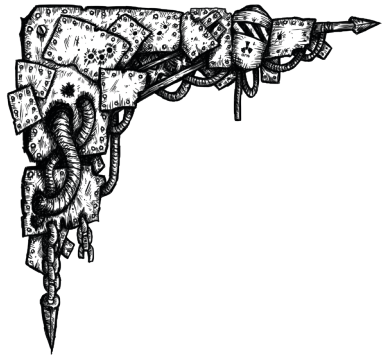
I CAN SEE MY HOUSE FROM HERE!

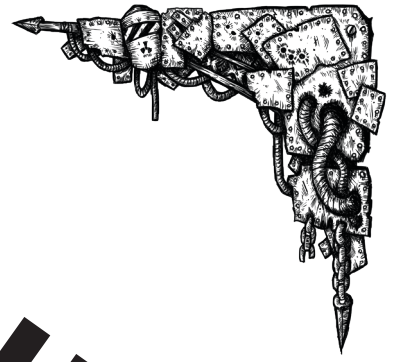


Especially the Bots and Bangarangs in the Gutterlands. Welcome to our miniature world game "Bangarang in the Gutterlands". It's a game to my game RONKS, which Bill has featured in his videos. One conspicuous omission from RONKS was any "world building" or setting. This was partly to keep the game as open, accessible and agnostic as possible, but also laziness on my part. By embedding the mechanical core of the game in Bill's rich and characterful world of The Gutterlands, Bangarang can draw upon the technology, factions, settings and wonderful characters in the world of Tapu that has built up over years. The factions and weapons in particular should offer players a myriad of scratchbuilding opportunities and replayability! I hope you enjoy it!

Ben



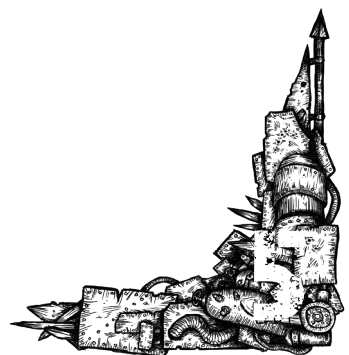




HOW TO PLAY

THE GAME:

RULES





ABOUT THIS BOOK

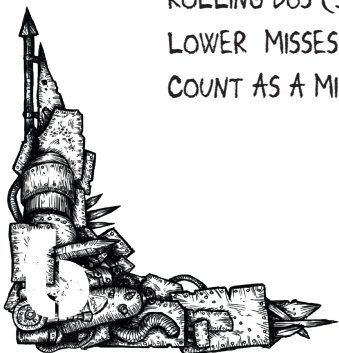
- THIS BOOK WILL TEACH YOU HOW TO PLAY GAMES OF "BANGARANG IN THE GUTTERLANDS", IT WILL EXPLAIN WHAT YOU NEED TO PLAY THE GAME, AND IT WILL ALSO TELL YOU ABOUT THE STRANGE WORLD, TECHNOLOGY AND PEOPLE WHO LIVE IN THE GUTTERLANDS.
- THE FIRST SECTION WILL TELL YOU SPECIFICALLY WHAT PHYSICAL STUFF YOU NEED FOR THE GAME. YOU'LL ALSO LEARN ABOUT YOUR BOT, AND THE THINGS IT CAN DO AS YOU PLAY THE GAME.
- LATER ON YOU'LL READ ABOUT SOME OF THE STRANGE OCCURRENCES THAT CAN HAPPEN AS YOU PLAY THE GAME - THEY'RE ALL PRETTY RANDOM. AND COOL.
- YOU'LL ALSO LEARN ABOUT THE 4 FACTIONS THAT REGULARLY ATTEND BANGARANGS, AND THEIR DIFFERENT STRENGTHS AND WEAKNESSES.
- THE LAST SECTION CONTAINS DETAILS ON THE DIFFERENT WEAPONS YOUR BOT CAN USE TO INFLICT DAMAGE ON OTHER BOTS, AND ALSO WHAT HAPPENS AT THE DEMISE OF A BOT.



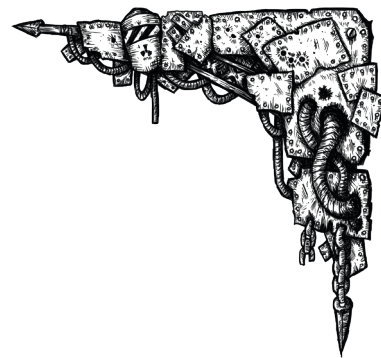
**DON'T
WORRY,
THAT BOT'S
ARMLESS!**

CONVENTIONS

- ALL MEASUREMENTS ARE TAKEN FROM THE BOT'S BASE
- YOU MAY NOT PRE-MEASURE ANY DISTANCES IN THE GAME
- IN THIS SET OF RULES, SOME WORDS ARE SHOWN IN **bold** TYPEFACE. THIS IS BECAUSE THEY REFERENCE OTHER RULES IN THE GAME AND WILL HELP YOU WITH WHERE TO LOOK TO FIND OUT MORE.
- SHOULD YOU EVER BE REQUIRED TO ROLL A RESULT HIGHER THAN 6 (I.E. 7,8,9 ETC) WHEN YOU ARE ROLLING D6S (SIX-SIDED DICE), YOU MUST ROLL 2D6 AND GET THE REQUIRED SCORE EXACTLY, HIGHER OR LOWER MISSES. SCORES OF 13 OR MORE ARE IMPOSSIBLE. WHEN ROLLING 2 DICE LIKE THIS, ONES DO NOT COUNT AS A MISS.



WHAT YOU WILL NEED



A SPACE TO PLAY

- 1.5'x1.5' - 2'x2' FLAT AREA

TERRAIN -

- YOUR BANGARANG ARENA WILL NEED TERRAIN FOR YOUR BOTS TO MANOEUVRE AROUND, HIDE BEHIND AND EVEN CLIMB UP. TERRAIN IS ANYTHING THAT'S NOT THE FLAT SURFACE YOU'RE PLAYING ON. EVERYONE HAS SLIGHTLY DIFFERENT TERRAIN, BUT A SELECTION LOOSELY CONFORMING TO THE FOLLOWING PROPORTIONS & QUANTITIES WILL BE A GOOD START -
- 2" STACKS - A SET OF 8 FOR YOUR BOTS TO HIDE BEHIND AND CLIMB UP ON FOR ADVANTAGE. AROUND 4 THAT ARE 2" CUBES, AND ABOUT 4 THAT ARE 2" X 4" X 2" CUBOIDS WILL BE A GOOD START.
- THESE 2" LAYERS OF STUFF COULD BE ANYTHING - SHANTY TOWN HUTS, PILES OF JUNK METAL, HEAPS OF ROCKS, SHIPPING CONTAINERS - ANYTHING ABOUT 2" TALL. THEY CAN BE PUT NEXT TO EACH OTHER OR STACKED ON TOP OF EACH OTHER. THEY NEED TO HAVE FLAT TOPS FOR YOUR BOTS TO STAND ON (MAX 2 STACKS HIGH).
- 8" BRIDGES - A SET OF 2. BRIDGES ARE PLATFORMS THAT CONNECT THE ELEVATED AREAS OF THE OTHER STACKS THAT ARE AT THE SAME HEIGHT. YOUR BOT CANNOT CLIMB UP ONTO A BRIDGE, THEY MUST CLIMB ONTO A STACK FIRST, AND THEN MOVE ACROSS IT.
- BEING UNDER A BRIDGE AFFORDS BOTS PROTECTION IN SOME CIRCUMSTANCES.
- STACKS CAN BE STACKED ON TOP OF EACH OTHER TO CREATE OVERHANGS AND ARCHWAYS, AND THESE ARE TREATED AS BRIDGES IN THE GAME
- STACKS OF THE SAME HEIGHT PLACED IN CONTACT WITH EACH OTHER COUNT AS 1 STACK
- BOTS - ONE PER PLAYER, MOUNTED ON A ROUND 40MM BASE

DICE -

- 6 SIDED DICE (REFERRED TO AS D6S)
- 12 SIDED DICE (REFERRED TO AS D12S)
- 4 SIDED DICE (REFERRED TO AS D4S)
- 10 SIDED DICE (REFERRED TO AS D10S)
- 20 SIDED DICE (REFERRED TO AS D20S)

STUFF -

- TAPE MEASURE IN INCHES (")
- BLAST TOKENS (PLUMES OF COTTON WOOL OR SIMILAR TOKENS) - THESE REPRESENT THE BLAST GENERATED BY FIRING YOUR BOTS' WEAPONS, AND ALSO SOME EFFECTS THAT MAY HAPPEN DURING THE GAME - SUCH AS MECHANICAL MALFUNCTIONS, SYSTEM STRESS, OR BEING ON FIRE!
- OTHER TOKENS SOME EXTRA DICE, COINS, COUNTERS OR TOKENS (BITS OF SCRAP) MIGHT BE USEFUL FOR



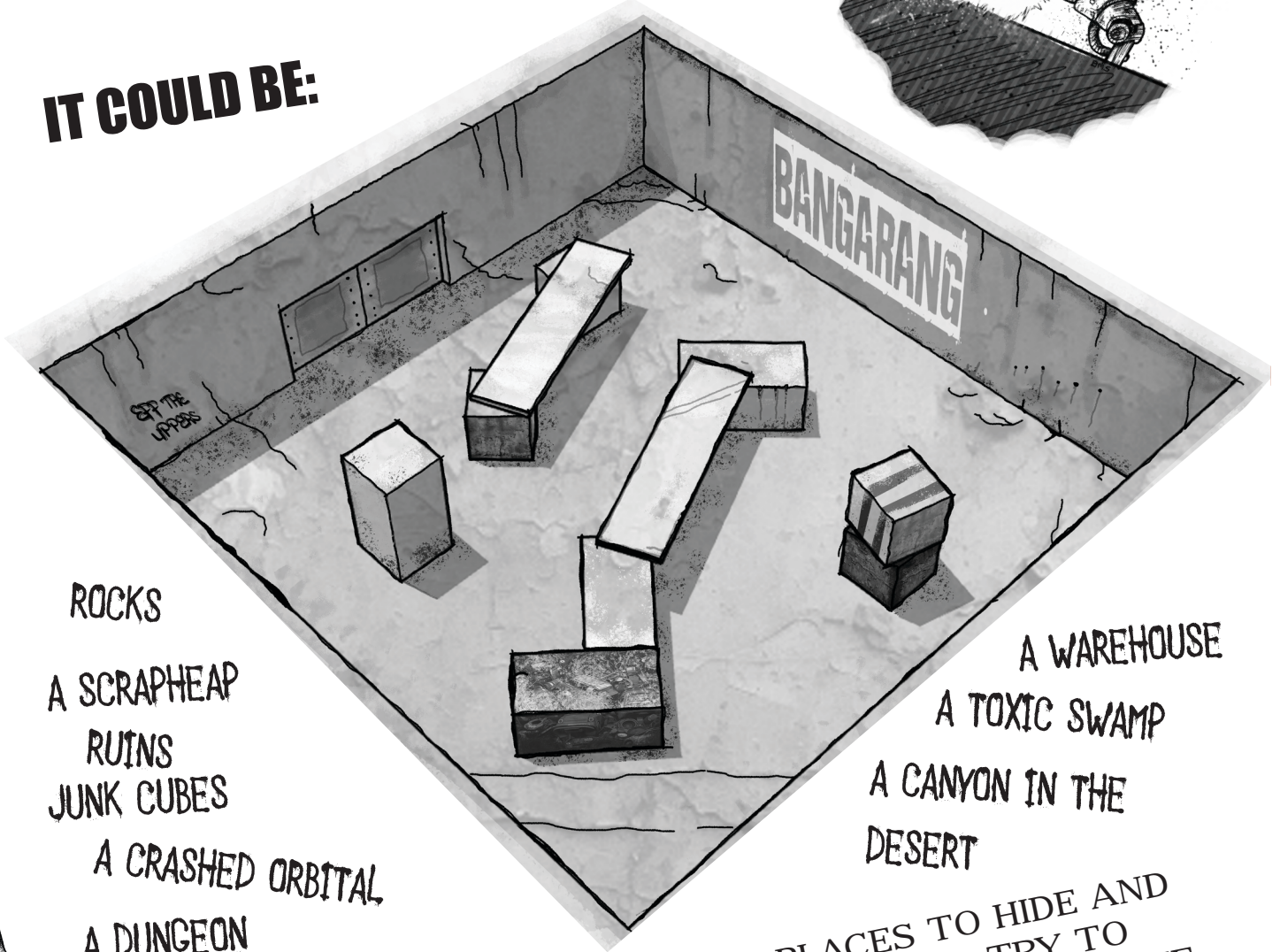


SETTING UP THE GAME

- TO GET READY FOR A BATTLE, PLACE BOTS IN OPPOSITE CORNERS OF THE BOARD FACING INWARDS AT 45 DEGREES SO THAT THE CIRCUMFERENCE OF YOUR BOT'S BASE IS TOUCHING BOTH BOARD EDGES.
- IF YOU HAVE MORE THAN 4 BOTS PLAYING AT ONCE BEGIN PLACING THEM IN THE MIDDLE OF EACH BOARD EDGE FACING INWARDS.
- PLAYERS TAKE IT IN TURNS PLACING 1 STACK/BRIDGE EACH. THESE OBSTRUCTIONS CANNOT BE SHOT THROUGH NOR MOVED THROUGH (THEY BLOCK LINE OF SIGHT), BUT THEY CAN BE CLIMBED UP.
- AIM TO MAKE A COOL LOOKING BATTLEFIELD.



IT COULD BE:



ROCKS

A SCRAPHEAP

RUINS

JUNK CUBES

A CRASHED ORBITAL

A DUNGEON

THE GROUNDS OF AN
UPPERS ESTATE

A WAREHOUSE

A TOXIC SWAMP

A CANYON IN THE
DESERT

CREATE PLACES TO HIDE AND
PLACES TO CLIMB - TRY TO
MAKE SURE YOU CANNOT SEE
DIAGONALLY ACROSS THE
BATTLEFIELD



HOW TO PLAY



GAMES OF "BOT BANGARANG" ARE SPLIT INTO ROUNDS, AND IN EACH ROUND EACH PLAYER HAS A TURN WITH THEIR BOT.

AT THE BEGINNING OF THE ROUND YOU MUST DETERMINE WHICH ORDER BOTS WILL ACT IN. EACH PLAYER ROLLS A SIX-SIDED DICE AND ADDS THEIR REMAINING NUMBER OF HIT POINTS TO THE RESULT.

THE PLAYER WITH THE LOWEST SCORE GOES FIRST, AND PLAY PROCEEDS AROUND THE TABLE IN THE DIRECTION OF THE PLAYER WITH THE SECOND LOWEST SCORE. ON YOUR TURN, YOU MAY PERFORM ANY 3 ACTIONS WITH YOUR BOT IN ANY COMBINATION OR IN ANY PERMISSIBLE ORDER.

YOU MAY REPEAT ACTIONS DURING YOUR TURN. YOU HAVE TO DECLARE ALOUD THE THREE ACTIONS YOU ARE TAKING AND THEN DO THEM.

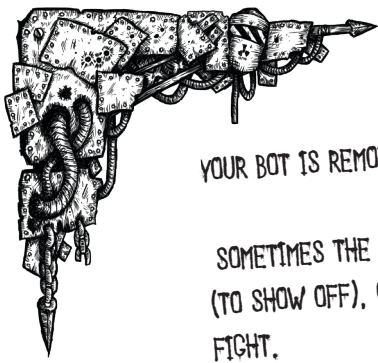
YOU'RE TRYING TO DESTROY THE OTHER BOTS! THE GAME CONTINUES UNTIL THERE IS ONLY ONE BOT LEFT! BANG-A-RANG!

BUT WHATS A "HIT POINT"?

AND

AND WHAT'S AN "ACTION"?





YOUR BOT IS REMOTELY CONTROLLED BY A TEAM OF HUMAN COMPETITORS.

SOMETIMES THE OCCASIONAL ECCENTRIC UPPER MIGHT ENTER THE ARENA PHYSICALLY PILOTING THEIR BOT (TO SHOW OFF), OR A BEADBOT WILL INSIST ON USING THEIR OWN COGNITION CIRCUITS TO SEMI-AUTONOMOUSLY FIGHT.

MORE ON THOSE GUYS LATER...

A BOT SHOULD BE THE HEIGHT OF ABOUT 2 HUMANS

Basing - MOUNTED ON AN APPROXIMATELY 40MM ROUND BASE (I.E. A POKER CHIP)

THE BASE SHOULD HAVE QUARTERS MARKED ON THE CIRCUMFERENCE OF ITS BASE.

THE FRONT ONE IS THE "FRONT ARC" FOR ATTACKING 90 DEGREES, AND THIS IS THE DIRECTION THE BOT IS FACING. THIS QUARTER SHOULD ALSO HAVE A CENTRE POINT FOR THE DIRECTION THE BOT IS TRAVELLING IN. THE 2 ADJACENT QUARTERS ARE SIDES, AND THE ONE OPPOSITE THE FRONT IS THE REAR. THE FRONT FACE OF YOUR BOT IS HARDEST TO DAMAGE, BUT THE SIDES AND REAR ARE EASIER TO DAMAGE.

YOUR BOT STARTS WITH 12 HIT POINTS. AS BATTLE RAGES YOU WILL LIKELY SUFFER DAMAGE AND YOUR BOT WILL LOSE HIT POINTS. YOU CAN TRACK THIS BY PLACING TWO SMALL D6S NEXT TO YOUR BOT OR A D12.

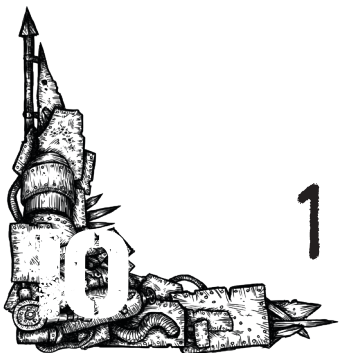
HIT POINTS ARE SOMETIMES REFERRED TO AS HP.

1
2
3
4
5
6
7
8
9
10
11
12

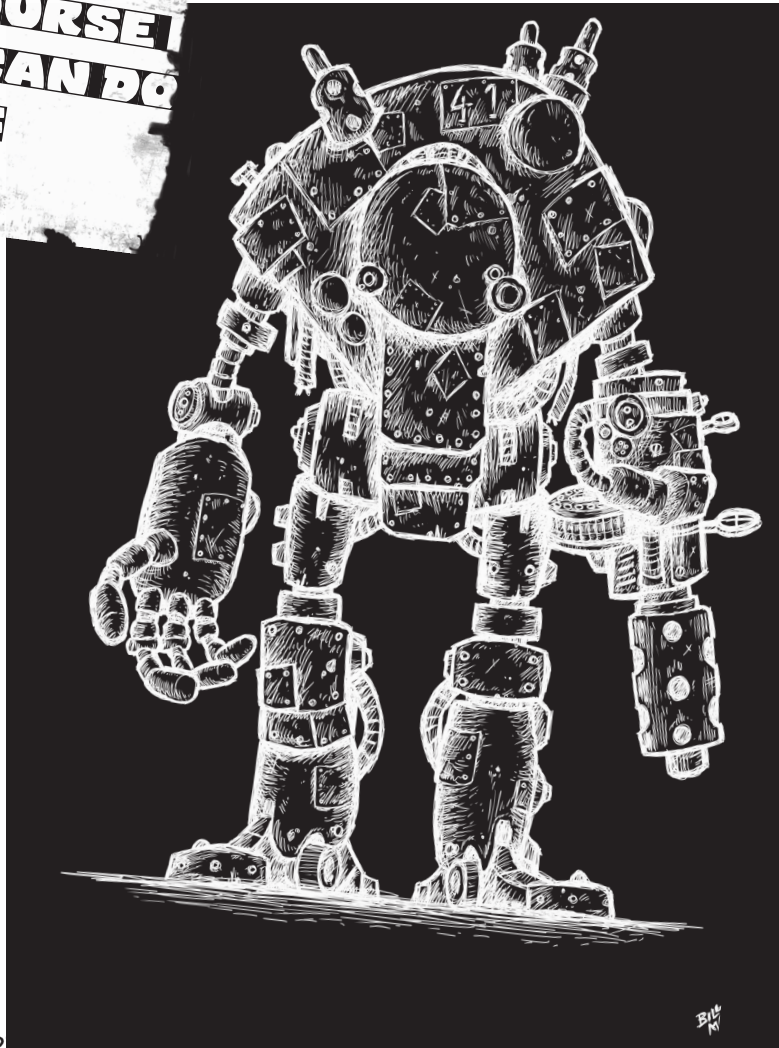
1
2
3
4
5
6
7
8
9
10
11
12

YOUR BOT

1 2 3 4 5 6 7 8 9 10 11 12



**OF COURSE!
YOU CAN DO
STUFF**



**DO
STUFF**

THESE ARE THE ACTIONS YOU CAN TAKE WITH YOUR BOT WHEN IT'S YOUR TURN IN A ROUND.

MOVE - MOVE UP TO 4" IN THE DIRECTION YOUR BOT IS FACING & TURN UP TO 90 DEGREES, OR TURN ON THE SPOT UP TO 90 DEGREES.

STRAFE - MOVE SIDWAYS UP TO 3" WITHOUT CHANGING ORIENTATION (TACTICAL, GOOD FOR POKING ROUND CORNERS)

BACKWARDS - BOT MOVES UP TO 2" BACKWARDS AND THEN TURNS UP TO 45 DEGREES.

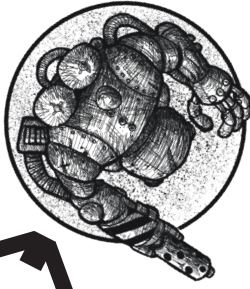
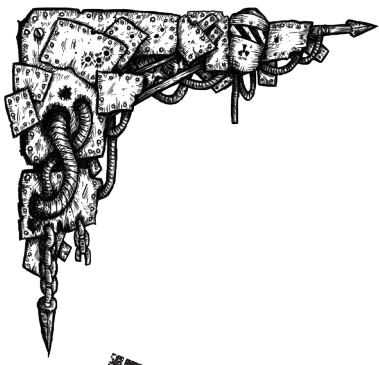
SHOOT - SHOOT IN THE DIRECTION OF YOUR BOT'S FRONT ARC. SHOOTING GENERATES A BLAST TOKEN (SEE "SHOOTING")

RELOAD/REBOOT - REMOVE ONE BLAST TOKEN FROM YOUR BOT

BASH - MAKE A MELEE ATTACK AGAINST ANOTHER BOT. BASHING DOES NOT GENERATE BLAST TOKENS (SEE "BASHING"). MUST BE IN BASE TO BASE CONTACT WITH ANOTHER BOT.

CLIMB - GO UP ANY STACK YOUR BOT IS IN BASE CONTACT WITH (SEE "CLIMBING AND FALLING"). MUST BE IN BASE TO BASE CONTACT WITH A STACK IN ORDER TO CLIMB.

DROP - DELIBERATELY JUMP DOWN ANY VERTICAL DISTANCE FROM A STACK TO AVOID TAKING DAMAGE (SEE "CLIMBING AND FALLING"). MUST BE IN BASE TO BASE CONTACT WITH THE EDGE OF A STACK TO DROP.



**AND ROTATE
90 DEG**

**FORWARDS
UPTO 4"**

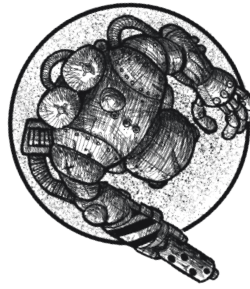


MOVE

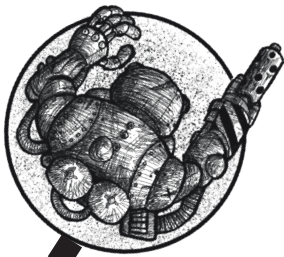
**ROTATE
90 DEG ON
THE SPOT**



OR



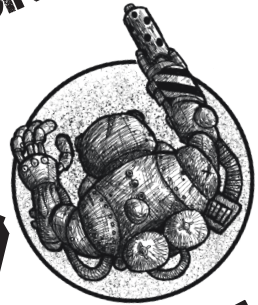
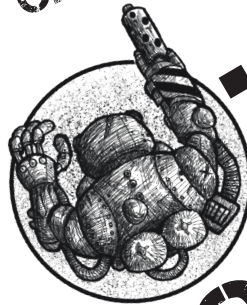
BACKWARDS



**SIDWAYS UPTO 3"
WITHOUT CHANGING
ORIENTATION**



**BACKWARDS UPTO 2"
AND ROTATE 45 DEG**



STRAFE



1. BOTS MAY NOT MOVE THROUGH OTHER BOTS OR STACKS.

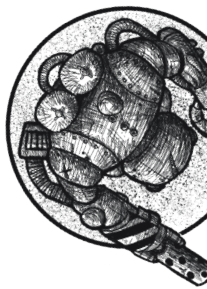


2. IF A BOT IS MOVED INTO A STACK BY ANOTHER PLAYERS BOT OR AN EFFECT IN THE GAME, YOU LOSE A HIT POINT.

3. TURNING ON THE SPOT OR MOVING / STRAFFING / REVERSING AWAY WHEN IN CONTACT WITH A STACK INCURS NO FURTHER LOSS OF HITPOINTS.

4. IF A BOT'S MOVEMENT TAKES IT INTO BASE TO BASE CONTACT WITH ANOTHER BOT, IT STOPS.

5. THE EDGE OF THE BOARD COUNTS AS STACK YOU CANNOT CLIMB.



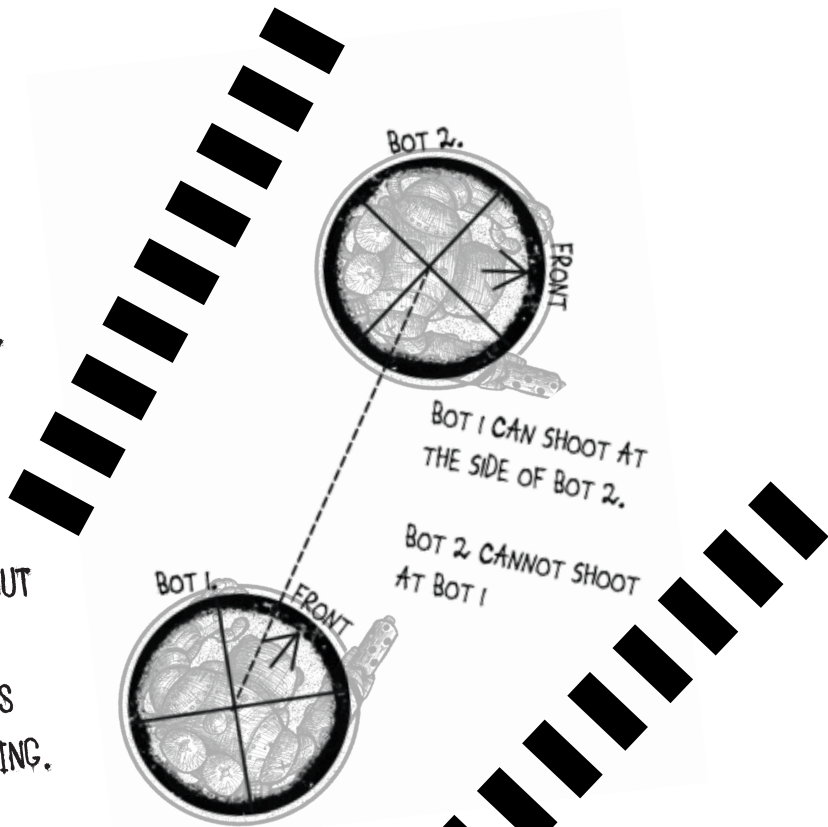
6. YOU MAY MOVE YOUR BOT LESS THAN THE FULL DISTANCE IN INCHES STATED IN THE ACTION YOU'RE TAKING (IE YOU COULD MOVE 2" FORWARD THEN TURN AS A COMPLETE MOVE ACTION)



SHOOTING

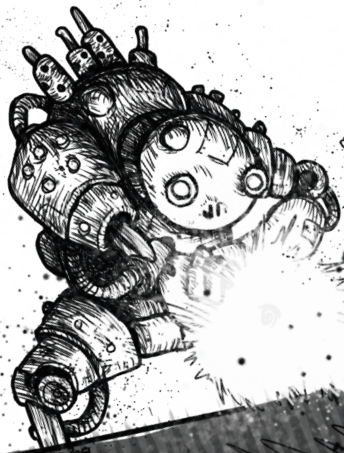
WHEN YOU SHOOT AT AN OPPONENT'S BOT, YOU MUST DETERMINE WHICH FACING YOU ARE SHOOTING AT ON THEIR BOT. WE USE BOTH BOTS' BASES TO WORK THIS OUT. DRAW AN "IMAGINARY LINE" FROM THE CENTRE OF YOUR BOT TO THE CENTRE OF THEIR BOT.

FIRSTLY THE LINE MUST PASS THROUGH YOUR FRONT ARC, OTHERWISE THE ENEMY MODEL IS OUT OF LINE OF SIGHT AND THE SHOOTING ACTION IS WASTED. WHERE THE IMAGINARY LINE MEETS THEIR BASE IS THEIR FACING YOU ARE TARGETING.



IF THEIR BOT'S BASE IS ENTIRELY BEHIND AN INTERVENING STACK YOU MAY NOT SHOOT AT THEM WHEN YOUR BOT IS AT THE SAME HEIGHT. IF YOUR BOT IS ONE STACK OR MORE HIGHER THAN THE TARGET BOT, INTERVENING TERRAIN DOES NOT PREVENT SHOOTING AS LONG AS YOU CAN PARTIALLY SEE THE TARGET BOT FROM YOUR BOT'S PERSPECTIVE. TO CHECK THIS, STOOP DOWN TO BE EYE LEVEL WITH YOUR BOT TO SEE WHAT IT SEES.

IF YOUR BOT HAS A BLAST TOKEN THIS REPRESENTS IT HAS RECENTLY FIRED OR HAS SOMEHOW ENCOUNTERED SYSTEM STRESS. YOU MAY NOT SHOOT IF YOU HAVE ONE OR MORE BLAST TOKENS ALREADY UNLESS A FACTION RULES SAYS YOU MAY.



IF YOU CAN FIRE AT AN OPPONENT'S BOT AND HAVE A RANGED WEAPON THEN FOLLOW THESE STEPS

ROLL A D6 & PLACE A BLAST MARKER NEXT TO YOUR BOT.

IF SHOOTING AT THE TARGET'S FRONT FACING, SCORE A 6 TO HIT.

IF SHOOTING AT THE TARGET'S SIDE FACING, SCORE A 5 OR 6 TO HIT.

IF SHOOTING AT THE TARGET'S REAR FACING, SCORE A 4 OR 5 OR 6 TO HIT.

IF YOU SUCCESSFULLY HIT THEIR BOT, CHECK THE SHOOTING WEAPON'S PROFILE TO SEE WHAT DAMAGE AND CONSEQUENCES OCCUR.

A ROLL OF 1 ALWAYS MISSES!

IF WITHIN 4" OF THE TARGET BOT (AND NOT IN BASE TO BASE CONTACT WITH ANY BOT), REROLL ANY SHOOTING ATTACK THAT MISSES.

IF IN BASE TO BASE CONTACT WITH ANY BOT, YOU **must** REROLL ANY SHOOTING ATTACK THAT HITS.



IF AT 1 STACK HIGHER THAN THE TARGET BOT, +1 TO THE RESULT YOU ROLL ON YOUR DICE WHEN FIRING (I.E. ROLLING A 3 COUNTS AS A 4)

IF 2 OR MORE STACKS HIGHER THAN THE TARGET BOT, +2 TO THE RESULT YOU ROLL ON YOUR DICE WHEN FIRING (I.E. ROLLING A 3 COUNTS AS A 5)

IF YOU SUCCESSFULLY HIT A BOT YOU MUST ROLL AN ADDITIONAL D6. IF YOU ROLL A 1 SOMETHING EXCITING HAPPENS! THE PLAYER WHO OWNS THE BOT THAT GOT SHOT AT MUST ROLL ON -

GET ABOVE 'EM AND SHOOT DOWN AT 'EM!

THE "SOMETHING EXCITING HAPPENS" TABLE

BASS!

AT LAST,

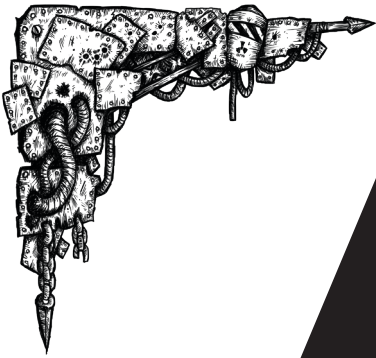


SOME OF THE GOOD STUFF!

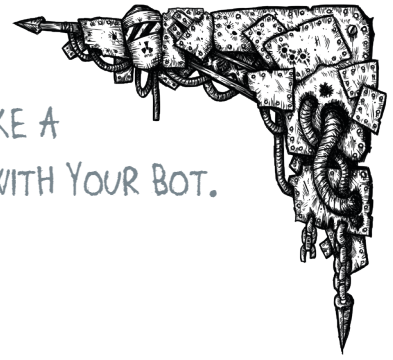
HIT IT

CA/N

CA/N



IF IN BASE TO BASE CONTACT WITH AN OPPONENT'S BOT YOU MAY MAKE A **Bash action**. THIS REPRESENTS PHYSICALLY ATTACKING THE BOT WITH YOUR BOT.



WE USE THE BOT'S BASE AS THE BASIS FOR DETERMINING FACING.

DRAW AN IMAGINARY LINE FROM THE CENTRE OF YOUR BOT TO THE CENTRE OF THEIR BOT. FIRSTLY THE LINE MUST PASS THROUGH YOUR FRONT ARC, OTHERWISE THE ENEMY MODEL IS OUT OF LINE OF SIGHT AND THE BASHING ACTION IS WASTED.

WHERE THE IMAGINARY LINE MEETS THEIR BASE IS THEIR FACING YOU ARE TARGETING.

IF YOU ARE FACING THE RIGHT WAY AS DESCRIBED ABOVE, AND HAVE A MELEE WEAPON OR HAND THAT CAN BASH AN OPPONENT'S BOT, THEN FOLLOW THESE STEPS -

ROLL A D6.

IF **BASHING** AT THE TARGET'S FRONT FACING, SCORE A 6 TO HIT.

IF **BASHING** AT THE TARGET'S SIDE FACING, SCORE A 5 OR 6 TO HIT.

IF **BASHING** AT THE TARGET'S REAR FACING, SCORE A 4 OR 5 OR 6 TO HIT.

A ROLL OF 1 ALWAYS MISSES!

IF YOU SUCCESSFULLY HIT THEIR BOT, CHECK THE BASHING WEAPON'S PROFILE TO SEE WHAT DAMAGE AND CONSEQUENCES OCCUR. WHEN YOU SUCCESSFULLY HIT A BOT YOU MUST ROLL AN **ADDITIONAL D6**. IF YOU ROLL A 5-6, SOMETHING EXCITING HAPPENS (JUST LIKE WHEN YOU'RE SHOOTING AT A BOT) THE PLAYER WHO OWNS THE BOT THAT GOT BASHED MUST ROLL ON THE **SOMETHING EXCITING HAPPENS TABLE** ...





CLIMBING AND FALLING

ALSO KNOWN AS 2019 - 2022

IF A BOT LOSES ANY HITPOINTS (FOR ANY REASON) WHILST WITHIN 1" OF THE EDGE OF A **Stack** THEY FALL DOWN IT. THE PLAYER WHO OWNS THAT BOT REMOVES THE BOT FROM THE LEDGE AND PLACES THEM AT THE BOTTOM OF THE STACK DIRECTLY UNDERNEATH WHERE THEY PREVIOUSLY STOOD, SO THAT THEY ARE TOUCHING THE STACK AT THE POINT VERTICALLY BELOW WHERE THEY ONCE WERE (OR AS CLOSE AS POSSIBLE)

BOTS FALLING OFF **Bridges** JUST GO STRAIGHT DOWN FROM THEIR LOCATION (VERTICALLY).

THE BOT SUFFERS ADDITIONAL HIT POINTS LOST EQUAL TO 2 HP PER LEVEL OF STACK IT FELL. THIS ALSO OCCURS IF THEY MOVE OFF AN EDGE WITHOUT MAKING A **Drop** ACTION.

TO **climb** UP TO A STACK, A BOT MUST PERFORM A **Climb** ACTION. TO CLIMB A BOT MUST BE IN BASE TO BASE CONTACT WITH A **Stack**. YOU DO NOT NEED TO BE FACING THE STACK. THE ACTION THEN MOVES IT TO THE TOP OF THE STACK, AND YOU PLACE YOUR BOT FACING ANY DIRECTION AT THE TOP IN

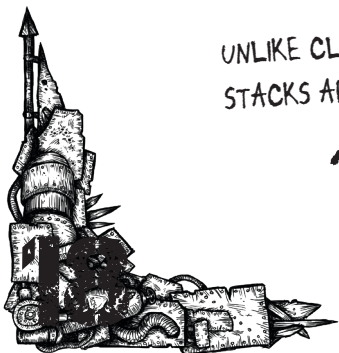
IF 2 STACKS ARE PLACED IN A WAY SO THAT THEIR FACES ARE ALLIGNED AND IT CREATES A DOUBLE HEIGHT OBSTACLE. THE BOT MUST MAKE **successive climb actions** (I.E. TO SCALE A 4" VERTICAL SPACE, THE BOT MUST CLIMB AND CLIMB.)

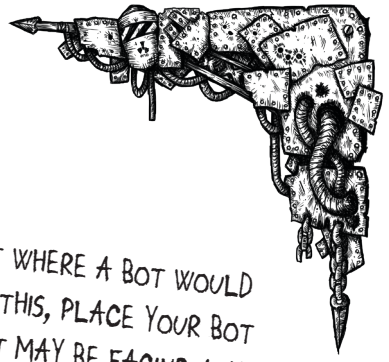
IF A BOT **falls** OFF A DOUBLE HEIGHT STACK, BUT THERE IS NOT ENOUGH ROOM TO PLACE IT WHERE IT FELL ON THE LOWER STACK, IT MUST FALL TO THE NEXT LEVEL AGAIN (BE IT A STACK OR THE GROUND).

A BOT MAY MAKE A DROP ACTION TO GET DOWN SAFELY. A BOT MUST BE IN BASE TO BASE CONTACT WITH AN EDGE OF A STACK OR A BRIDGE. IT THEN DROPS DOWN AND CAN BE PLACED FACING ANY DIRECTION AT THE BOTTOM IN BASE TO BASE CONTACT WITH THE POINT WHERE IT DROPPED.

UNLIKE CLIMBING, THE DROPPING ACTION CAN DROP A BOT ANY NUMBER OF STACKS (IF THE EDGES OF STACKS ARE CLOSE ENOUGH TOGETHER THAT A BOT COULD NOT STOP AT THE INTERMEDIARY LEVELS)

"CLIMBING LOOKS DANGEROUS" SAID THE WIMPY BOT





A BOT MAY **Fall** OR **Drop** ONTO ANOTHER BOT! IF A BOT IS WITHIN 2" OF THE POINT WHERE A BOT WOULD USUALLY FALL OR DROP IT MAY CHOOSE TO LAND ON THE OPPONENT BOT. IF YOU DO THIS, PLACE YOUR BOT IN BASE TO BASE CONTACT WITH THE OPPONENT'S BOT ANYWHERE YOU LIKE. YOUR BOT MAY BE FACING ANY DIRECTION YOU WISH.

Fall -IF YOU FALL ONTO AN OPPONENT'S BOT, CALCULATE THE NUMBER OF HIT POINTS YOU WOULD HAVE LOST IF FALLING USUALLY. HALF THAT NUMBER AND ROUND UP. YOUR BOT AND THE OPPONENTS BOT BOTH LOSE THAT NUMBER OF HIT POINTS.

Drop - IF YOU DELIBERATELY DROP ONTO AN OPPONENT'S BOT THE OPPONENT BOT SUFFERS ALL THE HIT POINTS YOU WOULD HAVE SUFFERED HAD YOU FALLEN. IN ORDER TO SUCCESSFULLY DROP LIKE THIS YOU MUST TAKE A **Drop Test**

DROP TEST

ROLL A D6.

1 FAIL YOUR BOT FALLS AND MISSES COMPLETELY. COUNTS AS HAVING FALLEN AND IS PLACED ADJACENT TO TARGET BOT IN BASE TO BASE CONTACT. YOUR BOT SUFFERS FALL DAMAGE AS USUAL.

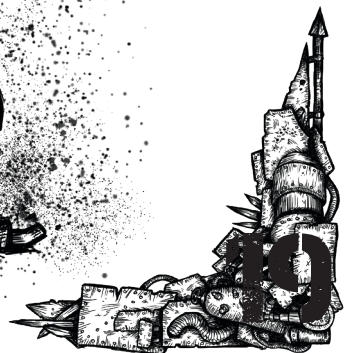
2 PARTIAL FAIL YOUR BOT FALLS ONTO THE TARGET BOT. COUNTS AS HAVING FALLEN AND IS PLACED ADJACENT TO TARGET BOT IN BASE TO BASE CONTACT. CALCULATE DAMAGE AS YOU WOULD FOR FALLING ONTO A BOT (SEE ABOVE, BOTH BOTS SUFFER DAMAGE)

3+ SUCCESS YOU SUCCESSFULLY DROP (SEE ABOVE, ONLY OPPONENT BOT SUFFERS DAMAGE)

NO HAND RAIL



BBBBBBBBBBBBBBBB





THE "SOMETHING EXCITING HAPPENS" TABLE

1. WEAPON OFFLINE - You MUST CHOOSE A WEAPON SYSTEM OR HAND TO BE UNUSABLE FOR THE REST OF THE GAME. IF YOU ALREADY HAVE NO WEAPON SYSTEMS OR HANDS, LOSE D4 HIT POINTS.

2. UNFRIENDLY NANITES - ONE OF THE MANY UNSEEN ROAMING CLOUDS OF NANITES HAPPENED TO BE PASSING BY AS YOUR BOT SUFFERED DAMAGE. SENSING YOU BOT WAS IN DANGER AND WEAKENED, THE OPPORTUNISTIC SWARM DESCENDS UPON YOUR BOT AND BEGINS STRIPPING IT'S SYSTEMS. INSULATING CABLES DISSOLVE AWAY, LUBRICANTS ARE DRAINED AND BOLTS SPIN THEMSELVES LOOSE. YOU LOSE AN ADDITIONAL D4 HITPOINTS.

3. OFF BALANCE - THE ATTACK DISRUPTS YOUR BOTS GYROS AND IT LOSES BALANCE, STUMBLING ABOUT. THE PLAYER THAT INFLECTED THE DAMAGE CAUSING THIS RESULT MAY IMMEDIATELY MAKE YOUR BOT TAKE A MOVE, STRAFE OR BACKWARDS ACTION. ANY OBSTRUCTIONS WALKED INTO CAUSE DAMAGE, AND FALLING MAY OCCUR.

4. VENTING POWER CORE - WITH A FADING WHIR THE POWER CORE FOR YOUR BOT IS TEMPORARILY KNOCKED OFFLINE. NOXIOUS HOT VAPOURS EMANATE FROM EVERY APERTURE. AT THE BEGINNING OF YOUR NEXT TURN, YOU MUST UNDERTAKE A SPECIAL PURGE ACTION YOU WANT TO START TO MOVE/STRAFE/GO BACKWARDS/CLIMB OR DROP AGAIN. THE APUS AUTOMATICALLY KICK IN SO THERE IS JUST ENOUGH JUICE TO KEEP THE WEAPON SYSTEMS ACTIVE. YOU MAY MAKE SHOOTING/BASHING ACTIONS.

5. AWAKENED TECHNOLOGY MODULE - DEEP WITHIN THE CIRCUITRY AND ACTUATORS OF THE BOT IS AN ANTIQUE TECHNOLOGY MODULE OF UNKNOWN PURPOSE AND ORIGIN. THE INCOMING DAMAGE HAS KNOCKED SOMETHING, AND AFTER A BRIEF POWER SURGE THIS MODULE ACTIVATES! YOU NOW HAVE AN ADDITIONAL WEAPON SYSTEM FOR THE REMAINDER OF THIS GAME. YOU MAY CHOOSE EITHER RANGED OR MELEE AND THEN ROLL ON THE RELEVANT WEAPONS TABLE. THIS DOES NOT CHANGE THE COMBO OF YOUR BOT.

6. PHOENIX PROTOCOL - A COMMAND LINE OVERRIDE STIRS YOUR BOT INTO DEFIANT ACTION, ITS DATA CORES RECALLING A SIMILAR SITUATION IT FACED PREVIOUSLY IN AN ANCIENT OFFWORLD BATTLE. KNOWING WHAT TO DO TO GET OUT OF DODGE, YOU MAY MAKE A SINGLE ACTION OF YOUR CHOOSING, AND REGAIN 2 HIT POINTS.

7. CANISTER DROP - A VOLATILE SUBSYSTEM IS DAMAGED, AND A PRESSURISED CONTAINER IS DISLODGED BY THE ATTACK, AND FALLS TO THE FEET OF YOUR BOT. IT BEGINS TO HISS VIOLENTLY. PLACE A SMALL 2.5MM MARKER ANYWHERE IN BASE TO BASE

-CONTACT WITH YOUR BOT. ROLL A D6. AFTER THAT MANY ACTIONS (BY ANY PLAYER), STARTING AFTER THE ACTION THAT CAUSED THIS DAMAGE, THE CANISTER EXPLODES, AUTOMATICALLY HITTING ANY BOTS WITHIN 5" AND CAUSING 2HP DAMAGE.

8. ABLATIVE PLATING LOSS - THE POPPING OF RIVETS, TEARING OF SINEW AND CLATTER OF FALLING PLATES IS LOUD ENOUGH TO BE HEARD OVER THE RAGING BATTLE. THE ARMOUR ON YOUR BOT HAS BEEN PERMANENTLY DAMAGED BY THE ATTACK. THE FACE OF YOUR BOT THAT WAS ATTACKED HAS ITS "TO HIT" NUMBER DECREASED BY 1 FOR THE REST OF THE GAME AS THE VULNERABLE SYSTEMS UNDERNEATH ARE EXPOSED.

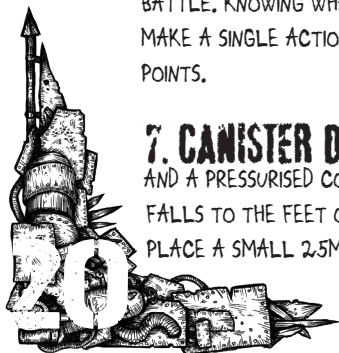
9. DEAD LEG - DESPITE AUTOMATICALLY REROUTING POWER TO THE LOCOMOTIVE SYSTEMS, ONE OF YOUR BOTS LEGS IS NOW HEAVILY DAMAGED. YOU MAY NO LONGER STRAFE FOR THE REMAINDER OF THE GAME. IF THIS RESULT HAPPENS AGAIN THE DISTANCE YOU MAY MOVE IS HALVED WHEN YOU MOVE OR GO BACKWARDS.

10. HYDRAULIC LINE FIRE - A HIGH PRESSURE HOSE RUPTURES AND A PLUME OF PALE LIQUID ENSHROUDS THE BOT MOMENTARILY BEFORE IT IGNITES IN A RISING FIREBALL. YOUR BOT IS ABLAZE! ADD TWO BLAST TOKENS TO YOUR BOT. LOSE AN ADDITIONAL D4 HITPOINTS.

11. FRIENDLY NANITES - ONE OF THE MANY UNSEEN ROAMING CLOUDS OF NANITES HAPPENED TO BE PASSING BY AS YOUR BOT SUFFERED DAMAGE. SENSING YOU BOT WAS IN DISTRESS, THE BENIGN SWARM FLOWS THROUGH THE PISTONS, CIRCUITRY AND GUBBINS OF YOUR BOT PATCHING UP WHAT IT CAN. YOU REGAIN D6 HITPOINTS.

12. TRIGGER CONTROL - AN ELECTRICAL SHORT CAUSED BY THE DAMAGE CAUSES A CLUSTER OF SERVOS TO MISFIRE AND TRIGGER ONE OF YOUR BOTS WEAPON SYSTEMS. EVEN THOUGH IT IS NOT NECESSARILY YOUR TURN, YOU MAY MAKE A SHOOTING OR MELEE ATTACK AGAINST ANY VALID TARGET IN YOUR FRONT ARC. THIS ATTACK GENERATES BLAST TOKENS AS USUAL. IF THERE IS NO TARGET THE WEAPONS ACTIVATE ANYWAY. IF YOU ALREADY HAVE BLAST TOKENS ON YOUR BOT PREVENTING YOU FROM UNDERTAKING ANY ATTACK, OR HAVE NO WEAPONS, INSTEAD LOSE AN ADDITIONAL D3 HITPOINTS.

13. ANTI RUSTER PROTESTERS - ANTI-RUSTER PROTESTERS RUN ONTO THE FIELD, SMASHING ANY BOTS WITHIN 4" FROM THE EDGE OF THE BOARD, TRYING TO SPREAD THEIR HATEFUL MESSAGE (BEFORE THE GUARDS REMOVE THEM). LOSE 1 HP IF WITHIN 4" OF THE EDGE OF THE BOARD. JUNKERS ARE TREATED PARTICULARLY WORSE DUE TO THEIR ONGOING BUSINESS RELATIONS WITH THE RUSTERS. PROTESTERS RUN DIRECTLY FOR THE JUNKERS AS FAR 8" FROM THE EDGE WHO THEN SUFFER 2 HP.



NO RECORDED BOT BANGARANG HAS BEEN COMPLETELY STANDARD AND UNEVENTFUL.

ROLL A D20 AND HOPE FOR THE BEST...



14. CALLED TO THE PLANT - PEOPLE CALL IT DIFFERENT THINGS. SOME CALL IT "THE SIGNAL", OTHERS "THE HUM" OR "THE FREQUENCY". NEARLY ALL OF THE TECHNOLOGY IN THE GUTTERLANDS RESONATES WITH THIS ONE UNIFYING SIGNAL. ITS SOURCE? THE PLANT - THE MYSTERIOUS AI SINGULARITY SOMEWHERE IN THE ENDLESS JUNKHEAPS OF THE DECOMMISSIONING DESERTS. OCCASIONALLY THIS FREQUENCY SURGES IN POWER AND INTENSITY, MAGNETICALLY DRAWING ALL INTELLIGENT SYSTEMS TOWARDS IT. THE PLAYER WHO ROLLED ON THIS TABLE SELECTS A BOARD EDGE OF THEIR CHOOSING. THIS IS THE DIRECTION OF THE PLANT. ALL BOTS MUST IMMEDIATELY MAKE A MOVE ACTION TO TURN ON THE SPOT TO FACE THIS BOARD EDGE. ALL BEADBOTS ARE PARTICULARLY SUSCEPTIBLE TO THE CALL OF THE PLANT AND ONCE THEY HAVE TURNED TO FACE IT, THEY MUST MAKE AN ADDITIONAL MOVE TO GO TOWARD THAT BOARD EDGE (FALLING AND HITTING THINGS AS THEY DO).

15. RUST BUGS - THE METAL OXIDISING BACTERIA THAT SCOURS THE GUTTERLANDS INFECTS THE ARENA. ACTUATORS SEIZE UP AND ARMOUR DEGRADES. EACH PLAYER MUST CHOOSE AND SIMULTANEOUSLY VERBALLY DECLARE "HP" OR "ACTIONS". EACH PLAYER THEN ROLLS A D3. YOU EITHER INSTANTLY LOSE THAT MANY HP, OR ONLY HAVE THAT MANY ACTIONS THE NEXT TIME IT IS YOUR TURN.

16. MOLER TRAP - WITH A SUDDEN CRACK AND A CLOUD OF DUST, A BOT DISAPPEARS DOWN A HOLE! THE MOLERS HAVE LONG OBJECTED TO THE BOT BLITZ (AS IT'S FAR TOO NOISY FOR THEM) AND OCCASIONALLY UNDERMINE THE STADIUM TO SET PIT TRAPS. YOU MUST SELECT A BOT NOT ON TERRAIN. IF THERE ARE NONE ON THE GROUND YOU MUST SELECT THE BOT NEAREST THE GROUND (IF IN EITHER CASE THAT'S YOUR BOT YOU MUST SELECT YOUR BOT). PLACE A 40MM TOKEN REPRESENTING A HOLE ON THE GROUND AS CLOSE TO THE TARGETED BOT AS YOU CAN. PLACE A SECOND TOKEN 8" AWAY FROM IT ON THE GROUND IN A LOCATION OF YOUR CHOOSING. THIS REPRESENTS WHERE THE BOT MANAGED TO BREAK OUT OF THE MOLER TUNNEL BACK INTO THE STADIUM. FOR THE REMAINDER OF THE GAME ANY BOT CAN USE THIS TUNNEL AS A SHORTCUT BY MOVING/STRAFING/GOING BACKWARDS INTO IT. THEN MOVE THE BOT INTO BASE TO BASE CONTACT WITH THE OTHER HOLE (SELECTING ANY ORIENTATION YOU WISH).

FOR THE BOT FIRST AFFECTED BY THE TRAP, AND ANY BOT CHOOSING TO USE THE TUNNEL AFTER ITS DISCOVERY, THE CRAWL THROUGH THE TUNNEL CAUSES 1HP OF DAMAGE TO THE BOT. ANY BOT VOLUNTARILY USING THE TUNNEL TO MOVE AROUND THE BATTLEFIELD ALSO LOSES AN ACTION THAT TURN.

17. THE CROWD GOES WILD - THE ONGOING CARNAGE OF THE BATTLE SETS OFF A HUGE MEXICAN WAVE THAT RUNS ROUND THE AUDIENCE. BOTS ARE CHEERED, AND BOTS ARE BOOED. THE CACOPHONY IS BRIEFLY ENOUGH TO OVERCOME THE SOUNDS OF BATTLE, AND THE BOTS STRUGGLE TO CONCENTRATE AS SOME SOAK UP THE GLORY AND SOME

ARE LEFT QUITE BRUISED BY THE CROWD'S JEERING.

FOR THE REMAINDER OF THIS ROUND, AND THE NEXT ROUND UNTIL THE PLAYER WHO ROLLED ON THIS TABLE GOES AGAIN, THE RIOTOUS CROWD DISTRACTS ALL BOTS. WHENEVER A PLAYER DECLARES THEIR 3 ACTIONS - THE PLAYER IMMEDIATELY TO THEIR LEFT OVERRIDES ONE OF THEIR ACTIONS WITH A DIFFERENT ONE. THE PLAYER THEN HAS TO UNDERTAKE THE NEW SEQUENCE OF ACTIONS. IF THE PLAYER WHOSE TURN IT IS IS ONE OF THE UPPERS, THE PERSON TO THEIR LEFT MAY OVERRIDE 2 OF THEIR ACTIONS. THE UPPERS ARE NOT USED TO THE COARSE LANGUAGE AND RUDE GESTURES OF NORMAL PEOPLE IN THE GUTTERLANDS, AND IT CAUSES THEM MUCH VEXATION.

18. MARROW SUCKER OUTBREAK - SCREAMS ARE HEARD AROUND THE AUDIENCE AND MEMBERS OF THE CROWD ARE SEEN TO BE CONVULSING IN AGONY. WITH A CREEPING HORROR THE BANGARANG ORGANISERS REALISE THERE HAS BEEN A MARROW SUCKER OUTBREAK. BULLET-LIKE INVERTEBRATES FLY AT THE SPEED OF SOUND FROM PERSON TO PERSON, PIERCING STRAIGHT THROUGH TO THE NUTRITIOUS INTERIORS OF THEIR SKELETONS. RED CLOUDS OBSCURE THE FALLING BODIES. QUICKLY THE RAMPAGING SWARM FINDS ITS WAY DOWN TO THE PITS AND CONTROL DECKS OF THE AUDITORIUM, CAUSING ABSOLUTE CHAOS. BUT THE SHOW MUST GO ON! AT THE END OF THIS ROUND (ONCE ALL PLAYERS HAVE HAD A TURN), EACH PLAYER ROLLS A D4. THAT IS HOW MANY ACTIONS THEY MAY TAKE ON THEIR NEXT TURN.

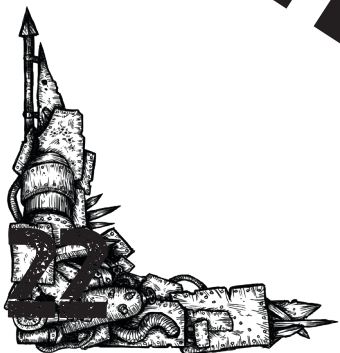
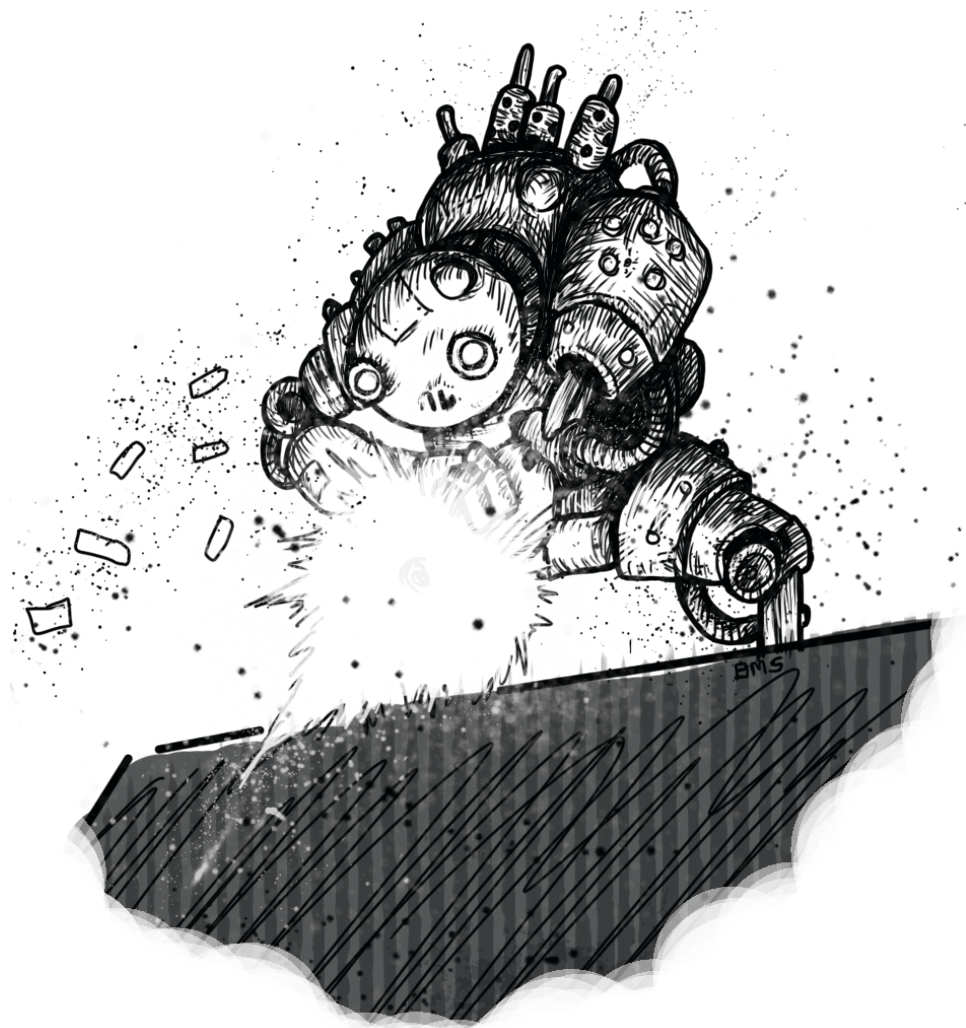
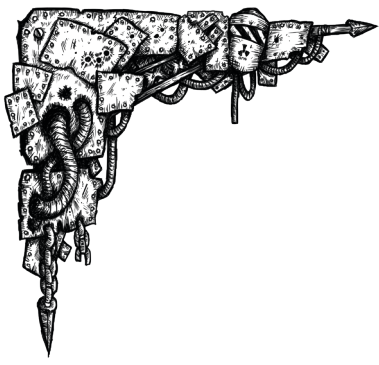
19. ACID RAIN - THE ECOSPHERE OF THE GUTTERLANDS IS HIGHLY UNSTABLE AFTER CENTURIES OF DUMPING THE GALAXY'S MOST TERRIFYING WEAPONS-GRADE WASTE ON ITS SURFACE. AS A RESULT, OCCASIONAL ACID RAIN DOWNPOURS ARE COMMON. UNTIL THE END OF THIS ROUND NO BOTS MAY MAKE ANY CLIMBING ACTIONS AS ALL TERRAIN IS COATED IN A MILDLY CORROSIVE SLURRY. THIS SORT OF ENVIRONMENTAL HAZARD IS PARTICULARLY PAINFUL FOR THE EXPOSED FLESH AND ORGANIC COMPONENTS OF THE MEATY ONES. THIS ROUND AND THE NEXT, ANY MEATY ONES PLAYING MAY NOT ATTEMPT TO REGAIN HP AT THE END OF THEIR GO. THIS IS UNLESS THEY ARE UNDERNEATH A BRIDGE AT THE END OF THE ROUND.

20. GEO TREMOR - THE GROUND BEGINS TO SHAKE AND SPLIT, CLOUDS OF DUST ARE SHAKEN OF ALL NEARBY STRUCTURES, AND THE VIBRATIONS INTENSIFY. IT'S A GEO-TREMOR! ALL BOTS SCATTER D8" WITHOUT CHANGING ORIENTATION. ANY BOTS THAT WOULD MOVE OFF OF ELEVATED AREAS, OR MOVE INTO OBSTRUCTIONS, FALL OR SUFFER DAMAGE AS USUAL.



THAT'S BANGARANG BABY!







BUILDING YOUR BOT:

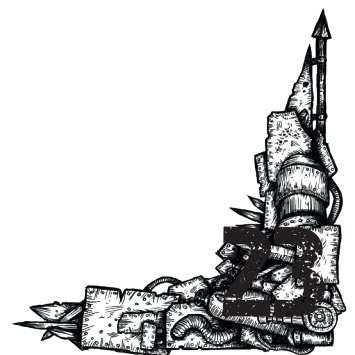
BOT:

FACTIONS

BEFORE COMPETING IN THE ARENA YOU WILL NEED TO BUILD YOUR BOT. WHEN YOU BUILD YOUR BOT YOU WILL NEED TO CHOOSE WHICH FACTION OF THE GUTTERLANDS YOU REPRESENT.

EACH FACTION HAS UNIQUE THEMES AND ABILITIES, WITH ADVANTAGES AND DISADVANTAGES DETAILED ON THE FOLLOWING PAGES.

WHEN YOU PLAY YOUR FIRST GAME YOU MIGHT WANT TO SKIP THIS BIT, GO AHEAD TO THE "WEAPONS & COMBOS" SECTION.



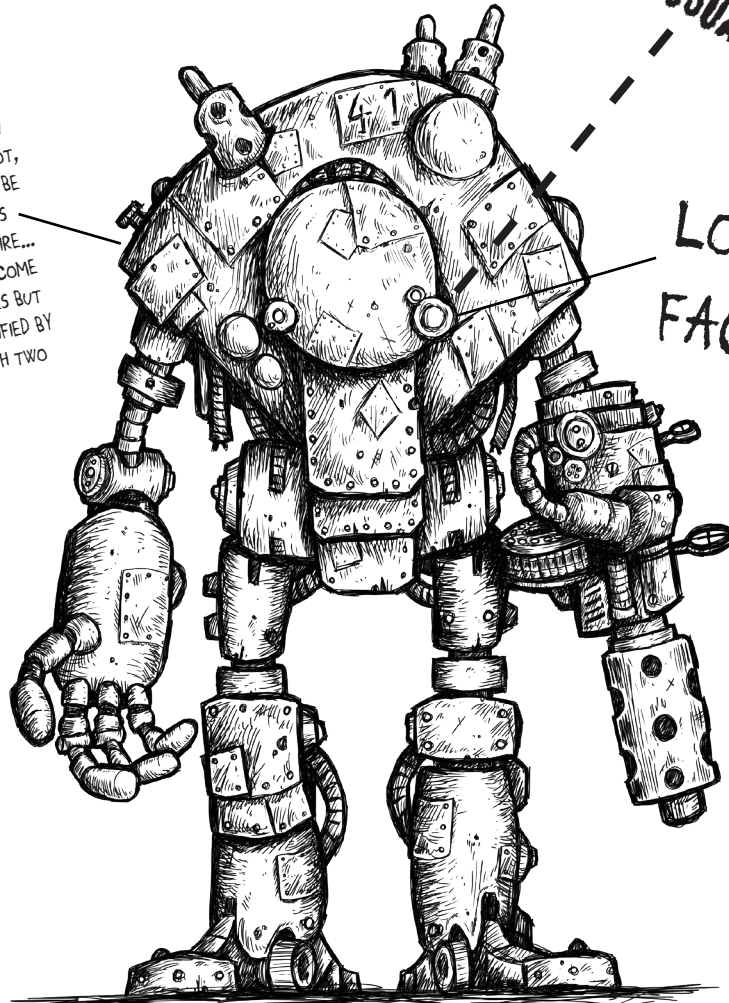


BEADBOTS

BEADBOT IS THE NAME GIVEN TO A GENERIC ASSISTANT BOT, THEY USUALLY APPEAR TO BE ROUNDED, WITH LONG ARMS LIKE BEADS THREAD ON WIRE... HENCE THE NAME. THEY COME IN ALL SHAPES AND SIZES BUT CAN USUALLY BE IDENTIFIED BY A SPHERICAL HEAD WITH TWO FAR APART EYES.

USUALLY 2 EYES

LOVABLE FACE



BEADBOT CALL SIGNS:

ROLL A D20 & ROLL A D20 & GIVE IT A NAME

FOR EXAMPLE:

03-17-EGBERT
01-20-LUCKY
05-EMILY-11
NU337-05-10

BEADBOTS HAVE BEEN EMBEDDED IN THE HUMAN WORKFORCE FOR AS LONG AS ANYONE CAN REMEMBER, AND ARE A CORE FEATURE OF DAY TO DAY LIFE IN THE GUTTERLANDS. THEY ALMOST HAVE RIGHTS OF THEIR OWN (ALMOST) AND BEADBOTS CAN ENTER BOT BLITZ BRAWLS AS COMPETITORS. THEIR AI UNIT CAN BE TRANSFERRED EASILY BETWEEN UNITS AND THEIR EXPERIENCE ACCUMULATES. THEY CAN ALSO WORK WITH TEAMS OF HUMAN ENGINEERS AS REMOTE PILOTS. THEY ARE HARDY & ADAPTIVE BUT SOMETIMES GLITCHY. THIS CAN UNFORTUNATELY HAPPEN AT ANY TIME, INCLUDING IN THE MIDDLE OF A BATTLE. SOMETIMES THE MYSTERIOUS 'PLANT' CALLS OUT TO THEM, STIRRING ANCIENT MACHINE MEMORIES...

IN THE GAME - BEADBOTS IN ALL THEIR FORMS ARE NATURALLY RESILIENT TO DAMAGE (THEY'RE BUILT THAT WAY) AND START THE GAME WITH 14 HP. THEY ARE ALSO SUSCEPTIBLE TO GLITCHING. ONCE PER GAME AFTER YOU HAVE DECLARED YOUR ACTIONS, ONE OF YOUR OPPONENTS (THE FIRST TO DO IT) MAY CALL OUT "Glitching" AND THEY CAN CHANGE THE ORDER IN WHICH YOU MUST DO YOUR STATED ACTIONS.



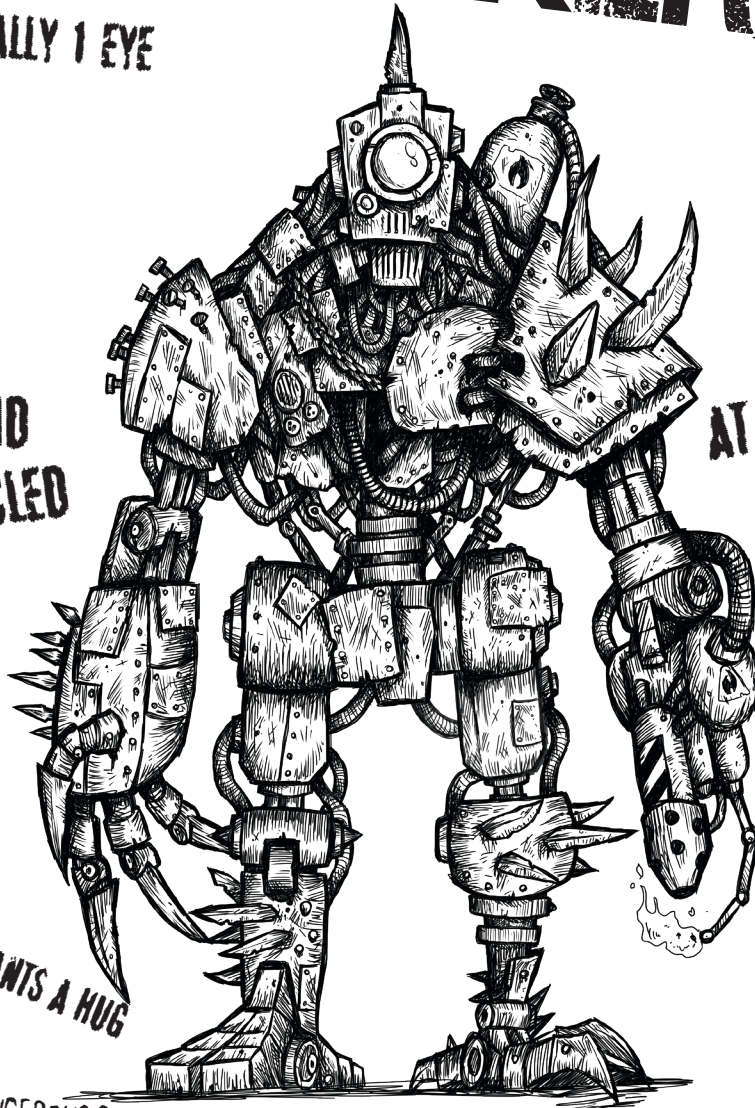
THE JUNKERS

USUALLY 1 EYE



RUSTY AND
RECYCLED

AT LEAST 08 SPIKES



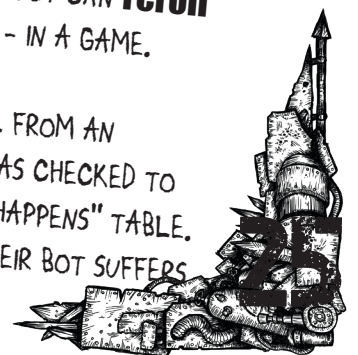
JUST WANTS A HUG

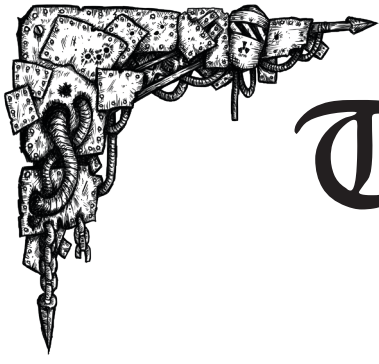
"JUNKERS" IS AN UMBRELLA TERM FOR THE CITIZENS OF RESPITE WHO ARE OF LIMITED MEANS, OFTEN HAVING GROWN UP IN THE HARSHTEST CIRCUMSTANCES WITH THE WORST LUCK. THEY SEE COMPETING IN THE BOT BANGARANG AS A WAY TO MAKE THEIR FORTUNE AND SECURE A BETTER LIFE.

DOZENS MAKE THE DANGEROUS PILGRIMAGE OUT TO THE RUSTY PEAKS EVERY YEAR AND SALVAGE WHAT THEY CAN TO MAKE THEIR OWN RAMSHACKLE BOTS. SOMETIMES THEY EVEN TRADE DIRECTLY WITH THE RUSTERS. THEIR BOTS ARE CHARACTERISTICALLY RUSTY, ASYMMETRIC AND UNFINISHED. AFTER PROLONGED EXPOSURE THEY HAVE STARTED TO PRAISE THE ALL CONSUMING RUST, JUST AS THE RUSTERS DO. THEY HAVE HARD WON SURVIVAL SKILLS AND KILLER INSTINCTS, BUT THESE ARE STYMIED BY THEIR NECESSARILY AUSTERE BOTS.

IN THE GAME - IMBUING A BOT WITH THE ALL CONSUMING RUST OF THE DESERT ENDOWS IT WITH A PRETERNATURAL SENSE OF "KNOWING" AND CONNECTION TO THE TERRAIN OF THE GUTTERLANDS. THE BACTERIA CONNECTS THE NEURAL NETWORK OF THE BOT TO THE WIDER ECOLOGY OF TAPU. A JUNKER'S RUSTBOT CAN **reroll any roll this player would be expected to roll - on two separate occasions** - IN A GAME. THEY'VE GOT STREET SMARTS!

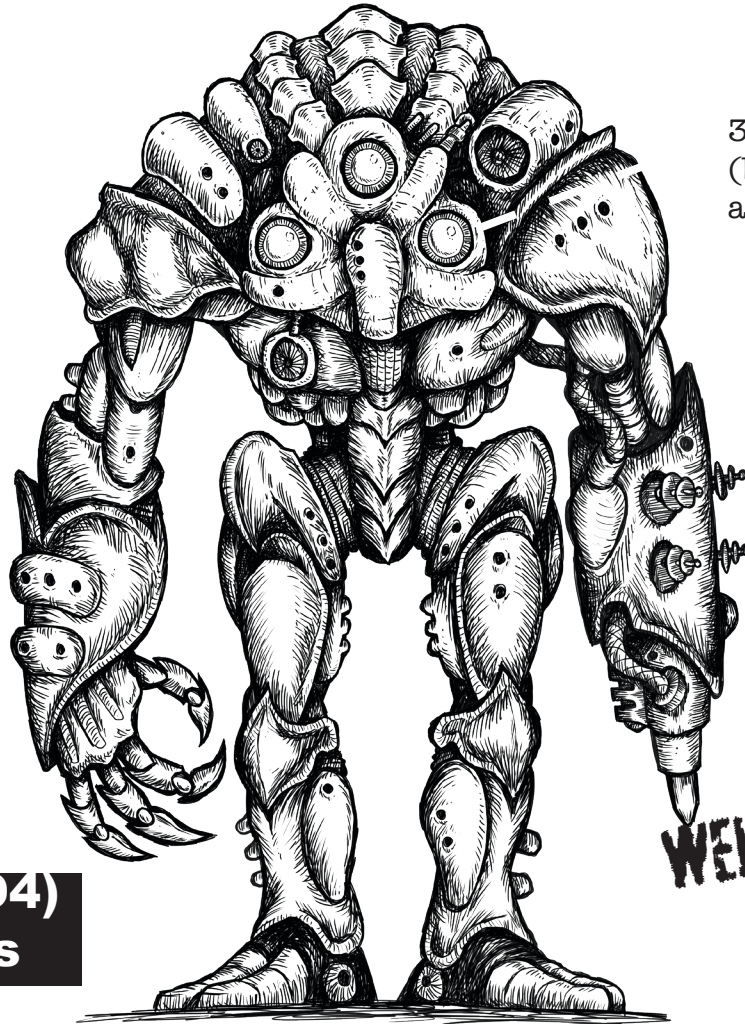
THIS OVERRULES OTHER FACTION ABILITIES. HOWEVER, THE RUST IS A LESS PREDICTABLE MATERIAL FROM AN ENGINEERING PERSPECTIVE. THE **first time** THEY LOSE A HIT POINT, AND AFTER THE ATTACKER HAS CHECKED TO SEE IF SOMETHING INTERESTING HAPPENS, THEY **HAVE** TO ROLL ON THE "SOMETHING INTERESTING HAPPENS" TABLE. IF THE FIRST HIT WOULD HAVE MADE THIS HAPPEN ANYWAY, THEY MUST ROLL A SECOND TIME AS THEIR BOT SUFFERS





THE UPPERS

RESPECTABLE
TIDY
WELL-BUILT



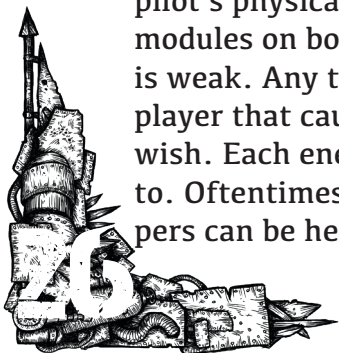
3 Eyes
(because they can
afford them)

Went on (D4)
gap years

WELL CONNECTED
PAY TO WIN
ANNOYING

The Uppers are the more affluent citizens of Respice. Only they can afford to use the rarest alien tech that can be attained on Gutterworld. Their alien-like bots have the most powerful tech and even have advanced active protection systems. Their relatively comfy lifestyles, endless soirees, and pathological obsession with status means they are the only faction mad enough to compete in person and actually enter the arena, piloting their own Bots. They're terrible show offs. Malicious gossip amongst the Junkers suggests they might not even be entirely human.

IN THE GAME - Twice a game these Bots can do **4 actions a Turn**, because of the pilot's physical human intuition and awareness, twinned with advanced sensory modules on board. Alas, the human at the centre of the mechanical killing machine is weak. Any time you have to roll on the "**Something Interesting Happens**" table, the player that caused you to roll on the table may make you re-roll the result if they wish. Each enemy player may make you do this **once**. The new result must be adhered to. Oftentimes during a particularly heated Bangarang, pilots hailing from The Uppers can be heard sobbing & asking to go home...



THE

MEATY

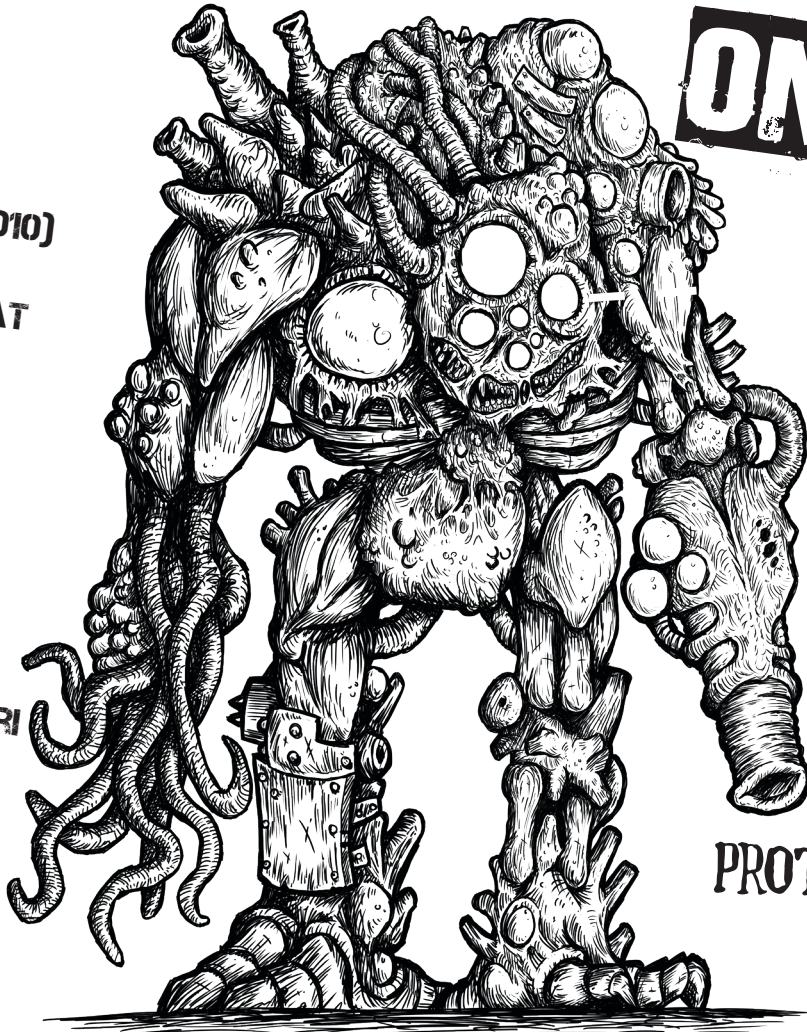
ONES

IT... (D4)

1. LOOKS
2. TASTES
3. SMELLS
4. FEELS

... LIKE ... (D10)

1. BOILED MEAT
2. SUSHI
3. TENDONS
4. A BLISTER
5. A PUSTULE
6. RAW MEAT
7. FUNGI
8. ROADKILL
9. BURNT MEAT
10. BAD CALAMARI



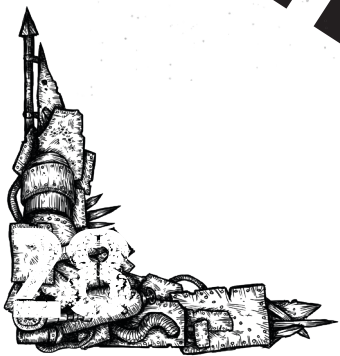
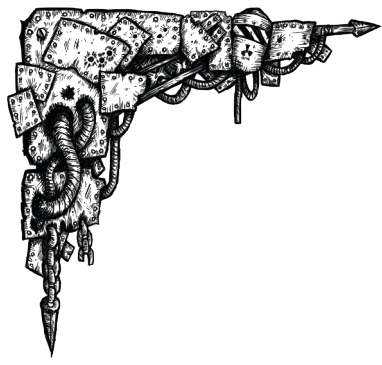
LOADS OF
WEIRD EYES

DRIPPY
PULSATING
WEEPING
CRUSTY
PROTEIN BASED

TREATED WITH WELL-DESERVED SUSPICION AND DISDAIN AMONGST THE CITIZENS OF RESPITE, "THE MEATY ONES" ARE ONCE SAME BOT ENGINEERS WHO HAVE FOREGONE TRADITIONAL TECHNOLOGY, NORMAL WEAPONS, AND EVEN GOOD TASTE IN SEARCH OF LONGEVITY & COMBAT SUPREMACY THROUGH TWISTED NEW FLESH. THEY USE RECOVERED BIO-DRONE FRAGMENTS FOUND IN THE WASTELANDS OR CLOSE TO MEAT MOUNTAIN. THEY HAVE EXPLORED THE ANCIENT TECHNOLOGY OF GROWN BIO-WEAPONS, AND IN DOING SO THEY HAVE STARED INTO THE VERY HEART OF MADNESS. BIO-REMNANTS DUMPED ON THE GUTTERLANDS ARE UNSTABLE AND MUTATING. THIS CAN WARP THEIR PSYCHES AS MUCH AS IT CAN WARP ANY PROTEIN, CALCIUM OR FAT IT COMES INTO CONTACT WITH. THE BIO-DRONES CAN FORM WEAPONS ANALOGOUS TO ALL THE TRADITIONAL WEAPONS USUALLY SEEN ON A BOT, BUT THEY WILL BE HEWN FROM MUSCLE, BLOOD, BONE AND PUS. GROTESQUE SIGHTS LIKE PHLEGM CANNONS, TENDON CLAWS AND BONE DART LAUNCHERS ARE COMMON ON MEATY ONES...

IN THE GAME - THE BIODRONES OF THE MEATY ONES ARE ABLE TO SEARCH THE LANDSCAPE FOR CONSUMABLE BIOMASS. AT THE END OF EVERY ROUND ROLL A D6, 5 OR 6 THEY **regain two hit** points AS THEY WEAVE SCAR TISSUE AND FRESH GRISTLE OVER ANY DAMAGE THEY HAVE SUSTAINED. THIS CAN NEVER TAKE THEM ABOVE THEIR STARTING NUMBER OF HIT POINTS. THE HARD UV RAYS OF THE GUTTERLANDS BEATING DOWN ON THEIR EXPOSED FLESH MAKES THEM SEEK SHADE, AND THEIR CONSTANT GROWTH REQUIRES MORE NUTRIENTS. MEATYBOTS MUST **end their Turn** IN BASE TO BASE CONTACT WITH (OR ON) A **terrain piece**. THEY TRY TO HUG THE WALLS AND SEEK SHELTER FROM SOLAR RADIATION, OR SCOUR SURFACES TRYING TO ABSORB ANY MUSHROOMS OR ALGAE THEY FIND. IF A MEATBOT ENDS ITS TURN **exposed** AWAY FROM (AND NOT TOUCHING) TERRAIN IT AUTOMATICALLY LOSES **2 hit points**.







BUILDING

YOUR BOT:

WEAPONS & COMBOS

BEFORE COMPETING IN THE ARENA YOU WILL NEED TO EQUIP YOUR BOT WITH WEAPONS.

EACH BOT HAS 2 ARMS AND EACH ARM CAN BE A MELEE WEAPON, A RANGED WEAPON, OR A HAND.

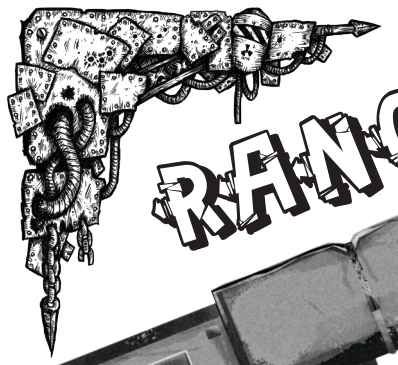
CERTAIN PAIRINGS OF WEAPONS AND EQUIPMENT UNLOCK COMBOS THAT CHANGE WHAT YOUR BOT CAN DO.

WEAPONRY IN THE GUTTERLANDS COMES FROM A BROAD RANGE OF SOURCES AND CAN BE MADE FROM ALL SORTS OF WEIRD SALVAGED TECH. IT'S BEST TO EXPLAIN TO OTHER PLAYERS WHAT YOUR BOT IS ARMED WITH BEFORE YOU START PLAYING.

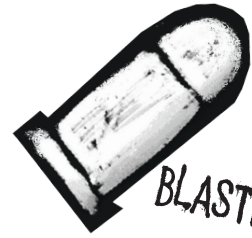


RANGED

WEAPONS



BURNER - CAN ONLY TARGET ENEMIES WITHIN 6" & CAUSES 1HP DAMAGE. GIVES TARGET A BLAST MARKER. SHOOTING WITH A BURNER ALWAYS COUNTS AS SHOOTING AT SIDE FACING OF A BOT



BLASTER - CAUSES 2 HP DAMAGE

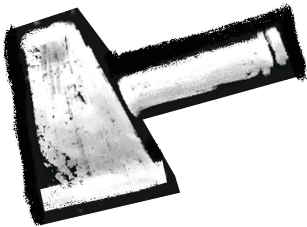


ZAPPER - CAUSES 1 HP & TARGET LOSES AN ACTION NEXT TURN IF YOU ROLLED AN UNMODIFIED 6 TO HIT



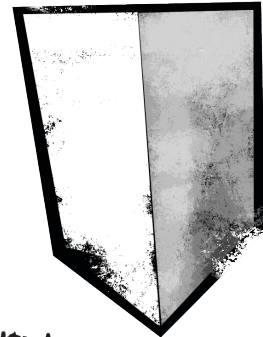
BOOMER - CAN TARGET ENEMIES OUT OF LINE OF SIGHT, BUT STILL IN YOUR BOTS FRONT ARC (I.E. BOTS BEHIND SOMETHING). CANNOT TARGET BOTS UNDERNEATH BRIDGES. CAUSES 1 HP DAMAGE. ALWAYS COUNTS AS TARGETING FRONT-FACING OF ENEMY BOT IF SHOOTING AT A TARGET OUT OF LINE OF SIGHT.

MELEE WEAPONS



WHACKER- ENEMY LOSES 1 HP & ENEMY IS MOVED 2" DIRECTLY AWAY FROM BOT IF BASHED. THIS CAN CAUSE AN ENEMY TO HIT OBSTRUCTIONS AND TO FALL. THE PLAYER DOING THE BASHING CHOOSES WHICH DIRECTION THE BOT IS MOVED.

CUTTER - CAUSES 2 HP DAMAGE



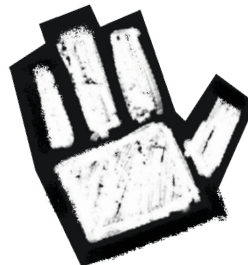
SHIELD - MAKES YOUR BOT HARDER TO HIT WHEN BEING BASHED (+1 TO "TO HIT" VALUE WHEN BEING BASHED BUT NOT SHOT AT, REGARDLESS OF FACING)



CRUSHER - ENEMY LOSES 1 HP & GAINS A BLAST TOKEN IF BASHED



HANDS



MELEE ONLY & CAUSES 1HP DAMAGE

Weapon Combos



1 MELEE WEAPON AND 1 RANGED WEAPON

- BOT CAN DO ALL THE THINGS A NORMAL BOT CAN DO.

1 MELEE WEAPON AND A HAND

- BOT SUFFERS HALF DAMAGE FALLING (ROUNDED UP) AND NO DAMAGE FROM BEING PUSHED INTO STACKS, USING ITS SPARE HAND TO GRAB STUFF WHILST FALLING

1 RANGED WEAPON AND A HAND

- CAN AIM MUCH BETTER, REROLL MISSES THAT TARGET THE SIDE OR REAR OF AN ENEMY BOT. THIS CAN BE USED IN CONJUNCTION WITH THE REROLL AFFORDED BY BEING AT CLOSE RANGE (I.E. CAN REROLL TWICE)

2 MELEE WEAPONS

- BOT IS 2" FASTER WHEN MAKING ANY MOVE ACTION. CANNOT PERFORM BASH ACTIONS WITH 1 OR MORE BLAST TOKENS

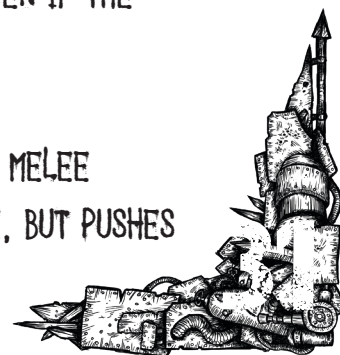
2 RANGED WEAPONS

- THE FIRST TIME YOU SHOOT IN A TURN DOES NOT GENERATE A BLAST TOKEN FOR YOUR BOT. CANNOT BASH!

2 HANDS

- BOT SUFFERS HALF DAMAGE FALLING (ROUNDED UP) AND NO DAMAGE FROM BEING PUSHED INTO STACKS, USING ITS HANDS TO GRAB STUFF WHILST FALLING. WHEN MAKING A BASH ACTION, YOU MAY OPT TO MAKE A SPECIAL GRAPPLE ACTION. IF YOU CHOOSE TO GRAPPLE, MAKE A BASH ATTACK AS NORMAL AND ONCE YOU HAVE APPLIED DAMAGE - BUT BEFORE THE EFFECTS OF "SOMETHING INTERESTING HAPPENS" HAPPEN (IF THEY DO) - YOU MAY ROTATE THE TARGET BOT ON THE SPOT TO ANY ORIENTATION YOU WISH. THIS ROTATION CAN OCCUR EVEN IF THE BASH ACTION MISSES.

IN DESPERATE CIRCUMSTANCE BOTS CAN MAKE A BASH ACTION IF THEY HAVE NO MELEE WEAPONS OR HANDS - THEY CAN MAKE A BASH ACTION THAT CAUSES OHP DAMAGE, BUT PUSHES THE ENEMY BOT 1" DIRECTLY AWAY FROM THE ATTACKING BOT.





ZERO HP

When you reach 0 hit points your Bot is destroyed. Immediately roll a D6 to see what happens to your Bot.

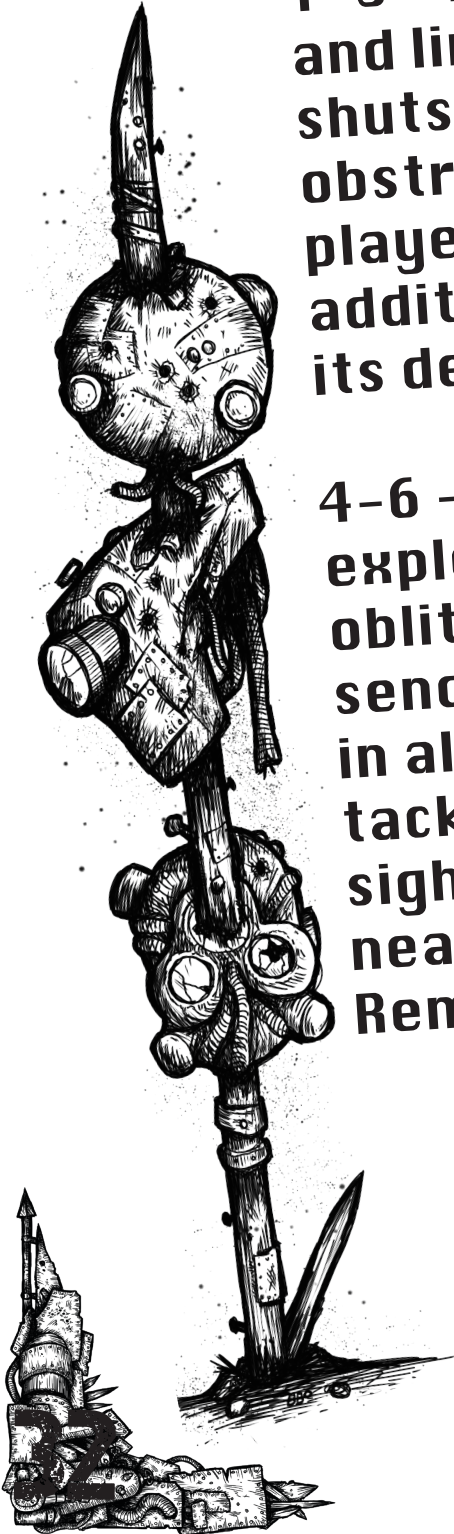
1-3 - Wreck - sparks fly, lights dim and limbs slacken as the poor Bot shuts down. The Bot becomes an obstruction for the remaining players. Mark the Bot with some additional blast markers to highlight its demise.

4-6 - Detonation - In a colossal explosion the Bot explodes! This obliterates the Bot entirely and sends fragments of wreckage flying in all directions. Make a shooting attack at all Bots within 12" and line of sight that causes 2 HP damage, nearest to the destroyed Bot first. Remove the Bot from the board.

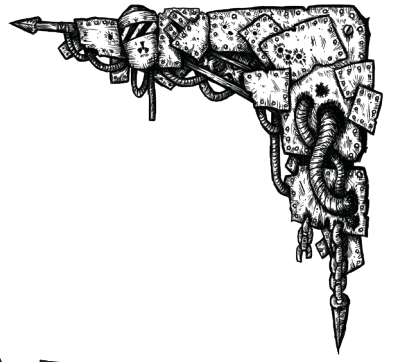
AUTO-DESTRUCT

In some desperate situations a Bot may find it nearly impossible to inflict damage on its opponents, such as after suffering multiple weapon failures. In situations such as this where victory is impossible, a Bot may elect to auto-destruct.

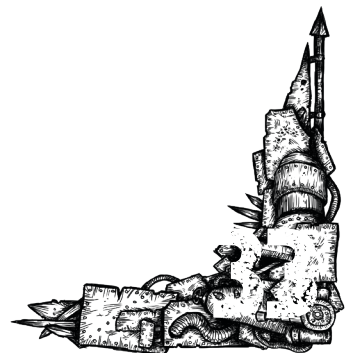
Proceed as if detonating, as above.



LAST BOT STANDING WINS



THE END?





WHAT NEXT

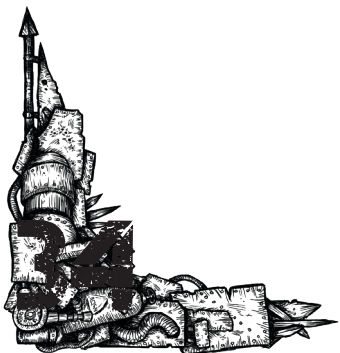
This is just the core rulebook for **Bangarang** in the **Gutterlands**, and it will be expanded in the near future to contain-

- Rules for Team Bots
- Rules for **MORE** types of Terrain
- Even **MORE** weapons profiles
- Special Scenarios

So for now, get scratchbuilding and kitbashing, make some bots, and duke it out in the town of **Respite**.

Once your Bots have been in a few games, you should adorn them with some **Gutter Glyphs**. These are the coded sigils of **Bangarang** contestants, and a cool way to display glorious triumphs.

If you'd like some inspiration for what your **Junkbot** should look like, there is also a random Bot generator on the back cover to get you started!



HP

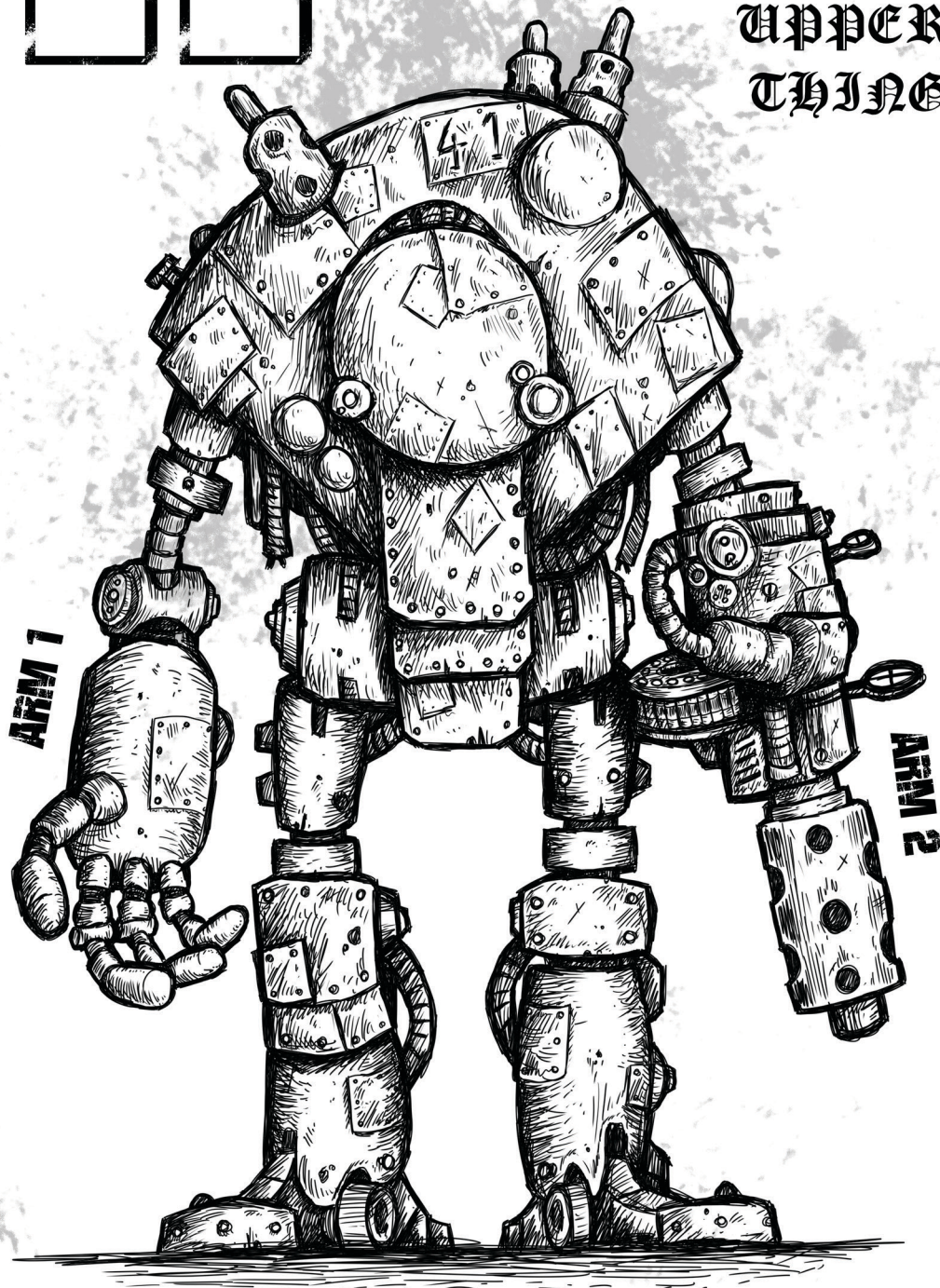
BOT SHEET



JUNKER REROLLS



THE
UPPER
THING



BEADBOTS

ONLY

WEAPONS & COMBOS

BOT NAME & FACTON:

→ MAKE YOUR OWN BEADBOT

① SAW A WOODEN BEAD IN HALF, DOWN THE MIDDLE SO IT LOOKS LIKE THIS ↓

② GLUE A LENGTH OF WIRE BETWEEN THE BEAD 'GROOVE' AND YOUR SECOND BIG BEAD

③ BEND THE WIRE INTO 'ARMY' & 'LEGGY' POSITIONS. STICK YOUR HEMI-SPHERICAL RHINESTONE HERE.

④ STICK ON SOME SMALLER RHINESTONES AS EYES. FURTHER APART THE BETTER IN MY OPINION.

⑤ THREAD THE TINY BEADS ONTO THE ARMATURE WIRE. LEAVE SOME ROOM FOR HANDS.

x4

⑥ LIGHTLY GLUE THE BEADS AND POSITION YOUR BOT'S ARMS AND LEGS.

⑦ CUT THE EVA FOAM INTO SMALL FINGERS LIKE SO. CUT OUT A SMALL PAIR OF FEET

HAND

FINGERS

FOOT

CUT

GLUE ONTO ARMATURE WIRE

⑧ NOW GREEBLE UP THAT LITTLE BEAD BOY!

GUTTER GLYPHS



PAINT THE KILL SKULL GLYPHS ON TOP OF THE PREVIOUS



COOL BOT!

TO MAKE YOUR BOT COOL - YOU CAN DECORATE IT WITH GUTTER GLYPHS - CELEBRATING YOUR TRIUMPHS AND PROWESS IN THE BANGARANG BY DAUBING YOUR BOT WITH THE GUTTER GLYPHS.

CROWNS GO ON KILL SKULLS



JUNKBOT GENERATOR

BY BILL MAKING STUFF 2023

INSTRUCTIONS

FOR EVERY SECTION, ROLL A D20. WRITE DOWN THE CORRESPONDING ATTRIBUTE USING THESE TRAITS... BUILD A BOT!! (INTERPRET THE RESULTS HOW YOU LIKE)

HEAD

- 1 LOCK JAW
- 2 3x3 EYES
- 3 CUTE N ROUND
- 4 GOOD DOG
- 5 HOLE
- 6 GRINDER
- 7 IT DOESN'T LOOK RIGHT
- 8 MANDIBLES
- 9 CYCLOPIAN
- 10 FISH BOWL
- 11 HE LOOKS DANGEROUS
- 12 SEES ALL
- 13 BROKEN
- 14 LOOKING COOL
- 15 SPIKEY
- 16 BAAAD BREATH!
- 17 HOT!!
- 18 SCARY
- 19 BONES
- 20 GOD-LIKE!!

BODY

- 1 BELLY-FULL
- 2 MISSING PARTS
- 3 SKEWERED
- 4 SHOULD IT BE LEAKING?
- 5 BRICK SHXT HOUSE
- 6 RUSTY
- 7 HEAVY SMOKER?
- 8 BIG BONED
- 9 BEAN POLE
- 10 ALIEN
- 11 RIVETING!!!
- 12 TOO MANY WIRES
- 13 GIGER
- 14 SEEN BETTER DAYS
- 15 CARAPACED
- 16 ALL CHROME AND SHINY
- 17 SPIKES
- 18 ALL DRESSED UP
- 19 SPEED HOLES
- 20 DEATH

ARMS

- 1 BEEEFY
- 2 HYDRAULIC!!!
- 3 EXTRAS!!!
- 4 PROBABLY TOO LONG...
- 5 STUBBY
- 6 NEARMED BANDIT
- 7 KNUCKLE DRAGGER
- 8 MR TICKLE
- 9 DOUBLE JOINTED
- 10 LONG+THIN
- 11 TOO MANY
- 12 TRIPLE JOINTED
- 13 FANCY PARTS
- 14 PISTONS
- 15 MISS MATCHED
- 16 ARMOURD
- 17 SPIDER-LIKE
- 18 WIRED
- 19 WARM MACHINE!
- 20

HANDS

- 1 HANDS ARE HARD!!!
- 2 CLAWS ARE BASSY
- 3 BUZZZZZZZZ
- 4 TAKE AN EYE OUT WITH THAT
- 5 KABOOOM!
- 6 GRIP
- 7 BARBED
- 8 UP YOURS
- 9 WHAT A KNOCKOUT
- 10 BIG GUN
- 11 SCORCHER
- 12 ELECTRIC
- 13 HOOK
- 14 TWO HANDED
- 15 BUSTER
- 16 CALAMARI
- 17 KNUCKLES
- 18 CREEPY
- 19 OLD WITCH'S HANDS
- 20 GUNS

LEGS

- 1 NICE PINS
- 2 LEG DAY!!
- 3 SPIDEY
- 4 TANK & TRACKS
- 5 BALLERINA
- 6 QUADROPOD
- 7 TRI-POD
- 8 WHO NEEDS LEGS?
- 9 CENTAUR
- 10 STICKS
- 11 DASH!!
- 12 STUMPY
- 13 THEY CALL ME WHEELS
- 14 CENTIPEDE
- 15 BONES
- 16 WEAK
- 17 PISTONS
- 18 DADDY LONG
- 19 TRIPLE JOINTED
- 20 BACKWARD

FLAVOUR

- 1 RUSTY
- 2 POLISHED
- 3 RONIN
- 4 BEATEN
- 5 MOULDY
- 6 SAVAGE
- 7 HOLY
- 8 EVIL
- 9 TOO MANY SPIKES
- 10 JAGGED
- 11 SOFT
- 12 SLEEEEK
- 13 UNLUCKY
- 14 DIRTY
- 15 COSMIC
- 16 WEIRD
- 17 CUTE
- 18 ASYMETRICAL
- 19 KILLING MACHINE!!
- 20 IS THAT MEAT!??

NO 3D PRINTS

SO YOU HAVE A LIST OF RANDOM WORDS HOPEFULLY THEY WILL INSPIRE YOU...

NOW GO BASH A BOT!

