

## 3.0 BOT PILOTS

### 3.1 General Description

Bot Pilots are the elite mercenary warriors gathered from around the world and trained for one purpose and one purpose only: to fight and win the Games of the Arena. The cause or result of the international conflict that will be decided by the outcome of their match is of no consequence to them. Their only concern is to win.

Despite the intense level of competition and the constant threat of death or serious injury, there is actually very little animosity between most Bot Pilots. Though there is an occasional grudge match or fight to the death, most Pilots understand that such efforts serve no constructive purpose. Besides, a fierce enemy Pilot in one match may become a teammate upon whom you must depend to save your life in the next.

### 3.2 Pilot Attributes

Attributes are the primary Characteristics with which you define the skills and abilities of your Pilot. Each of the Attributes is of vital importance in determining the success or failure of your Pilot's actions. When designing or developing your Pilot you should attempt to maintain a balanced character with special emphasis on those Attributes which correspond to your style of play. Thus if you favor Heavy Bots you may wish to concentrate on your Reflexes in an effort to counter-balance their increased likelihood of stumbling and decrease your chance of being hit. Or if you favor the Light class of Bots you may wish to concentrate on your Intuition to make sure that every shot with your light weapons will strike home and help avoid taking the damage that you can ill afford from heavier Bots.

The following is a list of your Pilot's Primary Attributes and a brief description detailing how they will affect play:

**Constitution:** Your strength and ability to withstand hardship. Your Constitution determines how much damage your Pilot can take before death. Normally your Pilot will only take damage when your Bot takes a Head hit or from excessively high Heat Levels. With a low Constitution you run the risk of having your near-perfect Battle Bot suddenly come to an abrupt halt as your Pilot dies from the concussion of a lucky Head shot.

**Intelligence:** The ability to learn from your experience and gain new skills and improve Attributes. For every turn you are in command of a Battle Bot and survive the level of your Intelligence is added directly to your Experience Points. Thus if your Intelligence is five then you will receive 5 extra Experience Points per turn in the Arena.

**Intuition:** Intuition represents your Pilot's ability to "second guess" his opponents. Your Intuition will increase your chance to successfully hit your target and will decrease your chance of being hit by enemy fire.

**Luck:** You never know when a little Luck can make the difference between standing and falling, hitting and missing, or living and dying. Luck will affect everything your Pilot does. The degree of the effect is determined by chance. Sometimes you get Lucky.

**Precision:** This represents your ability to carefully control the operations of your Battle Bot. Your Precision will affect your ability to accurately target your weapons and will reduce your chance of stumbling or falling.

**Rank:** This represents the level of command you have achieved through your combat experiences in the Arena. Usually the Pilot with the highest Rank assumes the role of team leader. Rank levels are obtained by expending Experience Points on the Pilot Turn sheet. In addition, each advance in Rank will result in a slight improvement in your overall skills as a Pilot. All new Pilots begin the game at the Rank of Cadet.

**Reflexes:** The ability to respond to stimuli quickly and effectively. This will decrease your chance of being hit by allowing you to dodge more effectively and will decrease your chance of falling by allowing you to recover more quickly.

### **3.3 Miscellaneous Information**

In addition to your Primary Attributes your Pilot has a number of Secondary Attributes that help to “flesh out” his character and define the rest of his abilities as well as provide record of his past achievements. The following is a list of the Secondary Attributes and a description of their effect on play:

**Bot Kills:** This lists the cumulative total of all the enemy Bots your Pilot has destroyed to date. Bots are extremely difficult to completely destroy, so Bot Kills is an indication of your skill as a Pilot and a danger to your enemies.

**Command Post Kills:** This is a list of the cumulative total of all the Command Posts that your Pilot has ever destroyed. Because CPs are very hard to destroy and there are very few opportunities to destroy them (there is usually no more than one enemy CP per game) this is an even more prestigious record of your skill than Bot Kills. Besides, you don't have to kill an enemy Pilot, a brother in arms, to earn this award.

**Experience Points:** This is an expression of the level of Experience gained by your Pilot in his battles in the Arena. Accumulated Experience Points are expended using a Pilot Turn to raise your Pilot's primary Attributes and/or Rank. Experience Points are earned in two ways: 1) for every turn you survive in the Arena you earn one Experience Point for every level of Intelligence you have. Thus if you have an Intelligence of three you earn three Experience Points per turn. 2) At the end of each game you will receive additional Experience Points equal to your Victory Rating times 100. Thus if you end the game with a Victory Rating of 1.10 then you will receive an additional 110 Experience Points.

**Gender:** This indicates whether your Pilot is Male or Female. While having no real impact on play it does help to make him/her easier to role play.

**Hit Points:** When you start a new game in the Arena your Hit Points are set equal to your Constitution. This determines how much damage your Pilot can take before death occurs. Damage to your Pilot most often occurs when your Bot takes damage to the Head but can also occur due to excessive Heat or damage taken due to a fall. As a Pilot takes damage (ie. loses Hit Points) his performance will suffer. The actual effect is the relation between your Hit Points and your Constitution. If a Pilot loses 25% of his Hit Points he then functions at only at 75% effectiveness. If your Pilot is killed your Bot will automatically self-destruct.

**Individual Victories:** This is another indicator by which to determine your success as a Pilot. Individual Victories represent the number of games you have completed in which you have also achieved the highest individual Victory Rating of any surviving Pilots in the game. Since there can only be one Individual Victor per game (except in a Free-For-All where there are three) this is a true measure of your success as a Pilot.

**Team Victories:** This is the number of completed games in which your Pilot was also a member of the winning team. Since the nature of combat tends to favor those who cooperate over those who act as a “lone wolf” this is an excellent guide for identifying Pilots who most likely cooperate with their teammates.

