

RFL CHAMPIONSHIP WITH KILLBOTS

FOR FEWER
THAN 4 PLAYERS

Occasionally the qualifiers leave too many robots as scrap unfit for combat. Therefore, in order to ensure that the championships can still be held, the RFL uses fully automatic KillBots.

You want to start a championship but you're short an operator or two? With the following rules you can fill the vacant operator slots with KillBots.

Make sure you understand the rules for *KillBots* (RFL manual, pages 6-7), before you continue reading!

SETUP CHANGES

After each operator has selected a robot and its champion module, add 1 or 2 KillBots until all 4 operator slots are filled.

KillBots not only start with a specific starting championship module but also they have modules which are all predefined. The two modules which a KillBot equips are determined by the arena and whether or not it acts as the current arena's titleholder.

STARTING MODULES FOR KILLBOTS

TWIN CITIES:

Titleholder: *SHIELD + JETPACK*
Others: *SHIELD + MINES*

ROME:

Titleholder: *ANCHOR + WATER CANNON*
Others: *ANCHOR + REPULSION BLAST*

RUHRGEBIET:

Titleholder: *TELESCOPIC ARM + CONDUCTOR*
Others: *TELESCOPIC ARM + CROSSFIRE*

TOKYO:

Titleholder: *TELESCOPIC ARM + WALL CONTROL*
Others: *TELESCOPIC ARM + GRENADES*

Once the starting modules for KillBots have been distributed, the operators shuffle each module deck and draw 2 modules as usual.

RULES CHANGES

VP for destroying the KillBot: If an operator destroys the KillBot, that operator takes 1 VP token **from the supply**. You still only get a VP for destroying a KillBot, if the KillBot has at least 1 VP on its monitor.

2 OPERATORS + 2 KILLBOTS

The KillBots act as a KillBot squad. They win a title bout with 7 VPs in total. They win the championship when they have all 4 champion modules.

Note: Both members of a KillBot squad equip at least one of the same modules, leaving none of that module for the operators. KillBots are really mean that way!

MODULES FOR KILLBOTS

KillBots use some of their modules in special ways:



TELESCOPIC ARM

In *Phase 3: Resolution*, the KillBot must take the first action that is possible from this list:

1. Collect a VP token with the telescopic arm.
2. Collect a VP token on your current space.
3. If *CONDUCTOR* is equipped: Trigger a lightning barrier.
4. Activate a workshop to repair damage.



GRENADES

2-4

Activating a red die: Walls don't block the KillBot's line of sight.



JETPACK, TWIN CITIES - A

2-5

After step 1. *Spot And Turn*, activate JETPACK only if the KillBot can jump on a robot (not a squad member).

Deal 2 damage and 1 push to its landing space as usual, then immediately end the KillBots activation.



WALL CONTROL, TOKYO - D

1-6

Activating a blue die: Walls don't block the KillBot's line of sight.