

Robot War 2044

by Bobby Goodman III (based on the Memoir '44 system by Richard Borg) -- 2-Player Version 7.19.2025

In the future, the battlefield is ruled by unmanned machines...

Components: Robot figures (from Risk 2210), Square Grid Map (from Abbadon), 3D printed terrain (elevated and fortified), object figures or tokens, custom-made Command cards, six-sided dice.

Setup

- Each player takes his colored pieces and divides them into Cyborg, Laser Runner, Missile Walker, and Warbot units. All units begin off the board in your Reserves unless the scenario indicates otherwise.
- Set up the map as indicated by the scenario.
- Shuffle the Command Cards into a deck and deal 3 to each player.
- Decide randomly which player will take the first turn.

Turns: On your turn, you will (a) Play a Command Card, (b) Order, Deploy, Move, and Battle Units, (c) and Draw a new Card.

Playing a Command Card: Each turn, you may play one Command Card. For each symbol on the card, you may order, deploy, move, and battle with one of your matching units and use the special ability listed at the bottom. Once played, Command Cards are discarded and you draw a replacement. A number instead of a symbol means you can order that many units--you choose the type. The letters L, C, or R mean you can order one unit of your choice of any type *in that section of the battlefield*--Left Flank, Center, or Right Flank.

Ordering Units: Giving a unit an Order means that unit can Deploy, Move, and then Battle. You should always completely finish all the actions for one ordered unit before ordering the next unit. Any particular unit may only be ordered once per turn. You can either Order units that are already on the map, or units from your Reserves.

Deploying Units: If you Order a unit from your Reserves instead of one already on the map, you must deploy it first--in other words, place it on the map. Normally, units can only Deploy to unoccupied squares on your edge of the map and deploying counts as 1 move.

Moving Units: For each Move Point they have, units can move from the square they occupy to an adjacent, unoccupied square. Diagonal movement is allowed (but cannot be made through objects that occupy an intersection). Only one unit can occupy a square at a time. Units may not enter a square containing other units and normally may not pass through other units. Units must always complete their movement before battling.

Jump Jets: Some units (like Laser Runners) can use the jump jet ability for movement. This means instead of their normal movement, they leap exactly 2 squares in a straight orthogonal or diagonal line (going over the intervening square and objects). In this way, they can jump over an enemy, crater, building, or other objects.

Battles: After moving, the ordered unit may attack an enemy unit in range and within line-of-sight (LOS). Friendly and enemy units, Elevated and Fortified squares, and Buildings block LOS. To resolve a battle, the attacking unit rolls a certain number of battle dice. For each dice result that hits, the attacker eliminates a figure from the target unit. Eliminated figures are removed from the game. The unit descriptions indicate how many battle dice each gets at particular ranges.

Retreat: For each 6 you roll in battle, the enemy unit must move 1 square back towards its edge of the map. Units can only retreat to squares that are unoccupied. Units cannot retreat off the map. For each square a unit cannot retreat, it takes a hit instead. The attacker may choose not to apply Retreat results.

Gain Ground: If an attacking unit causes an adjacent enemy unit to vacate its square (by eliminating its last figure or making it retreat), the attacking unit may move into that square after battle. A unit may only Gain Ground once per turn.

Overrun: Some Command cards give the Overrun ability to ordered units. If an attacking unit with Overrun causes an adjacent enemy unit to vacate its square (by eliminating its last figure or making it retreat), the attacking unit may move into that square after battle and battle again. A unit may only Overrun once per turn, but it may Gain Ground after Overrunning. The number of battle dice an Overrunning unit rolls is equal to its original attack.

Rugged Defense: In certain situations, defending units can get a Rugged Defense bonus. This reduces the attacker's battle dice by 1. Rugged Defense does not stack.

Unit Descriptions: Each unit represents a group of combat robots.

- **Cyborgs:** These 4-figure units represent robotic infantry. Think of them as having 3 points. They may use the points for either movement or battle dice. Thus, a Cyborg unit could move a max of 3 squares and not attack. Or it could not move and attack with 3 battle dice. Or it could move 2 and attack with 1 dice, or move 1 and attack with 2 dice. Cyborgs may only attack adjacent units. Cyborgs have light armor, so they are hit on a battle dice result of 1, 2 or 3.
- **Laser Runners:** These 3-figure units are fast, medium-ranged mechs. They can move up to 3 squares on the ground, or they can always use jump jets to leap 2 squares in a straight line. Regardless of how they move, Laser Runners can make a ranged attack that requires LOS. The number of battle dice rolled depends on the range--they are 3 dice vs adjacent units, 2 dice against enemies 2 squares away, or 1 dice against an enemy 3 squares away. Laser runners have medium armor and are hit on rolls of 1 or 2.
- **Missile Walkers:** These 2-figure units are lumbering mechs with long-ranged attacks. They may only move 1 square. They may NOT attack adjacent enemies. They make an indirect attack (no LOS required) whose battle dice depends on range: 2-3 squares = 3 dice, 4-5 squares = 2 dice. 6-7 squares = 1 dice. Missile Walkers have heavy armor, so they are hit only on rolls of 1.
- **Warbots:** These single figure units are giant humanoid robots. They move like a Cyborg (up to 3 spaces, reducing their battle dice if they move). Their attack, however, is a Fusion Beam. It affects all units (friendly and enemy) in a straight orthogonal or diagonal line of 3 squares. Damage results are applied to the closest figure first starting with the lowest dice, and any remaining results apply to the next figure, and so on. Warbots have heavy armor, so they are hit only on rolls of 1.

Objects: Tokens or figures are also used to represent static or deployable defenses, or installations. Some objects occupy a square, others occupy an intersection of squares (and thus affect a Zone of 4 adjacent squares). Objects are not owned by a particular player. They benefit whoever occupies them.

- **Elevated Terrain:** This object helps defend against adjacent attacks. A defender on an Elevated square gets Rugged Defense if the attacker is adjacent and attacking from below. Elevated terrain blocks LOS.
- **Fortified Terrain:** This object helps defend from ranged attacks. A defender in a Fortified square (1) gets Rugged Defense if the attacker is NOT adjacent and (2) ignores Retreats rolled against it. However, these bonuses do not apply versus Indirect Attacks (like from Missile Walkers). Fortified Terrain blocks LOS.
- **Minefield:** A unit who enters this square rolls a 1 dice attack per figure against itself.
- **Crater:** No units may enter this square.
- **Rubble:** A unit that enters this square must stop moving.
- **Shield Tower:** This object is placed on an intersection. Units in its Zone get Rugged Defense against Indirect attacks (like from Missile Walkers). If friendly and enemy forces are both in its Zone, it is inoperable.
- **Sentry Gun:** This object is placed on an intersection. The Sentry Gun attacks immediately each time after (1) an enemy unit attacks a friendly unit in its Zone, or (2) an enemy unit moves into a square in its Zone. The sentry gun makes a 1 dice attack against the enemy unit. This attack requires LOS but is good at any range and ignores Rugged Defense. If friendly and enemy forces are both in its Zone, it is inoperable.
- **Buildings:** These objects are placed on intersections. They are often used as scenario objectives. Some grant an ongoing bonus to a player if only friendly units are in its zone.