

# NINJA★

# HAVOC

# Machines

Ninja Havoc Machines Copyright 2004 Lars A. Doucet and Sean A. Choate,  
inspired by Randy Cox's fabulous game, "Robo Battle Pigs™"



The year is 20XX, and anarchy reigns. Sensing an opportunity for power, you, a sentient *Ninja Havoc Machine*, have seized it and made a rush to grab control of what remains of the ruined wastelands. You must be quick, strong, and smart. Because the others of your ilk have only one thing on their coldly calculating minds: turning you into a smoldering offering to the second law of thermodynamics.

Ninja Havoc Machines is played on an 8x8 checkered playing board. The game is recommended for 2-4 players, but feel free to add more if you're feeling crazy.

### **Object of the Game**

To win, you must destroy all other machines on the board. Each Ninja Havic Machine begins with 5 heart markers, which represent its health. When these are gone, that machine is dead.

### **Materials**

To play this game, you will need:

- \* 1 (one) set of rules (you're reading them)
- \* 1 (one) 8x8 checkered playing board  
(i.e, chess/checkers board)
- \* Some tokens with a clear heading  
(toy tanks work well, as do cars and other miniatures. Chess knights are also good)
- \* Index cards or sheets of paper to write moves on.
- \* A pair of 8-sided dice (optional)

### **Playing the Game**

Each player first designs their own custom Ninja Havoc Machine with parts from the menu at the end of this rulebook.

At the beginning of each new turn, each player chooses in advance which five maneuvers to write down in their command list, numbered from 1 to 5. The turn then plays out with each player's maneuvers for a given command executed simultaneously, progressing from the first command to the fifth. Once all five commands have been resolved, a new turn begins and five more commands are selected by each player.

Play continues until either only one Ninja Havoc Machine remains alive (the winner) or until all are dead (tie game).



The maneuvers a player has available to them depends on the machine parts they chose at the beginning. However, the following moves are usually available to all players:

1. Move (determined by engine type)
2. Turn 90 degrees (ALWAYS available, regardless of machine type)
3. Use a Weapon

## **Designing Your Machine**

A Ninja Havoc Machine consists of the following components:

**1. Weapons** - These are your principal means of dealing damage to your opponents and thus winning the game.

*Each player has 4 points to spend on weapons systems. You may select as many weapons as you can afford, but only one of them may be used per command unless noted otherwise.*

**2. Engine/Armour** - Your machine's engine will determine the manner in which your machine may travel about the board. Your machine's armour will grant special defensive bonuses or properties.

*Each machine has 4 points to spend on BOTH movement engine(s) as well as on defensive armour. This means that if you spend more points on movement, you will have less points for armour. The 4 points are shared between your armour and engine purchases.*

**3. CPU** - CPU's are special computerized systems that give your machine a special bonus ability or function unique to that system.

*Each machine has 1 point to spend on CPUs. Therefore, each player may only select one CPU.*



## 1. Programming:

Each player takes an index card or piece of paper and writes down five commands in numbered order from 1 to 5. Each player's turn consists of these five commands. On any given command slot, a player may execute any single maneuver (unless otherwise noted) that is allowed based on his machine's design.

## 2. Execution:

Each player then reads aloud their commands in order, beginning with the first. Then all execute their commands simultaneously before moving on to the next command. Once all steps have been completed, each player writes a new five-command program for their machine. If two players move into each other's paths on the same move, they "bonk." When players bonk, they remain on the same square that they started that command step on and do not move.

*NOTE: to make things easier, all players who are moving should first announce their commands, resolve their movement, and then all players firing weapons should announce their commands and resolve those attacks.*

## 3. Resolution:

During a step, a player could move into the path of an oncoming attack. Each weapon has a diagram that designates which spaces are "hot" during the given attack. Any player who moves THROUGH or ONTO a "hot" space during his step is damaged by the attack. For example, the "Bazooka" weapon creates a line of "hot" spaces immediately in front of the firing machine. If a machine moves into this firing zone, it will suffer damage according to the weapon's specifications.

*NOTE: Non-penetrating weapons do not produce "hot" spaces beyond the first target they hit.*



#### 4. Taking Damage:

If a player gets hit by a weapon, he takes damage. If the player currently has an armour bonus, he marks off one of his shield markers for each point of damage he takes. If he has no shield markers remaining, he must mark off one of his heart markers for each remaining point of damage.

During the next turn, that player's functionality is damaged. For each heart the player is missing at the beginning of a new turn, he must perform an "X" move somewhere in his program, representing a command wasted due to general mechanical break-down.

If a player loses his last heart marker, he immediately dies, and his token is flipped over, representing wreckage. Wreckage is left ON the playing field and becomes an obstacle to other players, with any passive properties (i.e., reflecto armour) retained by the wreckage token. If only one player is left, he/she wins. If no players are left, there is no winner other than the second law of thermodynamics.

#### 5. Repairing Damage:

During any given turn, a player may decide to repair a point of damage taken by their Ninja Havoc Machine. To do this, the player must execute as many "Repair" maneuvers as they have available commands not removed by damage. This constitutes devoting the entire program for that turn to repairing the machine. At the end of the turn, you will repair one heart token. For example, If you have been damaged twice, and have three hearts left, you may write the following Program: (R,R,X,X,R). You CANNOT repair beyond your original number of hearts.

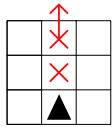
*NOTE: If you sustain damage while repairing, you may ignore the first point of damage you receive, but then do not receive a heart at the end of the turn.*

# -Menu-

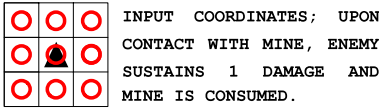
## Weapons :

you have **4 (FOUR)** points to spend on weapons

### (1) BAZOOKA

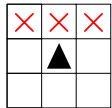


### (1) MINES

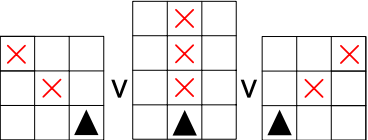


INPUT COORDINATES; UPON  
CONTACT WITH MINE, ENEMY  
SUSTAINS 1 DAMAGE AND  
MINE IS CONSUMED.

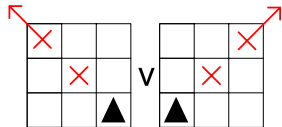
### (1) HAMMER-FIST



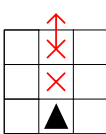
### (1) RAPIER\* [BLADE]



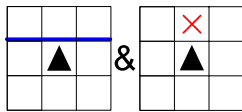
### (1) RAY-GUN\* [BEAM]



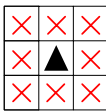
### (2) LAZOR [BEAM] [PENETRATE]



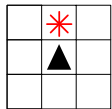
### (1) SHIELD-ARM



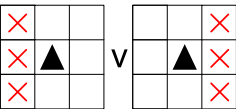
### (2) BUZZ-SAW [BLADE]



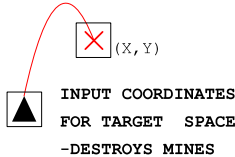
### (1) DRILL



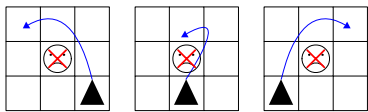
### (1) BATTLE-AX\* [BLADE]



### (1) MORTAR



### (1) JUMP-BLADE\*\* [HYBRID]



#### Key:

- |   |                     |         |                       |
|---|---------------------|---------|-----------------------|
| × | hot spot - 1 Damage | —       | blocked line of entry |
| * | hot spot - 2 Damage | ○       | available target spot |
| ↑ | hot spot continues  | V (OR)  | - pick a case         |
| ▲ | your machine        | & (AND) | - both cases          |
| ☹ | enemy machine       |         |                       |

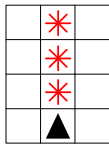
\* pick ONE direction

\*\* only works if opportunity is present



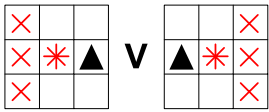


(3) MINIGUN

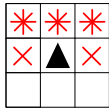


PUSHES BACK AN  
OPPONENT BY ONE  
SPACE

(3) FLAME-THROWER [PENETRATE]

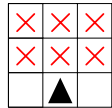


(3) CRUSH FISTS

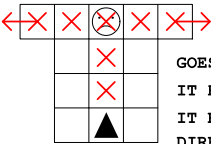


AN OPPONENT HIT WHILE IN  
THE FRONT ROW WILL BE  
MOVED TO THE CENTER OF  
THE FRONT ROW

(3) LONGSWORD [BLADE]

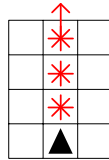


(3) CHAIN LAZOR [BEAM] [BRANCHING]

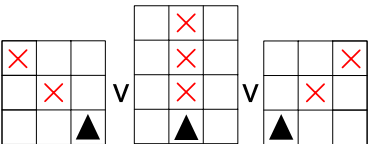


GOES FORWARD CONTINUOUSLY UNLESS  
IT HITS AN OPPONENT, IN THAT CASE  
IT BRANCHES PERPENDICULARLY IN BOTH  
DIRECTIONS.

(4) DRAGON BREATH [ULTIMATE] [PENETRATE]



(2) LAZOR-SWORD\* [BLADE] / [BEAM]



&

IF @ 100% HEALTH, FIRES  
A LAZOR IN THE CHOSEN  
DIRECTION

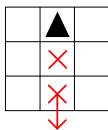
Key:

- [BEAM] - can be reflected/refracted by special armour types
- [BLADE] - a sharp melee weapon with a limited range, but DOES penetrate.
- [HYBRID] - a combination of two systems.  
ex: weapon/movement
- [BRANCHING] - weapon branches in two new directions, perpendicular to the original angle of incidence.
- [PENETRATE] - hot spot does not stop at the first target hit- can hit multiple NHM's.
- [ULTIMATE] - an incredibly powerful weapon that could potentially unbalance the game. Allow with discretion.

# (Experimental)

FEEL FREE TO PLAY AROUND WITH THESE, BUT KNOW THEY'RE STILL  
SUBJECT TO BALANCING AND TESTING.

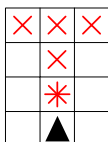
## (1) BUTT-CANNON



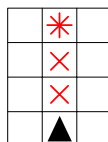
## (1) RHINO-HORN

[BONKING CAUSES YOU  
TO DO ONE DAMAGE TO  
WHOMEVER YOU RUN INTO  
OR WHOMEVER RUNS INTO  
YOU.]

## (3) SHOT GUN



## (2) LANCE







Armour/Engine:


you have 4 (FOUR) points to spend BETWEEN both Armour and Engine(s). F.Ex: 3 points of Armour leaves 1 point for Engine.


Standard Armour

- (1) MARK I

+ 
- (2) MARK II

+ 
- (3) MARK III

+ 
- (4) MARK IV\*

+ 

NOTE: EVERY MACHINE, REGARDLESS OF DESIGN, HAS THE NATURAL ABILITY TO MAKE 90-DEGREE TURNS.

Special Armour

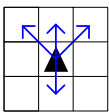
- (1) REFLECTO ARMOUR

Reflects any incoming [BEAM] weapon attacks directly back at their original angle of incidence.
- (1) REFRACTO ARMOUR

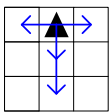
Refracts any incoming [BEAM] weapon attacks so that they branch away perpendicularly from their original angle of incidence. (And yes, you take no damage)

Engines

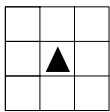
- (1) TANK TREADS

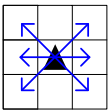


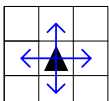
(1) RETREAT DRIVE



(3) TELEPORTER


- (2) CRABWALK DRIVE


- (1) STRAFE DRIVE


- (1) SPIN-DRIVE

GAIN THE ABILITY TO MAKE 180-DEGREE TURNS.
- (1) HOVER-CRAFT

GAIN IMMUNITY TO MINES.
- (ALSO KNOWN AS "FRENCH DRIVE")
- ROLL 2 8-SIDED DIE (2D8) AND MOVE TO THOSE COORDINATES.
- NOTE: FOR AN ADDITIONAL 1 WEAPON POINT, YOU CAN ADD A TELEFRAG OPTION AND KILL ANYONE WHOSE SPACE YOU TELEPORT INTO, INCLUDING YOURSELF!\*\*

\*Since Mark IV armour costs 4 points, bear in mind this leaves you with no points for engine and makes you a stationary machine.

\*\*See Frequently asked questions.

## **CPU:**

*you have **1 (ONE)** point to spend on a CPU*

### **(1) AUTOMATED REPAIR UNIT [PASSIVE]\***

*Repairing takes half the time it normally would-interpret this in game terms as being able to repair 2 hearts of damage for each turn dedicated to repair.*

### **(1) ADVANCED DAMAGE CONTROL [PASSIVE]**

*Instead of the normal formula of losing 1 program move per 1 heart of sustained damage, you will now only lose a program move per 2 hearts of sustained damage.*

### **(1) EVASION MATRIX [RUN-TIME COMMAND]\*\***

*Gain the new programming move "Dodge." The dodge maneuver works as follows:*

*On any turn that you select the dodge maneuver, you may then at run-time elect to use any legal movement command allowed by your engine type to move your machine out of the way of any incoming attack. If there is no incoming attack threatening your machine, this move will have no effect. (You can only move if you would otherwise be hit by an incoming attack by standing still, and this maneuver does not guarantee that you will escape danger since there is the possibility that all legal moves may still take you into danger.*

### **(1) AUTO-TARGETTING COMPUTER [RUN-TIME COMMAND]**

*Gain the new programming move "Target." The target maneuver works as follows:*

*On any turn that you select the target maneuver, you may then at run-time select any of your weapons to legally fire in any legal manner you choose. (This CPU essentially allows you to decide to generically "attack" on a given turn, and then lets you decide when the situation presents itself how you would precisely like to attack.)*

**\*[PASSIVE]** - YOU GAIN NO NEW MANEUVERS, BUT YOUR MACHINE GAINS A PROPERTY THAT AUTOMATICALLY TAKES EFFECT DURING CERTAIN TIMES IN PLAY

**\*\*[RUN-TIME COMMAND]** - YOU GAIN A NEW COMMAND THAT LETS YOU CHOOSE A COURSE OF ACTION AFTER COMMANDS HAVE BEEN PROGRAMMED.



# Frequently Asked Questions

Q: How many points do I have for armour and engine?

A: You have four points to spend on both items. These points are shared, so three points spent on armour leaves you only one point left for engine.

Q: If I have Automated Repair Unit and I'm at one heart, and I sustain two damage while repairing, do I survive?

A: Yes. Automated Repair Unit changes your normal recovery rate to double, so you can ignore the first two points of damage against you if you are repairing if you have Automated Repair Unit.

Q: Can I have more than one CPU?

A: No.

Q: Can I use unused points in one category to buy more stuff in another?

A: No.

Q: Can a penetrating weapon like the lazer hit two tanks at once?

A: Yes, if they're both lined up in a row.

Q: Who goes first?

A: Nobody goes "first." Everyone moves simultaneously. However, you might like to establish a "loose" turn order anyway- see next question.

Q: How do I resolve timing conflicts?

A: First, move all vehicles. Second, all Weapons fire. Third, all vehicles sustain damage. Fourth, any extra movement as a by-product of anything else takes place (i.e, minigun, tractor beam)

You should have a "loose" turn order in case of timing conflicts like this. Although every move is executed simultaneously, occasionally there will be a problem and SOMEONE must go first. In that case the next person in your "loose" turn order must go first.



# Frequently Asked Questions

Q: Okay. Here's a crazy one: Let's say one machine fires at another with the lazor, a penetrating beam weapon. It hits one tank, punches through it, and continues on to a second machine, which has reflecto armour. The firing tank also has reflecto armour. How many times does the poor tank in between take damage since the lazor keeps reflecting for "infinity?"

A: Just once. Here's the explanation: A lazor beam would punch through the tank, forming a hole. When it comes back, the lazor would go through the same hole, doing no further damage. Sorry, no infinite feedback loops. By the way, the bouncing lazor would disappear by the end of the command step.

Q: If a machine had reflecto or refracto armour and it gets killed, what happens when I shoot a beam weapon at it?

A: Reflecto/Refracto armour stays on the machine even after it is dead. The beam weapon would react with the wreckage the same way as if the machine was still alive, and reflect/refract accordingly.

Q: Can I repair past my original number of hearts?

A: No. Not even with Automated Repair Unit.

Q: What happens if I use the teleporter and wind up in my original location?

A: Depends. Due to a slight wrinkle in space-time physics, you arrive **slightly before** you left. So, if you didn't take the telefrag option, you will "bonk" and stay put, just as if you teleported to an opponent's space, because you don't have the power to displace them forcibly and thus return where you came from. If you **DID** take the telefrag option, you will kill yourself!!!

Q: Do I get any more points to spend on my next machine if I win the game?

A: Not according to these official rules. Make up your own house rules if you like to cover this situation.

Q: Do I have to pick an engine?

A: NO, you don't! You can elect to be a stationary machine if you like. Keep in mind this makes it very easy for other machines to predict where you will be. You still have the option to turn 90 degrees, but cannot move. You must design your tank very creatively to survive this challenge.



## Frequently Asked Questions (cont'd)

Q: When do I use the auto-target maneuver?

A: After everyone has declared their weapon attacks (and moved their vehicles), you then decide which you would like to do.

Q: Can I keep my information secret?

A: Not really. You build your machine in secret, but once the game begins anyone at anytime can ask for your specs. You also write down your commands in secret, but once everyone is ready and the commands are written, they are public knowledge. In that sense this is what is referred to as a "total information" game. The only thing you don't know is what your opponent's next moves are.

Q: How do I declare my moves?

A: When it is your turn, you MUST declare what you have written in the space by saying aloud what your move was. However, in the case of maneuvers like auto-targetting and dodging, you would simply say, "I'm auto-targetting" or "I'm dodging" and THEN decide during resolution what you mean by that. But you must declare the move itself, even if it is a run-time command.

Q: Is there a formalized notation for moves?

A: Not really. You must be self-consistent, however.

Here is a suggested notation:

^: Move forward

v: Move back

<: Strafe Left

>: Strafe Right

L: Turn Left

R: Turn Right

@: Turn around 180 degrees

F\: Diagonally forward-left

F/: Diagonally forward-right

B/: Diagonally back-left

B\: Diagonally back-right

A: Auto-target

D: Dodge

R: Repair

X: Pass turn due to damage

[WEAPON][DIRECTION]: Name of the weapon, where to attack.  
you can use shorthand if it's clear.

## Frequently Asked Questions (cont'd)

Q: If I lay a mine underneath another player, does it instantly hurt him?

A: No. A mine will only activate if there is nothing standing above it at the time it is placed. If there is a machine standing on it, it will not arm until that machine moves off of it.

Q: Can I be hurt by my own mines?

A: No. The mine weapon package comes with a sensor that allows your machine to keep track of and tip-toe over any mines it has laid itself.

Q: If I forget about a mine and realize someone has stepped on it, can I retroactively assigned damage?

A: Nope. If you forget to tell someone about the mine you laid, interpret that as a malfunction of the mine. He gets away.

Q: Do I have to say where I laid a mine?

A: No! You MUST, however, write down it's coordinates and keep track of them. If someone steps on one, you then declare that they stepped on a mine, show the turn you laid it and the coordinate you laid it on, and they sustain damage.

Q: Can I use more than one weapon in a single command?

A: No.

Q: Can I use the same weapon several times in the same programming sequence?

A: Yes. You can use a weapon as many times as you want per turn (programming sequence) so long as you do not use it more than once per command. You can only ever do one thing per command.

Q: Can I mount my weapon in a different location? Like, say, strap a lazer beam to the back of my machine?

A: Officialy, no. Might be a fun house rule, though.

Q: Can I repair armour points (shield markers)?

A: Absolutely. In the same way you repair hearts. You do not gain any additional moves, however.



## Frequently Asked Questions (cont'd)

Q: What happens if I use the jump-blade and there's no one who I can legally use it on?

A: You stand still and do nothing that turn. It is a weapon of opportunity.

Q: How does the shield arm work?

A: Any attack that must travel THROUGH the spots marked on the shield-arm diagram with a blue shield token are completely blocked and travel no further, no matter what weapon type they are (including penetrating). A ranged weapon will obviously be blocked in this way, but a player standing directly in front of the machine in question could get past the shield with a melee weapon such as the drill or hammerfist since the attack in that case would land BEHIND the shield and not have to travel through it.

Q: Does the lazor-sword count as a beam weapon if not at 100% health?

A: Only the bonus lazor beam fired at 100% health counts as a beam weapon. The sword portion itself (which is like the rapier) is a non-beam weapon, and is classified as a blade.

Q: If a player has the spite drive equipped, when does damage get resolved if he dies?

A: Immediately. It's counted as an extra weapon attack the moment he dies. It's also a penetrating weapon, technically.

Q: Does this game have anything to do with Robo Battle Pigs™?

A: You might recognize the core game mechanic, the pre-programmed moves, as highly reminiscent of that game. Ninja Havoc Machines was directly inspired by Robo Battle Pigs™. If you like, you can use the Ninja Havoc Machine rules to build a Battle Pig by selecting the following choices: Bazooka, HammerFist, Tank Treads, No Armour, No CPU. Robo Battle Pigs™ was created by Randy Cox and is his copyrighted intellectual property, though he has given us permission to make NHM. You can visit his website at:

<http://www.cox-tv.com/games/mygames/robobattlepigs.html>