



Number of Players: 2

Play Time: 15 minutes

Setup: Choose a battlefield or design your own using the blank grid and the blue/grey Walls and Pits. Walls and Pits *may not* be driven through, however you *may* shoot over Pits if unit has the range. After setting up the battlefield, place your flag tiles (the tile with the red or blue RA logo), then take turns setting up your pieces anywhere inside of the Red or Blue marked zones on the battlefield. Protect your flag! Flag may not move once placed. One die (not included) is required for play.

The Pieces:

Black Number = number of actions (moving or attacking) unit may perform per turn

Red Number = range of attacks

Green Number = defense



Movement: After setting up, players take turns moving one unit at a time up to the amount shown on the action indicator (the Black Number). Pieces may not move through other units or walls. Pieces may not move diagonally.

Attacking and Defending: If there is an enemy piece within the unit's attack range (the Red Number) player may use one action (if any are available) to attack. Player will roll the dice to determine if attack is successful. If number is higher than defending unit's defense number (Green Number) attack is successful and that piece is removed from play. Players may not shoot through other pieces or walls. Players may not attack diagonally.

Player may choose any combination of movements and/or attacks up to the amount shown on the action indicator (the Black Number)

Winning the Game: Game is over if your opponent manages to capture your flag by moving onto your Flag tile or if they eliminate your entire team.

RoboArena: Button Battles Pieces



Have fun! If you have any questions visit us at www.BravadoWaffle.com and ask away!







