

# CYBORG RUN

ADD TO OPPONENT ROLLS	YOUR	ATTACK
STARTS AT 1	STARTS AT 6	+4
FLOOR	HEALTH	+4

A ONE-PLAYER DUNGEON ADVENTURE

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## THE ROBOTS HAVE GAINED SENTIENCE!

WORK YOUR WAY THROUGH 6 FLOORS OF ROBOTIC OPPONENTS TO ESCAPE.

### YOU WILL NEED

Some counters  
A miniature to represent you  
4 D6 dice

### SET UP

Place one D6 in the top corner of this page — this represents your health, which starts at 6.  
Place one D6 on the floor counter, which starts at 1. You begin in room 1, floor 1, represented by the hallway below.

### GAMEPLAY

In each room, you will have to deactivate a robot through combat. First, roll 2D6 to determine your opponent by finding the result on the Opponent table below. It can be helpful to mark it with a counter.

### COMBAT — YOUR TURN

First, you attack. Roll 1D6 and add your Attack value. Roll 1D6 and add your opponent's Defense value and the Floor Number. If your **ATTACK TOTAL** is higher, the opponent is defeated and you move to the next room. If your opponent's **DEFENSE TOTAL** is higher, your opponent will now attack. Reroll tied rolls.

### COMBAT — OPPONENT'S TURN

Roll 1D6 and add your opponent's Attack value and the Floor Number. Roll 1D6 and add your Defense value. If your opponent's **ATTACK TOTAL** is higher, you lose one health, and then it is your turn to attack again. Reroll tied rolls. You can only move to the next room once your opponent is defeated.

### MOVING UP A FLOOR

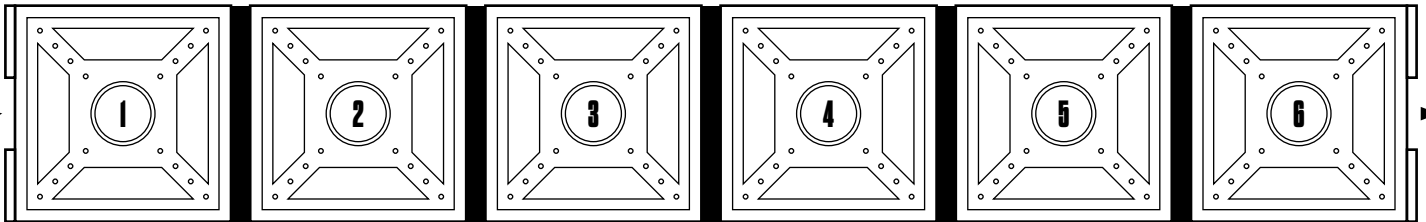
If you deactivate all 6 opponents on one floor, congratulations! You've made it to the next floor. Increase the floor counter D6 above by one — there are a total of 6 floors.

You also receive some Treasure. Roll 1D6 and consult the Treasure table below. That Treasure is in effect for the rest of the game. Multiple Treasures can be applied at the same time. You can only gain one of each Treasure.

Remember, on each floor, add the Floor Number to both your opponent's Attack roll and Defense roll. This means on floor 6 you'll be adding 6 to each of those rolls, so you better be prepared.

### VICTORY

Keep playing until you reach the end of floor 6, you run out of health, or the math gets too annoying. The number of rooms you've made it through is your score, to a maximum of 36.



### EXAMPLE 1 — YOU VS. GENERIC BOT, FLOOR 1

YOU	+	4	=	9	vs.	OPPONENT	+	2	+	1	=	6
DICE ROLL		ATTACK VALUE		ATTACK TOTAL		DICE ROLL		DEFENSE VALUE		FLOOR NUMBER		DEFENSE TOTAL

Your opponent is defeated — move to the next room.

### EXAMPLE 2 — YOU VS. SECURITY BOT, FLOOR 5, YOU HAVE WEAPON UPGRADE AND SHIELD UPGRADE

YOU	+	8	=	14	vs.	OPPONENT	+	4	+	5	=	15
DICE ROLL		ATTACK VALUE		ATTACK TOTAL		DICE ROLL		DEFENSE VALUE		FLOOR NUMBER		DEFENSE TOTAL

Your opponent wins — now your opponent is the attacker.

Your defense is higher, so start combat again.

### OPPONENT

BOT-TRON200 DEFEND +6 ATTACK +6	SECURITY BOT DEFEND +4 ATTACK +4	MINIBOT DEFEND 0 ATTACK 0	BRUTEBOT DEFEND +2 ATTACK +4	DEFENSE BOT DEFEND +3 ATTACK +1	GENERIC BOT DEFEND +2 ATTACK +2
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### TREASURE

1 <b>WEAPON UPGRADE</b> CHANGE YOUR ATTACK VALUE TO +8	2 <b>SHIELD UPGRADE</b> CHANGE YOUR DEFEND VALUE TO +8	3 <b>DEFLECTOR UNIT</b> HALVE YOUR OPPONENT'S ATTACK ROLL	4 <b>INFOBOOST</b> ROLL 2 DICE FOR ATTACK INSTEAD OF 1 AND ADD THE RESULTS	5 <b>HOLOGRAM DECOY</b> ROLL 2 DICE FOR DEFENSE INSTEAD OF 1 AND ADD THE RESULTS	6 <b>SIGNAL SCRAMBLER</b> SUBTRACT 1 FROM YOUR OPPONENT'S ATTACK AND DEFENSE VALUES
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