

Required Materials

- You will need:
- Super Robot Go! Rulebook (this book)
 - Super Robot Go! Robot Go Manual
 - Super Robot Go! Adventure book
 - Pens/Pencils
 - Paper
 - Set of FUDGE dice for each player

Character Creation

Players should first give a name to their pilot. As the PCs are good-looking kids from all walks of life, each pilot should have a specialty (computers, ikebana, free-running, etc).
Specialties allow a pilot to pick up and re-roll all negative dice for rolls involving the specialty. You must keep re-rolled dice.
Combat specialties are only used when outside of Robot Go.

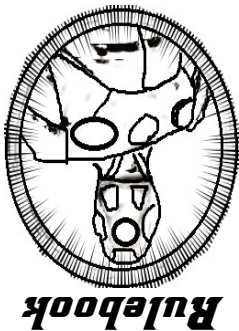
Game Rules

When outside of Robot Go, pilots determine success or failure by rolling their FUDGE dice. If there are more [+] showing, it is a positive result. More [-] dice gives a negative result.
Stabilization rolls also use this resolution system. Robot Go falls on a negative result. When fallen, Robot Go can take no attack actions until pilots succeed a Stabilization check.

Game Rules

Robot Go's combat checks require a pilot to roll the pool dice for Ranged or Melee and count [+] (Ranged) or [-] (Melee) results. GM marks damage for each success.
Defensive systems are rolled in a similar manner, blocking ranged damage for each [+] and melee for each [-].
Each Robot Go system can be rolled only once per round.

A game by Geoff Lamb



Super Robot Go! Rulebook

Super Robot Go!

You have been chosen to protect our world. Gather your friends and utter the phrase that summons Earth's greatest defender:

Aliens attack Earth!

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Example of Play

While outside of Robot Go, Sloan has to hack a security system. He rolls his dice and gets [+] [-] [-] [-] for a negative result – Now he's got to find another way in.
Now in Robot Go, Sloan fires the ranged weapon and rolls the Ranged Pool for [+] [-] [-], each [-] rolled.