

# VOLT FAQ 2.0

AUGUST, 2019

## GAME SETUP

### EQUIPPING MODULES

**Q: Can modules be equipped freely as long as the connections are correct?**

A: No. You cannot place another module next to a yellow module (even though the connections fit). You cannot equip modules upside down to create fitting connections.

## ROUND OVERVIEW

### PHASE 0: PREPERATION

**Q: Can I reboot on a starting space with a robot or mine?**

A: Yes, you simply push the robot or mine one space in the direction of the starting space arrow. You cannot damage a robot or mine this way or push them into pits. Moduls (e. g. ANCOR, MINES) are inactive in Phase 0, thereby mines can be pushed without causing a detonation.

If it is not possible to push the robot or mine in the direction of the starting space arrow (e. g. due to a wall or pit), you may push it to the left or right.

## MODULES

### BLUE MODULES

#### MOBILITY



**Q: Does mobility influence the activation order?**

A: No. A  on a blue key is still a , it is only used as a .

#### STEERING NOZZLE



**Q: Can a robot move diagonally across the corner of a pit, without falling into it?**

A: Yes.

**Q: When exactly do I place a die on a non-blue key?**

A: You place a  to  in *Phase 1: Programming* on a non-blue key. (You activate it as usual in *Phase 2: Activation*.)

**Q: Can I decide not to use the STEERING NOZZLE when activating a  to  on a non-blue key?**

A: No. In this case you already started using the module by placing the  to  on a non-blue key, so you have to follow through with it.

#### TELESCOPIC ARM



**Q: If a robot somehow gets destroyed in *Phase 3: Resolution*, can it collect VP tokens before that?**

A: It depends. ;-)

If your robot is destroyed by an “At the beginning of *Phase 3: Resolution*” effect, it is destroyed before you can activate a VP space.

If the activation of a VP space with a VP token also triggers a damage effect (e.g. activation through a lightning barrier, activation of a space with a mine on it, etc.) you receive damage and are destroyed before collecting VP tokens.

Keep in mind that in *Phase 3: Resolution*, robots activate their spaces in order of starting numbers.

## RED MODULES



### CROSSFIRE

1-3

**Q: What happens if CROSSFIRE hits a mine?**

A: In this case two damage sources are present. The mine immediately causes a detonation [1]. However, all damage by the first damage source CROSSFIRE is dealt before the second damage source mine deals any damage.



### GRENADES

2-4

**Q: Do I get a VP, if my GRENADES destroy a robot?**

A: Yes. You or rather one of your modules destroys a robot, therefore you gain a VP. The only exception to this general rule is if destroy your robot yourself. You don't get a VP in this case.



### MINES

2-6

**Q: What happens if a mine is pushed by 1 space?**

A: As soon as a mine is pushed, it causes a detonation [1]. It doesn't matter if you push a mine by 1 or more fields, it immediately detonates on its current space before it can be moved to another space.

For example, if a robot with REPULSION BLAST ends its movement adjacent to a mine, this pushes the mine by 1 space. The mine immediately causes a detonation [1]. In this case the following basic rule applies: "If a die or situation triggers multiple effects, always deal damage first."

The mine still detonates adjacent to the robot, so the robot thereby suffers 1 (as well as all other adjacent robots or mines). Then the push by REPULSION BLAST is resolved. Since the push is already in motion, it is resolved even if the responsible robot is destroyed by the detonation of the mine.

**Q: If two mines are pushed or hit by the same effect, which mine detonates first?**

You resolve the detonations in order of starting numbers of the owners of the mines.



### REMOTE CONTROL

2-5

**Q: What happens if a mine is in your robot's line of fire?**

A: A mine blocks your line of fire and therefore REMOTE CONTROL can't reach a robot

behind a mine. In this case you just fire at the mine as usual.

**Q: Can you move a die of a remote controlled robot to another control unit?**

The die has to be moved to another legal key. So unless the controlled robot has RAM EXPANSION, the only legal keys would be on the same control unit.

**Q: Can you move a die of a remote controlled robot to a control unit, that has already been activated?**

A: No.

**Q: Can you use a robot's STEERING NOZZLE when you control it remotely?**

A: If you REMOTE CONTROL a robot with an equipped STEERING NOZZLE, you can move a to to any key.

**Q: What happens if the activation of the moved die causes that robot to gain a VP?**

A: That robot still gets the VP token. You only gain 1 VP if it destroys itself.

**Q: Who gets VPs if a remote controlled robot is destroyed by a mine?**

A: Only one operator can receive a VP token for destroying a robot. If a remote controlled robot moves into a mine and is destroyed by its detonation, the owner of the mine receives 1 VP token. The only case in which the robot with REMOTE CONTROL receives the VP token is when the mine belongs to the destroyed robot itself (because the activation of the moved die causes that robot to destroy itself).

## YELLOW MODULES



### ANCHOR

**Q: Can the ANCHOR be used for several pushes caused by the same activation of a die?**

A: Yes. If, for example, a robot with REPULSION BLAST moves to your field, you can first use the ANCHOR to be pushed fewer spaces by the movement and then you can use it to be pushed fewer spaces by REPULSION BLAST.



### SHIELD

**Q: Can I move a SHIELD with damage tokens to the other side of my robot card when equipping modules?**

A: Yes.

## CHAMPION MODULES



### JETPACK, TWIN CITIES - A

2-5

**Q: With a JET PACK and a STEERING NOZZLE equipped, where do you land if you jump diagonally against a corner of a wall or the arena wall?**

A: You land on the last space in front of the wall. If a robot is in this space, it is destroyed (because it can't be pushed in the direction of the jump).

**Q: With JET PACK and REPULSION equipped, which push is dealt first?**

A: The push by the JET PACK is dealt first. The second push by REPULSION doesn't affect robots who are no longer adjacent.



### WATER CANNON, ROME - B

2-5

**Q: What happens if there are a mine and a robot in line of fire of the robot with WATER CANNON?**

A: The mine explodes, damage by the mine is dealt, but afterwards the push affects the robot in line of fire.

**Q: What happens if there are several robots in line of fire of the robot with WATER CANNON, and the first of them is destroyed by the detonation of a mine?**

A: There are several options depending on the order of the robots and the mine in line of fire:

1. mine, robot, robot: The mine explodes, its explosion destroys the robot right behind it; the next robot in line of fire is affected by the push.
2. robot, mine, robot: The robot is pushed into the mine, its explosion destroys the robot right in front of it; no further robot is affected by the push.

In short: Only 1 robot can be pushed, but several mines can detonate along the way.



### WALL CONTROL, TOKYO - D

1-6

**Q: Can a robot with WALL CONTROL push other robots through walls?**

A: No. A robot with WALL CONTROL can move through an energy wall and then push robots, but the latter will always stop in front of walls.

## ARENA FEATURES

**Q: A robot can fire and move diagonally across the end or corner of an energy wall. Does this include the bend in the wall?**

A: No. A robot can't move, fire, TELEPORT, or REMOTE CONTROL through the bend of an energy wall.

(Of course you can move through the bend of an energy wall with the champion module WALL CONTROL.)



## ERRATUM

### FIRST PRINTRUN ONLY

RFL manual, page 5, WATER CANNON:  
The numbers below the red die on the right should say 2-5 as on the module card.

## CREDITS

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