RoboRally: the Gallery's local rules

Ben Harris

April 29, 2012

1 Game setup

There are a discard panda and an option-card security bat.

2 Flying

If a robot stops flying over another robot, it moves to the next square in front of it. Walls are one unit high, so robots flying at height one or greater can pass over them.

When landing in oil, a robot slides if it lands diagonally, and doesn't if it lands vertically.

Checkpoints can be tagged while flying.

3 Event ordering

3.1 Movement segment

All of the actions made by a robot in the movement segment occur together at the priority of the primary card in that register. This priority is also used for other actions in the phase.

3.2 Weapons fire segment

In the weapons fire phase, all weapons fire simultaneously, and have flight time (so a weapon can be used and destroyed in the same phase). Decisions on whether to use optional weapons are made in priority order. Effects of weapons occur in priority order.

3.3 Tagging checkpoints

Checkpoints are tagged in priority order.

4 Virtual robots

Normal virtual-robot rules are rescinded.

In the first turn of the game, all robots are virtual. This state of affairs ceases at the end of that turn, and never happens again.

When a robot is virtual, it exists in a parallel universe from all other robots. This universe is created at the start of the turn, and contains all board elements and devices *(flying devices?)*, but no other robots. At the end of the turn, the universe is merged back into consensus reality. Any robot or device that exists in either universe continues to exist in the merged reality, even if that puts multiple objects in the same square. *(are there any cases where this causes undefined behaviour?)*

5 Sharing squares

If two robots somehow end up sharing a square, they are both treated as being in that square. In particular, any weapon that affects that square affects both robots, and both robots can fire weapons out of the square. As soon as something causes the robots to be on different squares, they separate. In particular, if both robots move in the same direction, it's likely that the second one to move will push the first.

6 Free options

6.1 Start of game

Each robot starts the game with two options, chosen from three. Rejected options are shuffled back into the pack. A player may reject all three options, in which case they get to choose one from the next three.

The Bio Option, if dealt, doesn't get its contained option until after the choice is made.

6.2 On checkpoints

The second and third robots to arrive at each checkpoint get one free option each, the fourth and fifth get two, the sixth and seventh get three, and the eighth gets four.

7 Board elements

7.1 Slopes

An uphill slope is treated as an extra square which robots can occupy temporarily during a single movement card. At the end of the card, any robot on a slope slides onto the square at the bottom, pushing other robots as necessary. See Armed and Dangerous p. 20.

7.2 Conveyors

Flat devices on conveyers are always conveyed, regardless of any robots that might also be on the conveyors.

7.3 Fire

Damage caused by fire occurs at the first moment that the robot's in the square, which may be early enough to charge up the converter for that phase.

7.4 Portals

A flying robot landing on a portal passes through it (if possible), as does a robot teleporting onto a portal.

If a robot passes through a portal, then the portal square is treated as being covered in oil if and only if both squares are covered in oil.

7.5 Randomizers

A robot only gets a random card on the first phase after each entry into a Randomizer square (*i. e.* if that card doesn't cause the robot to leave the square, it executes its programmed card next).

7.6 Teleporters

When using Crab Legs or Dual Processor on a Teleporter, the movement card programmed is used to activate the Teleporter, and the rotation card ignored.

7.7 Gold conveyors

A gold conveyor moves three spaces per phase. It makes its first move before silver conveyors first move, and makes the second and third moves at the same time as silver conveyors.

7.8 Reversing (green) conveyors

These move one space after all other conveyors (but before currents). Their direction is controlled by a global flag. This flag is inverted at the end of each turn in which a robot is in (or passes through) a green beam.

7.9 Big gears

When a big gear rotates, it doesn't directly carry flying robots and devices with it, but the wall does hit them, with the same consequence as if the robot or device had been pushed by a pusher. If the robot or device is at the head of an arrow, then the big gear rotates 90° before the collision and 90° afterwards.

8 Miscellany

Registers may be locked in any order (including in place of normal damage).

Flying devices are transparent to board lasers.

When executing two cards separately in a phase (Overload Override, Robo Copter), they execute separately for the purposes of oil, water, and going up ramps.

In radioactive sludge, *must* mutate (with no damage, unless no options). *(how does this interact with Ablative Coat?)*

When powered down, robots can still be repaired by repair points.

If a robot is stationary in oil and another robot slides into it, the second robot stops moving.

If a robot loses a phase-programmed option, any programmed uses of the option fail to happen (as though it was affected by an Option Damping Field).

A phase programmed option like the Big Jet can be programmed multiple times it a turn in anticipation of getting more tokens from a chop shop.

9 Specific options

9.1 Big Jet

The Big Jet lands vertically. The Big Jet causes two points of damage on landing, plus two more points for each difference in level between take-off and landing.

9.2 Bio Option

If the Bio Option is exchanged to prevent damage, the option contained in it doesn't explode, even if it's explosive. Alternatively, the contained option can be exchanged, in which case it does explode.

9.3 Bridge Layer

A bridge may be laid either on a normal pit or on an open temporary one. In the case of pits with different sides at different heights, the bridge is at the same height as the square (or bridge) from which it is laid.

9.4 Buzz Bomb

If the controlling robot is shut down, the buzz bomb gets random cards.

The buzz bomb starts facing in the same direction as its robot.

9.5 Circuit Breaker

The normal rules for the Circuit Breaker are rescinded. Instead, at the end of each turn, if your robot has three or more points of damage, it *may* choose to start the next turn powered down.

9.6 Converter

A Converted Braked Move 1 acts as a Move 1.

When the Robo Copter is active, damage is taken by the Robo Copter rather than by the Converter.

9.7 Crab Legs

In a register in which the Crab Legs used, the primary card is the movement card.

The distance moved using Crab Legs can be affected by a Converter.

9.8 Drone Launcher

The mechanism by which a drone pushes a robot is that if the robot is moving into the drone's square, the robot is pushed back in the direction it came from, and if the drone enters the robot's square, the robot is pushes one square in the direction in which the drone was travelling. In both cases, the robot is pushed as though by a pusher (with no rotation) and after the explosion.

9.9 Dual Processor

The movement part of a Dual Processor operation can be affected by the Converter.

In a register in which the Dual Processor is used, the primary card is the movement card.

The Fourth Gear has no effect on a phase in which the Dual Processor is used.

9.10 Flywheel

The card placed in the Flywheel must be face up. The card is lost if the robot is killed or powers down.

If a robot has both the Interceptor and the Flywheel, the player may add the Flywheel card to their hand either before or after using the Interceptor.

If a robot with the Flywheel is Intercepted, the Flywheel card is included if and only if the player has picked it up.

9.11 Frog Legs

For the purposes of landing in oil, Frog Legs land diagonally.

When deciding whether a move is long enough for the Frog Legs to cause the robot to fly, the length of the move after all other options (Converter, Brakes, Dual Processor, Fourth Gear, Reverse Gears) is used.

9.12 Goo Dropper

(Goo: flying (or copter) out of goo? Big Jet / Retro Rockets?)

(taking off in oil/water: –1 movement too?)

9.13 Homing Device

The Homing Device token is returned if the target robot dies.

If the Homing Device is Re-engineered off its owner while the Homing Device token is on a target, the token stays where it is.

9.14 Interceptor

The Interceptor token is returned if the target robot dies.

If the Interceptor is Re-engineered off its owner while the Interceptor token is on a target, the token stays where it is.

See also the Flywheel.

9.15 Mechanical Arm

If a robot tags a checkpoint while standing on an adjacent repair site, the robot's archive location is the checkpoint rather than the repair site. Only one checkpoint can be tagged per phase.

9.16 Overload Override

In general, Overload Override acts as if the two cards were in two separate Movement segments of the same register phase. Thus each card can activate a teleporter, be enhanced by the Converter, or whatever.

Damage caused by the Overload Override occurs at the end of the phase.

In a register in which the Overload Override is used to play two cards, the primary card is the one executed first.

9.17 Portable Teleporter

Portable teleporters may be left on checkpoints.

9.18 Proximity Mines

Proximity mines trigger at the point of closest approach (within a phase), so if a robot drives straight over one, it'll suffer four points of damage, while a robot passing through an adjacent square will only suffer two.

9.19 Ramming Gear

(flying collision – no damage?)

9.20 Re-engineering Unit

(flying collision – no effect?)

When taking a phase-programmed option that has actions programmed in future phases, the tokens for those actions are transferred to the new owner of the option at the end of the turn.

9.21 Retro Rockets

Retro Rockets land diagonally.

9.22 Robo Copter

The Robo Copter lands at the end of the Movement segment of the fifth register phase, so conveyors etc. take effect and the Robo Copter need not take damage in the succeeding Weapons Fire segment. For the purposes of landing in oil, the Robo Copter lands vertically.

See also the Converter.

A Priority distribution

Priority	Qty	Thing
10–60	6	U-Turn
70–410	18	Rotate Left
80–420	18	Rotate Right
430–480	6	Back-Up
490–660	18	Move 1
670–780	12	Move 2
715–735	3	Missile
790–840	6	Move 3
850	1	Homing Device
860–880	3	Drone