

READ THE TRAINING RULES FIRST!



RFL MANUAL

For weeks you have tinkered with your new battle robot. In training you have put it to the acid test: the power unit is strong and steady, and the laser cuts smoldering holes. Finally you have your certification from the RFL to fight in an official arena. Time to show them what you and your robot are made of! And maybe one day you will be ready for the RFL Championship.

Have you completed the training scenario at least once? If not, please do so and come back later.

From now on, each robot equips two modules and all arena spaces of the chosen arena are active.

Make sure everyone understands their effects, as described in *Arena Features* (page 8).

In a game with fewer than 4 operators, you can use *KillBots* (pages 6–7) to keep the pressure high.

And when you are well acquainted with all that, you can determine the very best operator in an *RFL Championship* (page 8).

COMPONENT LIST

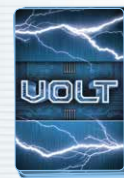
- ◆ 2 double-sided game boards
- ◆ 4 arena pillars
- ◆ 4 robot miniatures
- ◆ 4 controllers
- ◆ 4 screens
- ◆ 4 monitors
- ◆ 16 dice (8 red, 8 blue)
- ◆ 1 training rulebook
- ◆ 1 RFL manual
- ◆ 4 robot cards
- ◆ 36 module cards
- ◆ 4 champion module cards
- ◆ 4 overview cards
- ◆ 2 KillBot cards
- ◆ 4 KillBot AI cards
- ◆ 4 starting numbers
- ◆ 20 damage tokens
- ◆ 24 victory point tokens
- ◆ 12 mine tokens

SETUP CHANGES

- ◆ Choose a game board and set it up as in training.

- ◆ Sort the module cards by color and shuffle each deck.

Place them near the arena.



Blue
(Movement)



Yellow
(Tactic)



Red
(Damage)

- ◆ Each operator draws **2 modules of different colors** and equips them by attaching them to their robot card.

Attach blue modules to the left of your robot card, red modules to the right, and yellow modules to either side.



- ◆ Inform your opponents about the effects of your equipped module cards.

○ A module is equipped correctly when its connection fits with the robot card.

RULES CHANGES

END OF GAME

The game ends immediately when an operator takes their **5th VP token**. That operator wins the game.


MODULES

USING MODULES


Unlike the basic move and fire shown on your robot card, using an equipped module is **optional**. You can use modules with a die once per control unit or without a die whenever the current situation fits the card text. You can use multiple modules with the same die.

Certain conditions must be met in order to use a module.

USING MODULES WITH A BLUE DIE

You can use an equipped module with a blue die icon if you activate a  showing a number in the range on the module card. You can use the module **in addition to moving**, unless the module card says “instead of moving.”

USING MODULES WITH A RED DIE

You can use an equipped module with a red die icon if you activate a  showing a number in the range on the module card. You can use the module **in addition to firing**, unless the module card says “instead of firing.”

Important: The color of a module card may be different from the color of die it requires!

EXAMPLE - MODULE CONDITIONS



- 1 Can be used with a red die showing 2-5.
- 2 No die: The card text defines when it can be used.
- 3 Can be used with a red die showing 2-4.

USING MODULES WITHOUT A DIE

Some modules do not need a die, but can be used in certain situations (e.g., destruction, damage, push, etc.).

Some modules have a main effect that you can use only if you activate a die, along with more effects that you can use without activating a die.

GOLDEN RULE

If rules on a module card contradict a basic rule, follow the rules on the card.

GAINING MODULES

You can draw a new module in two ways:

- ◆ If your robot is **destroyed and an opponent gains 1 VP**. (Do not draw a module if you destroyed it yourself.)
- ◆ If your robot is **on a workshop** in *Phase 3: Resolution* and you choose to draw a new module instead of repairing (**WORKSHOP**, page 8).

In either case, immediately draw 1 card from a module deck of your choice.

Place this card facedown next to your monitor. This is your inventory deck (you can look at it anytime). Your inventory can hold any number of module cards and related tokens. Modules in your inventory are not equipped and cannot be used.

Important: If you draw a module that you already own, put it on the bottom of its deck and draw another. You cannot have two copies of the same module!

EQUIPPING MODULES

You can equip modules only in *Phase 0: Preparation*. After damage tokens have been removed from destroyed robots, all operators can swap equipped modules with any modules in their inventory.

Don't forget to inform the other operators about the effects of your newly equipped modules!

EXAMPLE - EQUIPPING A MODULE



GENERAL ORDER OVERVIEW

VOLT is played in rounds. Each round consists of 4 phases. In each phase the player order is determined differently:

Phase 0: Preparation - order by starting numbers

Phase 1: Programming - all operators simultaneously

Phase 2: Activation - order by activation order of dice

Phase 3: Resolution - first resolve “At the beginning of Phase 3” effects, then resolve in order of starting number

If a die or situation triggers multiple effects, **always deal damage first**. When in question, determine the order by starting number.

EXAMPLE - ACTIVATING MODULES

ACTIVATING DICE ON CONTROL UNIT III

1 The of the yellow operator is activated first. Since yellow has placed 2 dice on control unit III because of the module RAM EXPANSION, she now must decide which of her dice to activate: She decides on the and sets the aside (although she could have fired at the blue robot).

RAM EXPANSION

Place 2 dice on a control unit, but activate only 1.

2 Now the of the green operator is activated: The green robot moves 2 spaces.

3 Now the of the yellow operator is activated: The yellow robot moves 4 spaces onto the VP space with a VP token. The robot takes 1 damage as it crosses the lightning barrier.



4 After the movement, yellow uses REPULSION BLAST: The yellow robot pushes the green robot into a pit. Green is destroyed and immediately draws a new module. Yellow takes 1 VP.

2-4 REPULSION BLAST

After moving, push adjacent robots and mines 1 space.



5 Now the of the blue operator is activated. First he uses ROTARY HEAD and moves his dice by 1 key.

3-6 ROTARY HEAD

Before activating it, move this by 1 or 2 keys or .

6 He then uses TELEPORT, so his robot swaps places with the yellow robot.

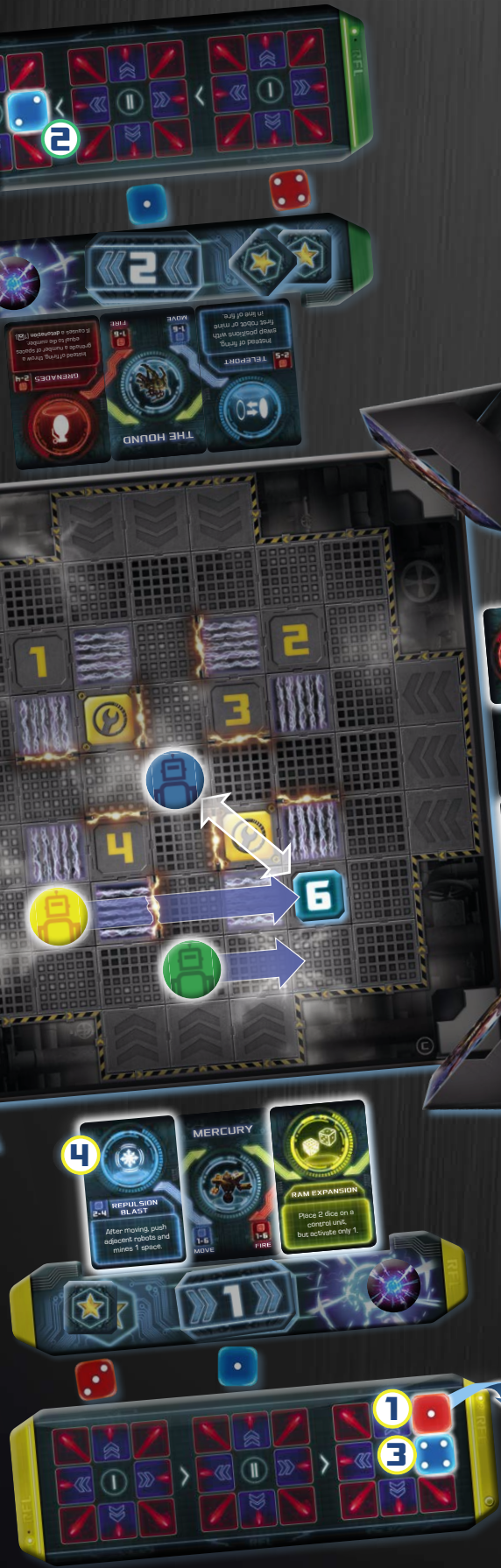
2-5 TELEPORT

Instead of firing, swap positions with first robot or mine in line of fire.

He then uses TELEPORT, so his robot swaps places with the yellow robot.

RESOLUTION PHASE


Later, in the Resolution Phase, the blue operator takes the VP token from the VP space his robot is on.




MODULE OVERVIEW

CARD TERMS

adjacent = the 8 spaces surrounding a space

 = damage


detonation (x) = deals x damage to its space and all adjacent spaces

BLUE MODULES (MOVEMENT)



BRAKE



 1-6

When your robot moves, you can move it 1 or 2 spaces fewer than the number showing on this .



MOBILITY

 1-6

If this  is on a blue key, you can activate it as a .



REPULSION BLAST


 2-4

When your robot finishes moving, immediately push all adjacent robots and mines by 1 space away from your robot.



STEERING NOZZLE

 1-3

You can place this  on a non-blue key to move your robot diagonally. Your robot can move diagonally across the end or corner of a wall. If your robot moves diagonally into another robot, it is pushed diagonally.



TELEPORT

 2-5

Instead of firing, your robot can swap positions with the first robot or mine in your line of fire.

A TELEPORT is **not** a movement! Mines do not explode. Pits, lightning barriers, ANCHOR, etc. do not affect the TELEPORT.



TELESCOPIC ARM

In *Phase 3: Resolution*, instead of activating your robot's current space, you can activate 1 adjacent space of your choice.



You cannot activate a space with a robot on it. You can activate a space with a mine token on it, but the mine also causes a detonation. Activating a space through a lightning barrier also activates the lightning barrier.

RED MODULES (DAMAGE)



CROSSFIRE


 1-3

Instead of firing in only one direction, your robot fires in four directions. If this  is on a blue key, your robot fires orthogonally. If this  is on a non-blue key, your robot fires diagonally. Each hit deals 1 damage.



GRENADES

 2-4

Instead of firing, your robot throws a grenade in its line of fire. The distance of the throw in spaces equals the die number. The grenade causes a detonation (1) on its landing space. A grenade flies over any robots, mines, pits, lightning barriers, and energy walls. A grenade thrown against the arena wall detonates on the last space in front of it. A grenade thrown into a pit has no effect.




MINES

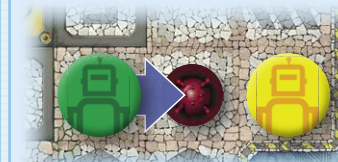
 2-6



Place 3 mine tokens of your color on this module card. When you start moving, you can place a mine token on the space you are leaving. If you have no more mine tokens, take a mine token from the board to place again.

Note: Do not place a mine when using TELEPORT.

Mines cannot be moved. If a mine would be pushed (by a robot or a module) or if it takes any damage, it causes a detonation (1). If your mine destroys an opposing robot, you gain 1 VP. Put the detonated mine back on its module card. If your robot is destroyed or if you unequip this module card, return all your mines to your inventory.

EXAMPLE - MINES



The green robot moves 1 space () , so the red mine causes a detonation (1). This deals 1 damage to the yellow and green robots. As this is yellow's





third damage, it is destroyed and red (owner of the mine) gains 1 VP.

The mine is removed from the arena, and the green robot ends its movement on the space the mine was on before.



POWER BEAM

 3-6

A hit with a  to  also pushes the hit robot 1 space. A hit with a  to  also pushes the hit robot 2 spaces.



REMOTE CONTROL

2-5

Instead of firing, you can **REMOTE CONTROL** the first robot in your robot's line of fire. Move 1 die on its controller to another legal key without changing the number.

If the activation of the moved die causes that robot to destroy itself (e.g., by moving into a pit), you gain 1 VP.

Note: If you hit a KillBot (pages 6–7), turn its miniature in an orthogonal direction of your choice.



ROTARY HEAD

3-6

Move this up to 2 keys clockwise or counterclockwise before you activate it.



SAW BLADE

2-6

If your robot pushes a robot when moving, it also deals damage: deal 1 damage for a to or deal 2 damage for a to .

Deal this damage **before** moving the pushed robot!

Note: You cannot use the SAW BLADE with other sources of pushes (e.g., from POWER BEAM or REPULSION BLAST).



SHOCK PULSE

4-6

When your robot finishes moving, immediately deal 1 damage to all robots and mines in adjacent spaces.

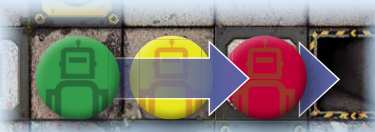
YELLOW MODULES (TACTIC)



ANCHOR

When your robot is pushed, you can choose for it to be pushed 1 or 2 fewer spaces.

EXAMPLE - ANCHOR



The green robot moves 2 spaces toward yellow and red (). Yellow has an equipped ANCHOR

and can now choose whether and how to use it.

- ◆ *Do not use:* The yellow and red robots both fall into the pit. Green gains 2 VP.
- ◆ *-1:* The red robot falls into the pit. Green gains 1 VP.
- ◆ *-2:* The green robot moves 0 spaces.



BOMB

If your robot is destroyed, it causes a detonation []. If your robot falls into a pit, the BOMB has no effect.



RAM EXPANSION

In *Phase 1: Programming*, you can place all 4 dice on your controller. If you place 2 dice on the same key, place the die to be activated first on top.

You still can only activate 1 die on each control unit. When the first of two dice on a control unit would be activated, immediately remove one of the two dice on it.



SHIELD

When your robot takes damage, you can place damage tokens on this module card instead of on your monitor. The SHIELD can hold up to 2 damage tokens. You cannot move damage tokens between your monitor and SHIELD.

When repairing or removing damage tokens after your robot was destroyed, remove those from your SHIELD as well. You cannot unequip your SHIELD if any damage tokens are on it.

CHAMPION MODULES

(Only available in the RFL Championship, described on page 8)



JETPACK, TWIN CITIES - A

2-5

When your robot moves, it can make a jump over all robots and mines. If its movement ends on a space with a robot or mine, it deals 2 damage and 1 push to its landing space. If a robot cannot be pushed (or stubbornly uses the ANCHOR), it is destroyed.

Additional Mandatory Effect: Your robot hovers over pits and never falls into them. Therefore, on a pit its BOMB works and enemy GRENADES cause detonations.



WATER CANNON, ROME - B

2-5

Instead of firing, your robot can shoot a jet of water in its line of fire. This deals no damage, but pushes 3 spaces. If your robot is on any starting space, it pushes 6 spaces. Mines detonate without interrupting this push.



CONDUCTOR, RUHRGEBIET - C

When your robot would suffer lightning damage, instead it deals 1 lightning damage to all adjacent spaces.



WALL CONTROL, TOKYO - D

1-6

Your robot can move through energy walls. Its push and damage effects are still blocked by energy walls, but its TELESCOPIC ARM can reach through them.

Note: Your robot cannot be pushed through energy walls.

KILLBOTS (GAME FOR 2-3 OPERATORS)

The robots have been driving around comfortably without getting in each other's way for too long.

The audience is not amused and it is time for some extra entertainment. It is time for KillBots!

Playing with 2 or 3 players, but crave for the excitement of an arena full of battle robots? Add a KillBot controlled by AI.

SETUP CHANGES

General setup stays the same, just add a KillBot and another starting number. Choose any unused robot and color for the KillBot, and place the following components on any free side of the arena.

- ◆ **KILLBOT CARDS**
(AI Fire, AI Move, Killbot – cards with black back)
- ◆ Any unused **ROBOT**
- ◆ **DICE**
(1x red, 1x blue)
- ◆ **MONITOR**



RULES CHANGES

Unless otherwise stated, treat the KillBot as a normal robot: it gets a starting number, suffers damage and can be destroyed, it reboots, and it collects VPs. The KillBot can even win the game, putting the operators to shame!

KillBot AI: The KillBot follows a fixed program. But since the KillBot does not have an operator, one operator will resolve its program. Instead of placing dice on chosen sides, the KillBot rolls its dice!

If a decision must be made (in exceptional cases), the operator with the lowest starting number decides.

KillBot Facing: Unlike the robots, the **KillBot moves and fires in the direction its miniature is facing**. The KillBot can only be faced in an orthogonal direction.

VP for Destroying the KillBot: If an operator destroys the KillBot, that operator takes 1 VP token from the KillBot's monitor and places it on their own monitor. If the KillBot has no VP, the operator gains no VP.

PLAYING WITH THE KILLBOT

PHASE 0: PREPARATION

The KillBot starts on the middle starting space of its arena side. If a robot or mine is on this space, place the KillBot on another of its starting spaces. Place the KillBot miniature so it faces the center of the arena.




PHASE 1: PROGRAMMING

The KillBot has no controller. Its dice enter the game during *Phase 2: Activation*, according to its AI programming.

After every operator has taken a starting number, give the remaining number to the KillBot.

PHASE 2: ACTIVATION

Immediately before operators start activating dice on each control unit (before I, before II, before III), the KillBot rolls 1 die as follows:

1. If the KillBot is standing on a VP, it rolls a .
2. If the KillBot is **not** standing on a VP, but it spots any robots, it rolls a .
3. Otherwise, it rolls a .

SPOTTING

The KillBot simultaneously looks in 3 directions: left, forward, and right. It cannot look back or diagonally, and cannot look through walls or robots. If the KillBot looks at a space with a **robot or a VP**, the KillBot spots it.



EXAMPLE – SPOTTING AND ROLLING

The yellow KillBot looks left; it cannot look through the energy wall, so it spots nothing. It looks forward and spots nothing. It looks right and spots the red robot (across the mine). It cannot look diagonally, so it doesn't spot the VP.

Because the KillBot spotted a robot, it rolls the red die.



Place the rolled die on the die key on the KillBot card. **The KillBot always has a 1-3 die.** If the die shows a 4, 5, or 6, flip it over (to show a 3, 2, or 1) before placing it.

Note: For each control unit the players resolve, activate the KillBot's die in normal order.



ACTIVATING A KILLBOT'S BLUE DIE: MOVE

1-3 The KillBot moves a number of spaces matching the number showing on the die. Before each move into a new space, it spots and may turn.

Perform the following three steps for each of the KillBot's 1-3 spaces of movement.

1. SPOT AND TURN

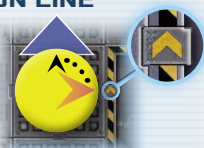
The KillBot **spots robots and VPs**.

If it spots a robot or VP token, it turns toward the nearest one. (In this case, treat multiple VP tokens on the same space as 1 VP.)

If it spots nothing or several robots or VP tokens at the same distance, the KillBot keeps its current facing.

2. TURN AWAY FROM CAUTION LINE

If the KillBot is now directly facing a caution line, it turns in the direction of the small arrow on it.



3. MOVE

The KillBot moves 1 space forward. If this move destroys another robot (e.g., by pushing it into a pit), place 1 VP token from the supply onto the KillBot's monitor.

EXAMPLE - ACTIVATING A BLUE KILLBOT DIE

The yellow KillBot activates a :

1. The KillBot spots nothing, so it doesn't turn, and then moves 1 space forward.



2. The KillBot spots the red robot, so it turns right. Because it now is facing a caution line, it turns again toward the lines' arrow. Then, it moves 1 space forward.



3. The KillBot spots the green robot, so it does not turn. Then, it moves 1 space forward, pushing the green robot into the pit. The KillBot takes 1 VP token from the supply.



ACTIVATING A KILLBOT'S RED DIE: FIRE

1-3 The KillBot spots, may turn, and then fires.

1. SPOT AND TURN

The KillBot only **spots robots**.

If it spots a robot, it turns toward the nearest one.

If it spots nothing or several robots at the same distance, it keeps its current facing.

2. FIRE

The KillBot fires forward. 1 hit deals 1 damage. If that hit destroys a robot, place 1 VP token from the supply onto the KillBot's monitor.

EXAMPLE - ACTIVATING A RED KILLBOT DIE

The yellow KillBot activates a :

The KillBot spots the red robot and turns toward it. It fires and hits the mine, which explodes and deals 1 damage to both the KillBot and the red robot.



PHASE 3. RESOLUTION

If the KillBot is on a space with any VP tokens, it collects all of them and puts them on its monitor.

If the KillBot is on a workshop, it repairs itself. It never draws new module cards.

MODULES FOR THE KILLBOT

The standard KillBot doesn't scare you anymore? Then it's about time to equip it with modules.

To equip the KillBot with two modules of different colors, choose from the following modules or draw modules until you have two of these: ANCHOR, GRENADES, POWER BEAM, CROSSFIRE, MINES, SAW BLADE, REPULSION BLAST, BOMB, SHIELD, and TELESCOPIC ARM.

The KillBot always uses its modules when their conditions are met. With the TELESCOPIC ARM, it always collects VPs first. With the ANCHOR, it is always pushed 2 spaces fewer.

KILLBOT SQUAD

When playing with only 2 operators, you may add 2 KillBots to the game. Assign the two remaining starting numbers to them randomly. The KillBots win as a squad immediately if they have 7 VP in total.

SPOTTING FOR A SQUAD

- ◆ Squad members block each other's line of sight.
- ◆ Squad members do not spot each other (so they won't turn toward each other).

RFL CHAMPIONSHIP

The RFL Championship attracts the masses to the arena. Will the titleholders remain undefeated, or will a new champion rise to glory?

A championship is played over a series of title bouts in different arenas, with 4 competing operators each (4 players only). Each bout has a titleholder, equipped with the champion module of the current arena. If you win the bout, you gain that module. If you manage to gain all 4 champion modules, you become the new RFL Champion!

SETUP CHANGES

In order of starting number, each operator selects a robot below and takes its champion module (cards with RFL back).

STARTING CHAMPIONSHIP MODULES



- A** *Twin Cities: THE HOUND with JETPACK*
- B** *Rome: MERCURY with WATER CANNON*
- C** *Ruhrgebiet: REAPER with CONDUCTOR*
- D** *Tokyo: VOLT with WALL CONTROL*

For the first title bout, use the arena board of the operator with the lowest drawn starting number.

RULES CHANGES

The arena's titleholder must keep his champion module equipped through the whole fight. Other champion modules cannot be equipped. Thus, inventories can start with modules.

If the titleholder of the played arena loses the bout, he gives **all** his champion modules to the winner. The winner chooses the arena of the next bout, but must choose an arena whose champion module she does not yet have.

If your robot has all 4 champion modules, you win the RFL Championship.

Note: If you cannot complete a championship during one session, keep the robots with their champion modules in separate compartments of the game box.

Want to play a championship with fewer than 4 players? Want to find more ways to play **VOLT**? Check our website for downloadable content: www.heidelbaer.de

ARENA FEATURES

The notorious arenas of the RFL offer a huge variety of challenges for operators and robots.

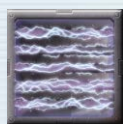
ARENA WALL: The arena wall surrounds the arena (box and arena pillars). It blocks everything (movement, fire, etc.).



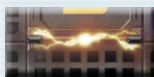
CAUTION LINE: Caution lines only affect KillBots that are activating a blue die. In the step *Turn away from Caution Line*, a KillBot directly facing a caution line turns in the direction of the small arrow on it.



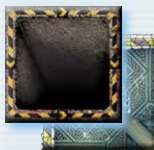
ENERGY WALL: Robots cannot cross energy walls, and energy walls block effects that push or deal damage. A robot can fire past the end or corner of a wall diagonally.



HIGH-VOLTAGE SPACE: At the beginning of *Phase 3: Resolution*, the high-voltage space deals 1 lightning damage to anything on its space.



LIGHTNING BARRIER: If a robot crosses a lightning barrier, it takes 1 lightning damage before it enters the space behind the barrier.



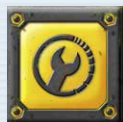
PITS: If a robot enters a pit (or water), it falls in and is immediately destroyed.



STARTING SPACE: Robots start the game and reboot in one of the starting spaces on their side of the arena.



VP SPACE: In *Phase 0: Preparation*, a random VP token is placed, number side up, on the VP space showing the same number. In *Phase 3: Resolution*, a robot on a VP space can activate it to collect all VP tokens from it.



WORKSHOP: In *Phase 3: Resolution*, a robot on a workshop can activate it. Its operator chooses 1 of the following options:

- ◆ **Repair:** Remove all damage tokens from your robot.
- ◆ **Draw:** Draw 1 card from a module deck of your choice and place it in your inventory.

CREDITS

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