

Rollerball Expansion 1

By Peter Cobcroft

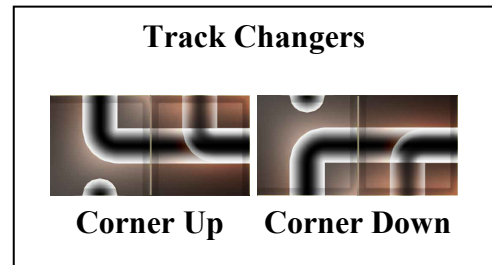


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Track Changer Cards

Corner Track Changer

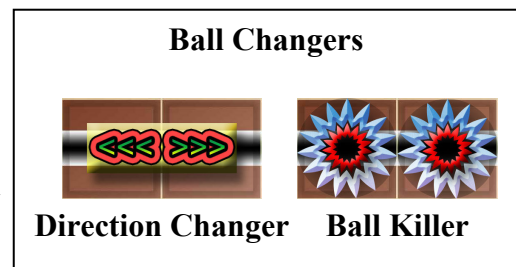
- Number of cards in deck: 3 (x2 types: Up, Down)
- Only playable on a corner square.
 - The "T" intersection is the part of the card played on the corner square.
- Must be placed such that balls travelling down the card continue in a clockwise direction.
- If the direction of all the balls is changed with a **Direction Changer** card, the Corner Track Changer card still takes precedence over the board (i.e. given the choice the ball will change tracks to a different ring).



Ball Changer Cards

Direction Changer

- Number of cards in deck: 1
- Unlike other cards in the game, this card is automatically destroyed when struck with a ball.
 - Move the ball onto the first space of the card.
 - Remove Direction Changer card to discards.
- When struck with a non-energised ball that is not "Up", all balls begin moving in the opposite direction they were previously moving (ie clockwise to anticlockwise).
 - All ball movement is regarded as simultaneous.
 - If a ball moves onto the Direction Changer with its first move for the turn, it will then move back a space. Likewise all other balls will move forward one and backward one.
 - If a ball moves onto the Direction Changer with its second move for the turn, no balls change direction until the next turn.
- When struck with an energised ball, this diversion is destroyed before activating as normal.



Ball Killer

- Number of cards in deck: 2
- Unlike other cards in the game, this card is automatically destroyed when struck with a ball.
 - Move the ball onto the first space of the card.
 - Remove Ball Killer card to discards.
- When struck with a non-energised ball that is not "Up", and there are more than 1 ball in play, the ball is destroyed.
 - Remove the ball from the board.
- When struck with an energised ball, this diversion is destroyed before activating as normal.

Misc Counters

Portal

- Number of counters in game: 2
- In the Placing initial pieces turn of the game, the winning bid player may play a Portal counter in phase 3 **Cards** instead of a normal card from their hand.
 - They may play a Portal at any time in this phase if they have not passed.
 - A Portal may be played on any unoccupied space on the board including corners except on the 4 central spaces with the Rollerball logo.
- If the Portal is played, then the player who passes last in the phase must play the second Portal counter after passing.
- A Portal may never be destroyed by any means and it may not be replaced.
- Workmen on a Portal counter are unaffected by any ball.
- Workmen may not use Portals, they only affect balls that are not rubberised and "Up".
- If a ball moves onto a Portal counter, its next move will be to the other Portal counter.

