

GTM THREAD FOR CURRENT EVENT [ForceOFWill's Game of robotering \(gametechmods.com\)](https://gametechmods.com)

DSL 2.6 IRL All standard armors legal

800kg Heavyweight robots

Keep Clipping to a minimum except for extenders clipping extenders

RoboGames Arena OOTA Is OOTA

Three minute fights

Standard JD Criteria Damage control and aggression

Damage dealt by weapons that's unrealistically unable to function will not be counted towards judges decisions and any KO's caused this way will result in a JD

Custom Components are legal

Offensive imagery will disqualify a robot from entering

I am not good at AI so if you can provide it I would appreciate it.

Otherwise you will get a basic cookie cutter AI line

I will try though no promises that it will be good

Component legality is in each of the weapon type rules

Major havoks will restart the fight(max of 3 resets). Havoks that don't affect fight outcomes may be included in the final edit

No Clusterbots

Event Format

Event will be a 6v6 team event

Captains are Myself and Captain Mantine

Event will be ran like WWRA2 style events in which each robot on a team will fight against each robot of the opposing team.

5 points awarded for a KO/OOTA

4 for a UJD with 1 awarded to the looser

3 points for a SJD with 2 awarded to the looser

HS Bar/Disc

Two large teeth(25kg) or 4 small teeth(10kg)

6 beaters any size no extended beaters

Hammers and axes are banned

Must have adequate supports

Limit 1 mechavore or minion discs

No mixing and matching

No weapon wheel guards

FBS

Can be a shell, tribar, or overhead bar.

Shells can only use teeth or beaters

2 large teeth, or 4 small teeth of any other type

6 beaters max all sizes

Tribars/overhead bars can use SOW hammers as well as the above listed

6 beaters max for a tribar

2 large teeth, or 4 small teeth of any other type

Tribars must have adequate supports

No mixing and matching

No weapon wheel guards

VS

Limits are total amount of damaging components.

Max of 2 discs with damaging components

2 large teeth of any size and any other tooth over 10 kg
4 teeth of any size under 10 kg or under no stacking
6 beaters of any size
Max 1 mechavores or minion discs
No weapon wheel guards
No mixing and matching

DS

Max of 8 small/medium beaters
Max of 6 large beaters
No mixing and matching
No weapon wheel guards

Flipper

Max of 1 spring loaded beta(no geared betas unless you AI it)
Max of 2 for any other motor including all VDMAs
Max of 3 motors for four bar flippers
No damaging components on flipping arms
No unsupported skirts for wedges
No weapon wheel guards
No pneumatic top hinges or four bars

Wedge/Rammer

No spikes on pure wedge bots
Max of 6 spikes for rammers
No teeth on rammers
No weapon wheel guards

No skirts for wedges

Crusher/Clamp

Crushers may have at most 1 motor to cause damage max of 50KG worth of damaging components but must look reasonable

Clamp lifters may have up to 2 mechanisms but can not have more than 10kg worth damaging components on each mechanism

No skirts for wedges

No weapon wheel guards

Axe/Hammer/Saw

No damaging components on hammer arms or wheel guards

Max of 1 Frenzy hammer

No servo motors unless you AI them

Max of 70kg hammer head weight Axes and hammers only

Max of one large/extra large burst piston

Max of 1 spring loaded beta(no geared betas unless you AI them)

Dustpans are legal but must have supports

Saws and Hammer saws are allowed but must use a properly protected motor with a saw or disc that looks reasonable Chew

blades, saws, and ronins discs are legal. no ant blades

Max of 2 damaging component for overhead spinners

No weapon wheel guards