Standard and Expansion board elements

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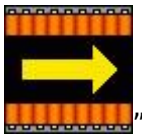
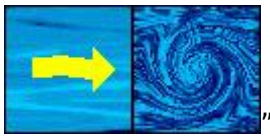
CHECKPOINT and REPAIR SITES

 ” **FUNCTION**: Chop shops have three distinct abilities that affect option cards. A robot may only use one function of a chop shop per register phase. **OPERATION**: If a robot ends a register phase on a chop shop and has any options, it may either scrap one of its options and draw a new option card to replace it, or it may replenish the ammunition of one of its options. If a robot ends a turn on a chop shop, it may draw an option card even if it has no options. **TIMING**: Occurs during the Touch Checkpoints segment of the register phase sequence.

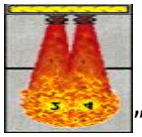
CONVEYOR BELTS

 ” **FUNCTION**: Occasionally destroy robots. **OPERATION**: If a robot is on this square when the crusher is active, the robot is destroyed. Crushers crush only on the phases shown on the crusher. (The crusher shown is active on the second and third phases). **TIMING**: Occurs during the Board Elements Move segment of the register phase sequence. On phases when crushers are active, they crush in the fifth step of Board Elements Move.

CURRENTS

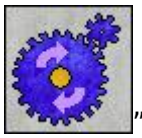
 ” **FUNCTION**: Drains destroy robots. **OPERATION**: When a robot moves onto or over a drain, the robot is destroyed. Treat drains as pits **TIMING**: Occurs when a robot moves onto or over a drain.

FLAMERS

 ” **FUNCTION**: All conveyor belts push robots forward. Express conveyor belts push robots forward two squares. **OPERATION**: Move robots on express belt icons forward one square first. The second square of movement occurs at the same time normal conveyor belts move. **TIMING**: Occurs during Board Elements. Move segment of the register phase sequence. The first square of movement

is the first step in Board Elements Move.

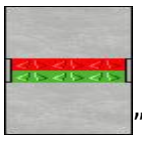
GEARS


” **FUNCTION**: Lasers damage robots. **OPERATION**: Robots caught in a laser beam at the end of a phase recieve a point of damage for each beam in the square. Robots are not damaged by moving through a laser beam, and lasers are blocked by walls and other robots. If two or more robots end their movement in the same laser beam, then only the one closest to the laser mount will be damaged (the closest robot will block the laser from hitting other robots). **TIMING**: Occurs during the Resolve Laser Fire segment of the register phase sequence. Both board-mounted lasers and robot-mounted lasers damage robots at this time.

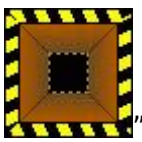
LEDGES


” **FUNCTION**: Oil slicks move robots. **OPERATION**: If a robot attempts to end its movement on an oil slick, it continues to slide in the direction of its movement until it is stopped by a wall or another robot that is not on an oil slick, or until it is no longer on an oil slick. If a robot slides into another robot that is on an oil slick, both robots slide as described above. Note that a robot does not slide until it attempts to end a movement on an oil slick; robots that are still moving behave in the normal manner. If a robot begins its movement on an oil slick, the first square of movement is negated. Oil slicks have no effect on rotate cards. **TIMING**: Occurs during the Robot Move segment of the register phase sequence.

ONE-WAY WALLS

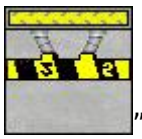

” These represent empty factory floor. Robots may move freely through these squares.

PITS

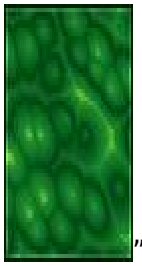

” **FUNCTION**: Portals move robots to other specific locations. **OPERATION**: A robot that enters a portal during the execution of a movement card immediately moves to another portal of the same color, and continues its movement from there. If another robot occupies the moving robot's

destination portal, the portal does not activate and the moving robot continues to move as if the portal were open floor. **TIMING**: Occurs during the Robot Move segment of the register phase.

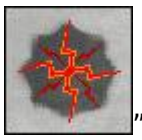
PUSHERS


” **FUNCTION**: Radiation damages robots. **OPERATION**: A robot that end its turn on a radiation square recieves 1 point of damage. **TIMING**: Occurs during the Resolve Laser Fire segment of the register phase sequence during the fifth register phase.

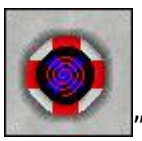
RADIOACTIVE WASTE


” **FUNCTION**: Ramps allow travel from one level to another. **OPERATION**: When a robot is moving up a ramp from a lower level, treat the ramp as an extra square of open floor. If a robot stops on the extra square, move the robot back 1 square. When a robot is moving down a ramp from the upper level, the ramp has no effect on robot movement. **TIMING**: Occurs when a robot moves up or down a ramp.

RANDOMIZERS

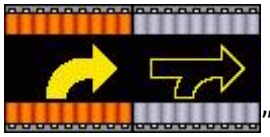

” **FUNCTION**: Repulsor fields push robots that runs into them. **OPERATION**: A robot that runs into a repulsor field is pushed directly away from the field for a number of squares equal to its movement card, and loses any remaining movement from that card. A robot that is pushed into a repulsor field by another robot is pushed directly away from the repulsor field for a number of spaces equal to the pushing robot's movement card, and the pushing robot loses any remaining movement from its card. Robots being pushed by a repulsor field can push other robots. A robot can only be pushed by a repulsor field when it runs into a field or when it is pushed into a field by another robot. **TIMING**: Occurs during the Robots Move segment of the register phase sequence.

TELEPORTERS


” **FUNCTION**: Trap door pits are covered pits that occasionally opens to destroy robots. **OPERATION**: If a robot is on this square when the trap door pit is active, the trap door pit opens and

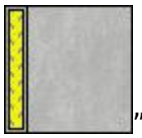
the robot is destroyed. When not active, the trap door pit is treated as open floor. When a robot begins a phase on a trap door pit that has suddenly become active, the robot is destroyed. **TIMING**: During a register phase in which a trap door pit is active, treat is as a pit for the entire phase.

TURNING CONVEYOR BELTS



" **FUNCTION**: As belts around corners, objects being moved by the belts are also turned. **OPERATION**: If any conveyor belt pushes a robot onto a rotating conveyor belt the robot is rotated 90° in the indicated direction. **TIMING**: Occurs during Board Elements Move segment of the register phase sequence. A robot is rotated immediately after any conveyor belt moves it onto this square.

WALLS



" **FUNCTION**: Water slows down robots executing movement cards. **OPERATION**: The first square is negated. (A robot executing a Back-Up or Move 1 will not move; a robot executing a Move 2 will move forward 1 square.) As a robot is moving into a water square from a non-water square, treat the water as open floor. **TIMING**: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

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