



Unofficial Field & Points Cheatsheet



Team 25
Raider Robotix

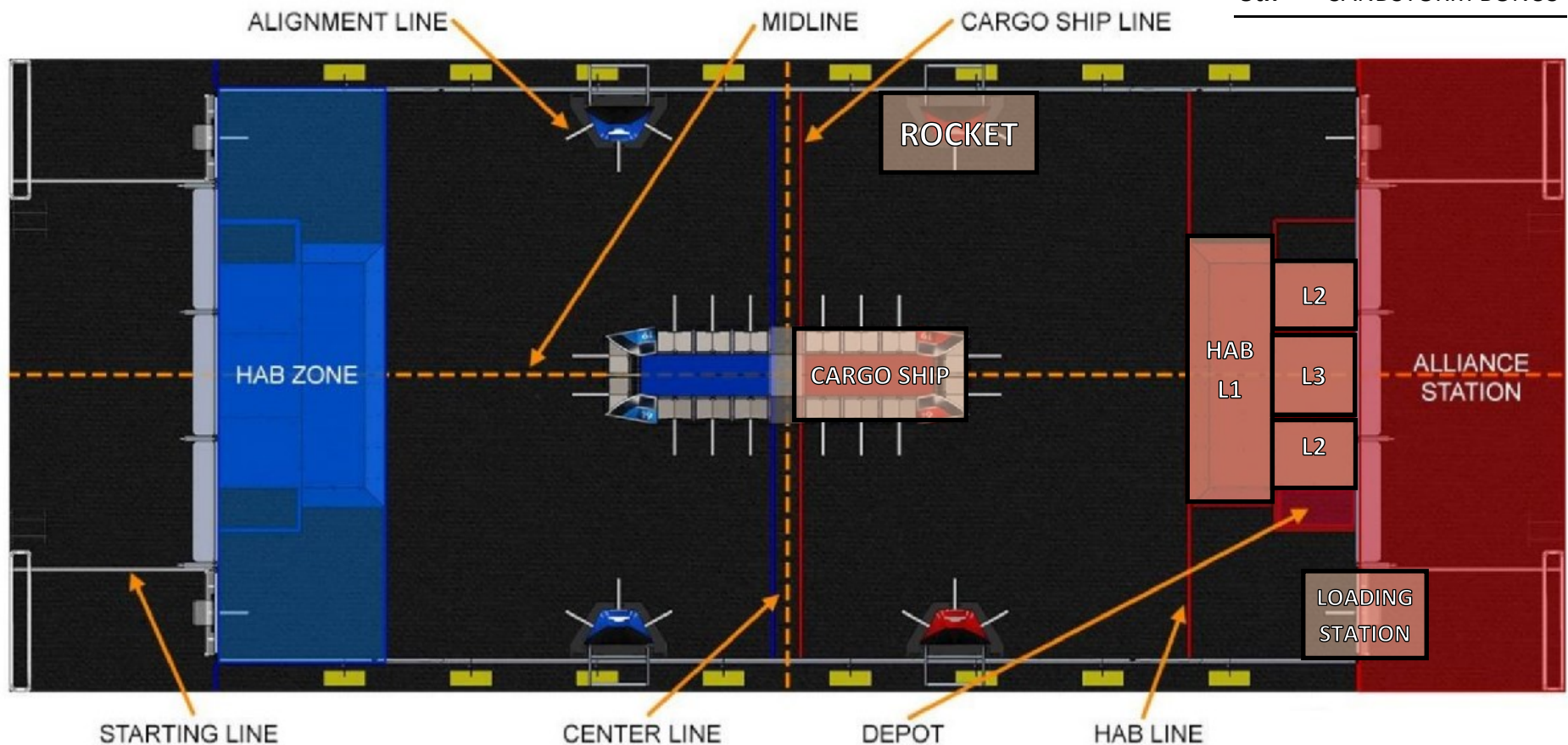
STAGING	CARGO	HATCH PANEL
DEPOT	6 each	0
LOADING STATION	0	1 each
ALLIANCE STATION	9-12	19-22
CARGO SHIP (8 total)	2-8	0-6 (null)

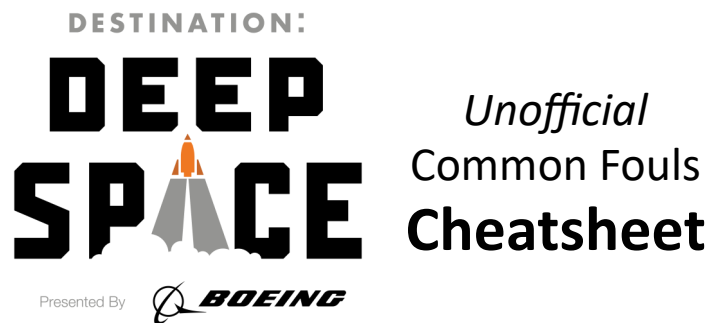
HAB PLATFORM BONUSES		
LEVEL	SANDSTORM	CLIMB
1	3 points	3 points
2	6 points	6 points
3	N/A	12 points

RANKING POINTS	
WIN	2 RP
TIE	1 RP
15+ CLIMB PTS	1 RP
1+ ROCKET	1 RP

HATCH PANEL	2 points (non-null)
CARGO	3 points / BAY

QUALIFICATION RANK SORT	
2nd	CARGO
3rd	HATCH PANELS
4th	HAB CLIMBS
5th	SANDSTORM BONUS





Violation	Penalty
FOUL	3 pts to opponent
TECH FOUL	10 pts to opponent
YELLOW CARD	Warning; 2 YELLOW = 1 RED
RED CARD	0 pts for a MATCH

FOUL

Accidental control of every extra GAME PIECE

More than one ROBOT playing defense, for every 5 seconds

Pinning an opponent, for every 5 seconds

Contacting opponent in their HAB ZONE

Descoring opponent GAME PIECES

Intentionally ejecting a GAME PIECE out of the field

Throwing CARGO on defense

TECH FOUL

Crossing the CARGO SHIP LINE during the SANDSTORM PERIOD

Entering the FRAME PERIMETER of opponent (+ YELLOW CARD)

Peeking at the FIELD during the SANDSTORM PERIOD

Exiting the STARTING LINES during the SANDSTORM PERIOD

YELLOW CARD

Extending above the ALLIANCE STATION WALL while climbing the HAB PLATFORM

Entering the FIELD when lights aren't green, if repeated

Jumping over the guardrail, if repeated

Banging on the ALLIANCE STATION glass, if repeated

RED CARD

Strategically removing BUMPERS from BUMPER ZONE, outside of the HAB ZONE

Throwing HATCH PANELS

OTHER

Touching opponent ROCKETS during the last 20 seconds (FOUL + free ROCKET RP)

Contacting opponent in their HAB ZONE during the last 30 seconds (free level 3 climb)