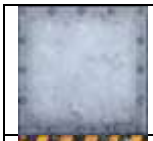
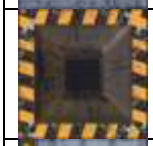
ROBO RALLY

Board Elements

Base Game



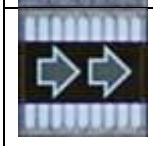
Open floor
These represent empty factory floor. Robots may move freely through these squares.

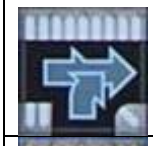


Pits
These represent essentially bottomless shafts. Robots entering or moving over these squares will be destroyed. Also, open edges of the playing board act like pits, and robots moving off an open edge are destroyed.

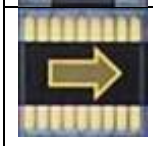
Walls
These represent factory walls, which block robot movement and laser fire. Robots that attempt to move through a wall simply stay where they are. Running into a walls does not damage a robot. Adjacent walls between boards count as one wall, not two.

Checkpoint & Repair Sites
FUNCTION: Any robot touching a checkpoint or repair site at the end of a turn is repaired. Any robot touching a checkpoint or repair site at the end of each phase has its archive position updated to that checkpoint.
OPERATION: Each robot remaining on one of these squares at the end of a turn has 1 point of damage repaired for each wrench appearing on the square. Also, robots on a repair site with two wrenches may choose to receive an option card instead of receiving repairs.
TIMING: Only occurs at the end of a turn, after the fifth register phase.





Express Conveyer Belts
FUNCTION: All conveyer belts push robots forward. Express conveyer 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. If any conveyor belt pushes a robot onto a rotating conveyor belt the robot is rotated 90 degrees in the indicated direction.
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.



Conveyer Belts
FUNCTION: All conveyer belts push robots forward. Normal conveyer belts push robots forward one squares.
OPERATION: Move robots on normal conveyor belts and express conveyor belts forward one square. If any conveyor belt pushes a robot onto a rotating conveyor belt the robot is rotated 90 degrees in the indicated direction.
TIMING: Occurs during Board Elements Move segment of the register phase sequence. The first square of normal belt movement and the second square of express belt movement occur simultaneously, and are the second step in Board elements Move.

Pusher

FUNCTION: Occasionally push robots.

OPERATION: If a robot is on this square when the pusher is active, the robot is pushed into the adjacent square. Pushers can push multiple robots, and they push only on the phases shown on the pusher.

TIMING: Occurs during the Board Elements Move segment of the register phase sequence. On phases when pushers are active, they push in the third step of Board Elements Move.

Gears

FUNCTION: Rotate robots 90 degrees.

OPERATION: Robots on these squares are rotated 90 degrees in the indicated direction.

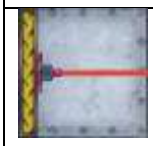
TIMING: Occurs during the Board Elements Move segment of the register phase sequence. They turn in the fourth step of Board Elements Move.

Crusher

FUNCTION: Occasionally destroy robot

OPERATION: If a robot is on a square when the crusher is active, the robot is destroyed. Crushers crush only on the phases shown on the crusher.

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.



Laser Beams

FUNCTION: Lasers damage robots

OPERATION: Robots caught in a laser beam at the end of a phase receive 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.

Armed & Dangerous

Ledges

FUNCTION: Ledges separate one level from another.
OPERATION: When a robot crosses over a ledge from the upper level to the lower level the robot lands and receives 2 points of damage. When a robot is approaching a ledge from the lower level, treat the ledge as a **wall**.
TIMING: Occurs when a robot is moving over or into a ledge.

Ramps

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.

Randomizer

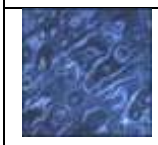
FUNCTION: Randomizer change robot programs.
OPERATION: A robot on a randomizer replaces its current program card(s) with a card drawn randomly. Later, during the Robots Move segment of the register phase sequence, the robot executes the card according to the card's priority.
TIMING: Occurs during the Reveal Program Cards segment of the register phase sequence.

Teleporters

FUNCTION: Teleporters modify robot movement cards.
OPERATION: A robot executing a movement card on a teleporter appears as many squares forward as indicated by the movement card plus 2 squares, ignoring all intervening board elements. If another robot or a non-flat device is in the square the robot would arrive in, the teleporter does not operate and the robot executes its movement card(s) normally. Robots executing rotate cards are not affected by teleporters.

Card	Appears forward
Move 1	3 squares
Move 2	4 squares
Move 3	5 squares
Back Up	2 squares

TIMING: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

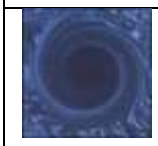


Water

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.

Current

FUNCTION: Current move robots through water.
OPERATION: A robot in a current moves 1 square in the direction of the flow. (Robots in a current must also follow all rules for **water**.)
TIMING: Occurs during the Board Elements Move segment of the register phase sequence, after conveyor belts but before pushers.



Drains

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 over or onto a drain.

Radioactive

Radiation

FUNCTION: Radiation damages robots.
OPERATION: A robot that ends its turn on a radiation square receives 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: Radioactive waste damages a robot and activates dormant options on robots.
OPERATION: A robot that ends a register phase on a radioactive waste square receives 1 point of damage and may draw one option card.
TIMING: Occurs during the Resolve Laser Fire segment of the register phase sequence (when robot receives 1 point of damage) and during the Touch Checkpoints segment of the register phase sequence (when player may draw an option card).

One Way Walls

FUNCTION: One-way walls block robot movement and laser fire.
OPERATION: One-way wall are treated exactly like normal **walls** from the red side, but are treated as if they do not exist from the green side. Thus, robots, lasers, explosion damage, and so on may pass through a one-way wall from the green side, but may not pass through from the red side.
TIMING: Occurs when a robot moves into a one-way wall.

Radioactive Drain

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.

Grand Prix

Trap Door Pits

FUNCTION: Trap door pits are covered pits that occasionally open to destroy robots.
OPERATION: If a robot is on a square when the trap door pit is active, the trap door pit opens and the robot is destroyed. When not active, that 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.

Repulsor Fields

FUNCTION: Repulsor fields push robots that run 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.

Chop Shop

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.

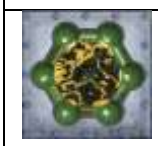
Crash & Burn

Flamers

FUNCTION: Flamers damage robots.
OPERATION: When a robot moves onto or through an active flamers, or when a robot fails to leave an active flamer, the robot receives 1 point of damage. If a robot ends a register phase on an active flamer, the robot takes an additional 1 point of damage. Flamers are only active during the register phases shown on the flamer.
TIMING: Occurs during the Robots Move segment of the register phase when a robot moves onto or through an active flamer, and again during the Resolve Laser Fire segment of the register phase. During phases when flamers are active, flamers cause 1 point of damage.

Oil Slicks

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.



Portals

FUNCTION: Portals move a robot 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.

Fan-created

MagLock

FUNCTION: Maglocks occasionally stop or hinders robot movements

OPERATION: Any robot passing onto or over an active MagLock end their movement on the MagLock and loses any remaining movement. Robots on an active Maglock cannot move; their movement card(s) are ignored. Robots on an active MagLock cannot be pushed and are not considered to be flying. If a robot is pushed onto an active MagLock they are instantly locked and cannot be pushed any further. A robot on an active MagLock may still use any weapon or any other option cards except cards that enables the robot to move away from the MagLock.

TIMING: Occurs during the Robots Move segment of the register phase when a robot moves onto, through or leaving the MagLock.

Lava Pit

FUNCTION: Lava pits occasionally damage robots

OPERATION: When a robot moves into or through a Lava Pit, the robot receives 1 point of damage. If a robot ends a register phase in a Lava Pit, the robot takes an additional 1 point of damage. An erupting (active) Lava Pit deals 2 points of damage to any robot standing in the Lava Pit and 1 point of damage to any robot standing in the 8 adjacent squares surrounding the Lava Pit.

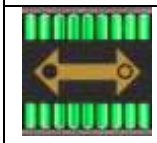
TIMING: Occurs during the Robots Move segment of the register phase when a robot moves onto or through a Lava Pit (1 point of damage) and again during the Resolve Laser Fire segment (1 point of damage). The erupting Lava Pit occurs in the Resolve Laser Fire segment.

Repeater

FUNCTION: Repeaters move robots

OPERATION: Robots standing on a Repeater at the end of the Robots Move segment must execute its current movement card once again, if it is a movement card (Move 1, Move 2, Move 3 or Back up). If several robots are repeating their movement cards they are executed in their normal priority order. If a robot is pushed by another robot onto a Repeater it is affected by the Repeater and follows the above declared rules. If the Robots repeated movement puts the robot on another Repeater, another round of repeated maneuvers will occur.

TIMING: Occurs after the Robots Move segment before entering the next segment. This is repeated until no robot with a movement card in its active register is on a Repeater.

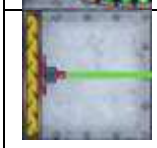


Green (Flip) Conveyer Belts

FUNCTION: All conveyer belts push robots forward.

OPERATION: Move robots on green belt icons forward *one* square, in a direction dependent upon the Light Barrier (*see Light Barrier*). If any conveyor belt pushes a robot onto a rotating conveyor belt the robot is rotated 90 degrees in the indicated direction.

TIMING: Occurs during Board Elements Move segment of the register phase sequence.

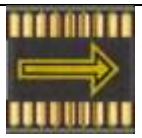
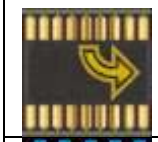


Light Barrier

FUNCTION: Acts as a switch when a robot passing through and breaks the Light Barrier.

OPERATION: Change the direction of the Flip (Green) Conveyor Belts. If one or more robots move through a Light Barrier in the current register phase, the Green (Flip) Conveyer Belts move in the opposite direction than last register phase. If a Light Barrier is interrupted constantly by a robot ending a register phase in it, then the flip belts do not move at all that phase. When all Light Barriers are free again the Green (Flip) Conveyer Belts move in the opposite direction as the last register phase. No single light barrier controls a certain belt. A Light Barrier is not a Laser and robots remain unharmed through or ending a move in a Light Barrier.

TIMING: Occurs during the Robots Move segment of the register phase when a robot moves into or through a Light Barrier.

Gold Conveyer Belts

FUNCTION: All conveyer belts push robots forward. Gold conveyer belts push robots forward three squares.
OPERATION: Move robots on gold belt icons forward *one* square first. The second square of movement occurs at the same time as express conveyor belts move. The third square of movement occurs at the same time as normal conveyor belts move. If any conveyor belt pushes a robot onto a rotating conveyor belt the robot is rotated 90 degrees in the indicated direction.
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.


Molten Metal River

FUNCTION: Current move robots through molten metal and damage them.
OPERATION: A robot in a molten metal river moves 1 square in the direction of the flow. If any molten metal river pushes a robot onto a rotating molten metal river the robot is rotated 90 degrees in the indicated direction. Any robot moved by molten metal river takes 1 point of damage.
TIMING: Occurs during the Board Elements Move segment of the register phase sequence, after conveyor belts but before pushers. (At the same time as **water currents**.)

Slime

FUNCTION: Hinder robots movement.
OPERATION: A robot starting its movement on slime cannot execute left turn, right turn, U-turn, backup or move 1 movement cards. All of these cards are ignored and the robot is not moved. To leave the slime a robot must execute a move 2 or a move 3. A robot on slime can still be pushed of the slime.
TIMING: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

Freak Teleporter

FUNCTION: Freak Teleporters modify robot movement somewhat randomly.
OPERATION: A robot executing a movement card on a teleporter must first draw three random movement cards. These cards may be placed in any order and represent where the robot is teleported. The robot appears as indicated by the three movement card, ignoring all intervening board elements. If another robot or a non-flat device is in the square the robot would arrive in, the freak teleporter does not operate and the robot executes its movement card(s) normally. Teleported robots execute their movement card directly after they are teleported.
TIMING: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

Gate

FUNCTION: Gates move a robot to other specific locations.
OPERATION: A robot that moves into a gate during the execution of a movement card immediately moves to another gate of the same color, facing away from the gate, and continues its movement from there. If another robot occupies the moving robot's destination square, that robot is pushed as from normal movement.
The gate can only be entered from the colored side. The other side acts as a wall.
TIMING: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

Spiked Walls

FUNCTION: These represent factory walls, which block robot movement and laser fire.
OPERATION: Robots that attempt to move through a spiked wall simply stay where they are. Running into or being pushed a spiked wall on the spiked side causes 1 point of damages to the robot. Adjacent walls between boards count as one wall, not two.

List taken from http://www.randomdice.com/games/roborally/rrboardelement.asp. Thanks to BoardGameGeek user **spindisc** for permission to distribute this printable list.