

This PDF is designed to be printed on *either* **Letter** or **A4** card stock/sticker label sheets. **Do not resize the image.**

Print Page 1 on a sticker label sheet. Cut out individual images and stick to dice. Note that each row is a separate die. **Don't mix them up!**

Print Pages 2 through 4 on card stock. *Backs are not mandatory, but do finish the look. If you decide to print the backs, print double sided and use the front as the cutting guide. Backs are not counted as pages.*

RoboDerby Express Player A Blue Dice

DIE 1	115 1x	40 L	45 R	140 3x	95 V	255 H
DIE 2	120 1x	55 L	50 R	145 3x	60 U	250 !
DIE 3	100 1x	15 L	10 R	125 2x	80 <<	85 >>
DIE 4	105 1x	20 L	25 R	130 2x	75 <<	70 >>
DIE 5	110 1x	35 L	30 R	135 2x	90 V	65 U
DIE 6	1 1	2 2	3 3	4 4	5 5	6 6

RoboDerby Express Player B Red Dice

DIE 1	115 1x	40 L	45 R	140 3x	95 V	255 H
DIE 2	120 1x	55 L	50 R	145 3x	60 U	250 !
DIE 3	100 1x	15 L	10 R	125 2x	80 <<	85 >>
DIE 4	105 1x	20 L	25 R	130 2x	75 <<	70 >>
DIE 5	110 1x	35 L	30 R	135 2x	90 V	65 U
DIE 6	1 1	2 2	3 3	4 4	5 5	6 6

RoboDerby Express Player C Green Dice

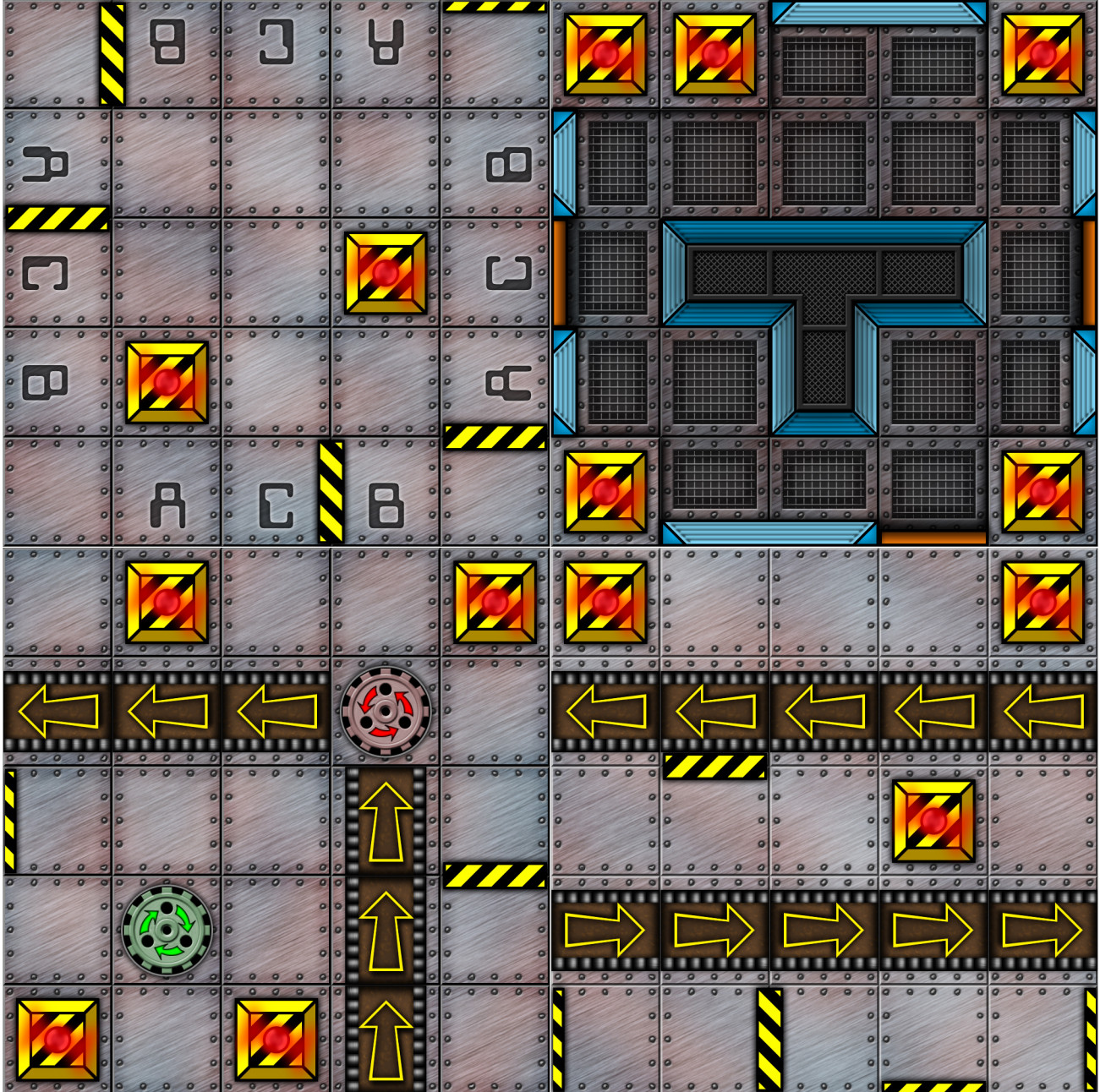
DIE 1	115 1x	40 L	45 R	140 3x	95 V	255 H
DIE 2	120 1x	55 L	50 R	145 3x	60 U	250 !
DIE 3	100 1x	15 L	10 R	125 2x	80 <<	85 >>
DIE 4	105 1x	20 L	25 R	130 2x	75 <<	70 >>
DIE 5	110 1x	35 L	30 R	135 2x	90 V	65 U
DIE 6	1 1	2 2	3 3	4 4	5 5	6 6

RoboDerby Express Player D Yellow Dice

DIE 1	115 1x	40 L	45 R	140 3x	95 V	255 H
DIE 2	120 1x	55 L	50 R	145 3x	60 U	250 !
DIE 3	100 1x	15 L	10 R	125 2x	80 <<	85 >>
DIE 4	105 1x	20 L	25 R	130 2x	75 <<	70 >>
DIE 5	110 1x	35 L	30 R	135 2x	90 V	65 U
DIE 6	1 1	2 2	3 3	4 4	5 5	6 6







1 2 3 4 5 6

00 01 10 11

NO OP	NO OP	NO OP	NO OP
R1	R2	R3	R4

ROBODERBY EXPRESS

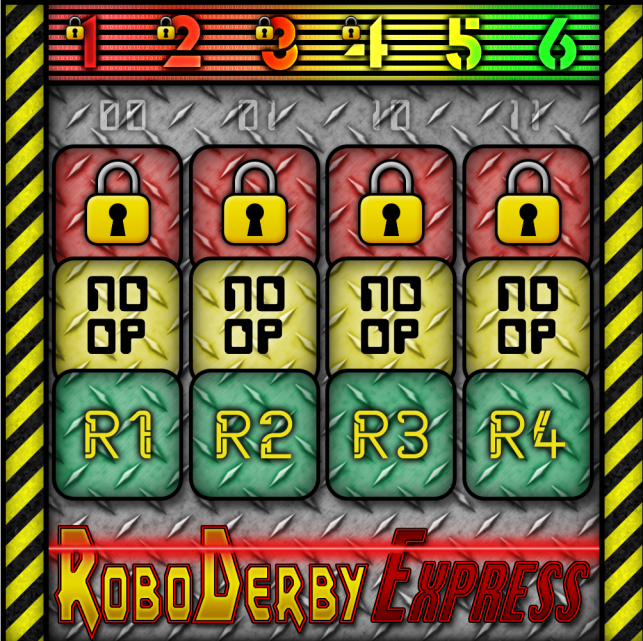
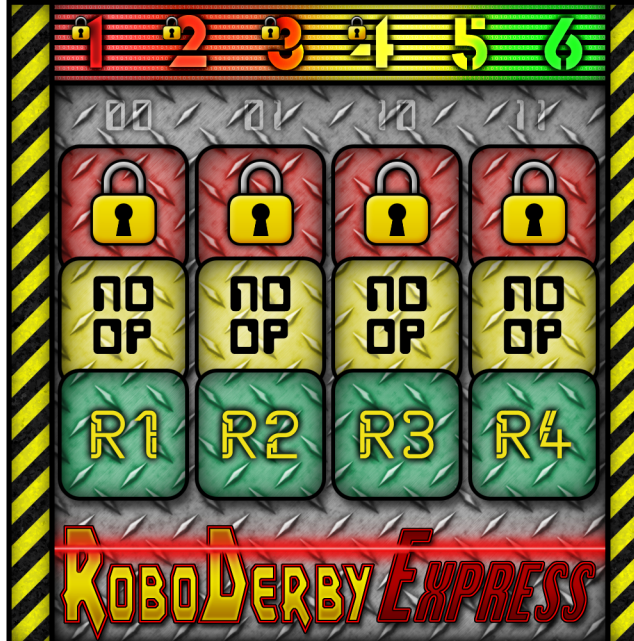
1 2 3 4 5 6

00 01 10 11

NO OP	NO OP	NO OP	NO OP
R1	R2	R3	R4

ROBODERBY EXPRESS





Chem-Bath - Whenever a robot moves through or lands on this space the Priority Command is reduced by 50 with a minimum of 1 for the player's remaining Registers this turn. Additional Chem-Baths will not alter the amount or length of the penalty.

Conveyor Belt - A robot landing on a Conveyor Belt is instantly moved one space forward in the direction of the arrow. Additional Conveyor Belts move the robot additional spaces. Original programming continues once the robot is off the Conveyor Belt. When placing the Conveyor Belt, the destination space must be a legal space. I.E. not an edge or Wall.

Energy Spike - Whenever a robot moves through or lands on this space the Priority Command is elevated by 25 for the player's remaining Registers this turn. Additional Energy Spikes will not alter the amount or length of the reward.

Hole - Whenever a robot moves through or lands on this space it is moved instantly back to its start location. All previous goal requirements gained are lost and must start fresh.

Mag-Lock - Whenever a robot moves through or lands on this space it must stop immediately. All of the player's remaining Registers this turn are forfeit. Play resumes as normal on the following turn.

Oil Slick - Whenever a robot moves through or lands on this space the robot's movement is reduced to one and no turns may be made for the player's remaining Registers this turn. Additional Oil Slicks will cause the robot to become immobile for the player's remaining Registers this turn.

Repair Station - Whenever a robot moves through or lands on this space the player may choose to remain on this spot during the remainder of this Register. If the robot remains, it gains 2 Health. The player may choose to remain through additional Registers, gaining one Health for each Register the player forgoes. The robot may never gain more than its starting Health in this manner.

Wall Sink - This tile may be placed on any "Wall Space". For the remainder of the game treat the space as a normal space, including the ability to place tiles on that space!

