NANOBOTS

Turn Order

1. Check for victory
*You win if your Nanobot's body has
4 segments and at least 1 part of each type.*

2. Activation

- Pick a nanobot you control
- Perform actions
  *You can choose one body action
  and one additional action per part.*
- Repeat with each of your nanobots

3. Spawn food

4. End your turn

Each body can activate only once per turn, regardless of the number of segments.

- **Move:** Single segment only. Move 1 hex any direction.

- **Rotate:** Single segment only. Rotate 1 hex any direction.

- **Split:** Split into two parts. One of the two sections must immediately move away 1 hex. If there are no valid moves then the nanobot can't split.

- **Expel:** Remove a food token from a segment and place it in an adjacent empty hex.

- **Grow Part:** Digest 1 food and grow any 1 part of the matching color.

- **Grow Segment:** All of your segments must be connected. Digest 1 food for each segment, then grow a new connected segment in an adjacent, empty hex.

Body

Mouths

Jaw
Activate: Eat 1 food in the same hex.
Activate: Eat any 1 part in this hex. *(Destroy that part and eat the corresponding food type.)*

Vacuum
Activate: Eat all food in this hex, then move all adjacent food into this hex.

Proboscis
Activate: Eat 1 food in the same hex or in the next hex forward.
Activate: Eat as much food as you can hold from a nanobot body in the next hex forward.

Tail
Activate: Move 1 hex forward. You can push rocks and other nanobots as you move.

Fin
Activate: Pivot 1 hex left or right around this part's segment.

Jet
Activate: Move forward up to 3 hexes in a straight line.

Movers

Eyes

Scanning
Auto: Instead of spawning food randomly, you may select any color of food and place it in line with this part.

Flaming
Activate: Destroy the closest part in line with this part or destroy a food inside a body segment in line with this part.

Hypnotic
Activate: Activate any one part on a nanobot that is in line with this part. You may move or rotate the nanobot if it is a single segment.

Tentacles
Activate: Move any amount of food in this hex or adjacent hexes into this hex or adjacent hexes.
Activate: Move 1 hex forward.
Auto: When an enemy nanobot moves or rotates it loses all parts that were in the same hex as your tentacles.

Drill
The drill can intersect a rock or part.
Activate: Destroy all other parts in this hex.
Auto: Replace a rock in this hex with 3 random food.
Auto: If a drill intersects a part then destroy that part.

Zapper
Auto: When an enemy part is in the same hex as your zapper then all the parts on that nanobot lose all special abilities. *(The body can still activate.)*

Limbs