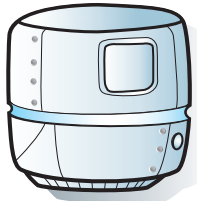


▶ Samplebot 6002
Robot Name

▶ **BODY**



Self Destruct Damage:

2
0-4

Self Destruct Range:

2
0-4

Robot explodes when its hit points reach 0.

Hit Points:



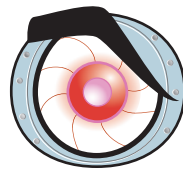
Action Order:

Action Name:

(Compute, Crush, Laser, Move, or Custom)

1	Compute
2	Move
3	Eye
4	Move
5	Crush
6	Compute
7	Move
8	Eye
9	Move
10	Crush

▶ **LASER EYE**



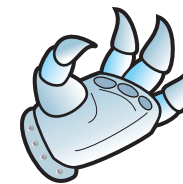
Damage:

1
0-4

Shoot straight forward.
Hit the closest enemy.



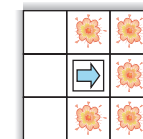
▶ **CRUSH**



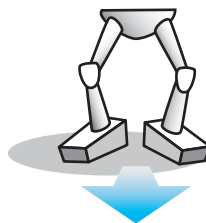
Damage:

2
0-4

Attack front and side spaces.
Hit up to 5 enemies at once.

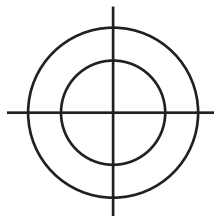


▶ **MOVE**



- Step one space towards the target (or the goal line if no target).
- No diagonal movement. (If two spaces are "towards" the target, go to the lowest numbered one.)
- Turn to face direction of motion.
- If already standing on target space, don't move.
- Movement is blocked by enemy tanks. (Turn to face but don't move.)

▶ **COMPUTE**



- Place the targeting disc on the highest priority target's space.
- If there's a tie for highest priority, use the lowest numbered space.
- If there are no targets, put the disc near the goal line.

Target Priorities:

1	Closest tank in same column.
2	Closest tank in same row.
3	(No target)
4	