

URF ACADEMY

Robot Instructions

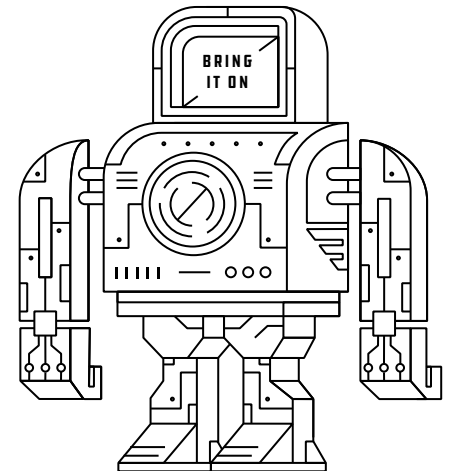
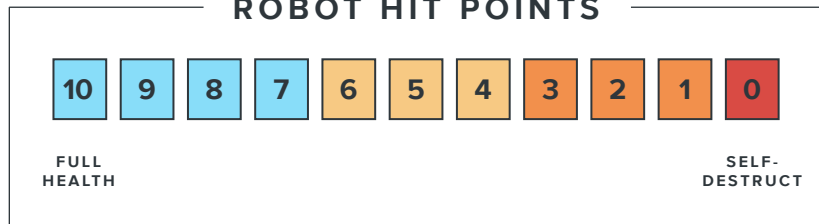
Each turn the robot attempts to perform the actions on its list in order from 1 to 10.


If an action cannot be performed then skip it and move on to the next action.

When the robot finishes the 10th action then its turn is over and the tanks start their turn.

HOME / HOME

ROBOT HIT POINTS



TANK 1 START		TANK 2 START		TANK 3 START		TANK 4 START	

GOAL / 1V09

URF ACADEMY

Tank Instructions

Choose **3 ACTIONS** each turn, in any combination:

- A) Shoot straight forward for 1 damage.
You may shoot over other tanks.
- B) Move forward 1 space. You may not move into the same space as another tank or the robot.
- C) Rotate to face any direction.

TANK 1 HIT POINTS

4	3	2	1	0
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TANK 2 HIT POINTS

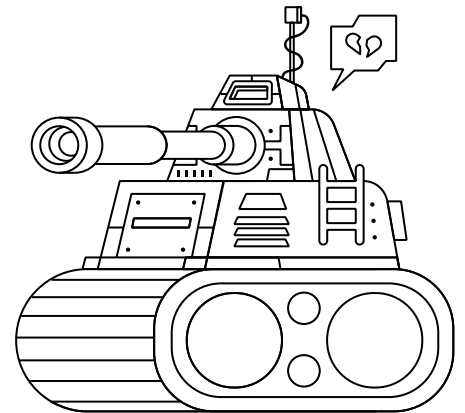
4	3	2	1	0
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TANK 3 HIT POINTS

4	3	2	1	0
---	---	---	---	---

TANK 4 HIT POINTS

4	3	2	1	0
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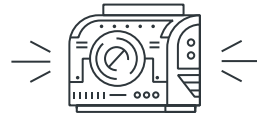


Overview



ROBOT NAME

Abilities

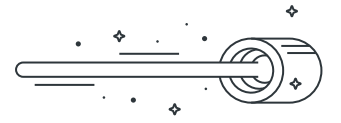


Self-Destruct

Robot explodes when its hit points reach 0.

RANGE
1-4

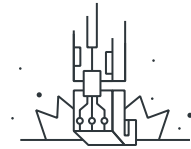
DAMAGE
0-4



Laser

Shoot straight forward.
Hit the first enemy.

DAMAGE
1-4



Crush

Attack front and side spaces.
Hit all enemies in range at once.



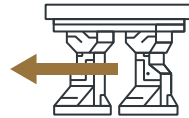
DAMAGE
1-4

Action Order

1	Move	<input type="radio"/>
2	Crush	<input type="radio"/>
3	Move	<input type="radio"/>
4	Face tank	<input type="radio"/>
5	Laser	<input type="radio"/>
6	Crush	<input type="radio"/>
7	Face left	<input type="radio"/>
8	Move	<input type="radio"/>
9	Face goal	<input type="radio"/>
10	Move	<input type="radio"/>

One action per line: Laser, Crush, Move, Face:
[Home/Goal/Left/Right/Tank].

Movement



Move

Step one space in the direction you are facing.

CHECK ONE



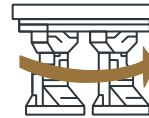
Blocked by enemy



Pushes enemy



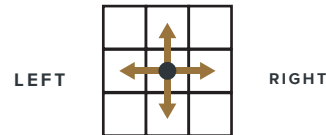
PUSH DAMAGE
0-4



Face

Rotate towards a direction.

GOAL (TANK START)



HOME (ROBOT START)

FACE:
TANK

Turn the robot clockwise in 90° increments until a tank is directly in line with it. If no tanks can be targeted then the robot ends this action with its initial facing.

Custom Action



CUSTOM ACTION NAME

Details

Describe your custom action.

Overview

ROBOT NAME

Abilities

Self-Destruct
Robot explodes when its hit points reach 0.

RANGE 1-4 | DAMAGE 0-4

Laser
Shoot straight forward. Hit the first enemy.

DAMAGE 1-4

Crush
Attack front and side spaces. Hit all enemies in range at once.

DAMAGE 1-4

Action Order

1	Laser	<input type="radio"/>
2	Face left	<input type="radio"/>
3	Move	<input type="radio"/>
4	Face goal	<input type="radio"/>
5	Laser	<input type="radio"/>
6	Move	<input type="radio"/>
7	Crush	<input type="radio"/>
8	Face right	<input type="radio"/>
9	Move	<input type="radio"/>
10	Face goal	<input type="radio"/>

One action per line: Laser, Crush, Move, Face:
[Home/Goal/Left/Right/Tank].

Movement

Move
Step one space in the direction you are facing.

CHECK ONE

Blocked by enemy

Pushes enemy

PUSH DAMAGE 0-4

Face
Rotate towards a direction.

GOAL (TANK START)

LEFT | RIGHT

HOME (ROBOT START)

FACE: TANK

Turn the robot clockwise in 90° increments until a tank is directly in line with it. If no tanks can be targeted then the robot ends this action with its initial facing.

Custom Action

CUSTOM ACTION NAME

Details
Describe your custom action.

Overview

ROBOT NAME

Abilities

Self-Destruct
Robot explodes when its hit points reach 0.

RANGE 1-4 | DAMAGE 0-4

Laser
Shoot straight forward. Hit the first enemy.

DAMAGE 1-4

Crush
Attack front and side spaces. Hit all enemies in range at once.

DAMAGE 1-4

Action Order

1	Face right	<input type="radio"/>
2	Move	<input type="radio"/>
3	Move	<input type="radio"/>
4	Face goal	<input type="radio"/>
5	Laser	<input type="radio"/>
6	Move	<input type="radio"/>
7	Crush	<input type="radio"/>
8	Face left	<input type="radio"/>
9	Move	<input type="radio"/>
10	Face goal	<input type="radio"/>

One action per line: Laser, Crush, Move, Face:
[Home/Goal/Left/Right/Tank].

Movement

Move
Step one space in the direction you are facing.

CHECK ONE

Blocked by enemy

Pushes enemy

PUSH DAMAGE 0-4

Face
Rotate towards a direction.

GOAL (TANK START)

LEFT | RIGHT

HOME (ROBOT START)

FACE: TANK

Turn the robot clockwise in 90° increments until a tank is directly in line with it. If no tanks can be targeted then the robot ends this action with its initial facing.

Custom Action

CUSTOM ACTION NAME

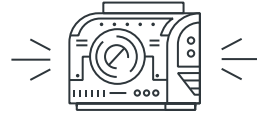
Details
Describe your custom action.

Overview



ROBOT NAME

Abilities

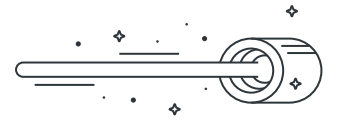


Self-Destruct

Robot explodes when its hit points reach 0.

RANGE
1-4

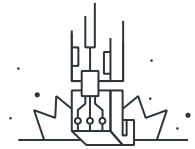
DAMAGE
0-4



Laser

Shoot straight forward.
Hit the first enemy.

DAMAGE
1-4



Crush

Attack front and side spaces.
Hit all enemies in range at once.



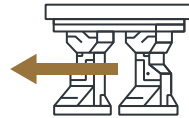
DAMAGE
1-4

Action Order

1	Move	<input type="radio"/>
2	Face left	<input type="radio"/>
3	Move	<input type="radio"/>
4	Face goal	<input type="radio"/>
5	Laser	<input type="radio"/>
6	Move	<input type="radio"/>
7	Face tank	<input type="radio"/>
8	Laser	<input type="radio"/>
9	Move	<input type="radio"/>
10	Face goal	<input type="radio"/>

One action per line: Laser, Crush, Move, Face:
[Home/Goal/Left/Right/Tank].

Movement



Move

Step one space in the direction you are facing.

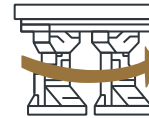
CHECK ONE

Blocked by enemy

Pushes enemy



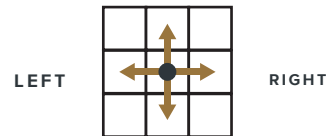
PUSH DAMAGE
0-4



Face

Rotate towards a direction.

GOAL (TANK START)



HOME (ROBOT START)

FACE:
TANK

Turn the robot clockwise in 90° increments until a tank is directly in line with it. If no tanks can be targeted then the robot ends this action with its initial facing.

Custom Action



CUSTOM ACTION NAME

Details

Describe your custom action.

Overview

ROBOT NAME

Abilities

Self-Destruct
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RANGE 1-4 | DAMAGE 0-4

Laser
Shoot straight forward. Hit the first enemy.

DAMAGE 1-4

Crush
Attack front and side spaces. Hit all enemies in range at once.

DAMAGE 1-4

Action Order

1	<input type="radio"/>
2	<input type="radio"/>
3	<input type="radio"/>
4	<input type="radio"/>
5	<input type="radio"/>
6	<input type="radio"/>
7	<input type="radio"/>
8	<input type="radio"/>
9	<input type="radio"/>
10	<input type="radio"/>

One action per line: Laser, Crush, Move, Face:
[Home/Goal/Left/Right/Tank].

Movement

Move
Step one space in the direction you are facing.

CHECK ONE

Blocked by enemy

Pushes enemy

PUSH DAMAGE 0-4

Face
Rotate towards a direction.

GOAL (TANK START)

LEFT | RIGHT

HOME (ROBOT START)

FACE: TANK

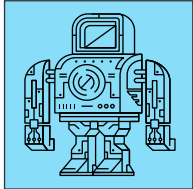
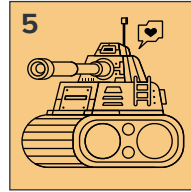
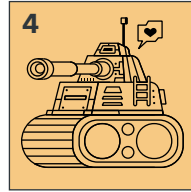
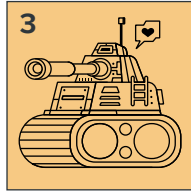
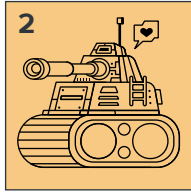
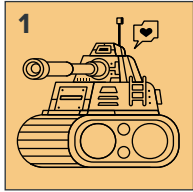
Turn the robot clockwise in 90° increments until a tank is directly in line with it. If no tanks can be targeted then the robot ends this action with its initial facing.

Custom Action

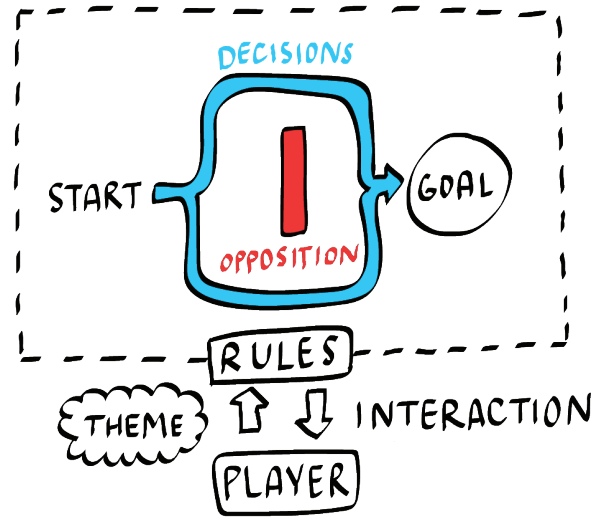
CUSTOM ACTION NAME

Details
Describe your custom action.

Game Pieces



Meaningful Decisions & Opposition



Notes

Key Takeaways: How will you incorporate these in your final game?
