

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	<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)

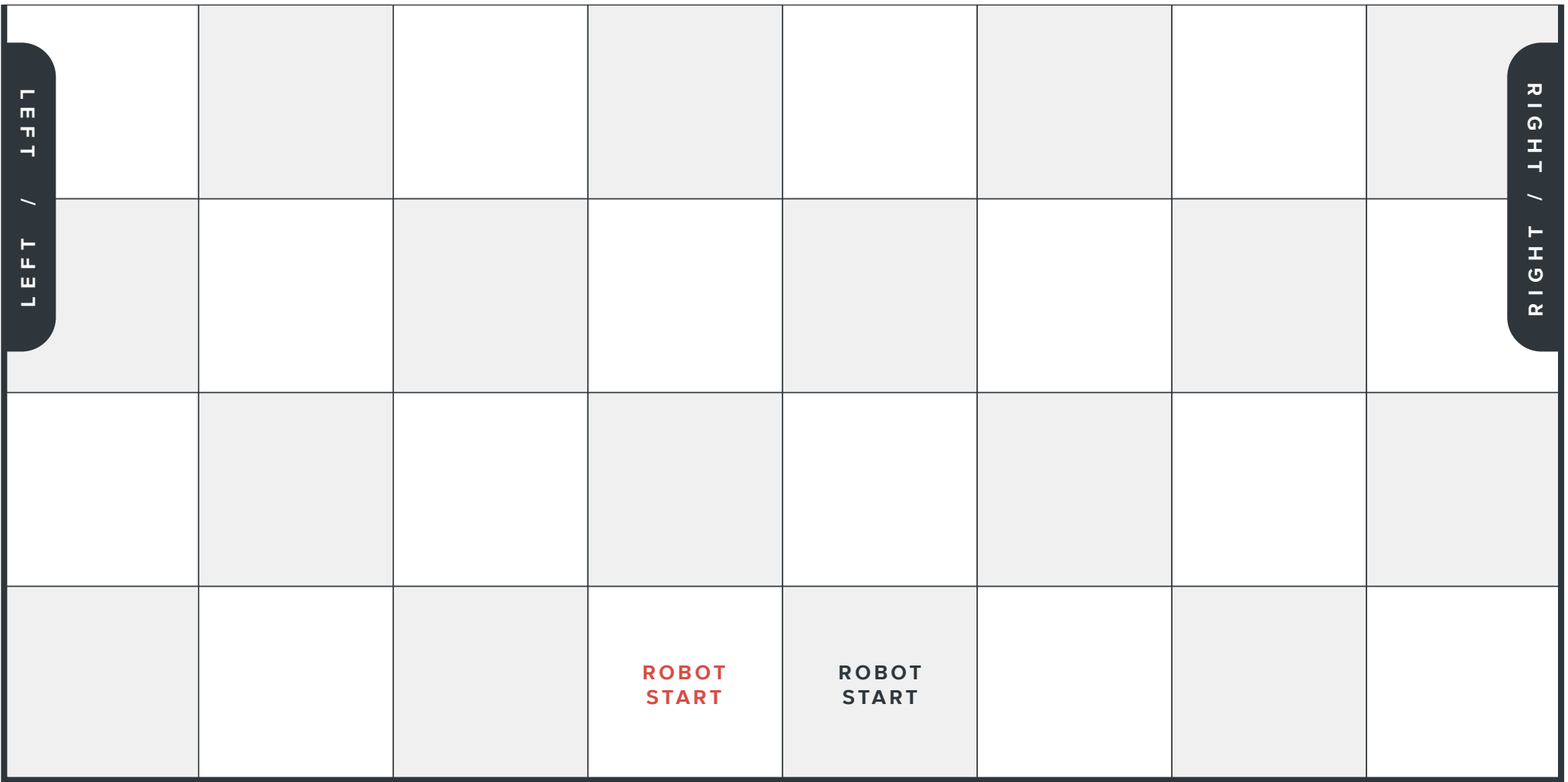
FACE: TANK

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.



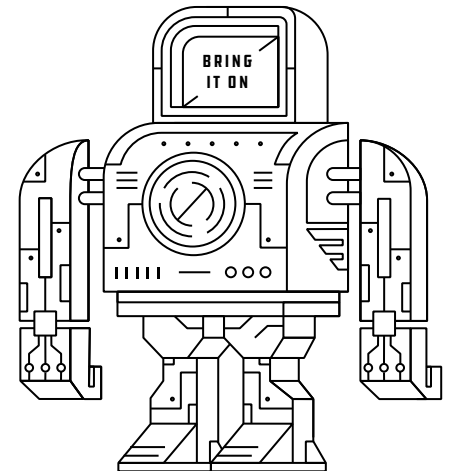
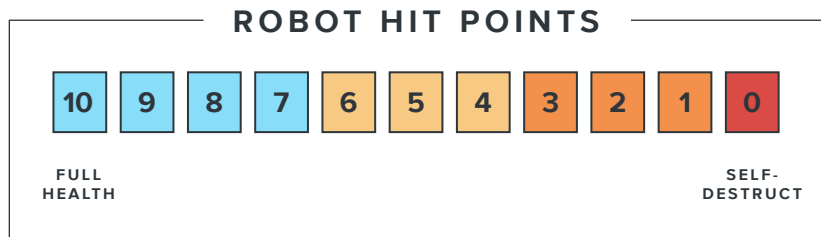
URF ACADEMY

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.



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

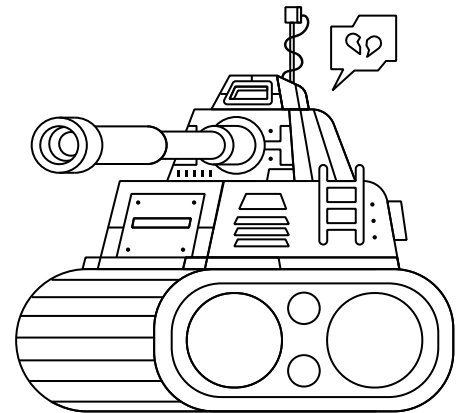
4	3	2	1	0
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TANK 3 HIT POINTS

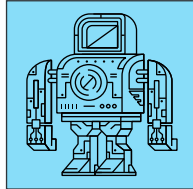
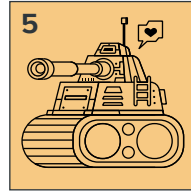
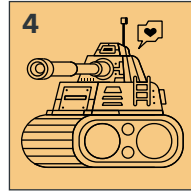
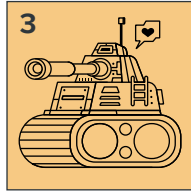
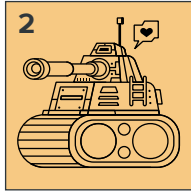
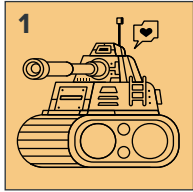
4	3	2	1	0
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TANK 4 HIT POINTS

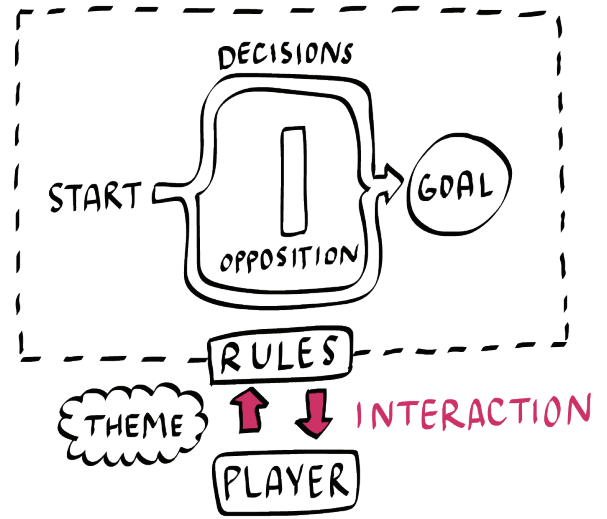
4	3	2	1	0
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Game Pieces



Interaction



Notes

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