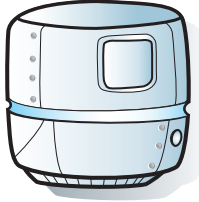


▶ \_\_\_\_\_  
Robot Name

▶ **BODY**



SELF DESTRUCT DAMAGE:

SELF DESTRUCT RANGE:

Robot explodes when its hit points reach 0.

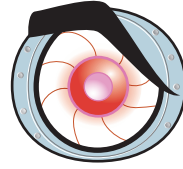
HIT POINTS:



ACTION ORDER: \_\_\_\_\_ ACTION NAME: \_\_\_\_\_  
(Laser, Crush, Move, Rotate or Custom)

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

▶ **LASER EYE**

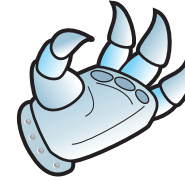


Shoot straight forward.  
Hit the closest enemy.

DAMAGE:

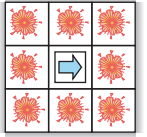


▶ **CRUSH**

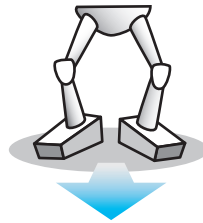


Attack all adjacent spaces.  
Hit up to 8 enemies at once.

DAMAGE:



▶ **MOVE**



Step one space forward.

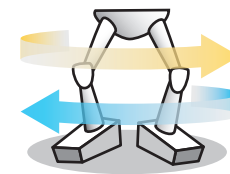
Check one:

Blocked by enemy

Pushes enemy

PUSH DAMAGE:

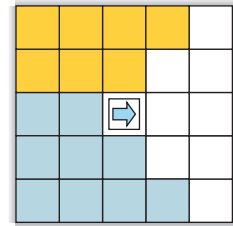
▶ **ROTATE**



90° clockwise  
or counterclockwise.  
towards target.



Rotate 90° counterclockwise  
if target is in this zone.



No rotation  
if target is  
in this zone.



Rotate 90° clockwise  
if target is in this zone.

TARGET PRIORITIES:

1	
2	
3	
4	

▶ \_\_\_\_\_  
Custom Action

DETAILS:

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