ROBOT

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.

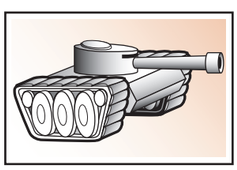
A tank is stunned for one turn whenever it is damaged by the robot.

TANK #1 HIT POINTS:

TANK #2 HIT POINTS:

TANK #3 HIT POINTS:

TANK #4 HIT POINTS:



TANK

Each tank gets 3 ACTIONS per turn.

Each action can be performed up to two times per turn:

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** 90 degrees.