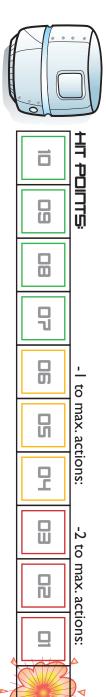


ROBOT

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

Look at each action and determine if it triggers. If it does then perform that action and the robot uses 1 of his action points.

Continue performing the actions on the list until the robot reaches his maximum actions per turn or you reach the end of the list. The robot's turn ends.



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|-----|----|---|-----|---|--|
| XAT | | | | JL COHO THO JL LHEN HIT: I hit = Stun, miss next turn 2 hit = Damaged (flip tank over) 3 hits = Stun + Damaged 4+ hits = Destroyed | 니HEN HIT: I hit = Stun, miss next turn 2+ hits = Destroyed |
| | | | の次 | RX SPEED: LAKE 2 hit 3 hits 3 hits 4+ hit | Rax Speec: Uker I hic 2+ hi |
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| | に直 | 版 | AD. | | |
| | | | | | |
| | | | | THIH Fick TWO ACTIONS per tank: A) Shoot in a straight line B) Move forward C) Rotate 90 degrees | |
| | | | | | A) Shoot in a B) Move forw C) Rotate 90 |