

RoboWars Tutorial

Weapon Systems

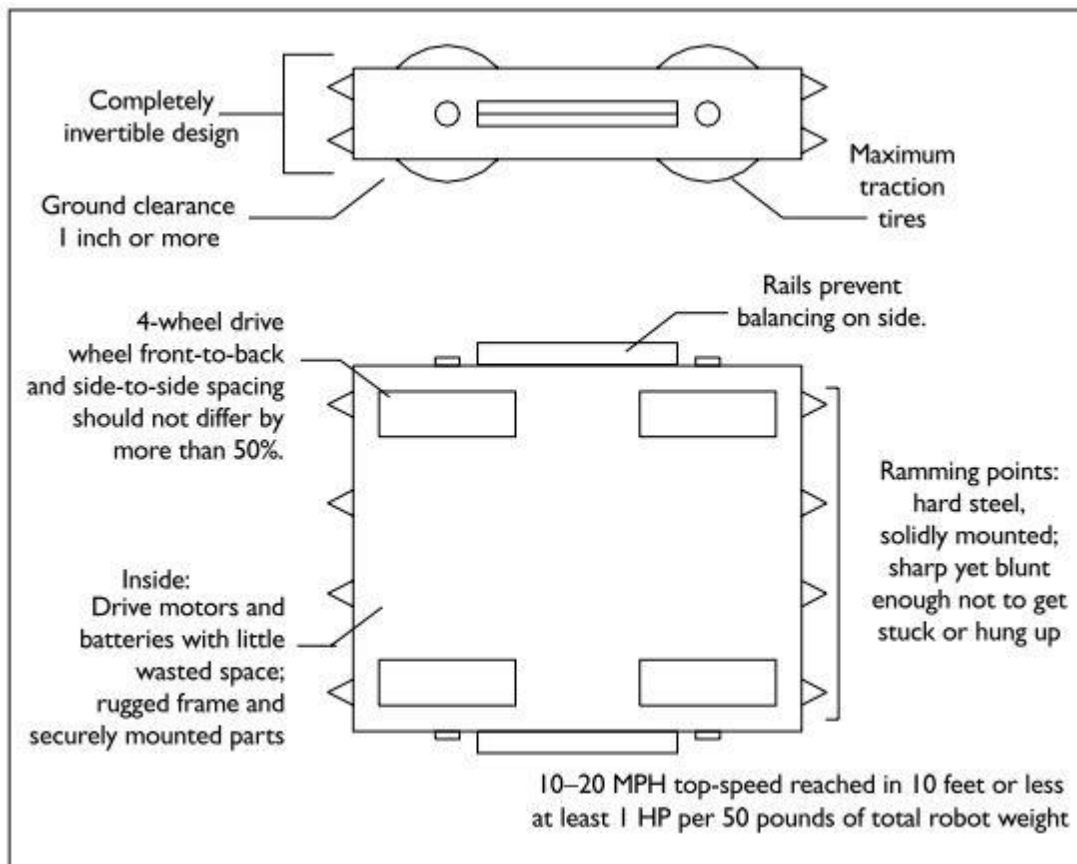
1. Type of robots:

- 1.1. Ram Bots
- 1.2. Wedge Bots
- 1.3. Lifter Bots
- 1.4. Launcher Bots
- 1.5. Clamp Bots
- 1.6. Thwack Bots
- 1.7. Overhead Thwack Bots
- 1.8. Spinner Bots
- 1.9. Saw Bots
- 1.10. Vertical Spinner
- 1.11. Drum Bots
- 1.12. Hammer Bots
- 1.13. Crusher Bots
- 1.14. Spear Bots



1.1 Ram Bots: The ramming robot features a powerful drive, big wheels with high traction, a strong frame, and good shock resistance. With no active weapons, this robot batters its opponent with brute ramming and shoving force.

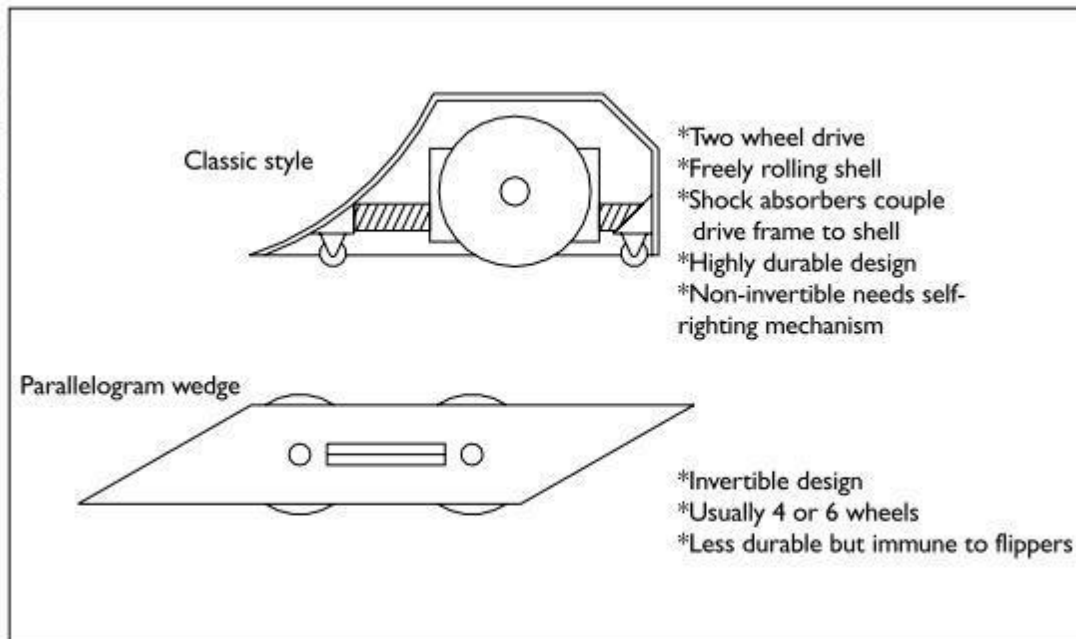
Ram Bot Design:





1.2 Wedge Bots: The wedge weapon features a thin, wide, ground-scraping scoop on the front, backed up by a strong frame and powerful drive system.

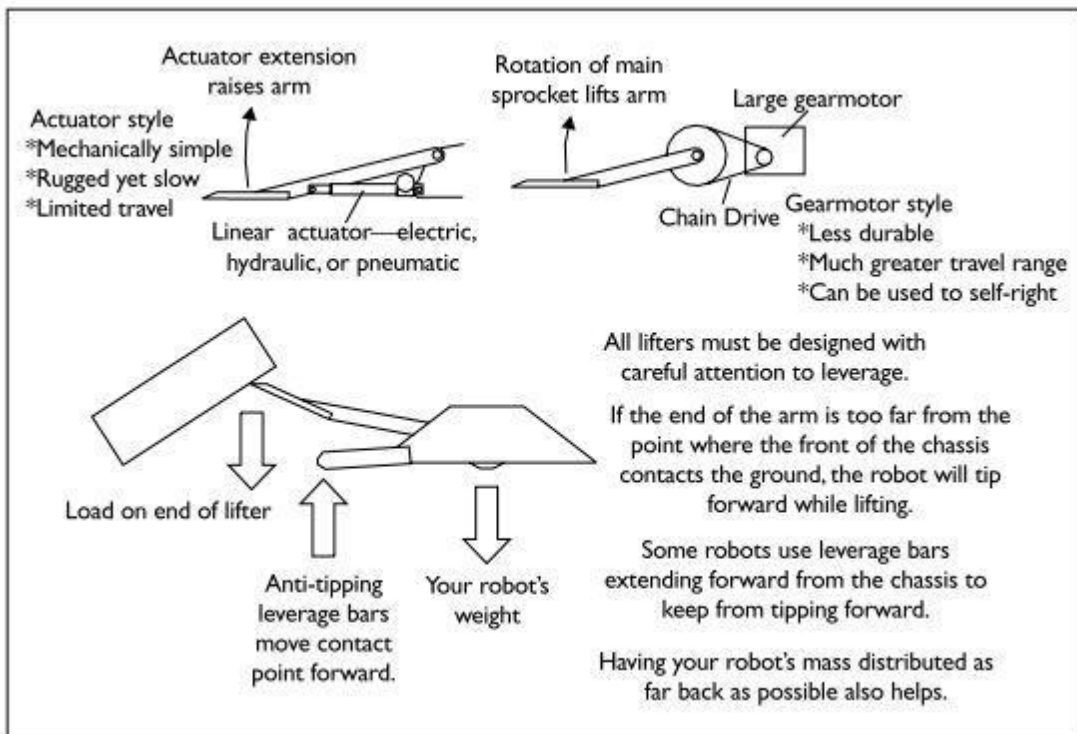
Wedge Design:





1.3 Lifter Bots: A lifter bot features an actuated arm that's designed to hook under the opposing robot and lift it off the ground, flipping it over or carrying it about.

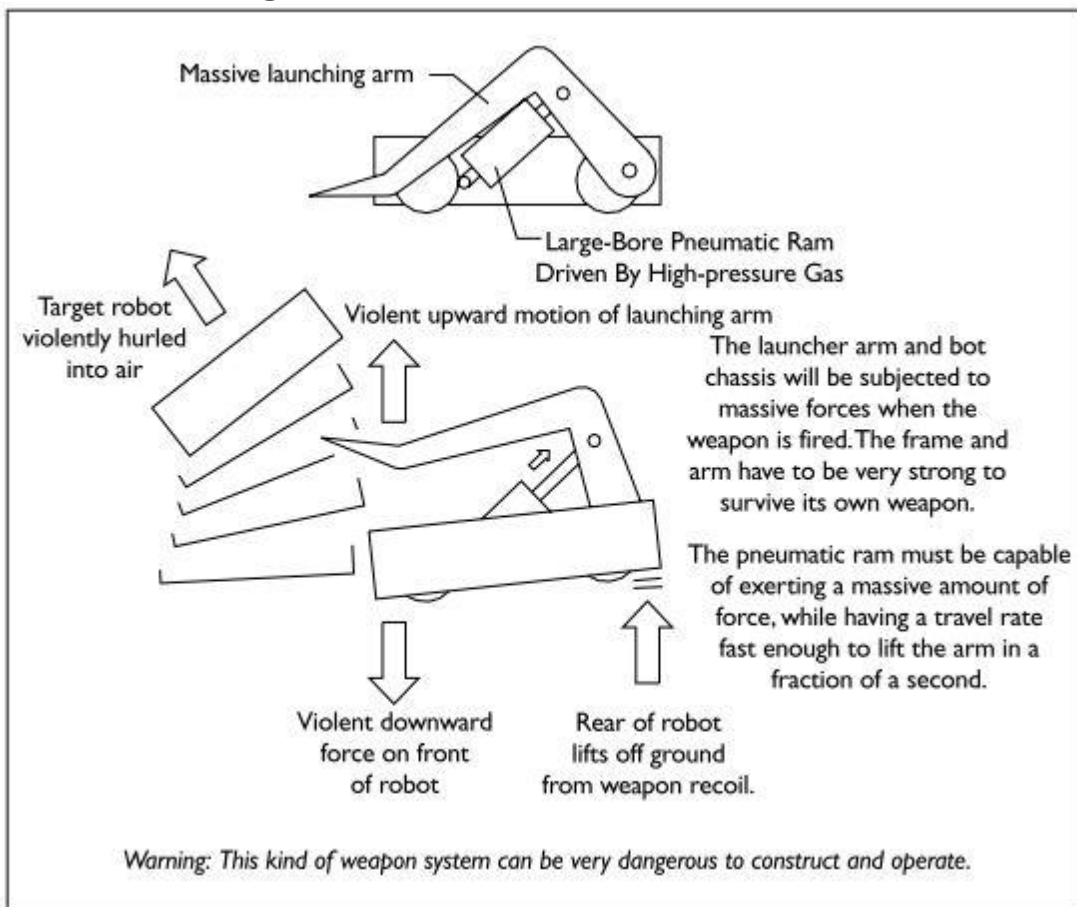
Lifter Design:





1.4 Launchers: The launcher features an actuated arm that's powered by extremely high-flow-rate pneumatics, capable of launching the unlucky opposing robot high into the air.

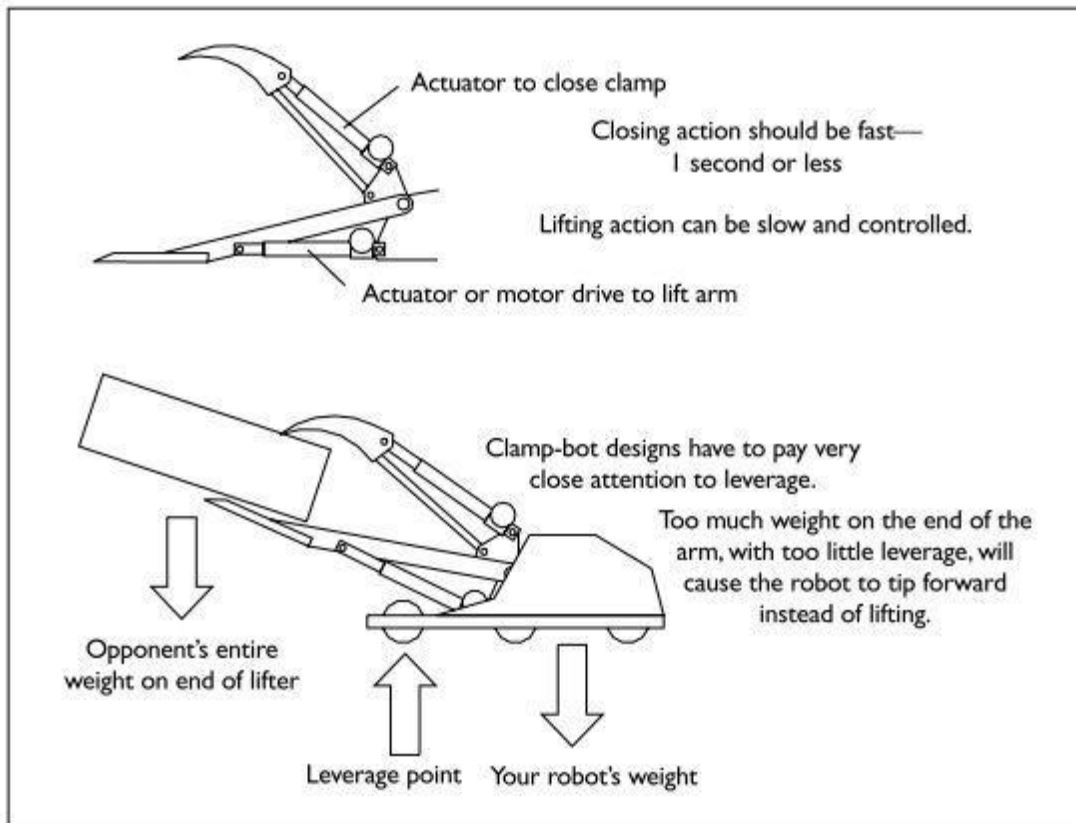
Launcher Design:





1.5 Clamp Bots: A clamp bot features an actuated lifting arm, with an additional movable piece to act as a grabbing clamp that's capable of grasping the opposing robot and lifting it completely off the ground.

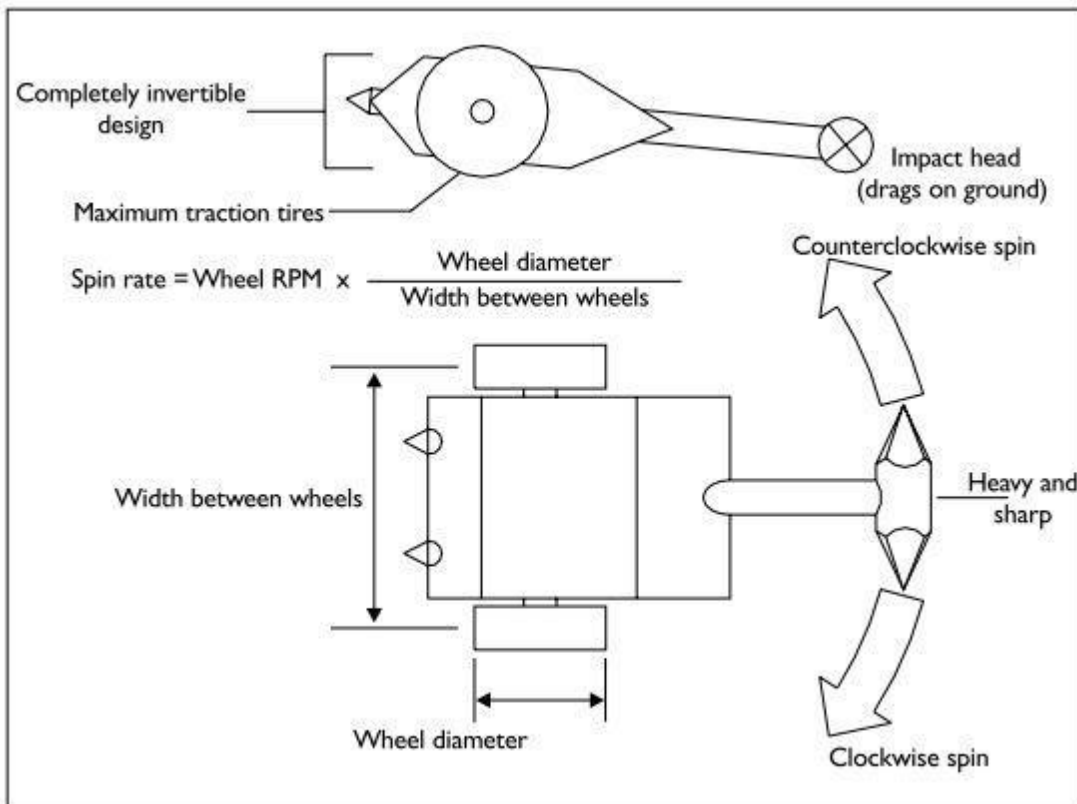
Clamp Design:





1.6 Thwack Bots: Thwack bots feature a powerful, two-wheeled base, with a long-tail boom having an axe, pick, or hammer head on the end. They are capable of spinning in place at high speed.

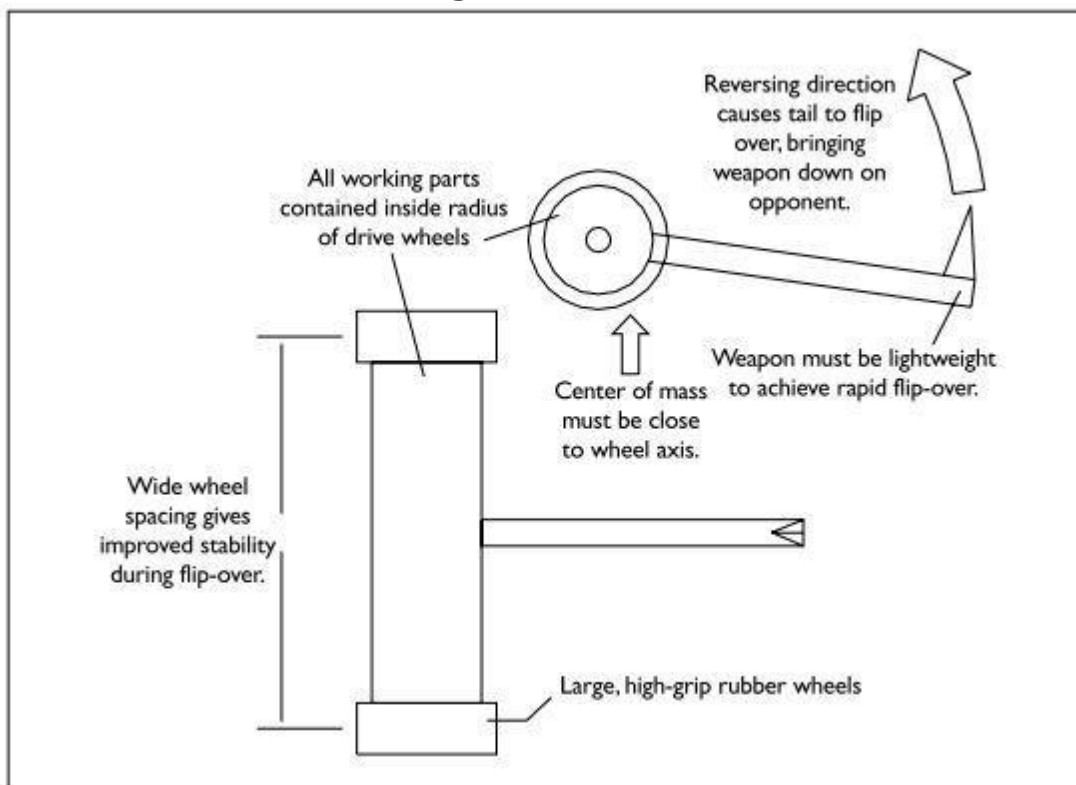
Thwack Bot Design:





1.7 Overhead Thwack Bots: The overhead thwack bot features a wide, two-wheeled base, with the main body being built entirely between the two wheels and fitting into their radius, and a long weapon-tipped boom such that the body flips over and brings the weapon down on the opponent whenever the robot re-verses direction rapidly.

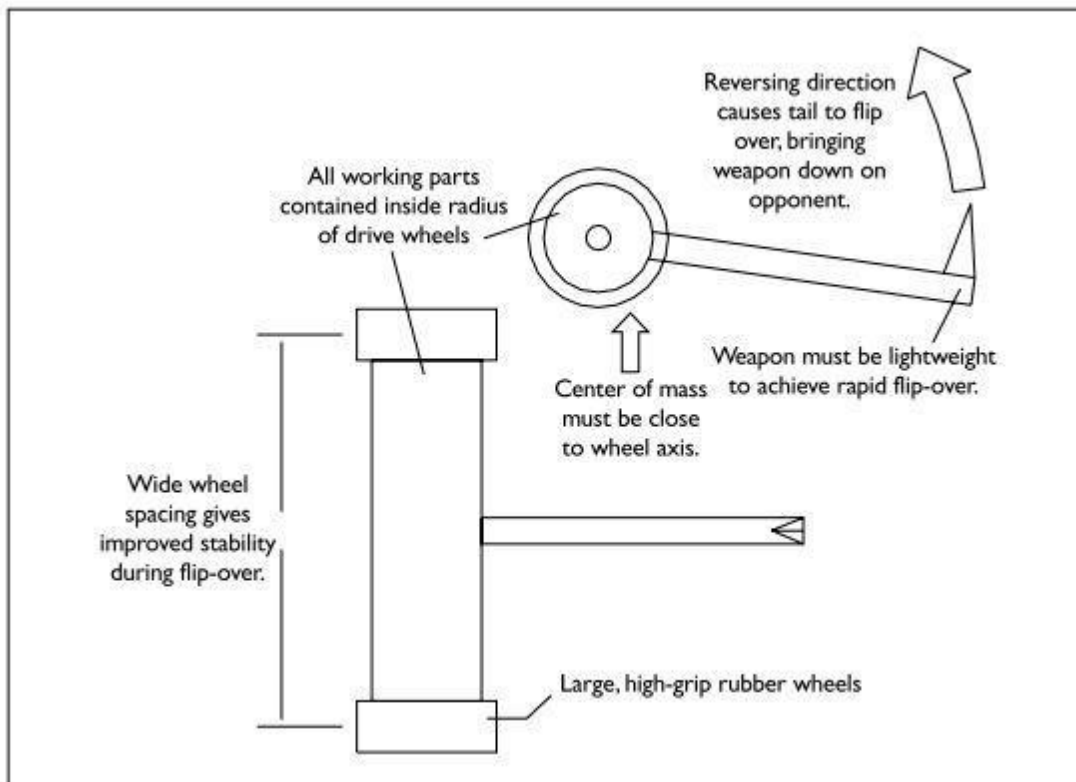
Thwack Mechanism Design:





1.8 Spinner Bots: These bots feature a heavy spinning bar or disk, possible with hammer heads, chisels, maces, or other protrusion pieces attached.

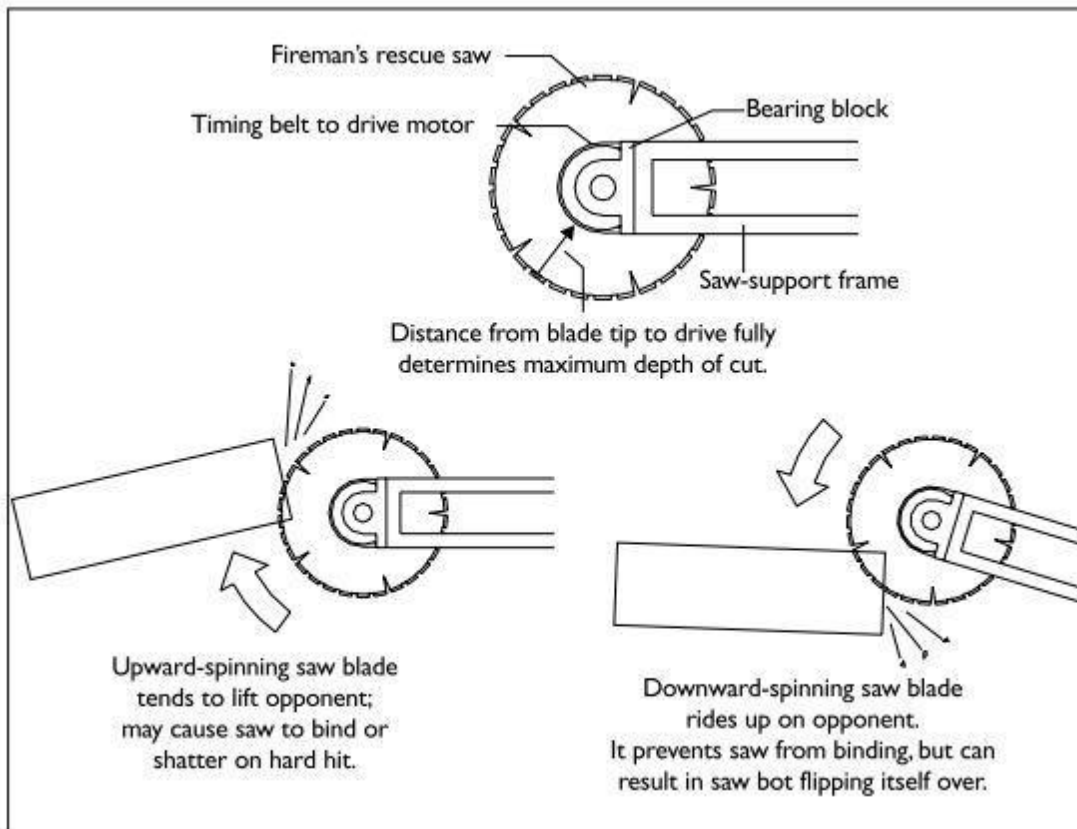
Spinner Design:





1.9 Saw Bots: Saw bots feature an abrasive or toothed disk that is spun by a powerful motor, which is intended to cut or rip the opponent on contact.

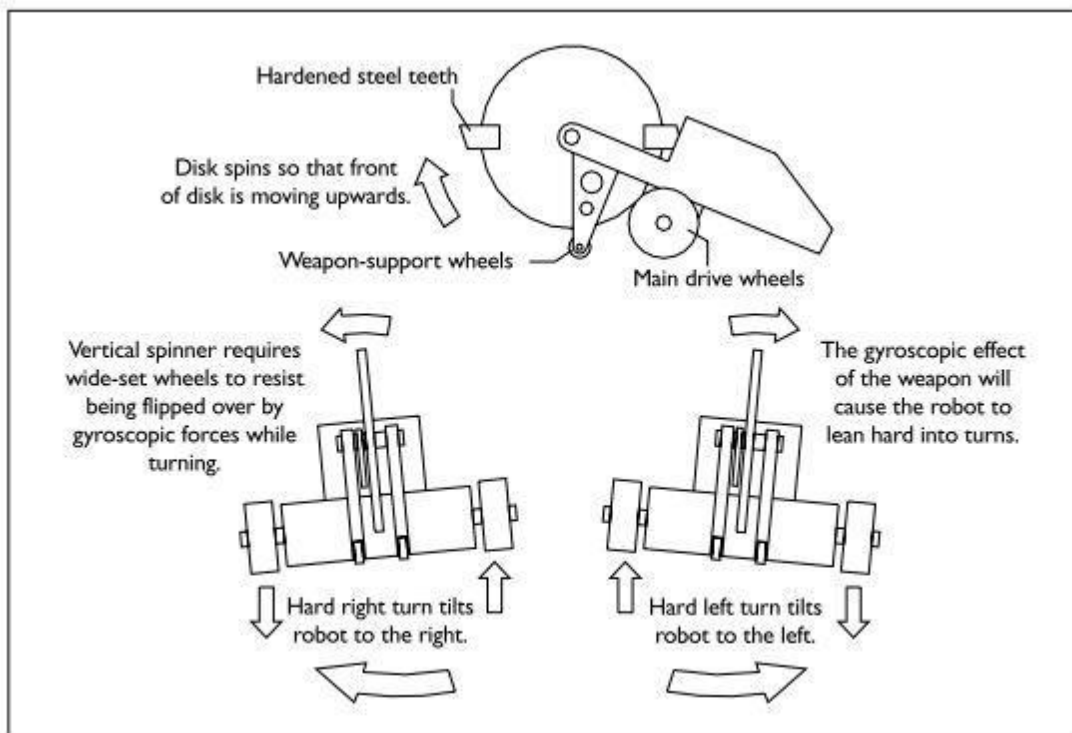
Saw Design:





1.10 Vertical Spinner: Vertical spinner bots include a heavy disk or bar that spins vertically in front of the robot, usually spinning such that the front of the spinner is moving upward, so that on contact the opponent not only receives a massive blow but is lifted into the air from the impact.

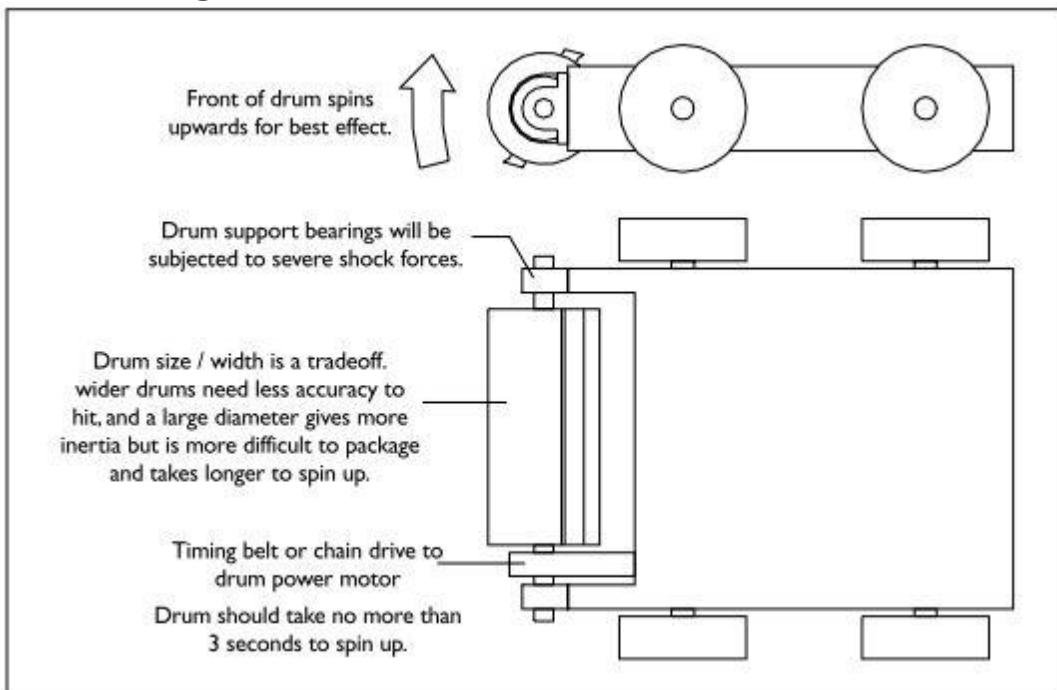
Vertical Spinner Design:





1.11 Drum Bots: Drum bots feature a wide drum with protruding, spinning teeth or blades that are mounted on a horizontal axis across the front of the robot. Like the vertical spinner, the front of the drum spins upward to lift the opponent on contact.

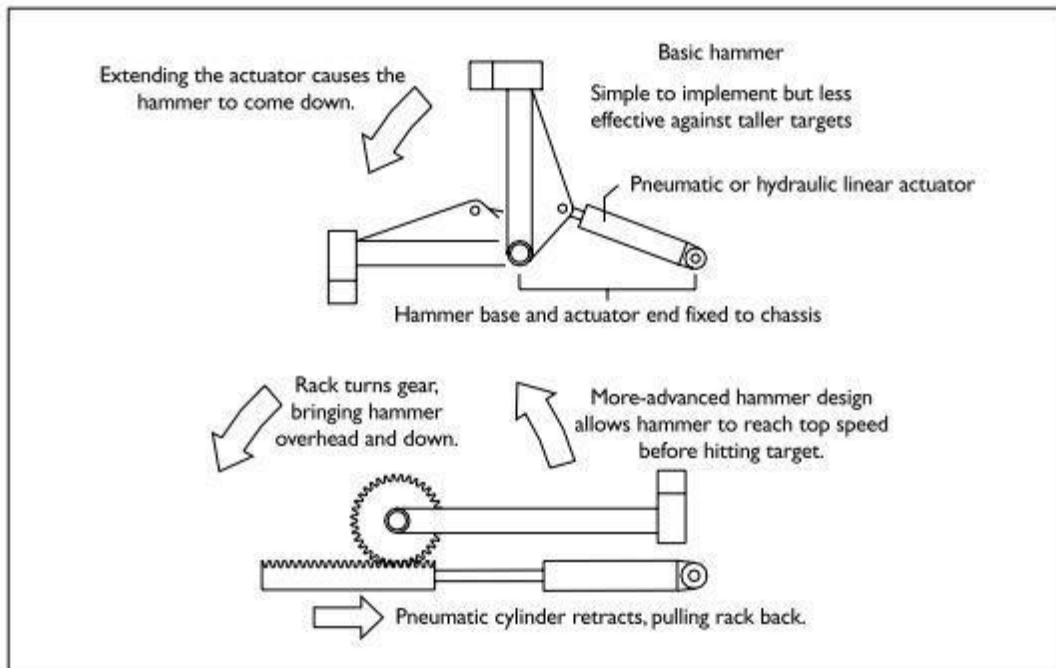
Drum Design:



1.12 Hammer Bots: Hammer bots feature hammers, axes, picks, or mace weapons on powered overhead arms, and are designed to inflict repeated blows on an opponent's top armor or exposed wheels.



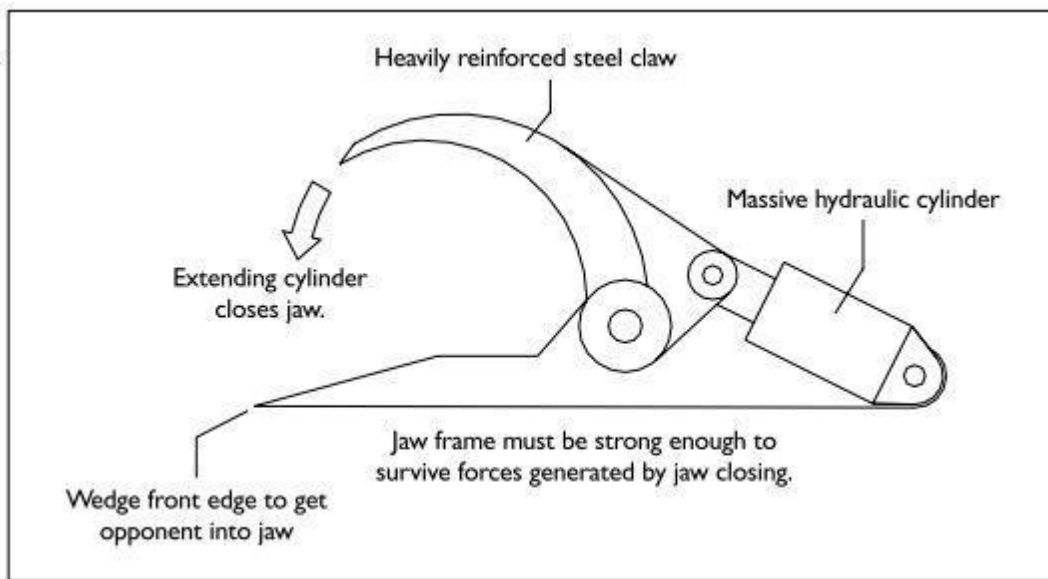
Hammer Design:





1.13 Crusher Bots: Crushers feature a large, heavily reinforced claw, usually hydraulically powered and capable of closing with several tons of force to crush or pierce the opposing robot.

Crusher Design:





- i) **Spear Bots:** Spear robots feature a long metal rod, usually sharpened at the front, actuated by a powerful pneumatic or electric mechanism to fire at high speed at the other robot.

Spear Design:

