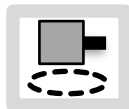


Scout



Sniper



Tank



A:1

H:1

M:3

R:2

A:2

H:2

M:2

R:3

A:3

H:3

M:1

R:1

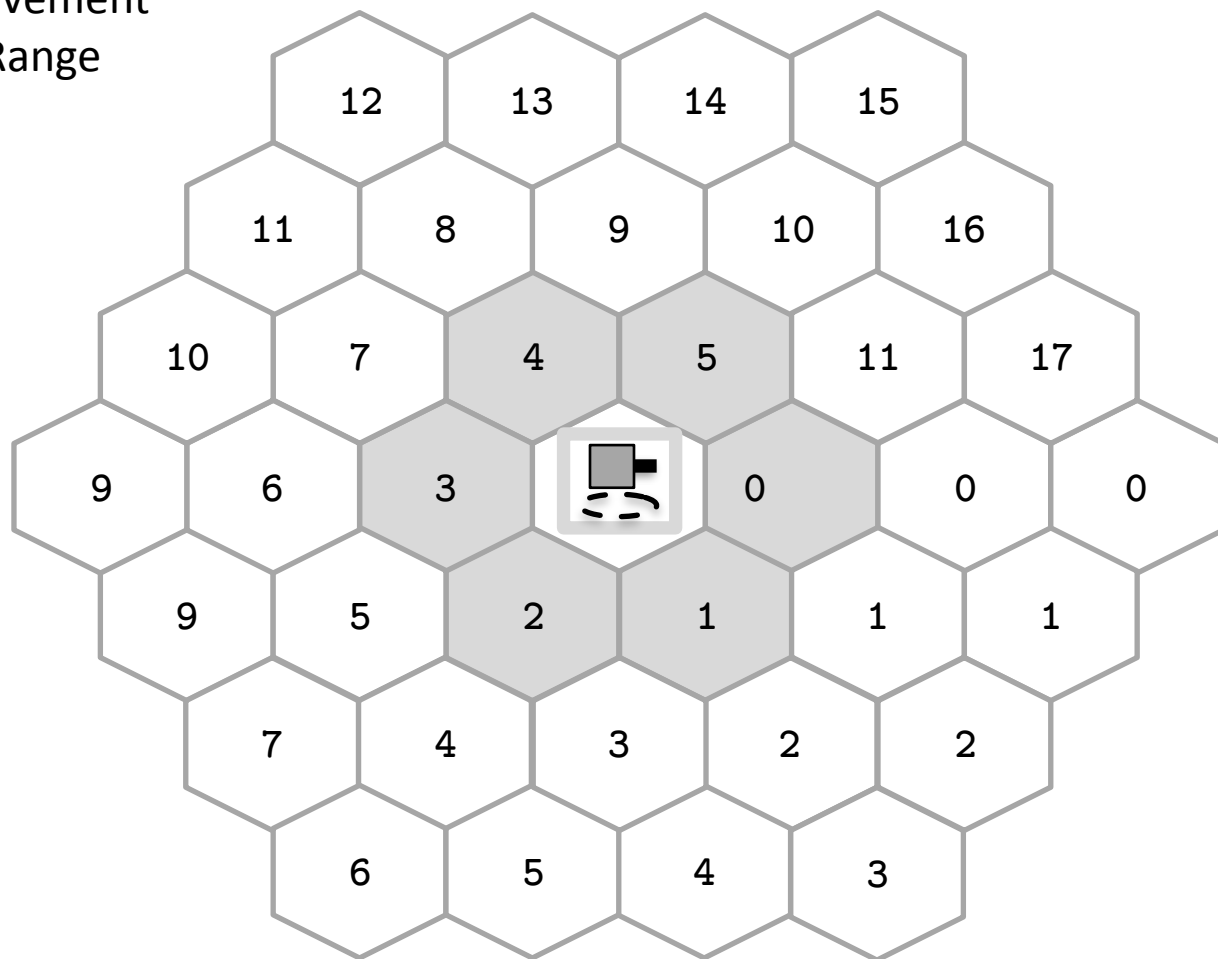
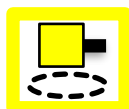
Attack

Health

Movement

Range

Direction Numbers
(shaded = movement)



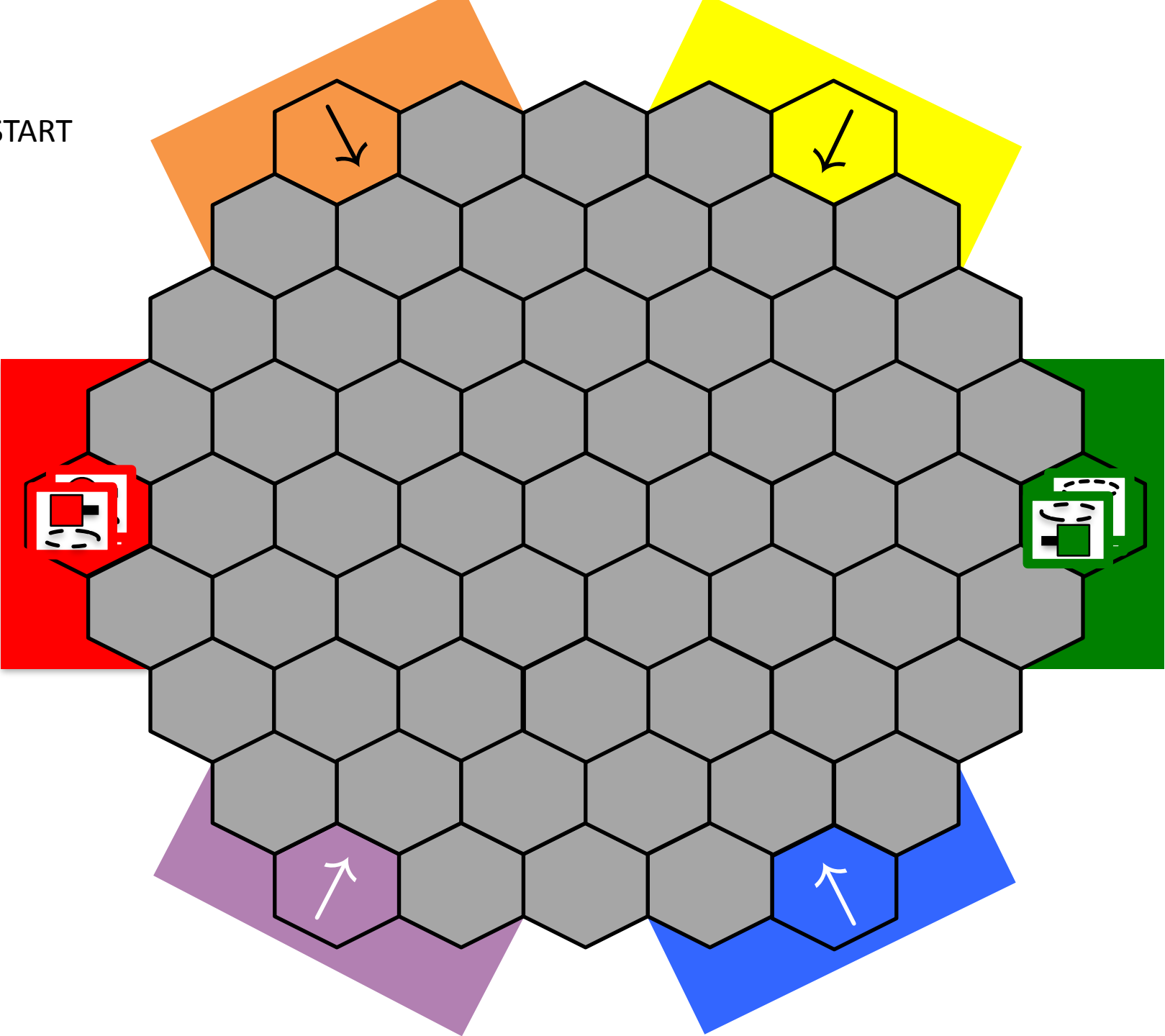
Rules

- With two players, red and green are used, and the board has 5 spaces on a side. With three players, red and yellow and blue are used, and the board can have 5 or 7 spaces on a side. With six players, all colours are used, and the board has 7 spaces on a side. The colours are assigned randomly.
- All robots enter in their home space, facing along the arrow.
- Any number of robots, including ones from opposing teams, can occupy the same space.
- A *turn* begins with Red team playing its robot with greatest movement; then orange plays its robot with greatest movement, ..., finally blue plays its greatest-movement robot — this completes one *round*. Then a second round is played where Red plays its next-highest movement robot, then orange, ..., up to blue. Then a third round where Red's lowest-movement robot plays, ..., finally blue's lowest-movement robot plays. Thus, every robot gets one play per turn, and fastest robots move first.
- Note that, Red's highest-movement robot might not be its scout, because that robot might be dead.
- If a team does not have a robot to play during a round, skip to the next colour.
- A play consists of moving, shooting, and moving again. It costs no movement point to turn to face any direction (0—5), and one movement point to enter a space. If a robot runs out of movement points, it cannot move any further during that turn. Different robots have different movement amounts. At the end of every turn, robots regenerate their movement points—i.e. they can move again next turn.
- Robots can only see and shoot at robots in range. As they move, new spaces become visible.
- Shooting at a space means selecting a range and direction causes the shooting-robot's attack-rating to be subtracted from the health of all robots in that targeted space. If a robot's health drops to (or below) zero, the robot is dead and removed from play. Until a robot is dead, its movement and damage ratings are unimpaired. Note that range=0, direction=0 is valid.
- If more than one team's robots are still alive, another turn starts with Red's highest-movement robot.
- If only one team's robots are still alive, that team wins the game.

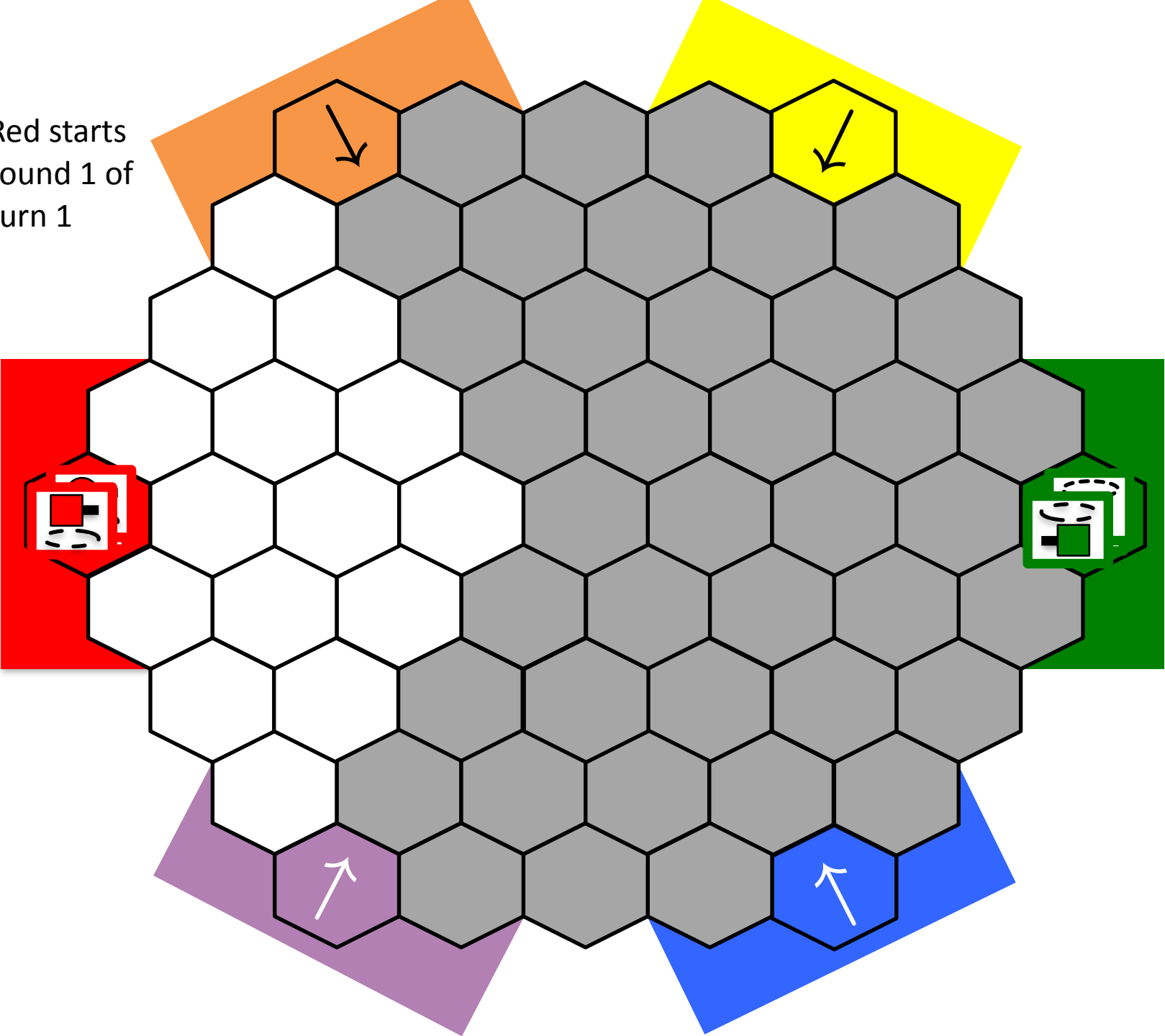
A Sample Game

- Some moves to illustrate
 - Movement
 - Visibility Range
 - Turning
 - Shooting

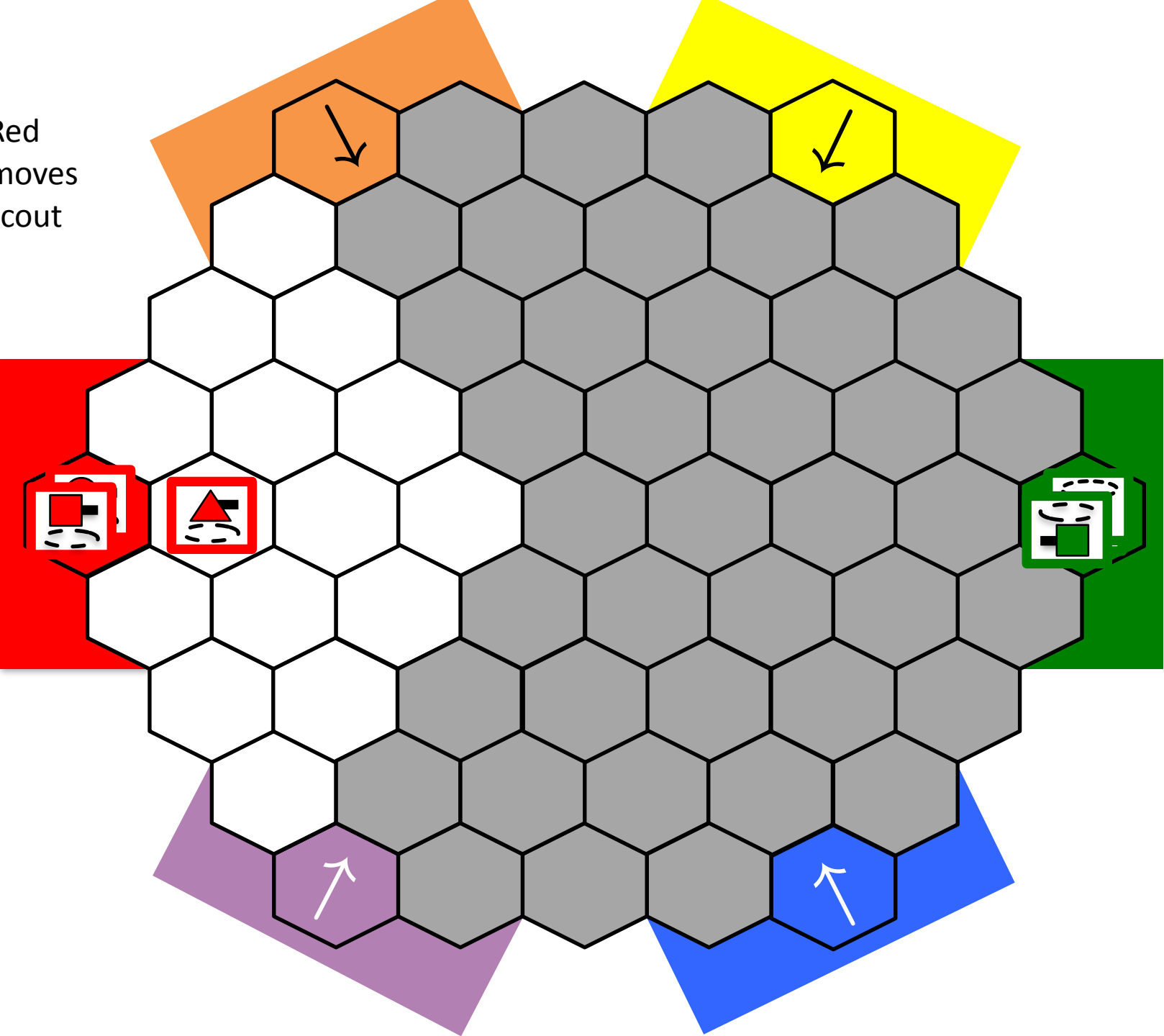
START



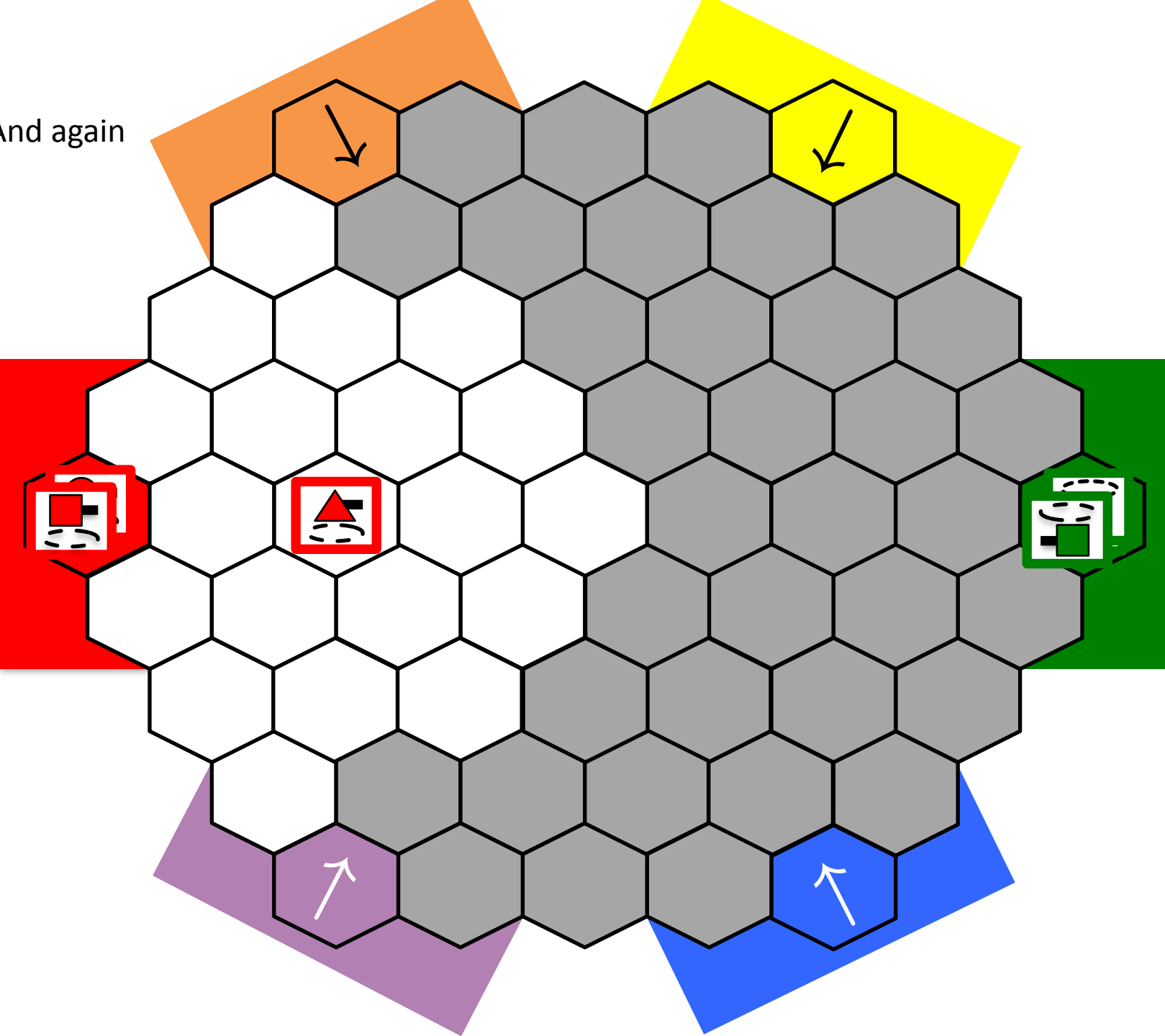
Red starts
round 1 of
turn 1



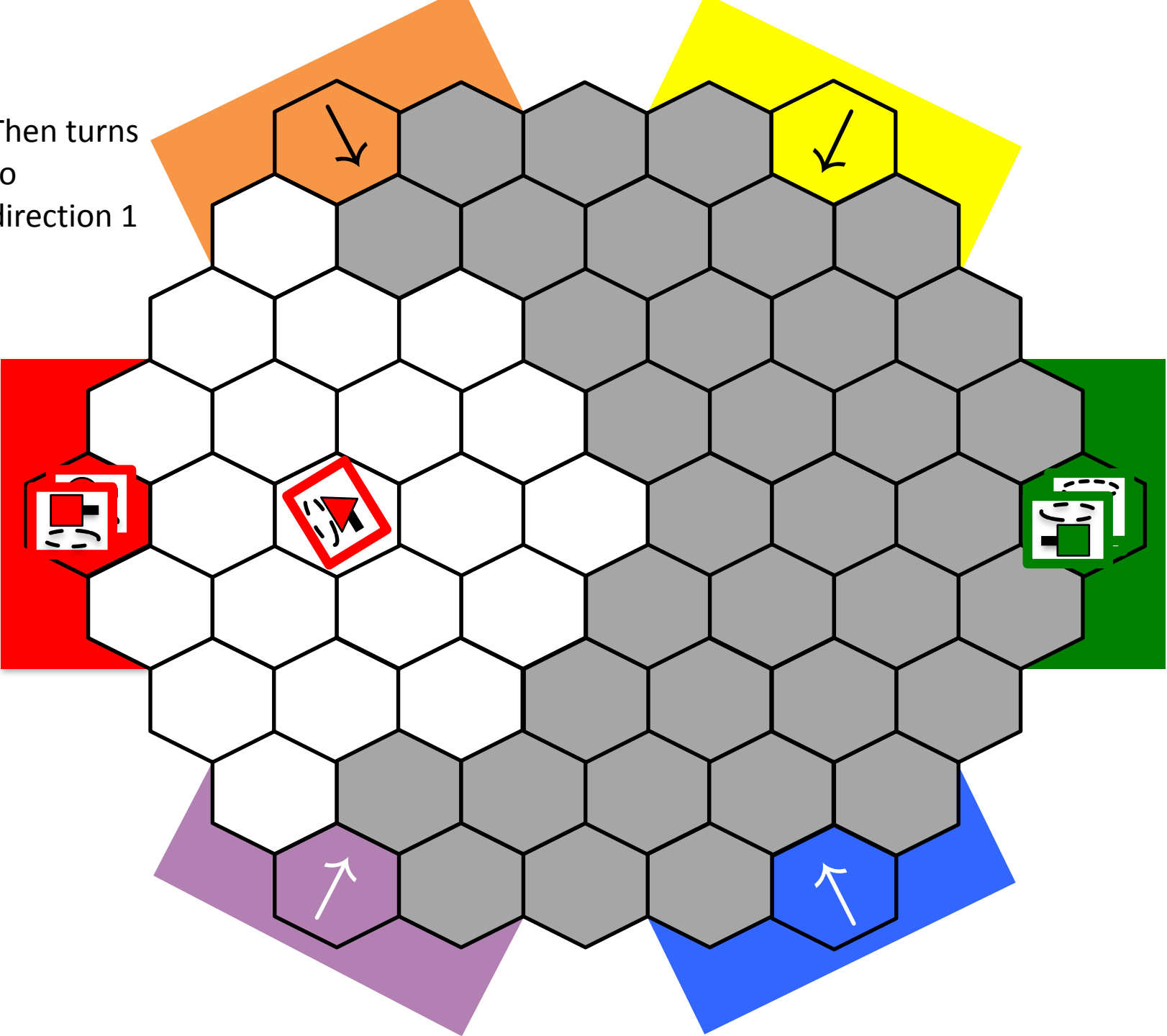
Red
moves
scout



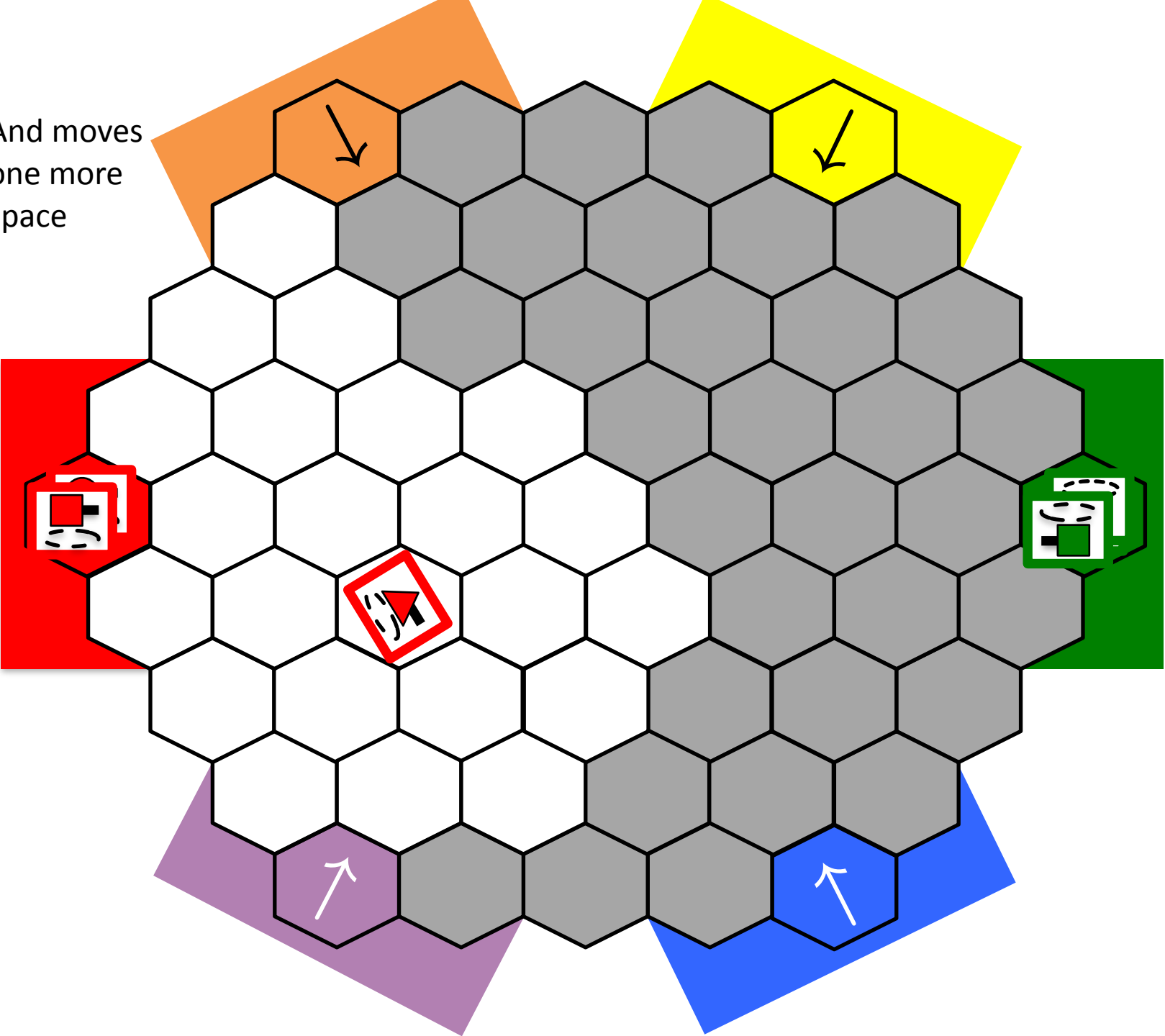
And again



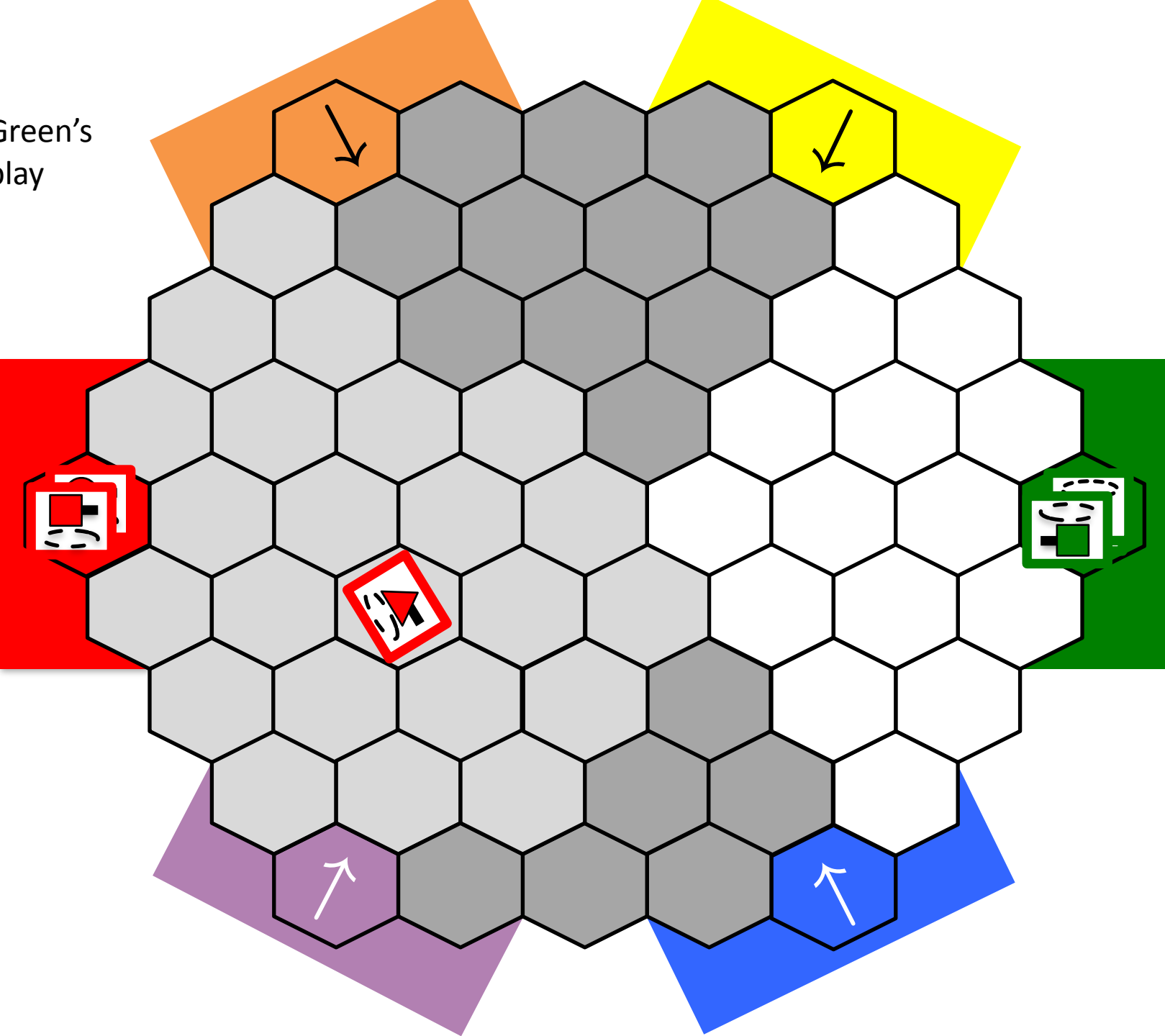
Then turns
to
direction 1



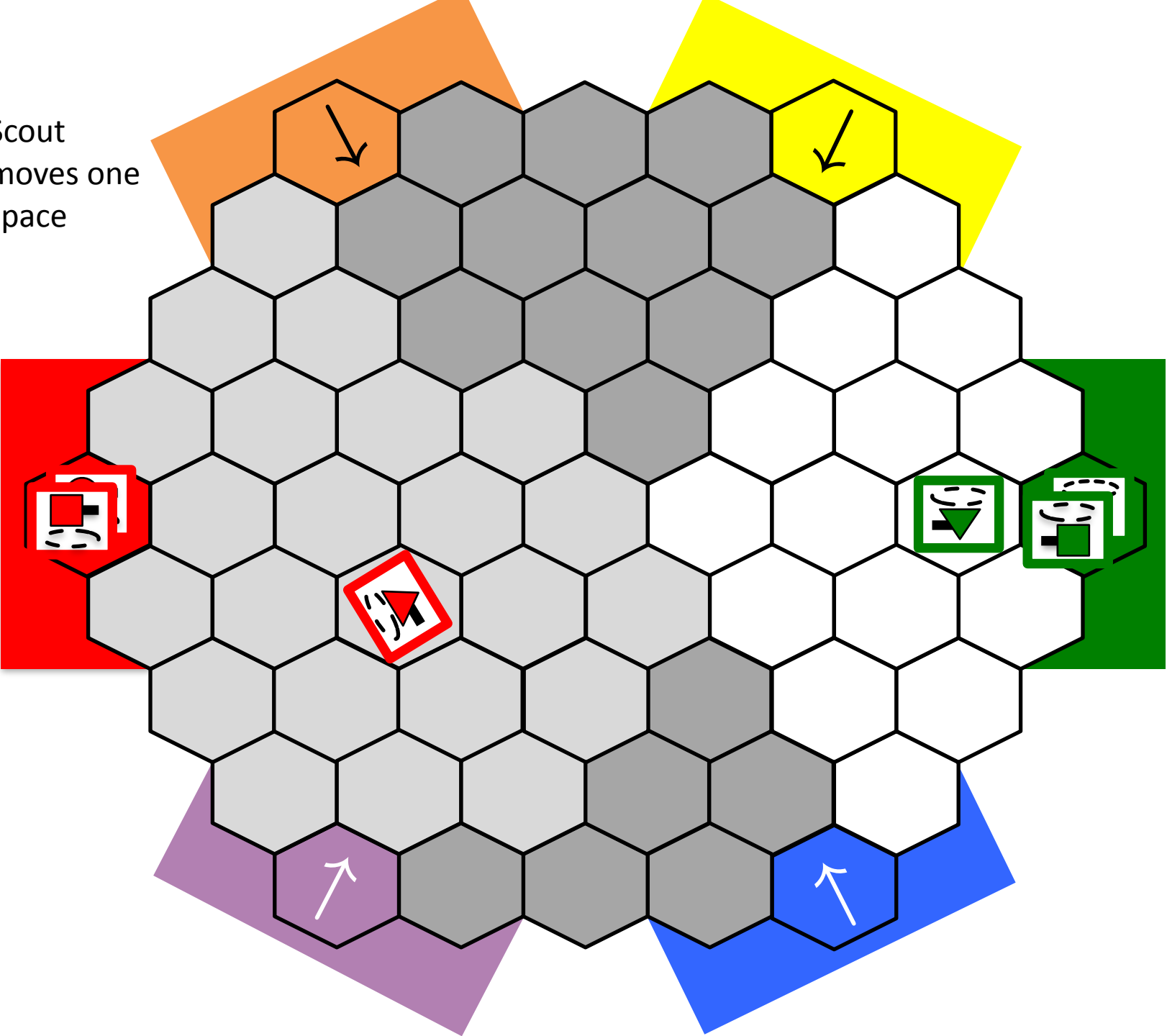
And moves
one more
space



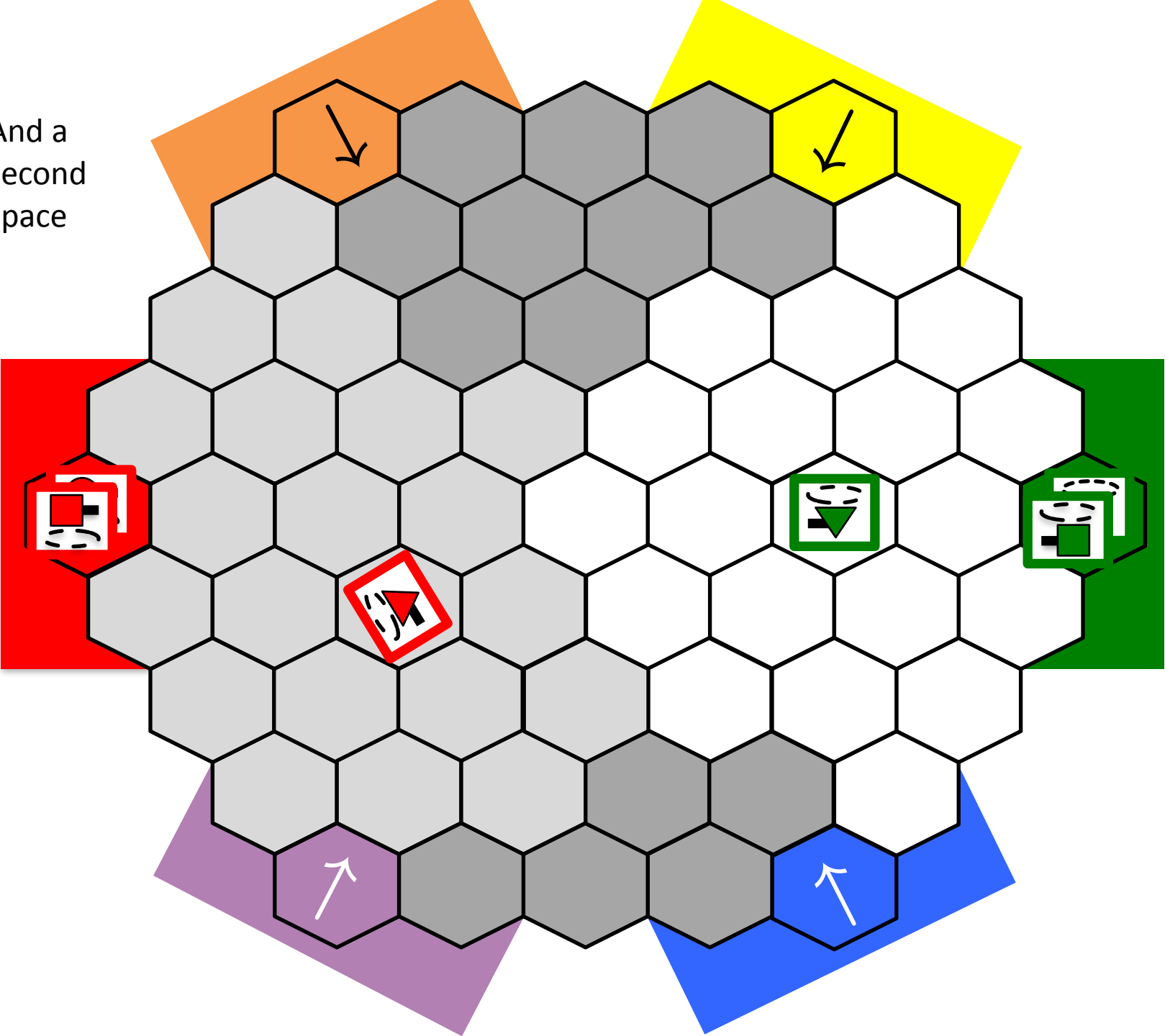
Green's
play



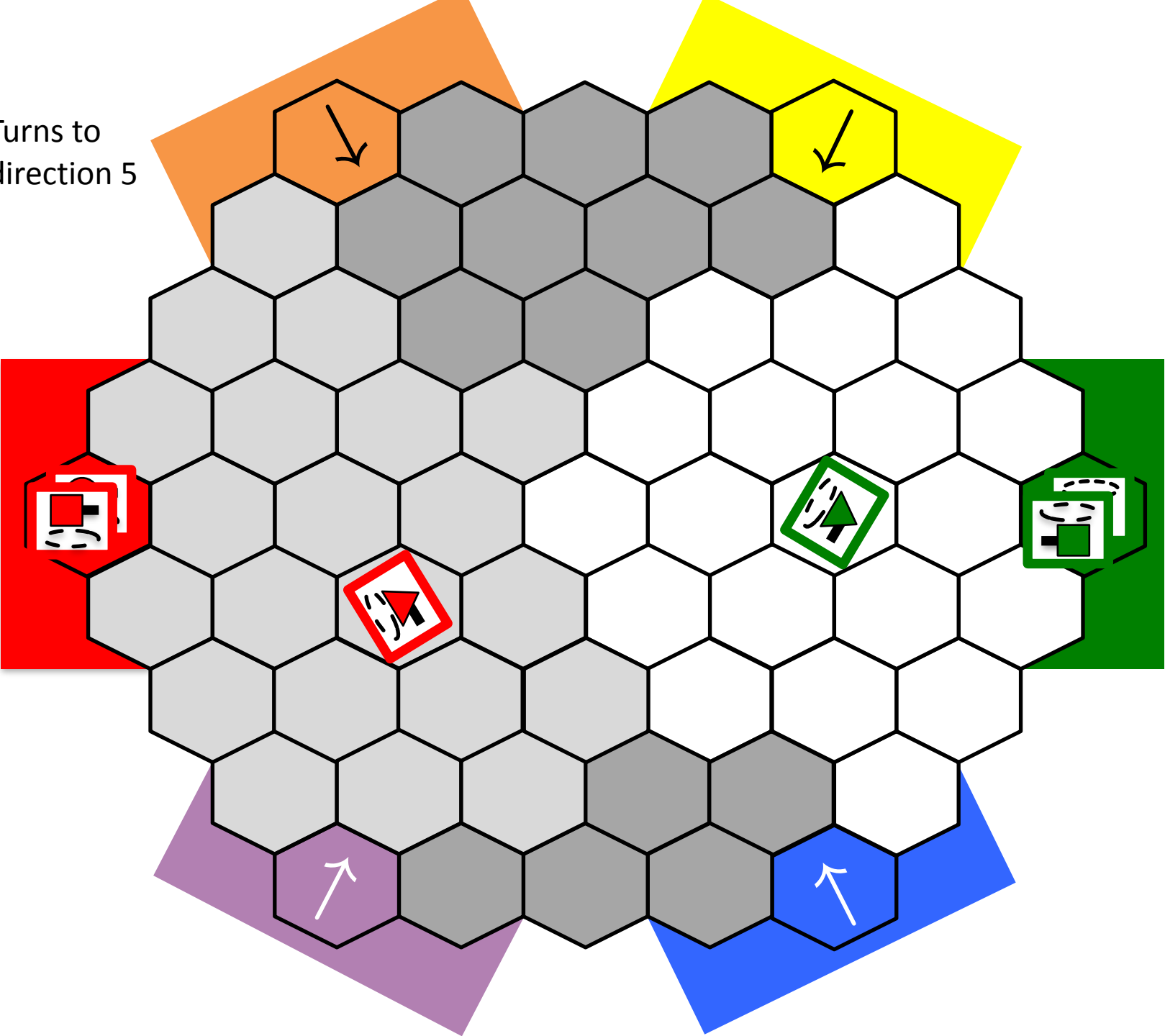
Scout
moves one
space



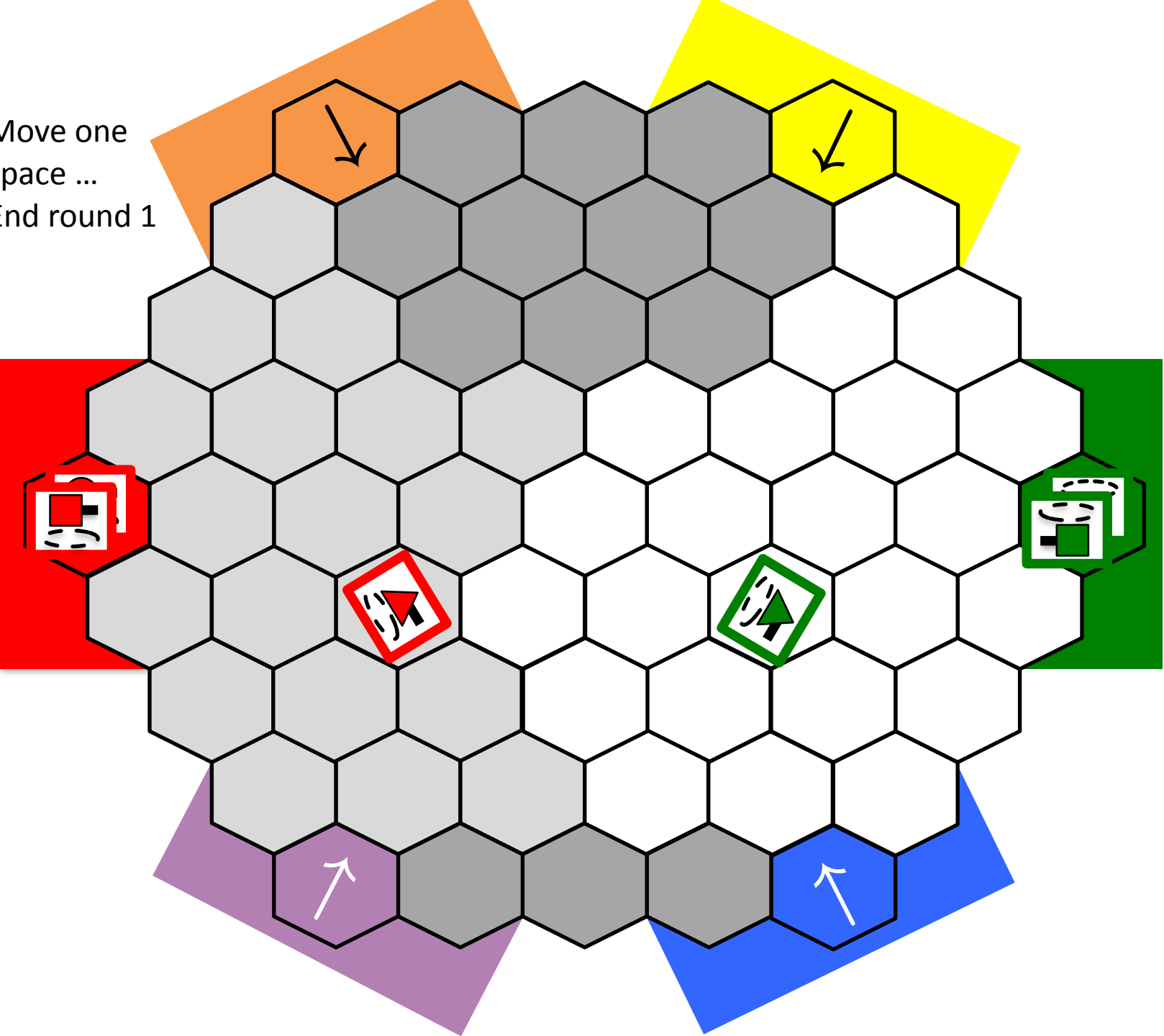
And a
second
space



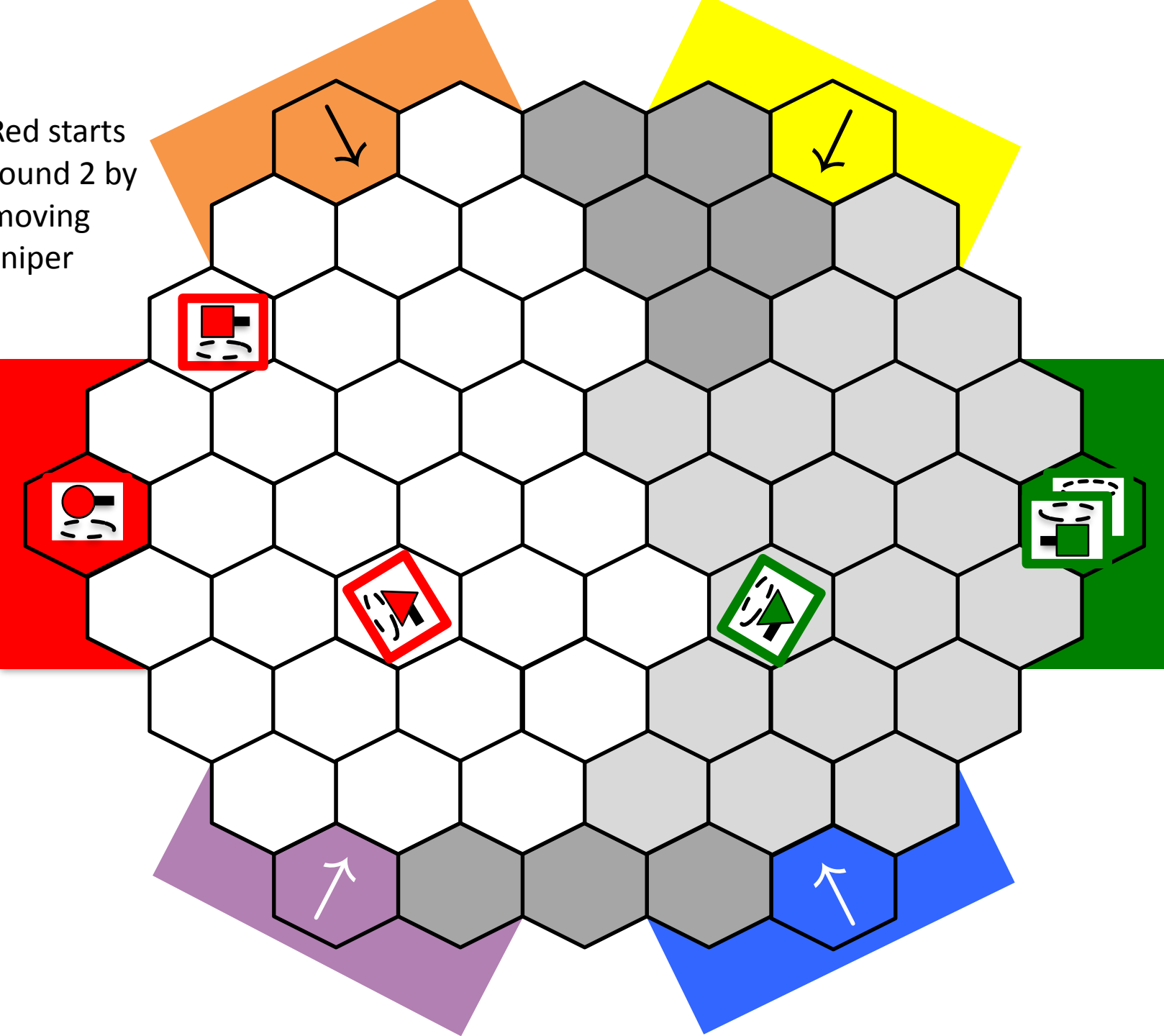
Turns to
direction 5



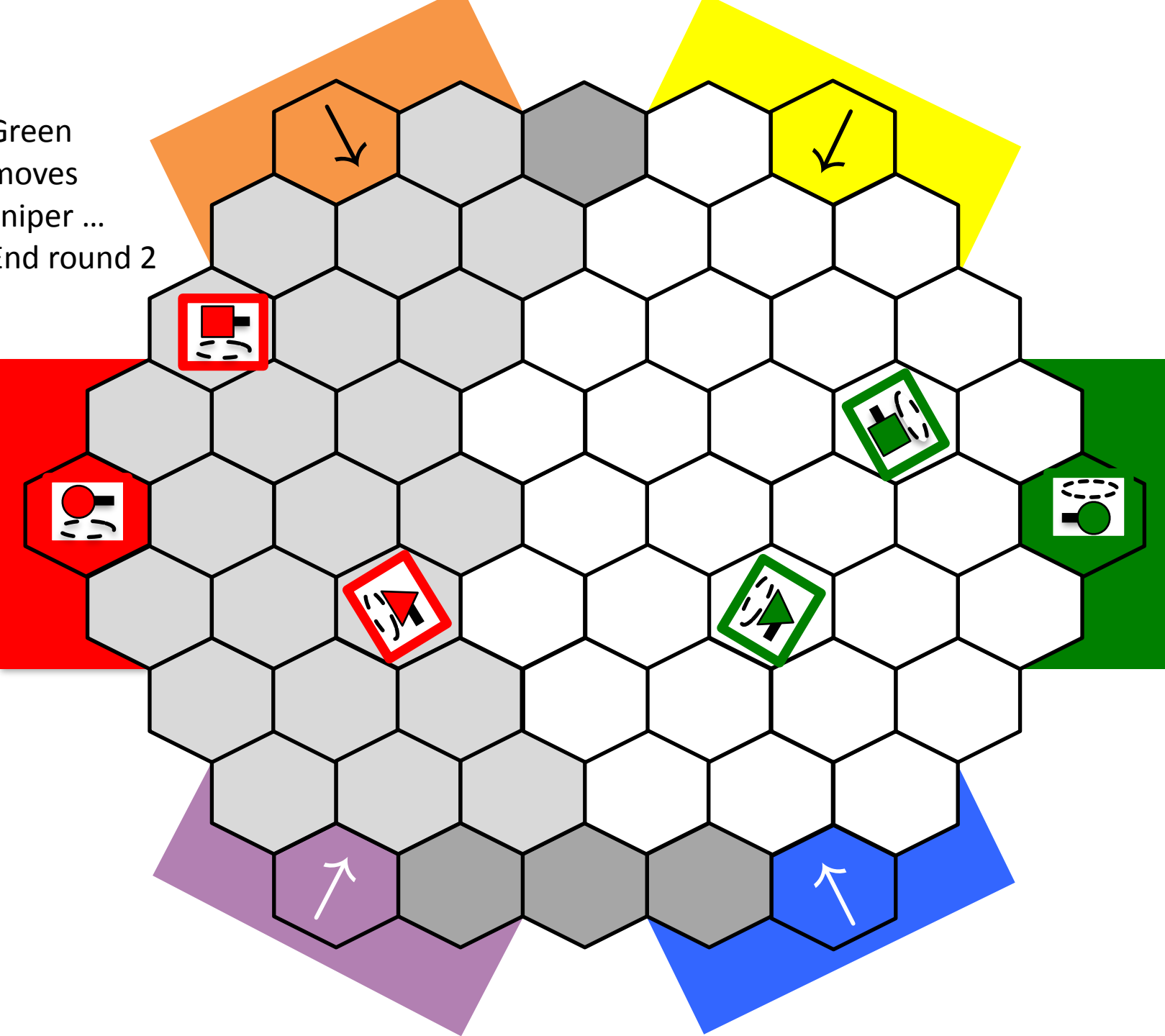
Move one
space ...
End round 1



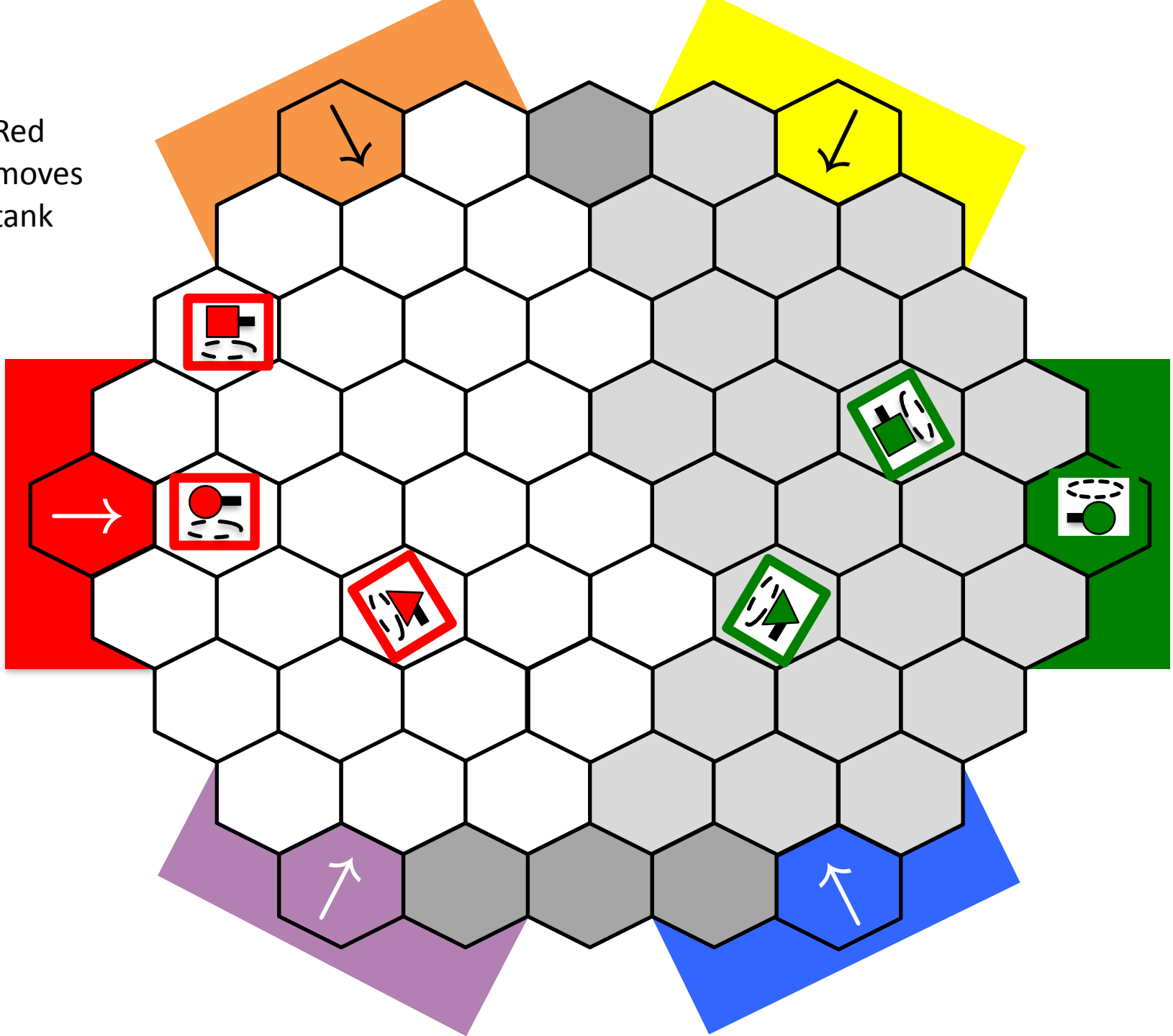
Red starts
round 2 by
moving
sniper



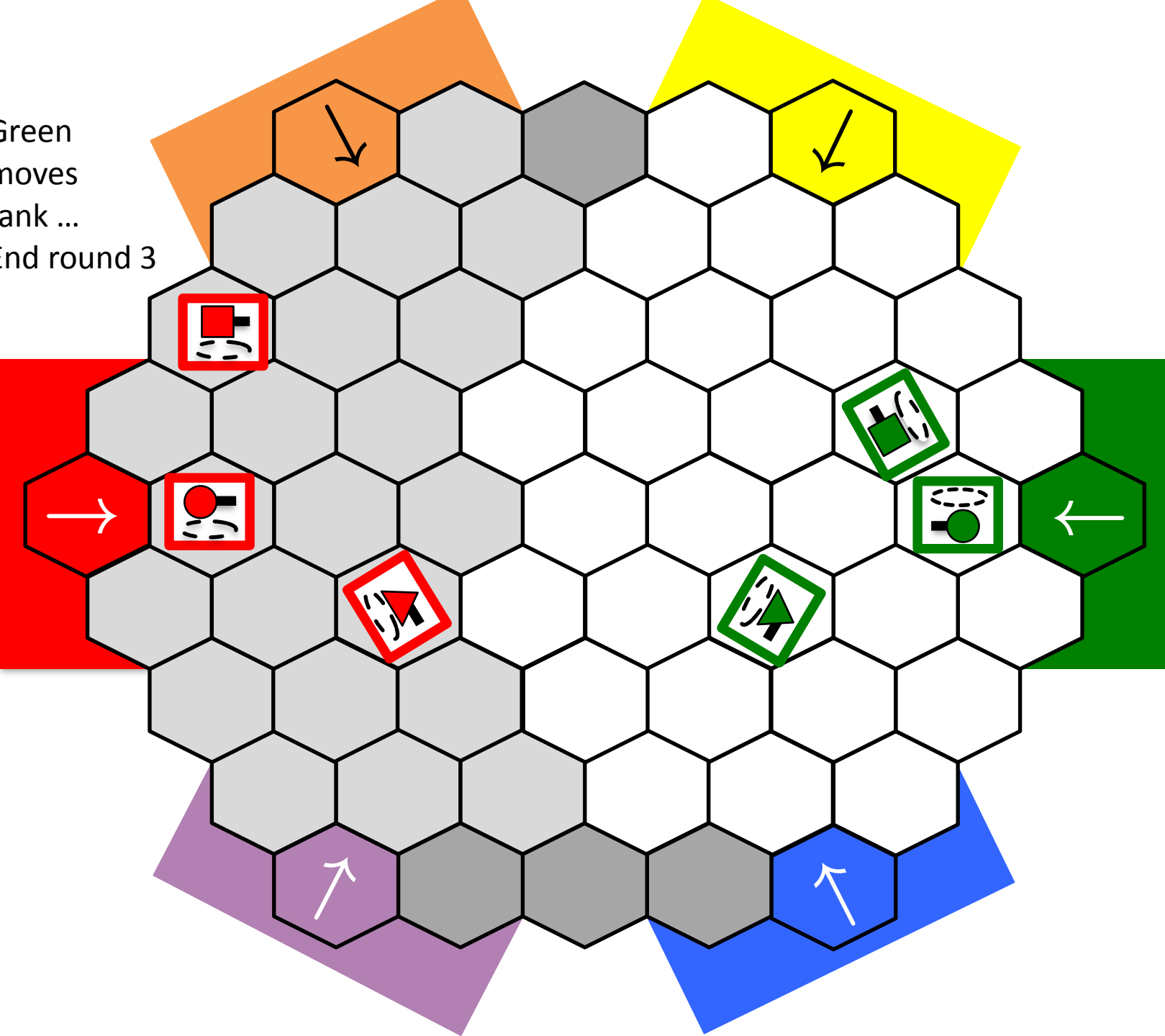
Green
moves
sniper ...
End round 2



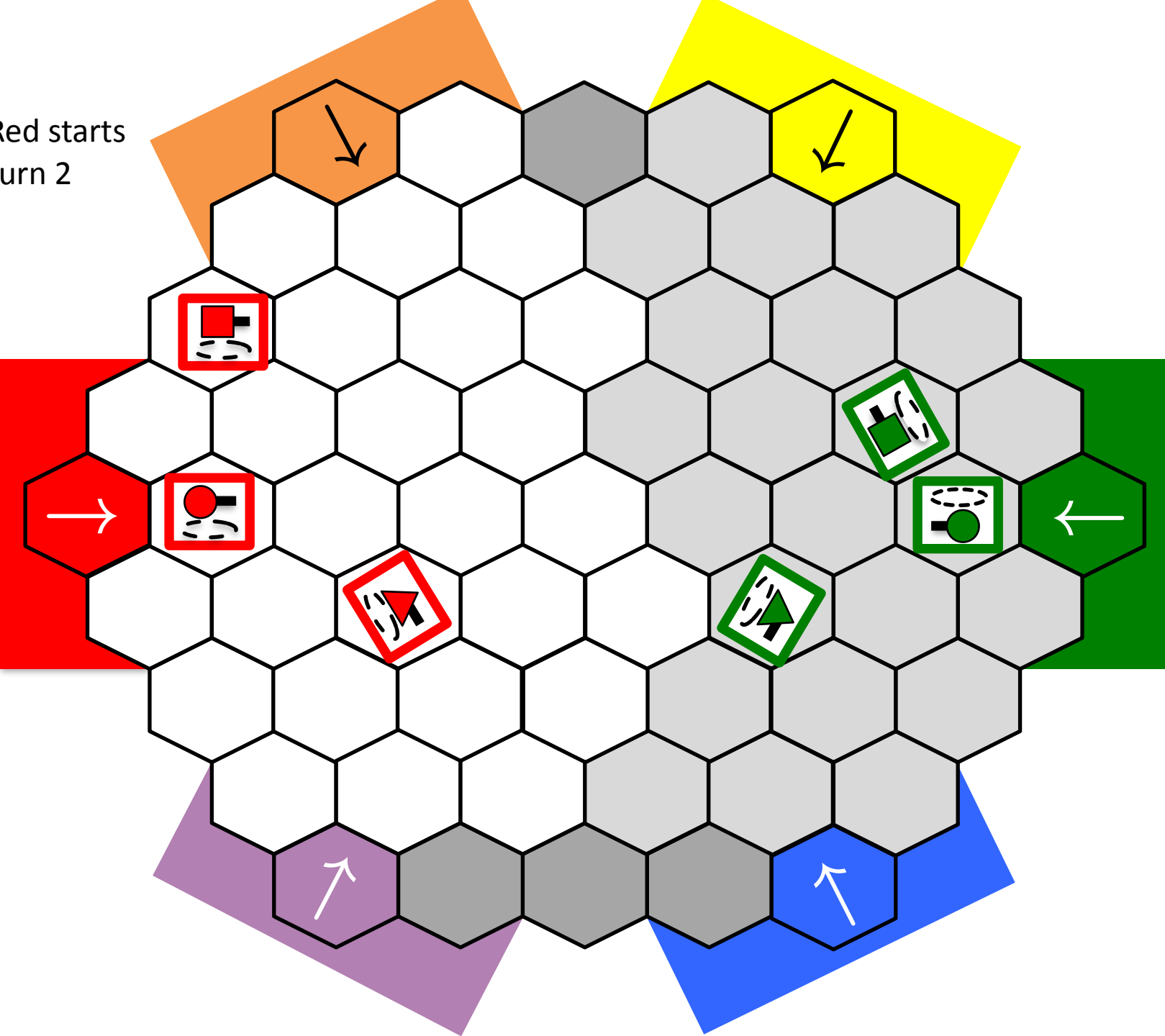
Red
moves
tank



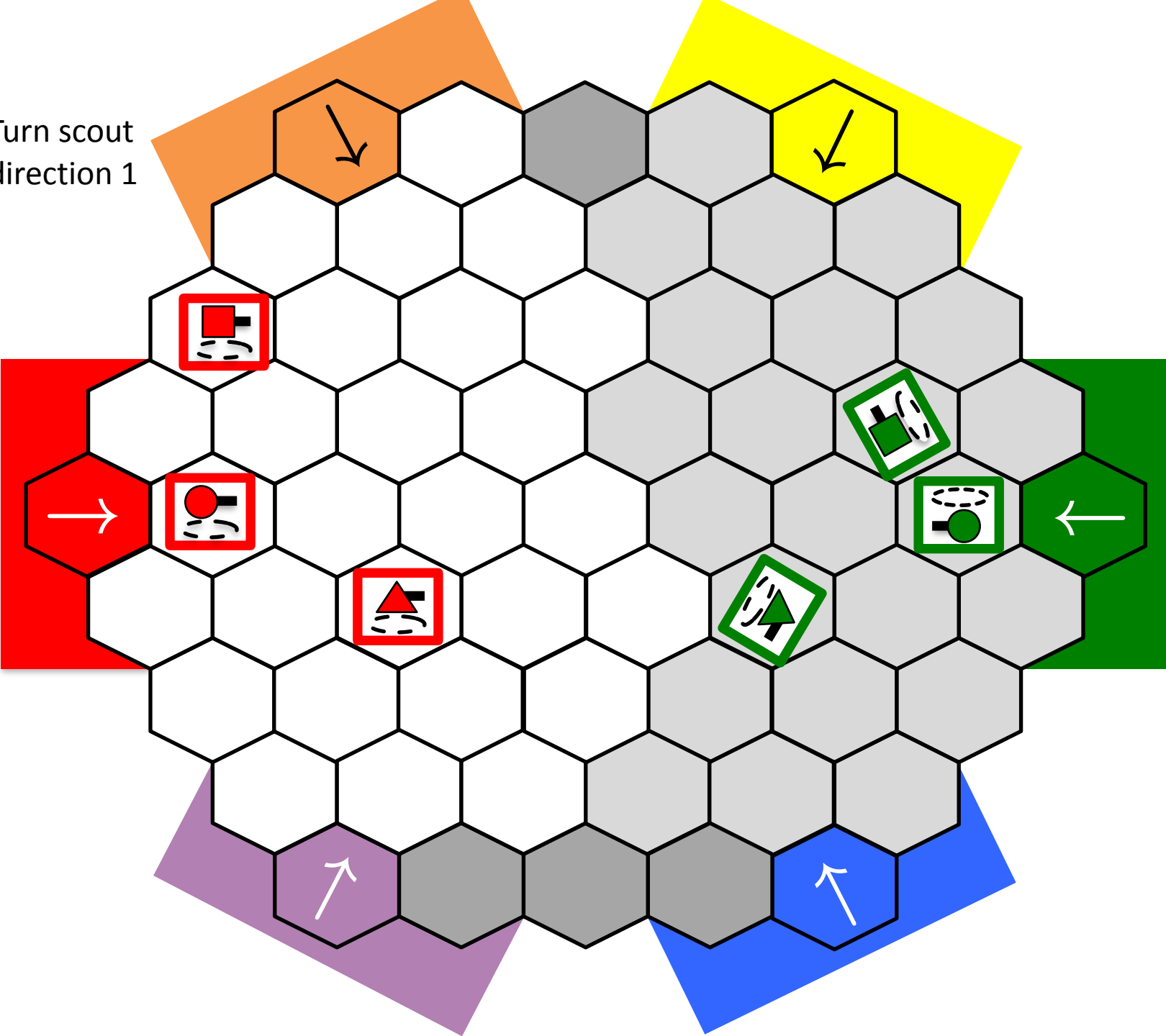
Green
moves
tank ...
End round 3



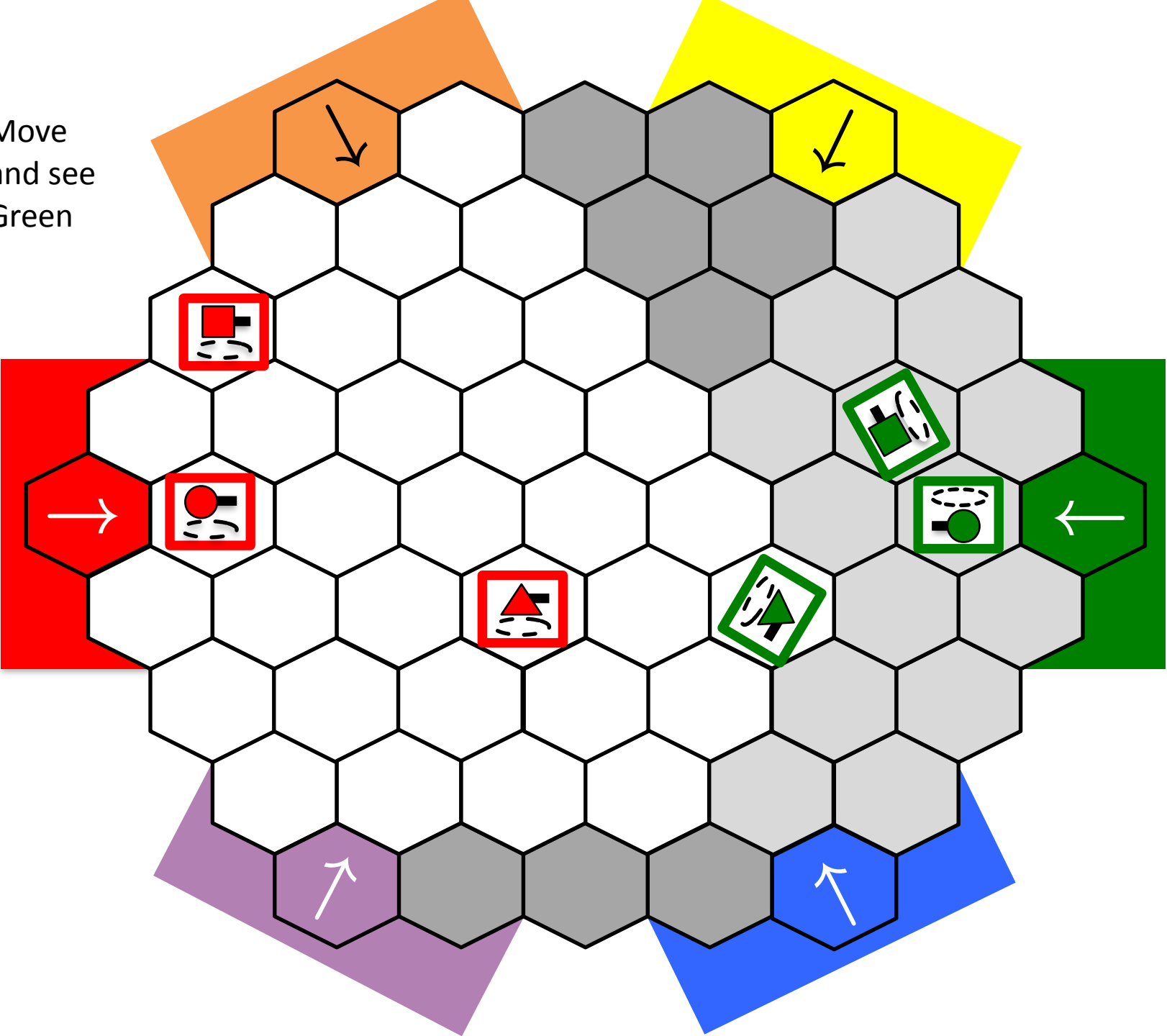
Red starts
turn 2



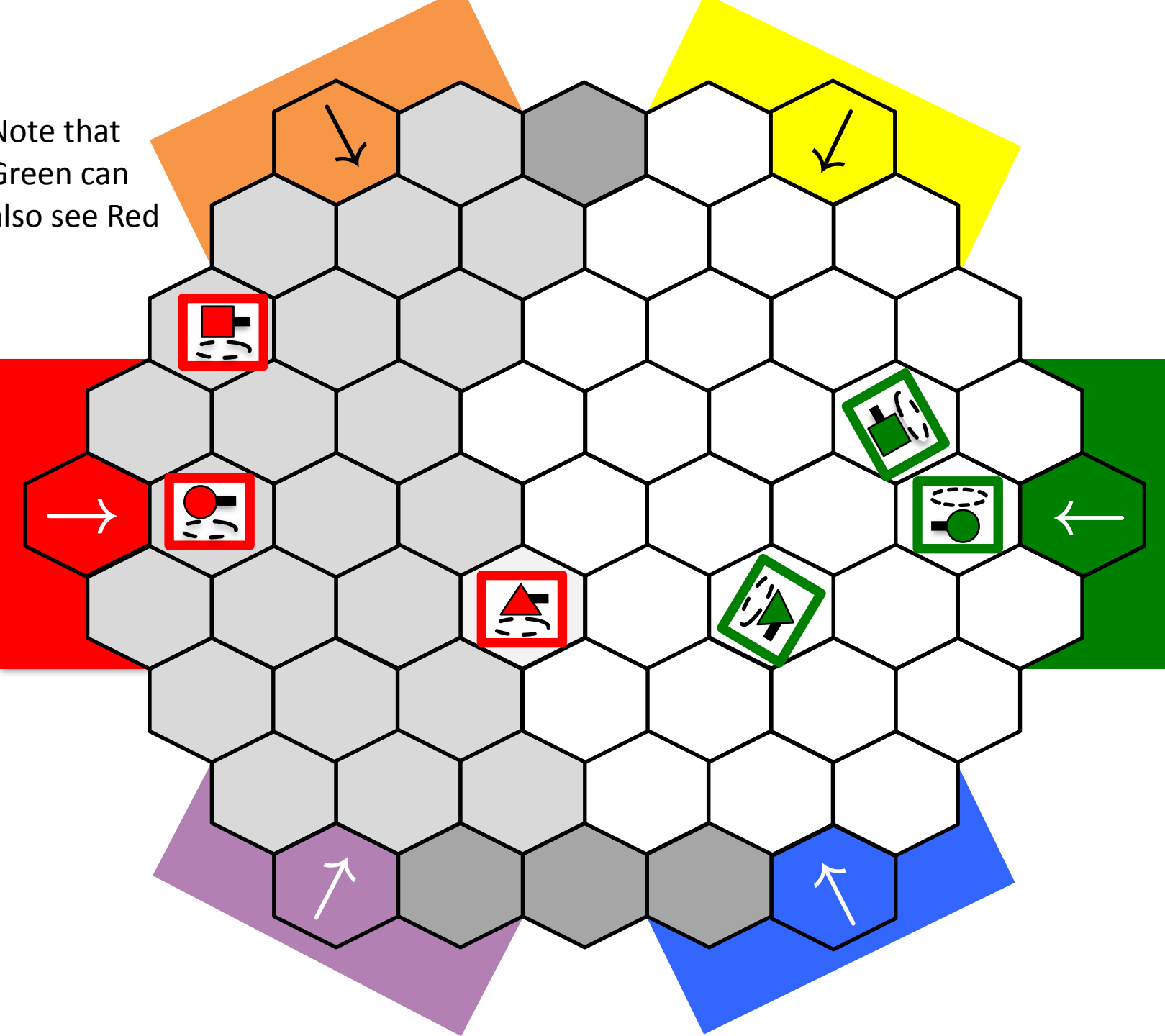
Turn scout
direction 1



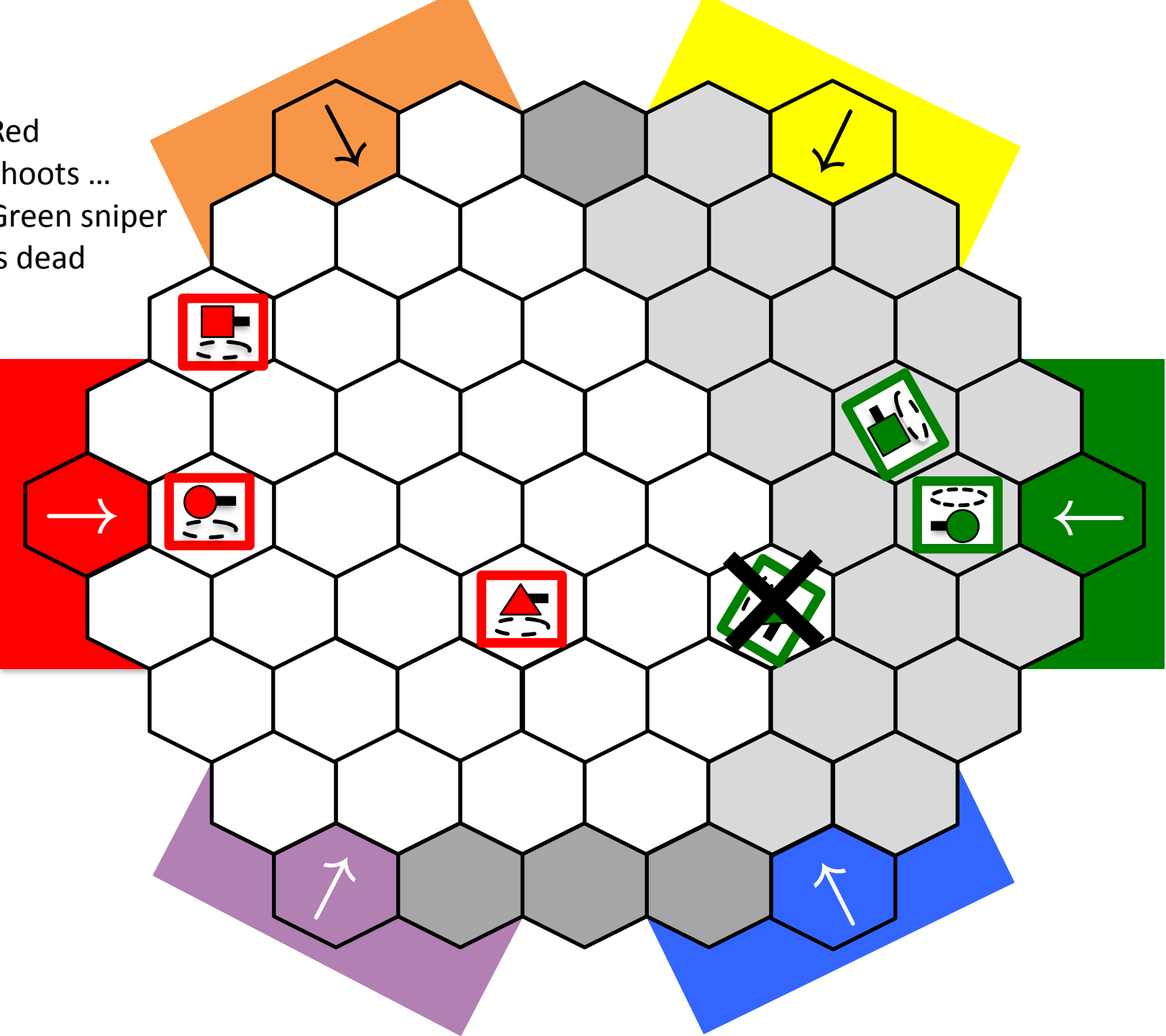
Move
and see
Green



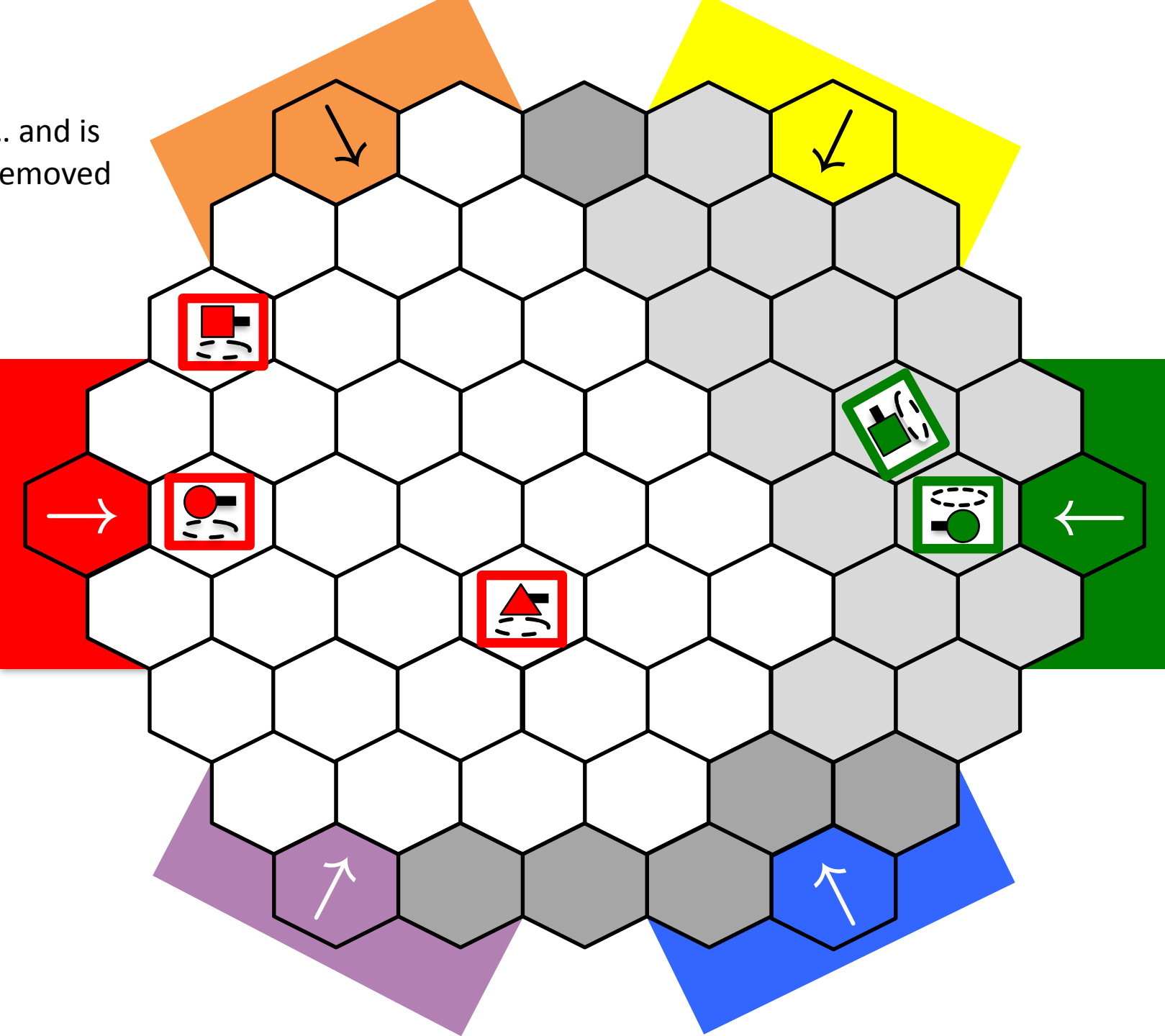
Note that
Green can
also see Red



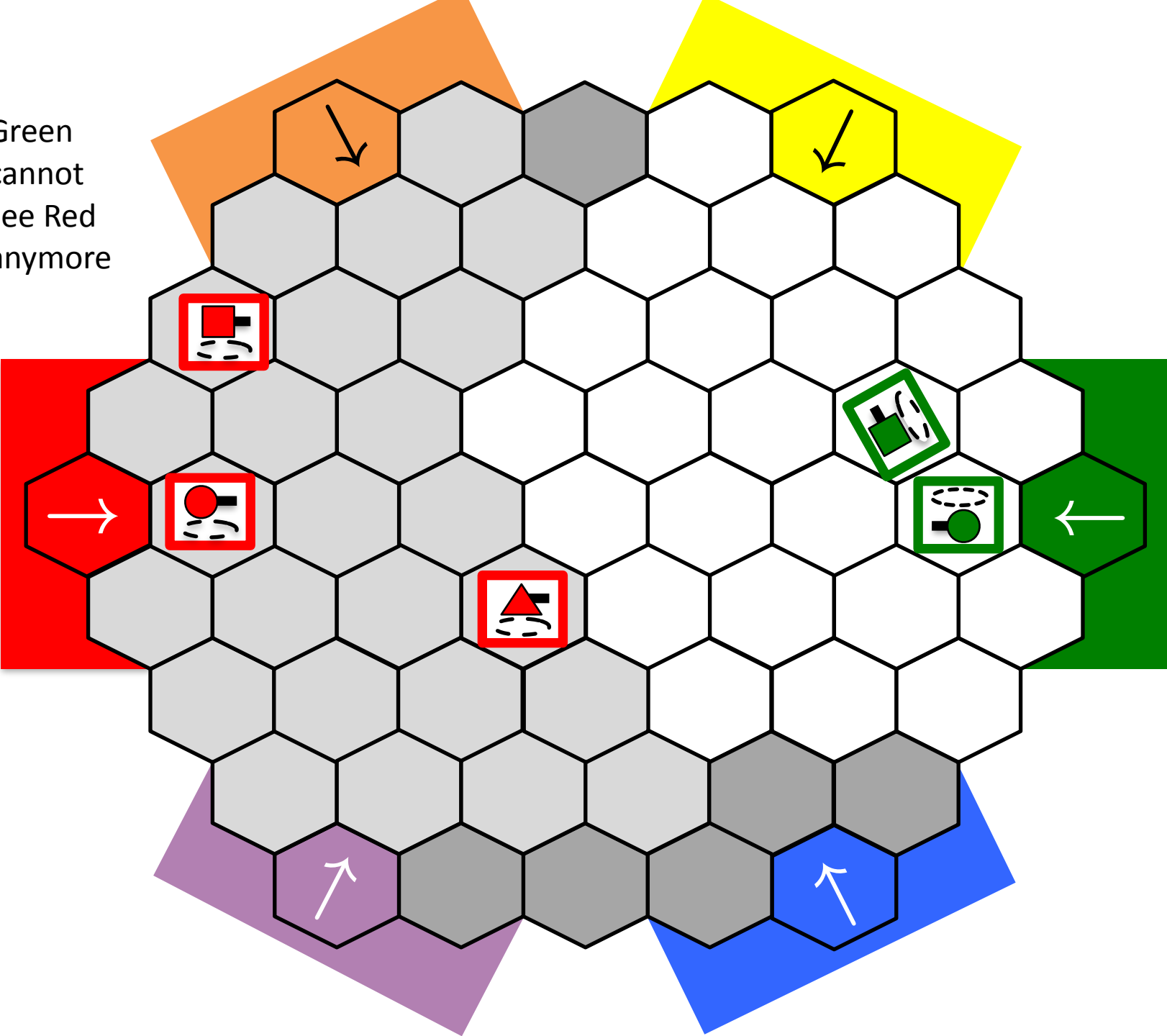
Red
shoots ...
Green sniper
is dead



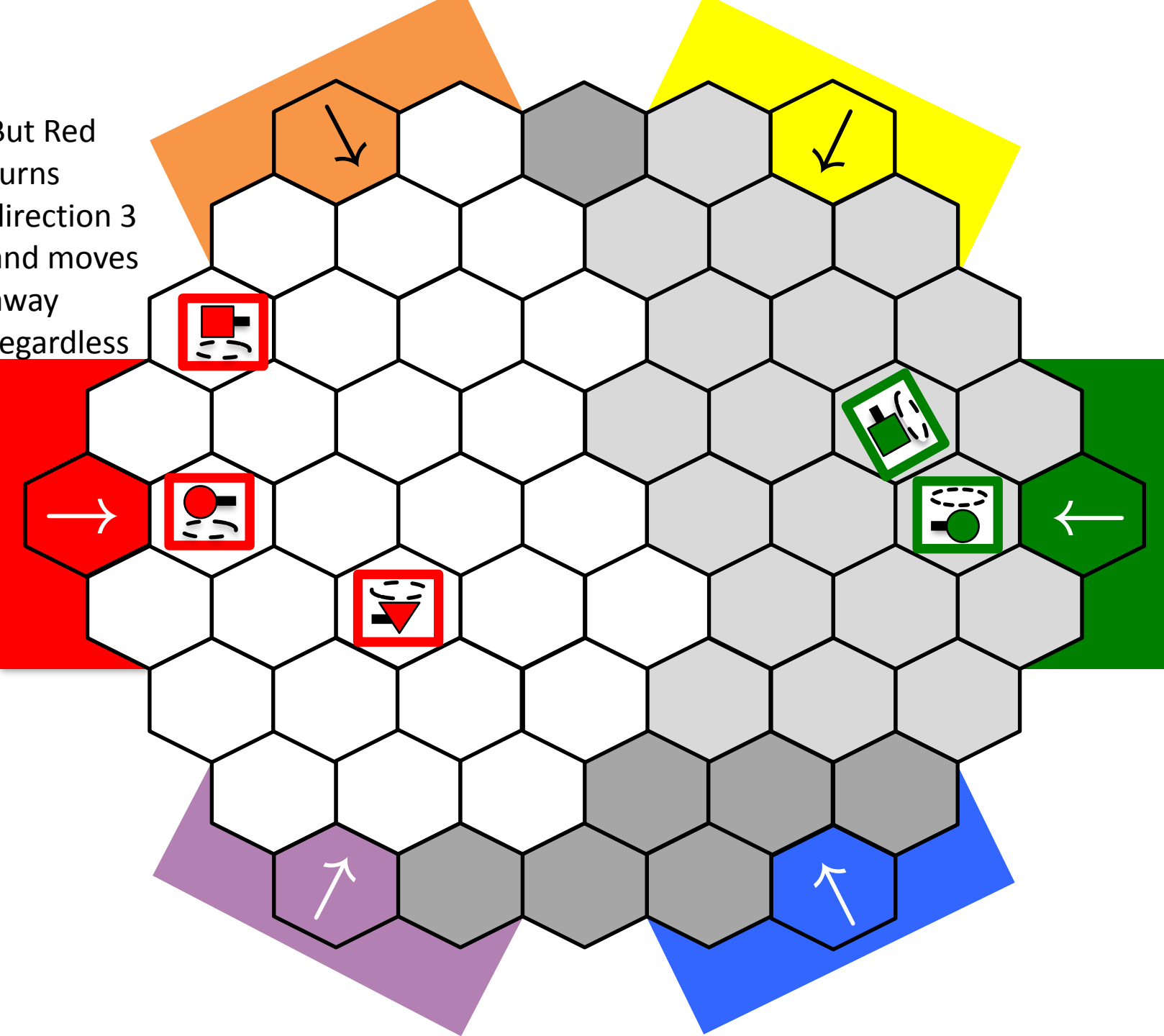
... and is removed

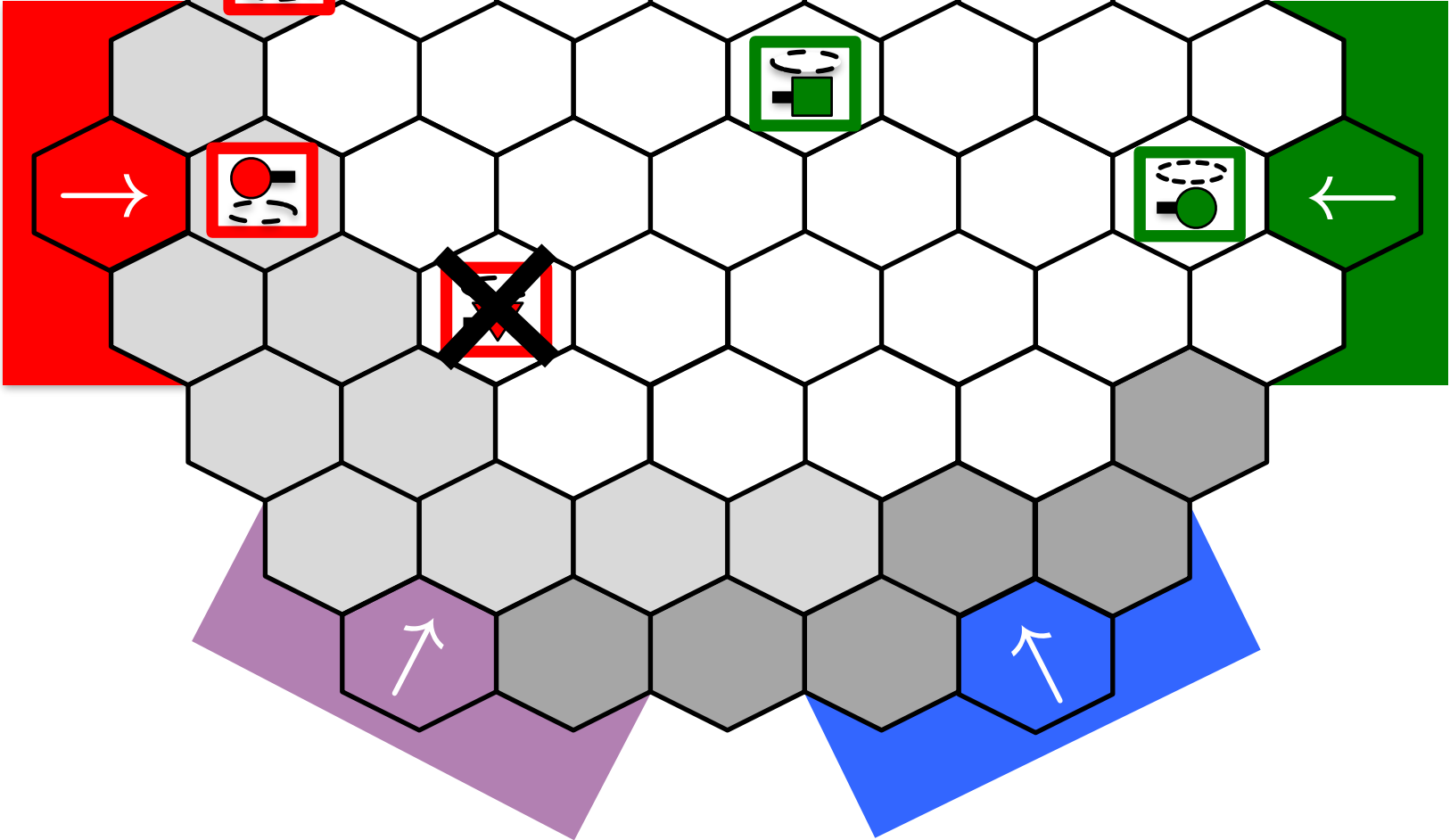



Green
cannot
see Red
anymore

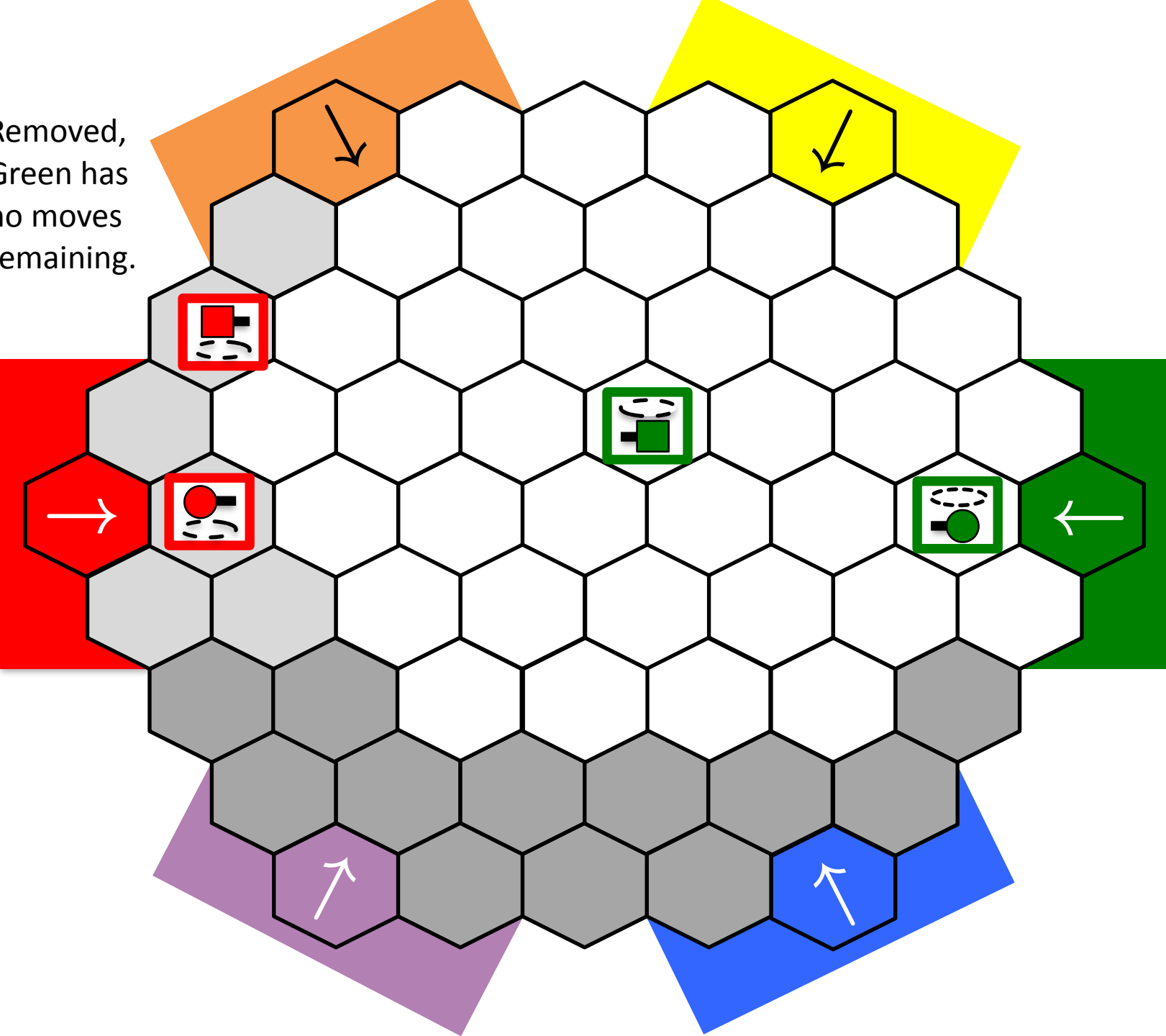


But Red
turns
direction 3
and moves
away
regardless

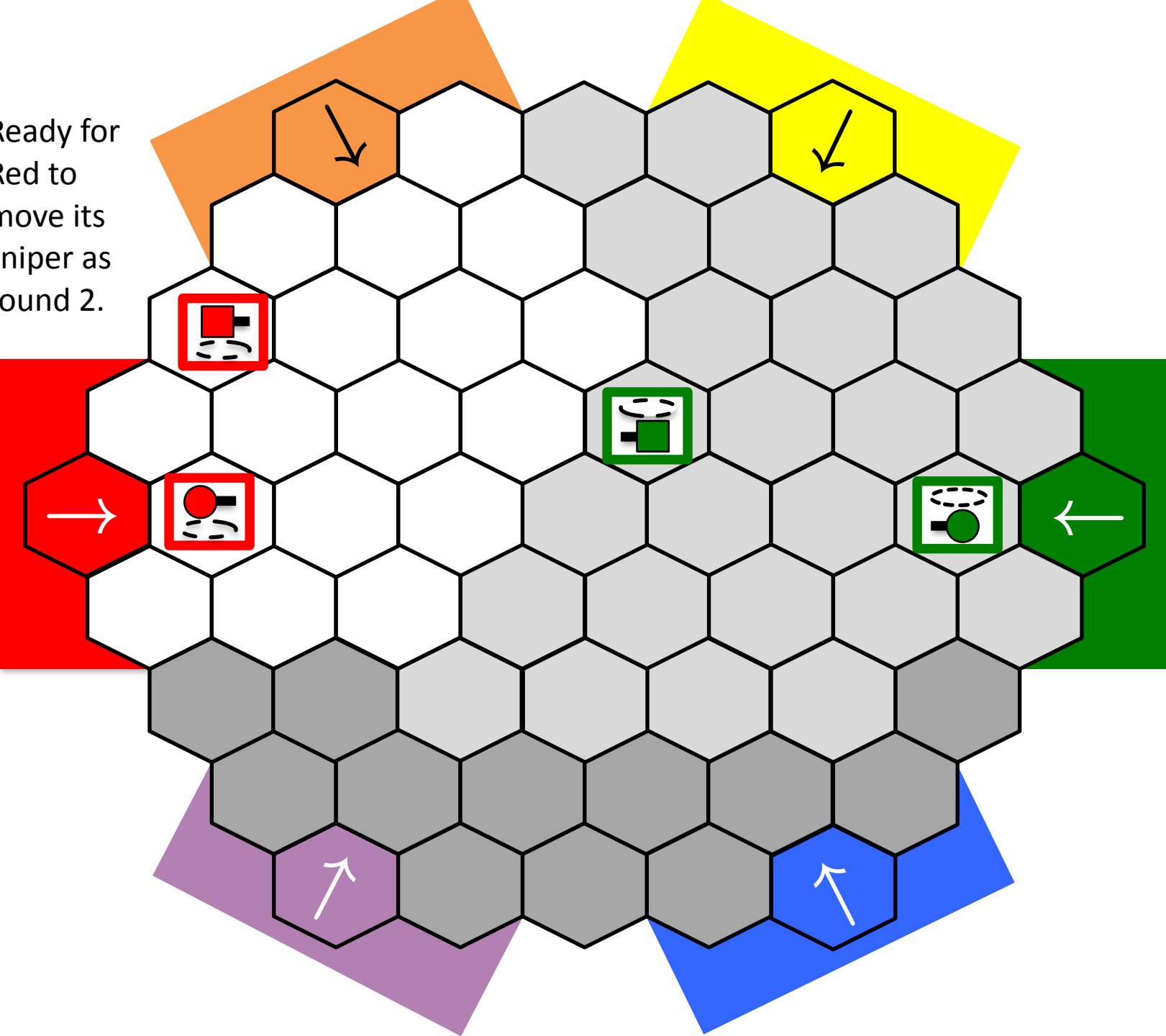




Removed,
Green has
no moves
remaining.



Ready for
Red to
move its
sniper as
round 2.



Continuing the game

- Red moves sniper
- Green moves tank ... ends round 2 of turn 2
- Red moves tank starting round 3 of turn 2
 - ... Green gets no move in round 3 ... turn 2 ends
- Red moves sniper starting turn 3
- Green moves sniper ... end round 1 of turn 3
- Red moves tank ... Green moves tank ...