**O2 Team**

**Leader: Necromancer**

Movement:

Necromancer movement is completely random. It’s constantly pick a random point on the battlefield and try to go to that point before picking a new point and repeat.

Since it’s movement is random, there is little to none algorithm can actually predict the behavior of this tank.

Shooting:

Necromancer is armed with a circular targeting gun and nothing more.

**Member: none**

*(I have created 4 different member, but none of those working so I remove them all)*