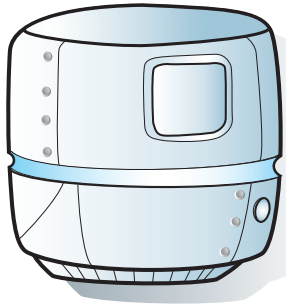
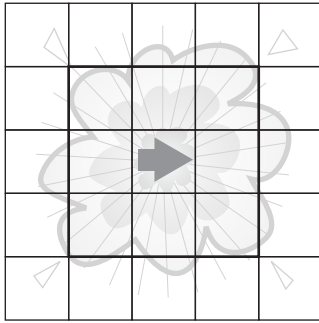


▶ BODY



DEATH EXPLOSION GRID:



When hit points reach 0 the robot explodes.

HIT POINTS:



ACTION ORDER:

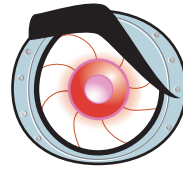
ACTION NAME:

(Laser, Fist, Mine, Rotate or Move)

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

MAXIMUM ACTIONS PER TURN

▶ LASER EYE



Shoots closest target in a straight line

EYE TRIGGER:

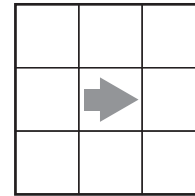
DAMAGE GRID:



▶ FIST

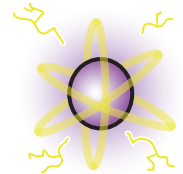


Attacks all adjacent targets

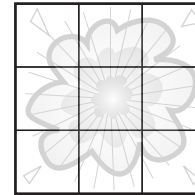


FIST TRIGGER:

▶ ATOMIC MINE



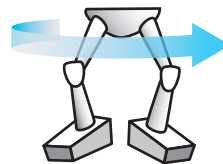
Drops in Robot's square



DROP TRIGGER:

EXPLOSION TRIGGER:

▶ ROTATE 90°



ROTATE TRIGGER:

▶ MOVE

Step forward 1 space

MOVE TRIGGER: