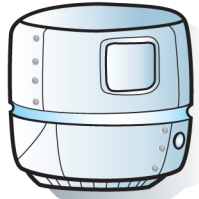# Samplebot 6001
Robot Name

▶ BODY

Self Destruct Damage:

2

Self Destruct Range:

2

Robot explodes when its hit points reach 0.
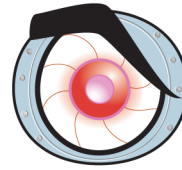
Hit Points:

10	09	08	07	06	05	04	03	02	01

Action Order:

Action Name:
(Laser, Crush, Move, Rotate or Custom)

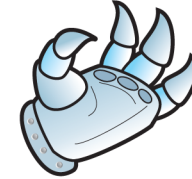| Action Order	Action Name
1	Rotate
2	Move
3	Crush
4	Rotate
5	Move
6	Crush
7	Rotate
8	Move
9	Crush
10	Eye

▶ LASER EYE

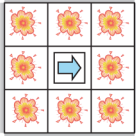**Damage:**

1

Shoot straight forward.
Hit the closest enemy.

▶ CRUSH

Damage:

3
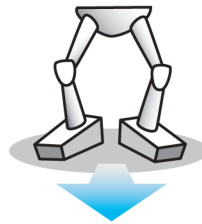
Attack all adjacent spaces.
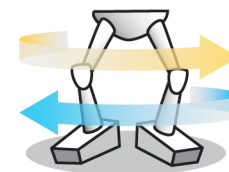Hit up to 8 enemies at once.

▶ MOVE

Step one space forward.

When stepping into an occupied square, push enemies back one space. Pushed enemies take push damage. Enemies pushed off the board are destroyed.
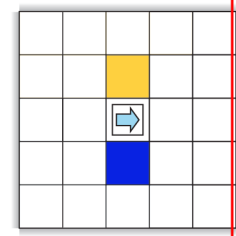
Push damage:

1

▶ ROTATE

90° clockwise or counterclockwise. towards target.

Target Priorities:

1	Adjacent, unstunned enemy on the right
2	Adjacent, unstunned enemy on the left
3	Goal Line
4	