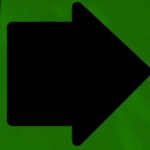


*Back*

1

Program Move



Move robot backward 1 square

*Left*

2

Program Move



Rotate robot left 90 degrees

*Right*

2

Program Move



Rotate robot right 90 degrees

*U-Turn*

3

Program Move



Rotate robot 180 degrees

*Forward 1*

4

Program Move



Move robot forward 1 square

*Forward 2*

5

Program Move

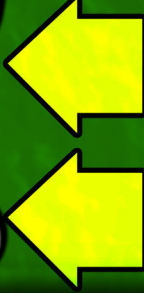


Move robot forward 2 squares

*Forward 3*

6

Program Move



Move robot forward 3 squares

*Shield Left*

7

Program Move



Rotate the robot's shield left 90 degrees

# Shield Right

Program  
Move



Rotate the robot's shield right 90 degrees

# Fire High

Program



If another robot is hit, it must discard a Sensor card

# Fire Medium

Program



If another robot is hit, it must discard a Program card

# Fire Low

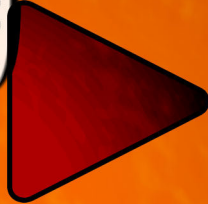
Program



If another robot is hit, it must discard a Move card

# Forward Sensor

Action  
Sensor



If there is an enemy robot in line of sight to the front, you may change the current phase program card. You may only use this card once per turn.

# Left Sensor

Action  
Sensor



If there is an enemy robot in line of sight to the left, you may change the current phase program card. You may only use this card once per turn.

# Right Sensor

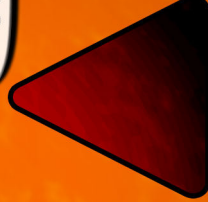
Action  
Sensor



If there is an enemy robot in line of sight to the right, you may change the current phase program card. You may only use this card once per turn.

# Backward Sensor

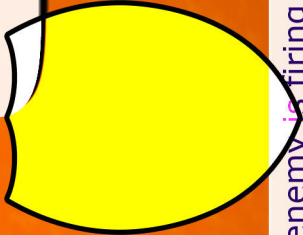
Action  
Sensor



If there is an enemy robot in line of sight to the back, you may change the current phase program card. You may only use this card once per turn.

# Shield

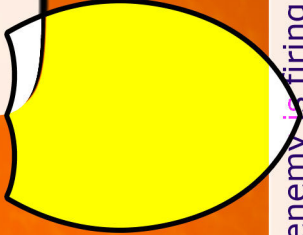
Action



If an enemy is firing on you through the side your shield is on, you may discard this card as damage instead of any other card.

# Shield

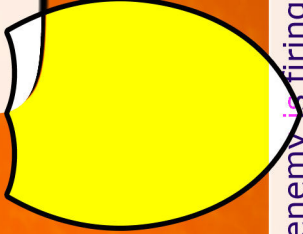
Action



If an enemy is firing on you through the side your shield is on, you may discard this card as damage instead of any other card.

# Shield

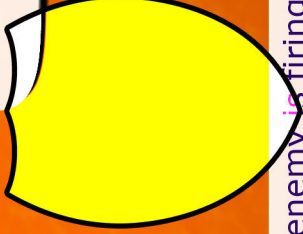
Action



If an enemy is firing on you through the side your shield is on, you may discard this card as damage instead of any other card.

# Shield

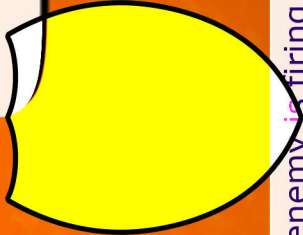
Action



If an enemy is firing on you through the side your shield is on, you may discard this card as damage instead of any other card.

# Shield

Action



If an enemy is firing on you through the side your shield is on, you may discard this card as damage instead of any other card.

# Self Destruct

Action

If you have fewer than 7 cards left you may play this card to destroy your robot. Every robot next to your robot must discard 2 program cards, every robot next to them must discard 1 program card.

