

# 7.0 TURNS

## 7.1 Standard Bot Turn

The Standard Bot Turn is the “basic” turn used for play. It is used to issue orders for your Battle Bot each turn that your Pilot is actually in the Arena competing against other Bot Pilots. With your Arena or combined Pilot/Arena Setup results you will receive a customized turn sheet for your Bot.

Filling out your turn sheet is really a very simple matter. You simply enter Move and Attack Orders for each of the five turn Phases. For both types of actions enter the Order Code on the appropriate line then list the order description in the extra space provided. (The description can be skipped but we advise against it. It is used by the GM to double check your orders to make sure you wrote down the proper code number.) Some actions have an Order Option. In these cases this portion must be filled out otherwise your order will be canceled. In addition all Attack Orders (except #0 and #6) require you to list the one weapon you wish to fire during that Phase.

For example, let us assume you are on your first turn and you want to spend the first turn Phase moving forward and firing at the nearest enemy Bot. In the Move Order section of the first Phase you would enter the Move Order Code #1 to indicate that you want to move forward. Since this is all that is required to Move Forward you would leave the Move Option section blank. In the Attack Order section you would enter Attack Order Code #2 to indicate that you want to attack the nearest enemy Bot. In the Weapon section you would enter the code for the desired weapon to fire as indicated on your turn sheet. Finally you would leave the Attack Option section blank because it is not needed for this order. Had you intended to attack a specific enemy Bot, you would enter #1 in the Attack Order Section, enter the code for your desired weapon and then the Bot ID# for the desired target in the Attack Option section to indicate the Bot you wished to attack.

The following is an easy-to-read order summary for quick reference.

### Move Orders

#	Order	Option
0.	NOMOVEMENT	---
1.	MOVEFORWARD	---
2.	TURNRIGHT,MOVEFORWARD	---
3.	TURNLEFT,MOVEFORWARD	---
4.	MOVEBACKWARD	---
5.	MOVETOWARDSPECIFICBOT	Bot ID#
6.	MOVETOWARDNEARESTENEMYBOT	---
7.	MOVETOWARDLASTENEMYBOTTOTARGETME	---
8.	MOVETOWARDNEARESTFRIENDLYBOT	---
9.	MOVETOWARDLASTENEMYBOTTARGETED	---
10.	MOVETOWARDNEARESTFRIENDLYCOMMANDPOST	---
11.	FACESPECIFICDIRECTION	Direction
12.	FACE TOWARDSPECIFICBOT	Bot ID#
13.	FACE TOWARDNEARESTENEMYBOT	---
14.	FACE TOWARDLASTENEMYBOTTOTARGETME	---
15.	FACE TOWARDNEARESTFRIENDLYBOT	---
16.	FACE TOWARDLASTENEMYBOTTARGETED	---
17.	FACE TOWARDNEARESTFRIENDLYCOMMANDPOST	---
18.	STANDUP	---
19.	EJECT	# of Engines
20.	KNEELDOWN	---
21.	SPRINTFORWARD	---
22.	TURNRIGHT	---
23.	TURNLEFT	---

## Attack Orders

#	Order	Option
0.	NOATTACK	---
1.	ATTACKSPECIFICENEMYBOT	Bot ID#
2.	ATTACKTHENEARESTENEMYBOT	---
3.	ATTACKTHELASTENEMYBOTTOTARGETME	---
4.	ATTACKTHELASTENEMYBOTTARGETED	---
5.	ATTACKTHENEARESTENEMYCOMMANDPOST	---
6.	SELFDESTRUCT	---

## 7.2 Standing Orders Revision Turn

The Standing Orders Revision Turn is virtually identical to the Standard Bot Turn since it is, in effect, a set of backup turn orders to be used in case you happen to miss the turn. Because this turn sheet is not customized for you, you must provide additional information from what is required for the Standard Bot Turn such as your name, account number, game number, Pilot name and ID# and Bot ID#. You must provide all the information requested or we will not be able to process your turn.

## 7.3 Pilot Turn

The Pilot Turn is used to expend your Accumulated Experience Points in order to increase your Pilot's Rank and/or Primary Attributes. A Pilot Turn can be submitted at any time for evaluation. No more than one Pilot Turn for a single Pilot may be submitted at a time. Because most of the Experience Points earned by a Pilot are gained at the end of a game there is usually no reason to submit a Pilot Turn more than once or twice per year. Pilot Turns are not required for play and you don't ever have to submit one if you don't want to.

Pilot turns are very simple to fill out. First you must provide the Pilot's Name and ID# and your name and account number. Each Pilot Characteristic (including Rank) can only be raised a maximum of one level per turn by expending Experience Points. This is intended to encourage the balanced growth of your Pilot and avoid drastic and unrealistic swings in promotions and abilities. Each Characteristic can be raised to a maximum level of 20 (remember, no more than one level increase per Characteristic per turn). To increase each Characteristic requires the expenditure of 50 Experience Points. A Pilot's Rank can also be raised up to a maximum of one level per turn. All Pilots begin play at the Rank of Cadet. Each increase in Rank (or promotion) requires the expenditure of 200 Experience Points.

