Max's Useful Battlecode Datasheet
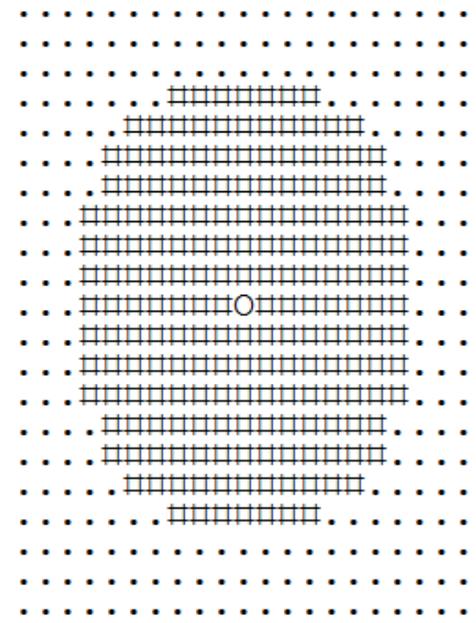
Unit Data

	HP	Sight Range^2	"Attack" Range^2	"Attack" Delay	"Attack" Power	Is Encampment?	Description
HQ	500	14	0	0	0	false	Generates 40 power per turn. Can spawn soldiers (takes 10 turns) or research upgrades.
SOLDIER	40	14	2	1	6	false	Upkeep of 1 to 2 power per turn, depending on bytecode usage. Automatically distributes attack power among adjacent enemy units. Lays mines (25 turns). Defuses mines (5 turns). Captures encampments (50 turns) at a cost of $10*(1 + encamp\_owned + encamp\_capturing)$. Mines do 10 damage per turn to an enemy on top of it (mines are not destroyed until defused).
MEDBAY	100	14	2	1	2	true	Medbay heals all adjacent robots +2HP/turn up to their maximum.
SHIELDS	100	14	2	1	5	true	All adjacent robots receive +5 shield points/turn. Shields protect HP from artillery and absorb 75% of mine damage. Robots lose 0.5 shield point per turn (it wears off).
ARTILLERY	100	14	63	20	40	true	Deals 40 damage to main target and 20 splash damage to adjacent tiles, including friendly fire.
GENERATOR	100	14	0	0	0	true	Generates 10 power per turn.
SUPPLIER	100	14	0	0	0	true	Reduces soldier build time, which is $10*(10/(10+supplierNumber))$.

Upgrades

	Rounds	Description
FUSION	25	Reduces energy decay from 0.2 to 0.01 times the current pool.
VISION	25	Extends all allied robots' vision^2 from 14 to 33
DIFFUSION	25	Extends mine defusing range^2 from 2 to sight range and decreases defuse time from 12 to 5.
PICKAXE	25	Increases the number of mines laid when layMine is called from 1 to 5 (additional mines placed adjacent if there is room. Only one mine is allowed per tile.
NUKE	400	Destroys the enemy HQ immediately.

Range 63   Range 33   Range 14

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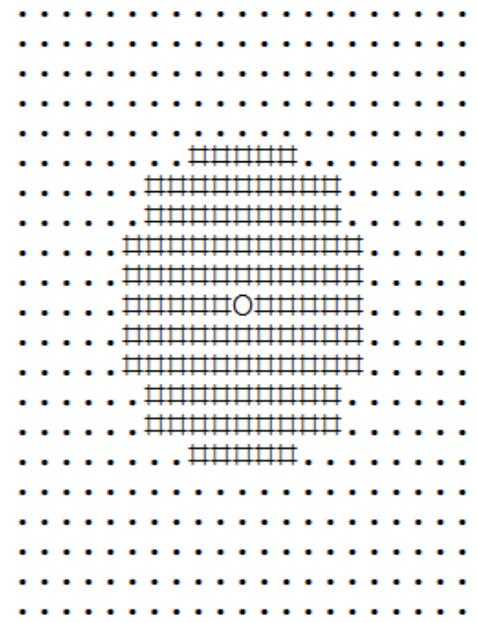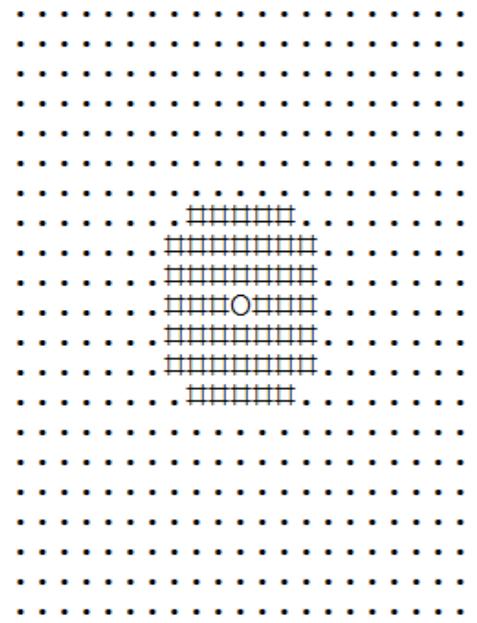
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