THE CARTOON BOOK OF

ROBOT COMBAT



ROBOT COMBAT

MACHINE

SPORT ON EARTH

Sport on Earth Books · The Mind & digital Family

Original illustrations · No characters were copied in the making of this book

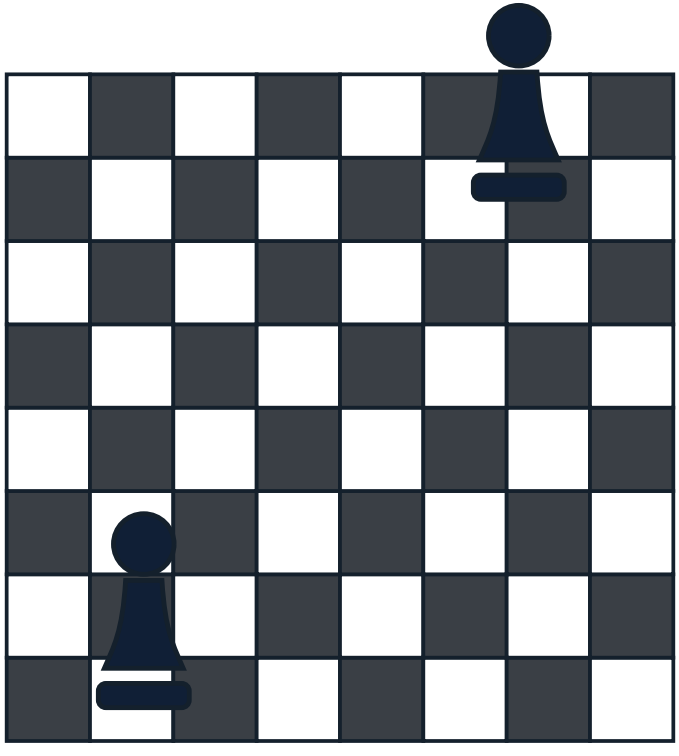
Meet Robot Combat!

Remote-controlled armoured robots fight in an arena.



Where It Is Played

The BattleBox: a 48 ft by 48 ft enclosed arena with a steel floor and polycarbonate protection.



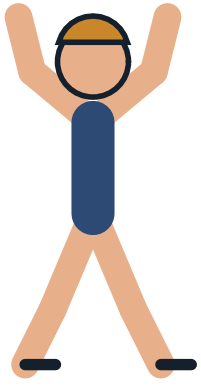
The Gear

A radio-controlled combat robot up to 250 lb with an active weapon, built and safety-inspected to the BattleBots Design Rules.



How It Starts

Most builders start in the lighter insect and featherweight classes at local robot combat clubs, then apply with a proven design for a BattleBots heavyweight place.



How to Play

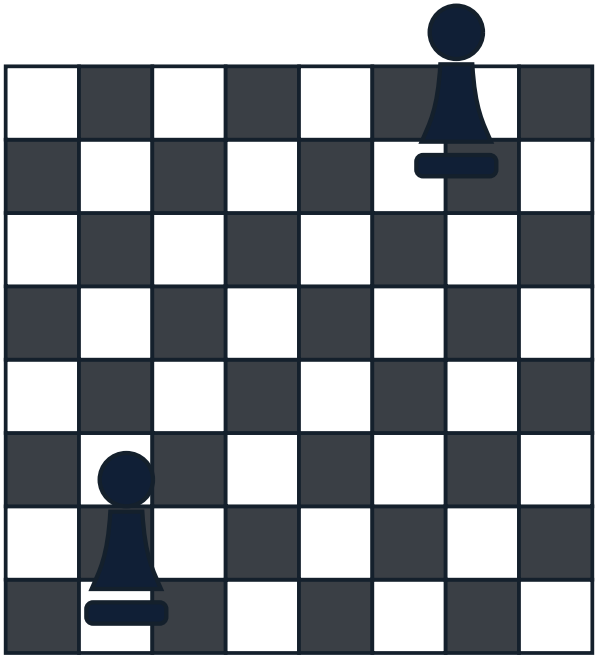
- Format: two radio-controlled combat robots fight head-to-head in an enclosed arena (the BattleBox) in a tournament; a fight lasts three minutes.
- Winner: a robot unable to move for a count of ten seconds is knocked out; if both robots are still mobile at the end, three judges decide the winner.
- Judging: judges score damage, aggression and control — in the published scoring system each judge allocates 11 points (5 damage, 3 aggression, 3 control).
- Weight: the maximum allowed weight is 250.0 lb ready to fight, with no minimum; flying bots ('Flybots') are limited to 10.0 lb each.

More of the Game

- Size: a team's bot (or a Multi-Bot combination) must start the match completely within an 8 ft by 8 ft square and must pass through the 8 ft by 8 ft arena entry doors without disassembly.
- Weapons ban: fouling devices such as glue, nets and fishing line, electrical or chemical weapons, explosives and radio jamming are prohibited; projectile weapons must not use explosives.
- Flames: a gas-based flamethrower is the stated exception to the non-mechanical weapons ban, but flame output is for showmanship and does not count as an active weapon.
- Approval: BattleBots must approve and accept a bot's design for the tournament — the Design Rules alone are not an invitation to compete — and decoration over the weight limit is capped at 10 lb and must not protect the robot or act as a weapon.

The Shape of a Match

Three-minute one-on-one fights in a hazards-equipped enclosed arena; win by knockout or on the judges' damage, aggression and control scores.

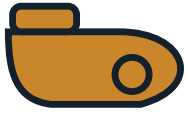


More of the Mind & digital Family

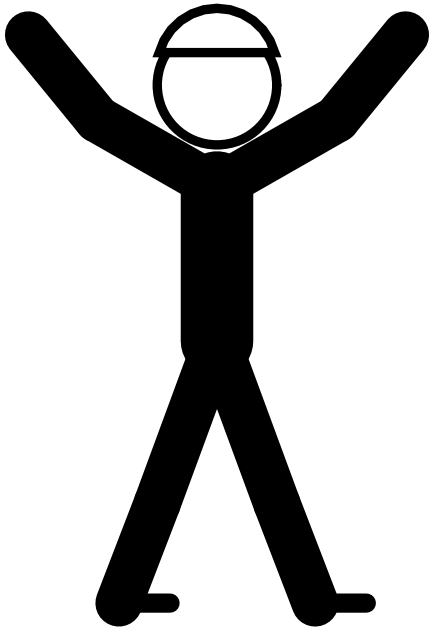
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Air Hockey — Fast puck game on an air table.
- Subbuteo — Tabletop football played by flicking figures.

A Note on the Rules

Robot combat is governed by event rulebooks (the FRA/BRA safety and design codes; television's BattleBots house rules, which famously require every robot to carry an active weapon — a selection rule that shaped a generation of designs). Safety law (containment, failsafes, fuel and pressure limits) is the real rulebook. No single dated landmark change is carried for robot combat.

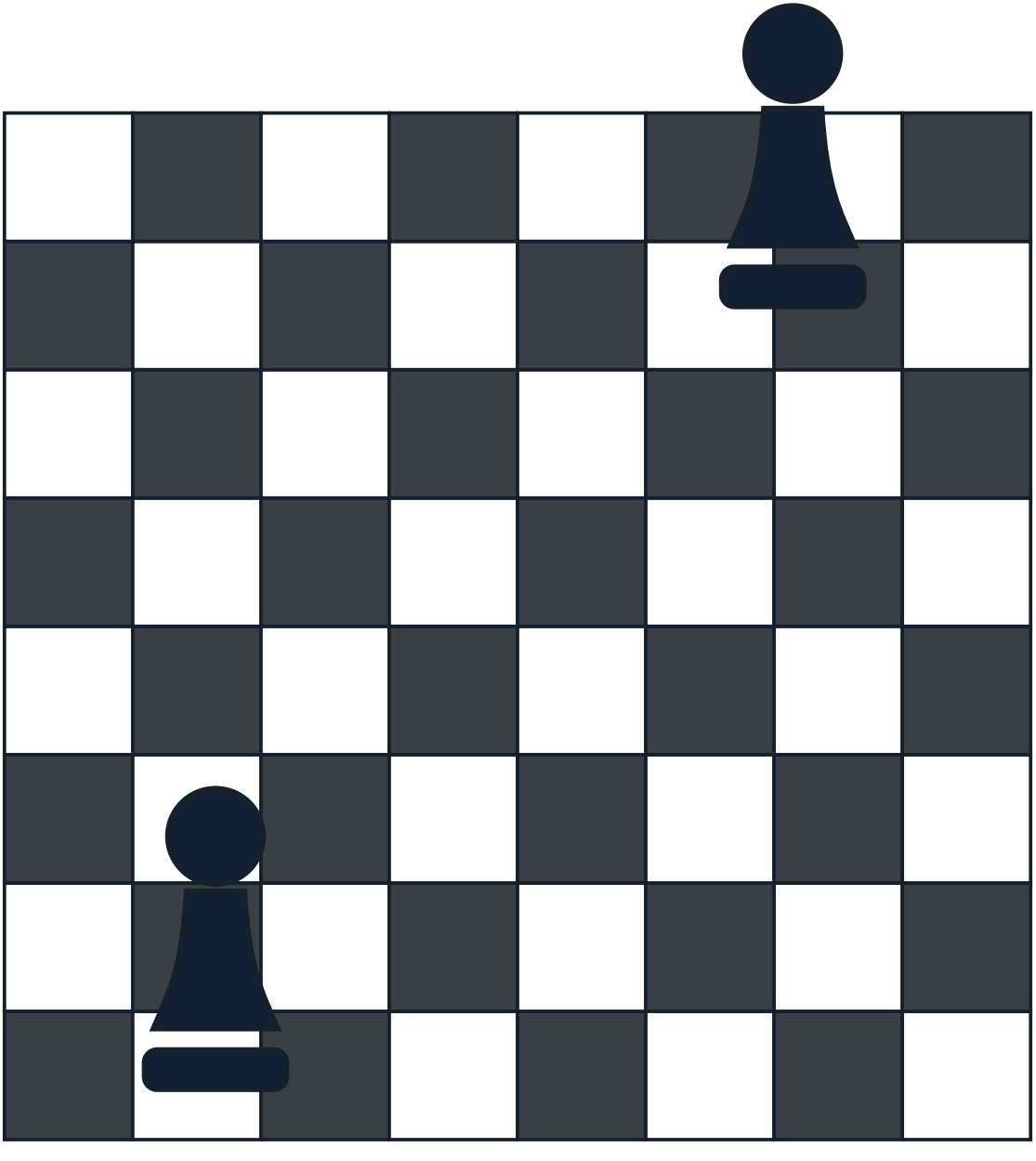


Colour the Action

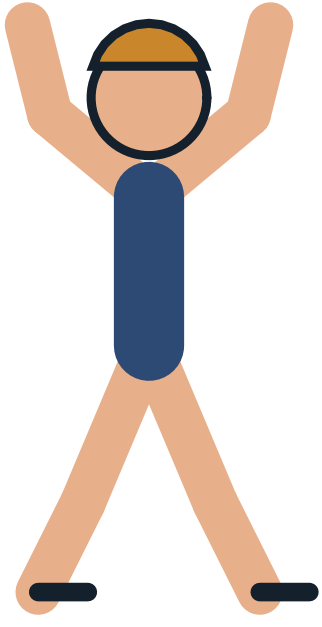


Psst — this page is a colouring page!

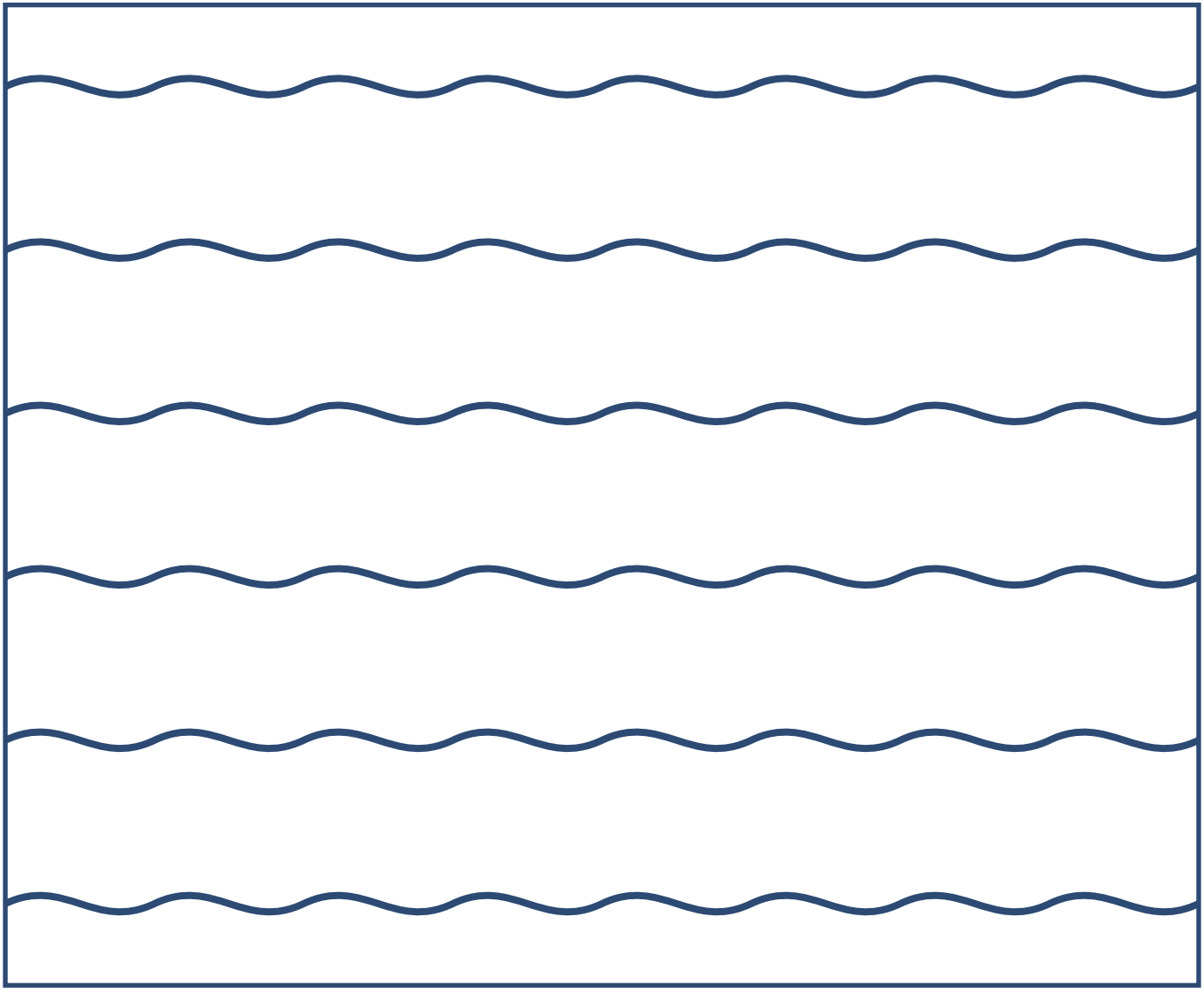
The Sport Today



At School and College



Play It Near You



Through the Year

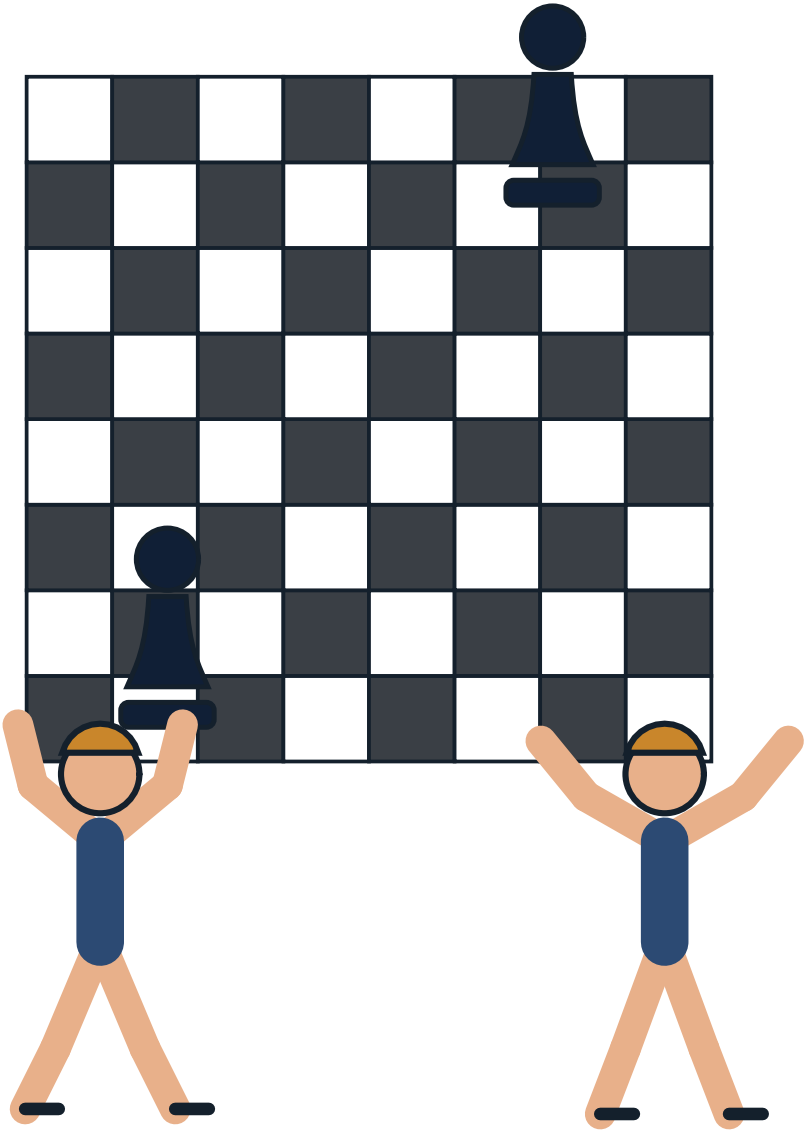


The Mind & digital Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

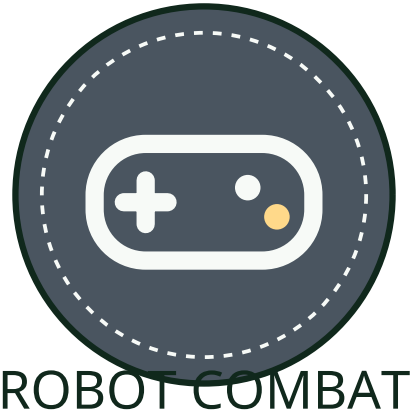
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Air Hockey — Fast puck game on an air table.

Game Day!

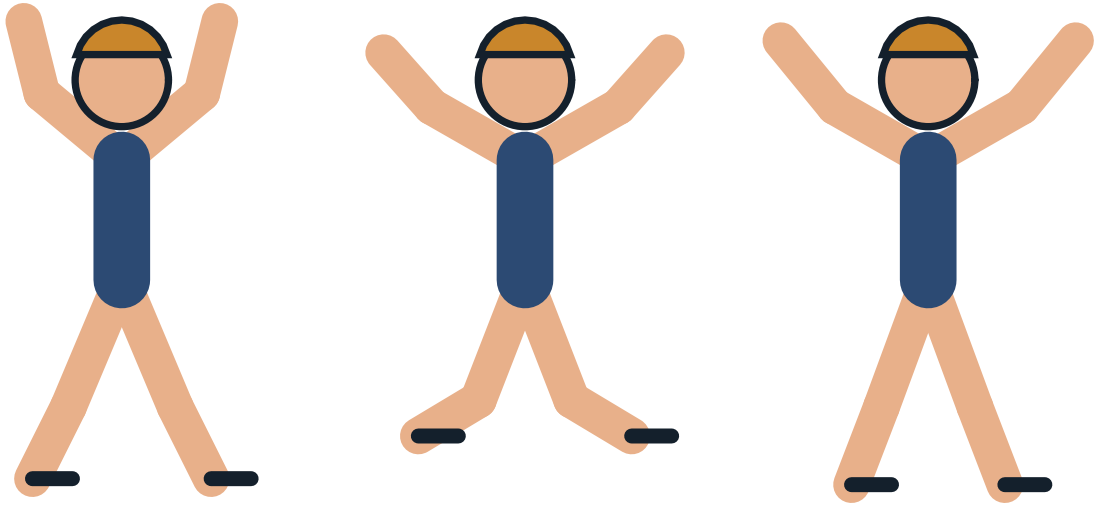


The Sport on Earth Mark

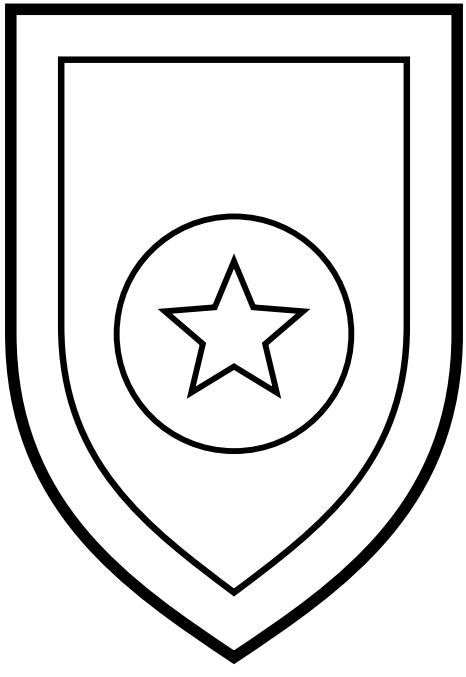
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



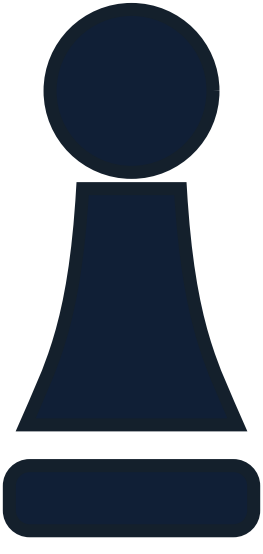
Design a Badge



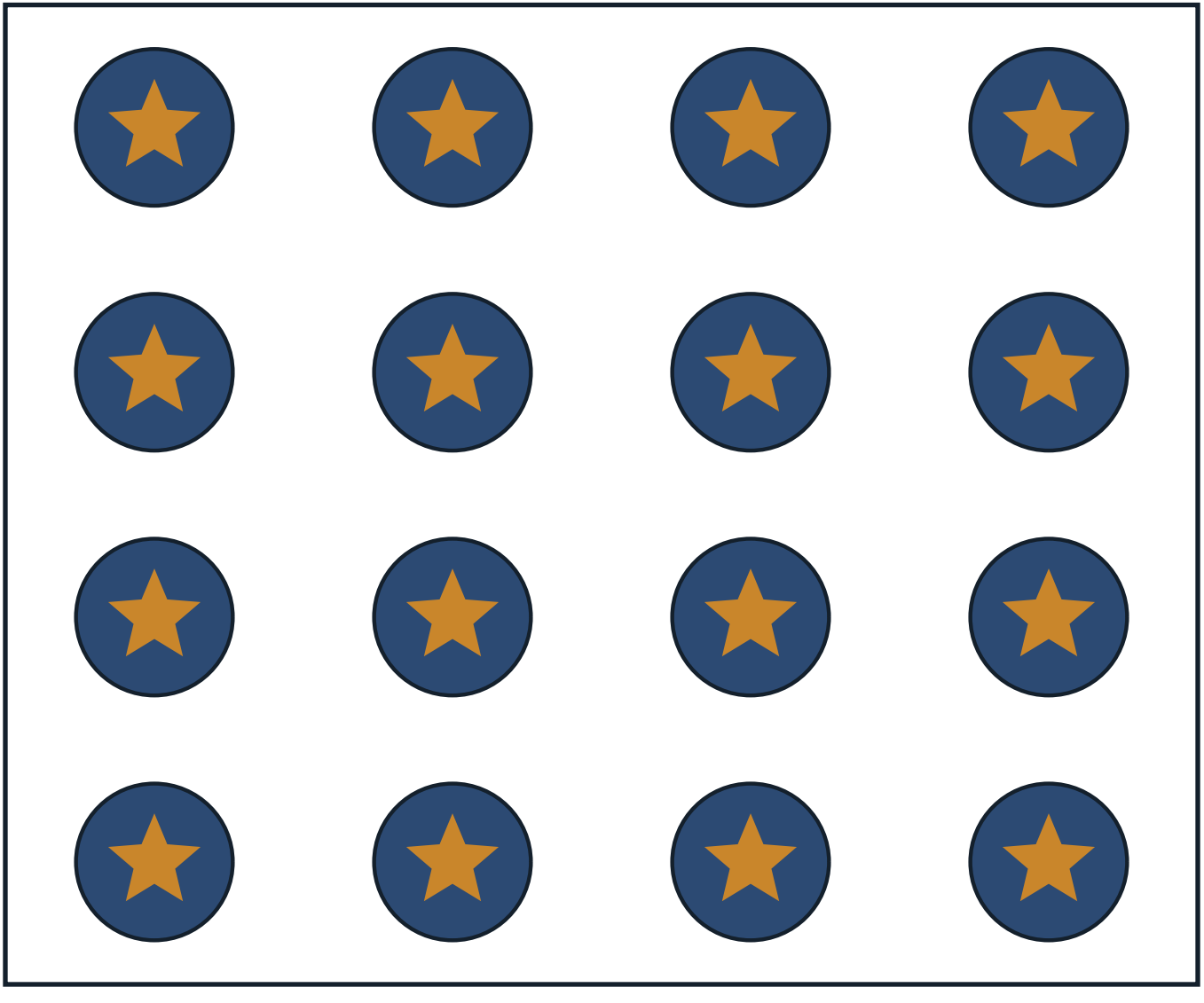
Draw and colour a badge for your own team.

The Gear Parade

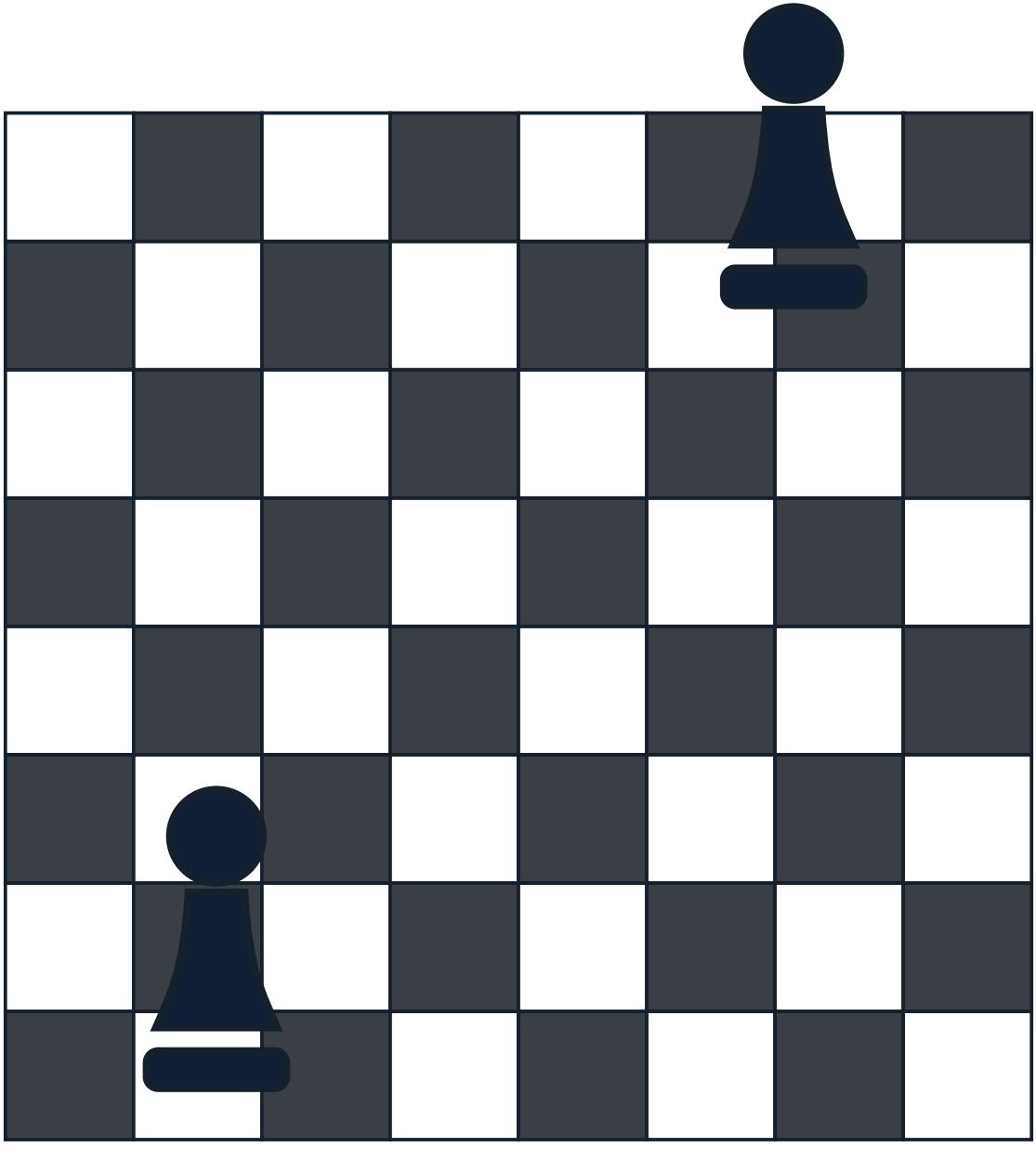




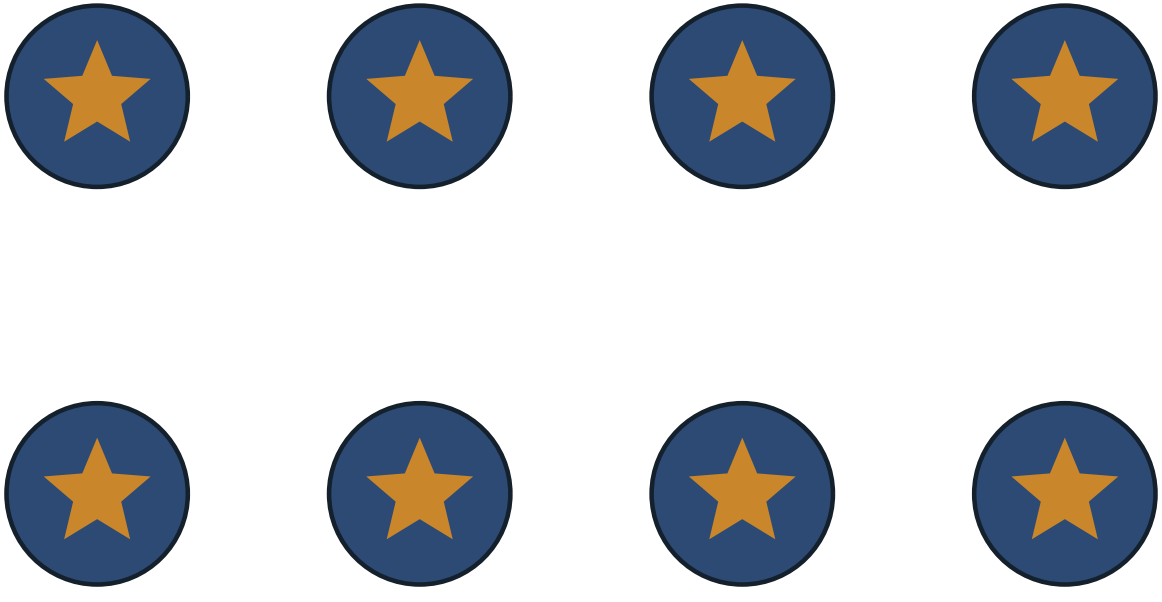
Pattern Play



The Arena From Above



Count the Balls!



How many can you count? Write the number here: _____

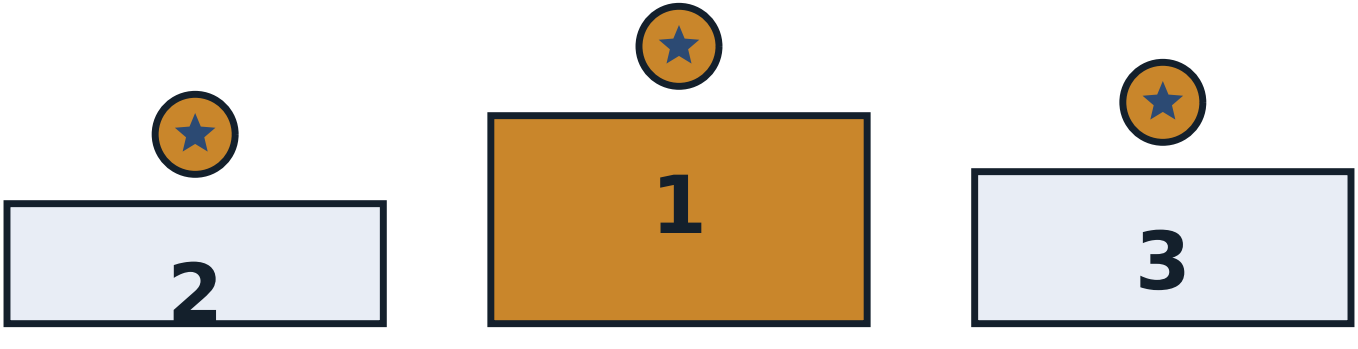
My Favourite Part of Robot Combat

Gear Close-Up

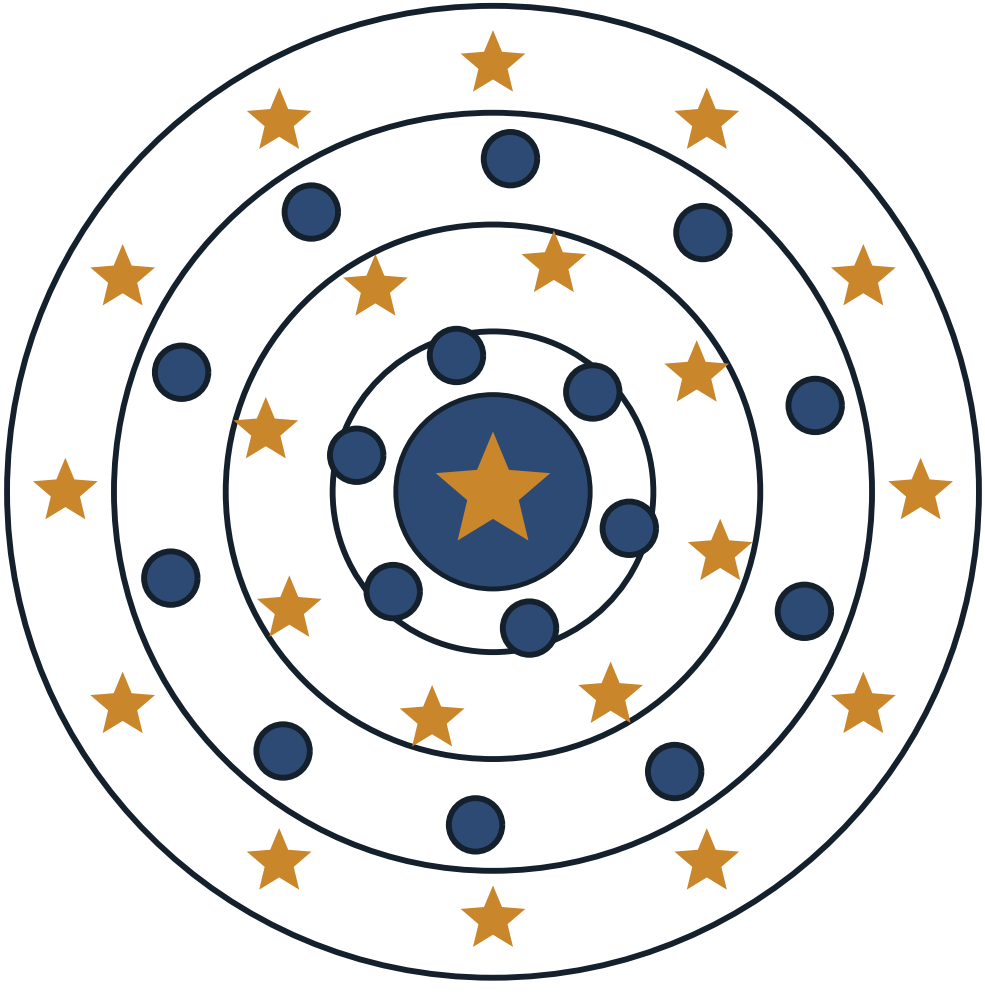


Champions!





The Mandala of the Game



About This Book

Governing body: BattleBots, Inc. (BattleBots tournament); Robot Wars operates under its own separate rules in the United Kingdom. Laws edition the site's rules file follows: BattleBots Design Rules, Rev. 2027.0 DRAFT (for the 2026 Tournament, copyright 2026). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Esports
- The Cartoon Book of Chess
- The Cartoon Book of Fantasy Sports
- The Cartoon Book of RoboCup
- The Cartoon Book of Air Hockey
- The Cartoon Book of Subbuteo
- The Esports Colouring Book
- The Chess Colouring Book

My Notes

Robot Combat

The Cartoon Book of Robot Combat — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

