

Robot Specifications:

- The bot should not exceed the dimension 40cm x 40cm x 40cm (l x b x h) at any point during the match.
- External device used for control are not included in the size constraint.
- The weight of bot should not exceed 12kgs.
- The weight of adapters and the remote controller will not be included in this constraint Mobility.
- All robots must have easily visible and controlled mobility in order to compete.

Methods of mobility include:

- Rolling (wheels, tracks or the whole robot).
- Jumping and hopping is NOT allowed.
- Flying (airfoil using, helium balloons, ornithopters, etc.) is NOT allowed.

Control Requirements:

- wired bots are allowed only.
- In case of wired bot, wires should be stacked into a single unit and should be slack at every moment of the competition.

Power Source:

- 220V ac will be supplied. Participants have to carry their own Power Supplies. Maximum Voltage that can be used at any point of the War is 24 Volts.
- Batteries, if used, should not be damaged and non-leak proof as it may lead to disqualification.
- Special care should be taken for protecting the on-board batteries.
- You won't be allowed to change batteries during the match.
- It is suggested to have extra battery ready and charged up during competition so that the team, on advancing to next level, has their robots ready on time.
- The machine can be powered electrically only. Use of an IC engine in any form is not allowed. On board batteries if used, must be sealed, immobilized-electrolyte types (such as gel cells, lithium, NiCad, NiMH, or dry cells).

Weapons:

- Robots can have any kind of lifting devices, hitting device, spinning hammers etc. as weapons with following expectation and limitation:
- Spinning weapons which do not come in contact with the arena at any point of time are allowed.

Following exceptions and limitations:

- **Liquid projectiles.**
- **Any kind of inflammable liquid.**
- **Flame-based weapons.**
- **Any kind of explosive or intentionally ignited solid or potentially ignitable solid.**
- **High power magnets or electromagnets.**
- **Radio jamming, takers, tesla coils, or any other high-voltage device.**
- **Tethered or un-tethered projectiles.**
- **Weapons or defenses that stop combat completely of both (or more) robots. This includes nets, tapes, strings, and other entanglement device.**