



SELF-REPAIR BOT

6
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Construct • Ampersand



Armor: Once per activation. This model may reduce damage dealt to it by 1.

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

SELF-REPAIR BOT

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Mismatched Parts	1"	5	Df	-	2
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■ **Auto-Repair:** This model heals 1.

Scrapapault	10"	5	Df	-	1
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This model may remove a Remains marker within 2". If a Remains marker was removed, deal +2 damage.

■ **Lost a Wheel:** Make a Remains marker within 4" of the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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◆ Reform Self	10"	0	-	6	-
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Target a Remains marker. This action may not be declared if this model was summoned this turn. Kill this model without infusing a ♦. Summon a Self-Repair Bot with 5 health in base contact with the target and remove the target. Models summoned this way do not gain a Summon token.

■ **Memory Banks:** When resolving, the summoned model gains all the tokens that were on this model.

■ **Queued Task:** When resolving, make a Scheme marker in base contact with the summoned model.