



# 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
----------------	----	-----	-----	----	-----

<b>Mismatched Parts</b>	1"	5	Df	-	2
-------------------------	----	---	----	---	---

■ **Auto-Repair:** This model heals 1.

<b>Scrapapault</b>	10"	5	Df	-	1
--------------------	-----	---	----	---	---

*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
------------------	----	-----	-----	----	-----

<b>◆ Reform Self</b>	10"	0	-	6	-
----------------------	-----	---	---	---	---

*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.