



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
Mismatched Parts	1"	5	Df	-	2

📖 **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
♠♠ Reform Self	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.