


# YOUR TURN THE ARTIFICER & HIS ROBOT ARMY

## 1. Upkeep

Card Actions (optional) Bot Actions (optional) cost

1.1 Status Effects 

1.2 "Scrap Collector" & any other abilities 

1.3 Gain Income: 


 no lim.

 +

**NANOBOT**  
companion



lim. 1x

Detonates all   
on opponents  
(then retrieve)



OPPONENT Upkeep / 1.1 Status Effect:

1 roll 1  per afflicted   
2. remove 1  per  rolled

## 2. Strategize


(repeated as Phase 4)


   no lim.

**BASIC BOT**  
companion



no lim.

Build(+): add  
to your board 

Upgrade (↑):  
flip over 

## 3. Combat

3.1 Offensive Roll

- for board action  
- may re-roll x2





  no lim.

**SHOCK BOT**  
companion



lim. 1x

 +3 to attack roll  
if successful 

3.2 Defensive Roll  
by target opponent



  no lim.

**HEAL BOT**  
companion




lim. 2x

roll 1 () for 



## 4. Strategize

iff immediately after taking  6+

repeat Phase 2

## 5. Discard



down to hand size (6)

Any time on  
your turn

**SYNTH**  
Pos. Status Effect

Spend for  
Bot Actions



start: 3

stack lim 7

**NANITE**  
Neg. Status Effect

Inflict 1 on  
opponent  
no lim.



start: 0

stack lim. 3 