2025/06/05 21:53 1/1 Repairing Mecha Bots

Repairing Mecha Bots

To repair a Bot, you must move it back to your laboratory and fix it with your Mad Scientist.

- 1. If both the Bot and the Mad Scientist are in your Lab hex
- 2. Spend 1 turn fixing the Bot (both Bot and Mad Scientist stay in the Lab hex)
- 3. Turn over any damage counters back to the original undamaged side.

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