



Disruptive


Aggressive

Spirits of the Forest







Whenever a  is placed, place 1  here.

For each combat, if there are any  here,  gains:

+1  and +1 

(Remove 1  at the end of the combat.)

Woodenbot Turn Procedure







1. **Locate** a  (if a  is discovered, skip 2 and 3 and expend a card).
2. **If you have 5 or more** , expend top of bot's hand. The  moves 5  to **Plunder**. Then it attacks Ferrum (if applicable) or a controlled  (if applicable).
3. **Otherwise:** Expend top of bot's hand and resolve the icons on the expended card.

Flip this Aid whenever  is placed on the map.



Woodenbot Action chart





 Draw 1  for  and put it on the top of its hand.  gains 1 .

 moves 2  to **Plunder**.
 attacks:
♦ 
♦ Ferrum

 Shuffle a random discarded  back into the  deck (marking the corresponding ).
 moves 2  to **Secure**.








 recruits 1 








 **Choose one:** You burn 1  and  draws 1  OR  steals 1  from you.


 Expend another  placing it on top of this card and resolving its icons.
If this Icon would be resolved a second time,  gains 1  instead.

 Add 2  to Spirits of the Forest.
 move 2  to **Interfere**.

 moves 2  to **Interfere**.
 attacks:
♦ a controlled 
♦ a controlled possible 
♦ 
♦ an adjacent 

 If  on inner  is adjacent to possible & uncontrolled :  discovers there.
Otherwise:  moves 3  to **Secure**.

 moves 3  to **Interfere** and moves 2  to **Plunder**.
 attacks:
♦ a controlled possible 
♦ 
♦ Ferrum
♦ an adjacent 

Flip this Bot Control Aid whenever  is placed on the map.



Exalted


Protective

Spirits of the Forest

Whenever a  is placed, place 1  here.

For each combat, if there are any  here,  gains:

+1  and +1 

(Remove 1  at the end of the combat.)






Woodenbot Turn Procedure





1. **If  is with :**  moves 5  to **Secure**. Expend top of bot's hand.
2. **Otherwise:** Expend top of bot's hand and resolve the icons on the expended card.



Flip the Bot Control Aid if at any point:









- ♦ There are no  on the map.
- ♦ You have 2 , 1+ , and 5+ .








Woodenbot Action chart





 Draw 1  for  and put it on the top of its hand.
 gains 1 .

 moves 2  to **Interfere**.
 attacks:
♦ a controlled 
♦ a possible 
♦ an adjacent 
 **Victory:**  steals 1  from you.








 moves 2  to **Interfere**.
Locate .





 If  is with :  recruits 1  to that .
Otherwise:  recruits 1 .








 **Choose one:** You burn 1  and  draws 1  OR you remove 1  from the largest  adjacent to a .





 Expend another  placing it on top of this card and resolving its icons.
If this Icon would be resolved a second time,  gains 1  instead.

 Add 2  to Spirits of the Forest.
 move 2  to **Secure**.

 moves 2  to **Secure**.
 attacks:
♦ an  adjacent to 
♦ a controlled possible 
♦ an adjacent 

 moves 2  without  to **Secure** and moves 1  to **Secure**.

 moves 3  to **Plunder** and moves 2  to **Interfere**.
 attacks:
♦ 
♦ Ferrum
♦ a controlled 
♦ an adjacent 

Flip this Bot Control Aid if at any point:
There are no  on the map OR you have 2 , 1+ , and 5+ .

Ironbot Action chart



Draw 1 for and put it on the top of its hand. gains 1 .



gains 1 and moves .



moves the up to 2 (if able). of an adjacent to (if able).



If Ferrum has 5 or more combat units: moves to **Expand**.
Otherwise: recruits 1 .



replaces 1 with 1 (in 1 closest to > largest > or roll the Magic die).



If : moves to **Chase**.
If : moves to **Protect**.
Regardless of Stance: attacks (if able).



If ALERT: moves to **Chase**, then attacks (if able).
Otherwise: Draw 1 for and put it on the top of its hand. Then, discard this card, flip the Turn Procedure card to its Alert side and evaluate it again.



If : Remove 1 from the with/closest to the .

If : You burn 1 .

If : gains 1 .



If : attacks if adjacent to a smaller with or adjacent to . **Otherwise:** moves to **Chase**.

If : moves to **Protect**.

If : moves to **Expand**.



If : spends 1 to recruit 1 , then attack (if able).

If : spends 5 and flips a controlled to the side (if able) or recruits 1 .

If : spends 1 to recruit 1 then moves to **Expand**.



Stance Change Conditions

If is with on the same :

goes to **Aggressive Stance**.

Otherwise, if has 5+ and controls at least 1 :

goes to **Defensive Stance**.

Otherwise:

goes to **Expansive Stance**.



Aggressive stance



+1 in combat



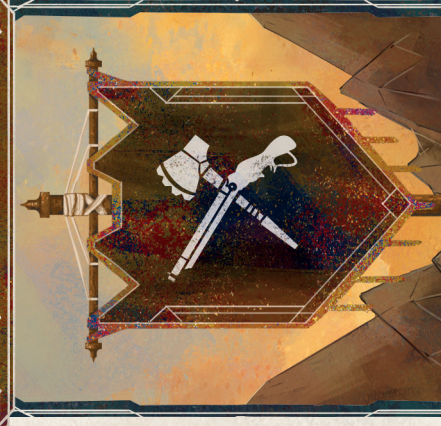
Defensive stance



+1 in combat



Expansive stance



+1 in combat