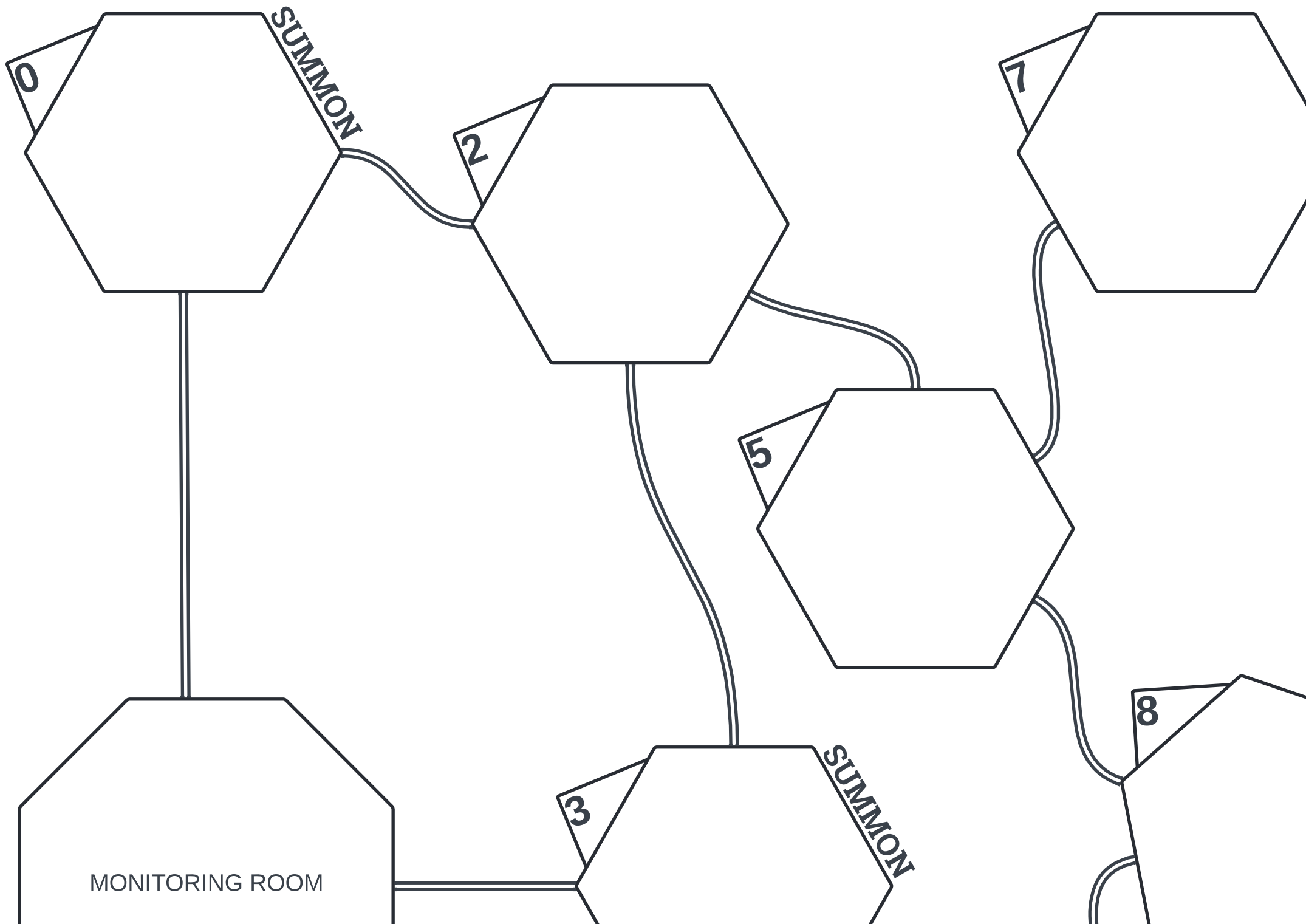
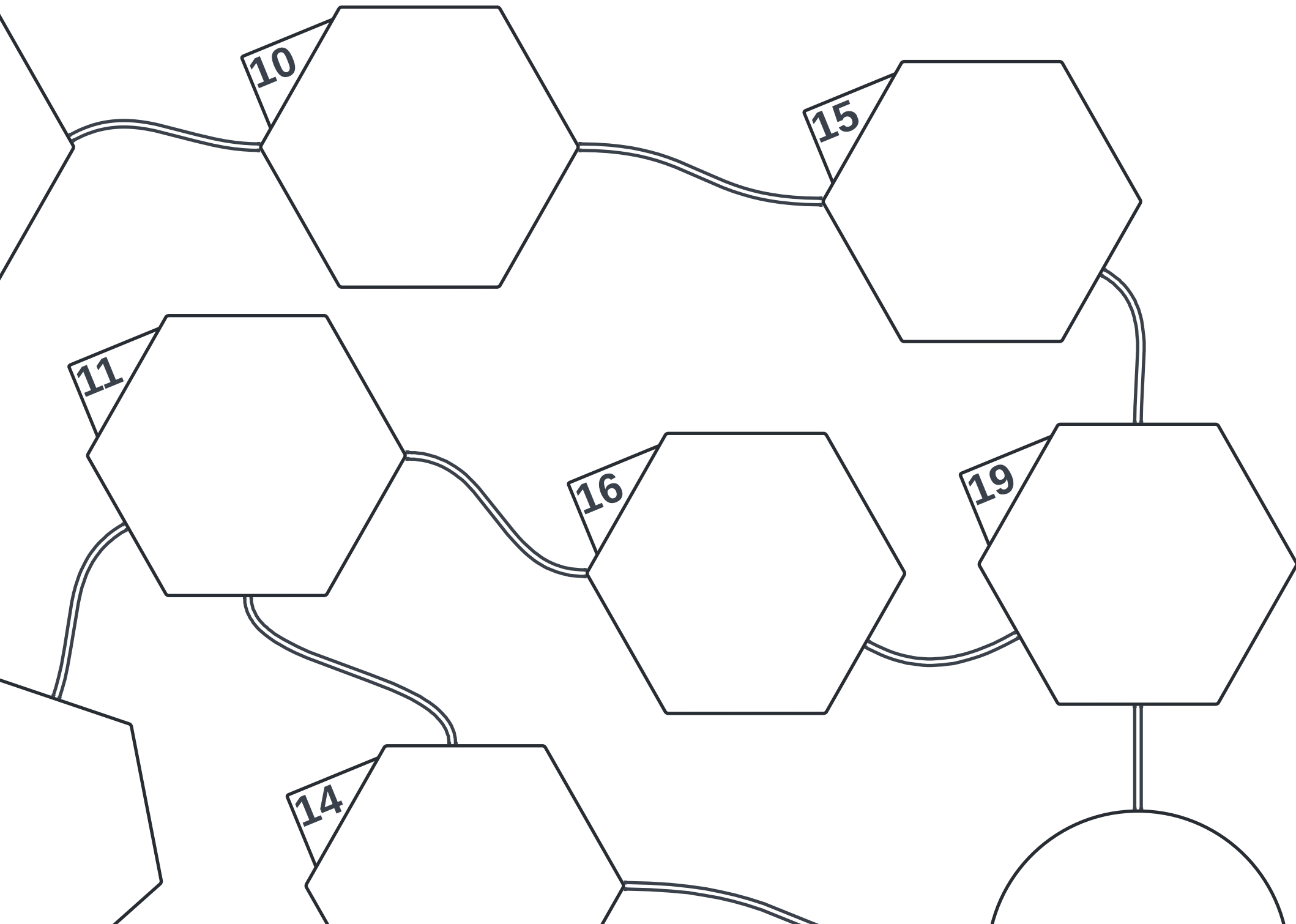
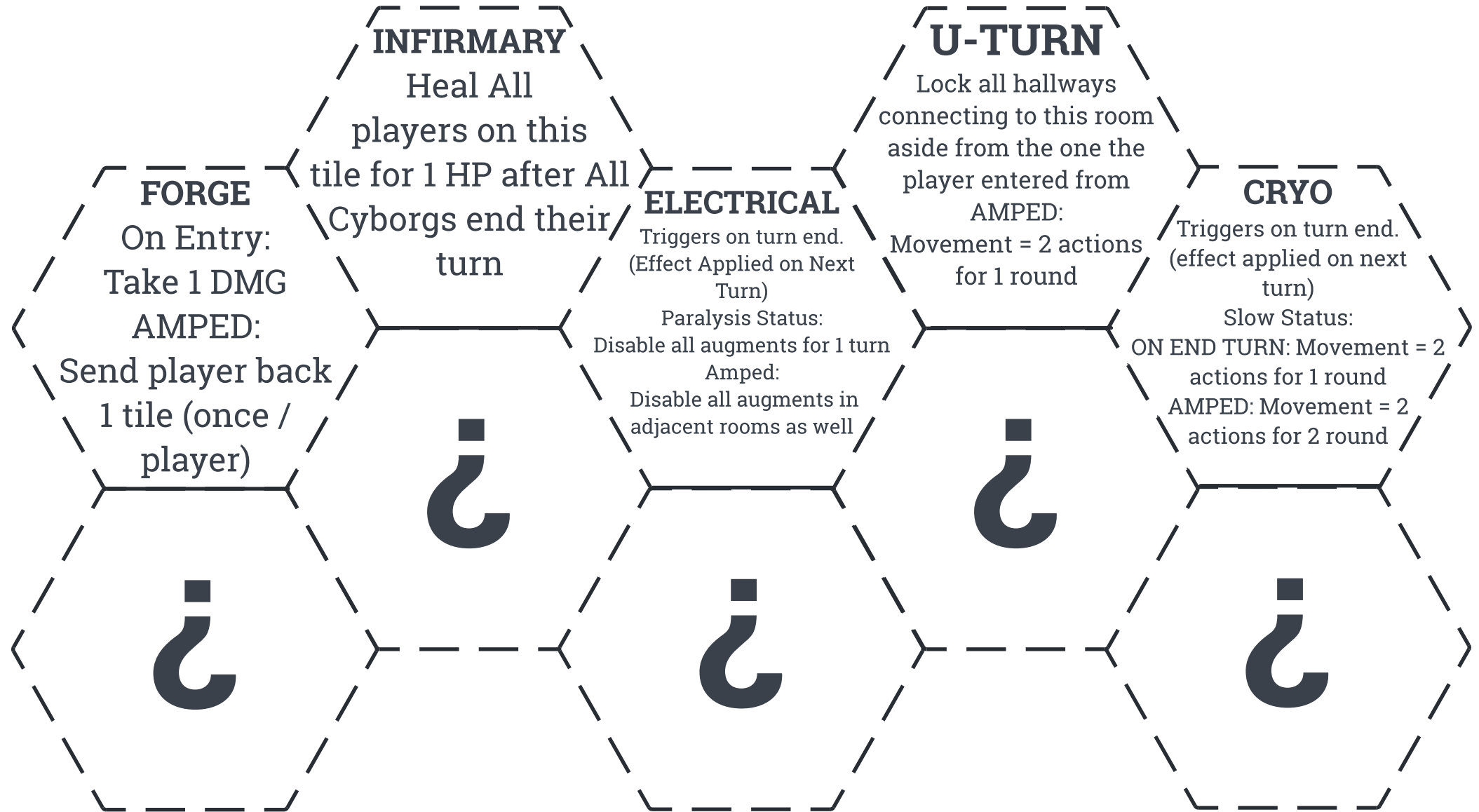
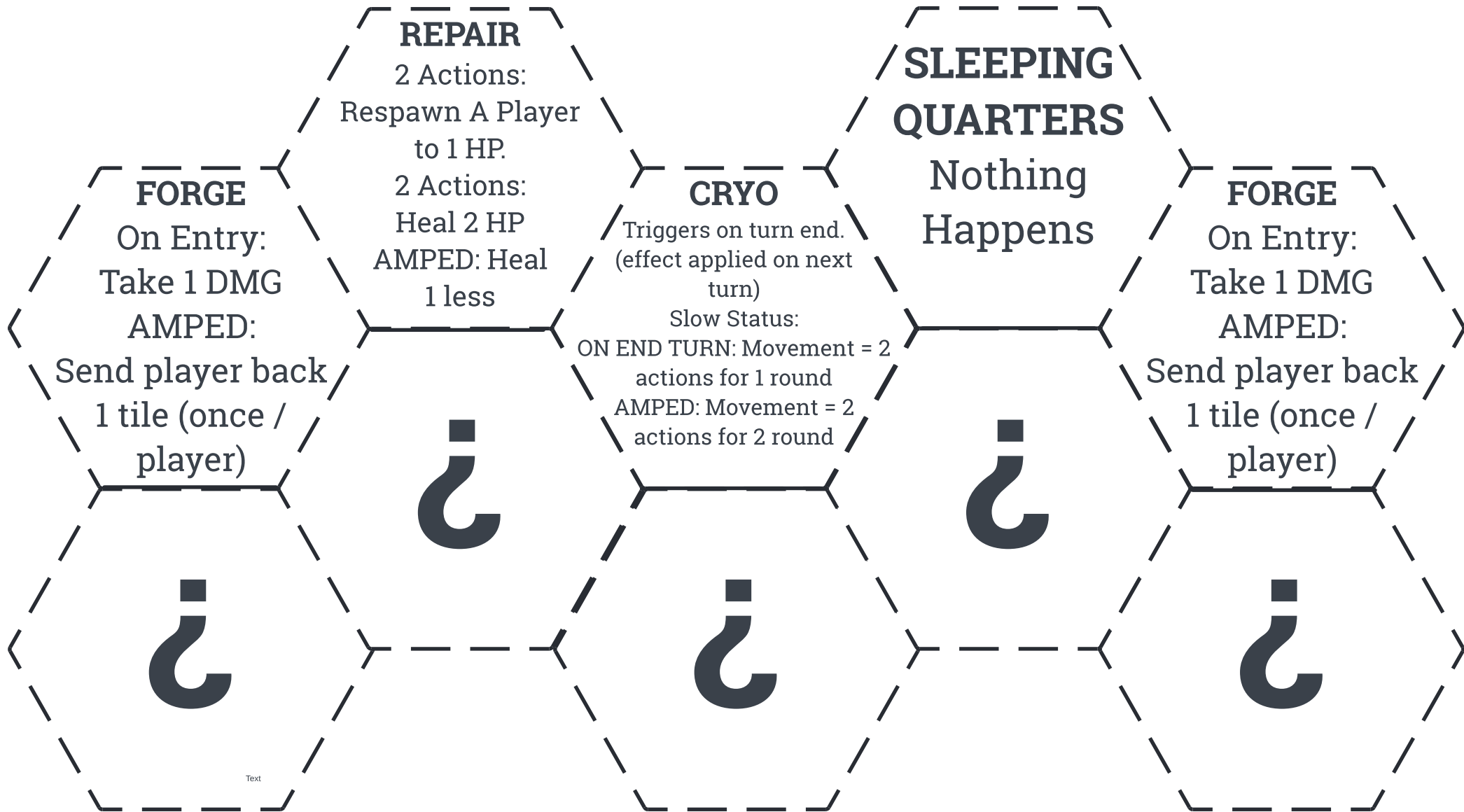
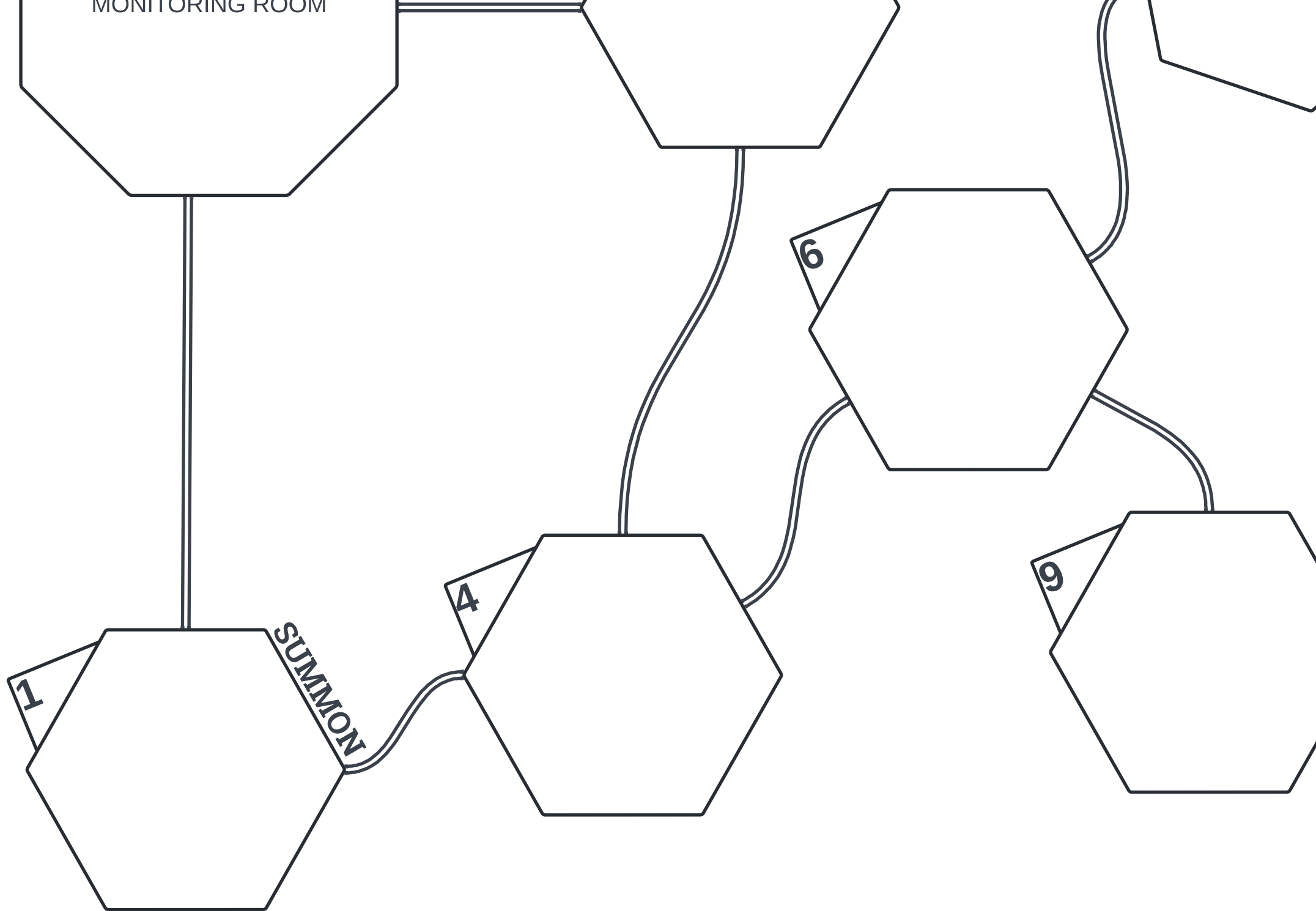


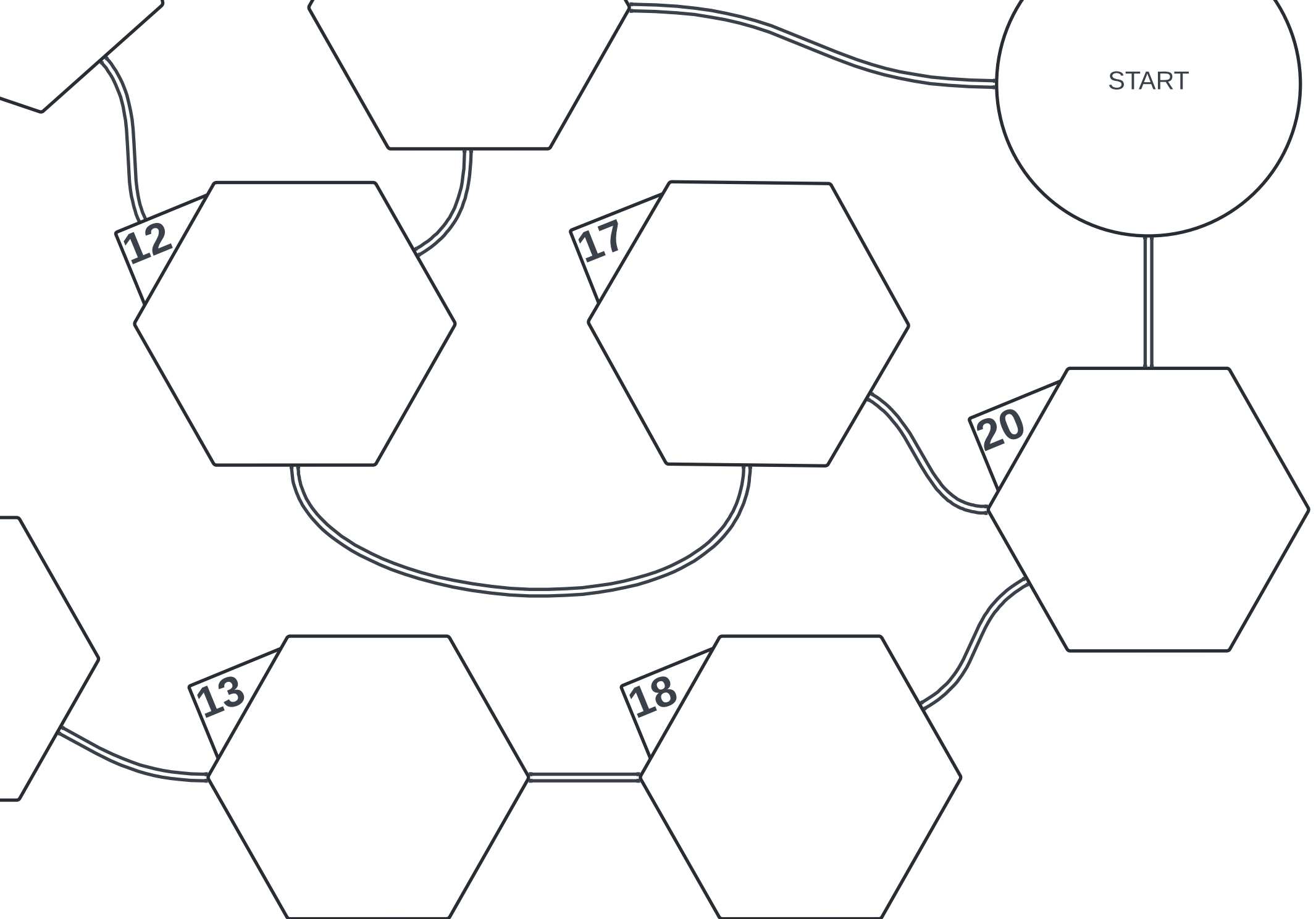


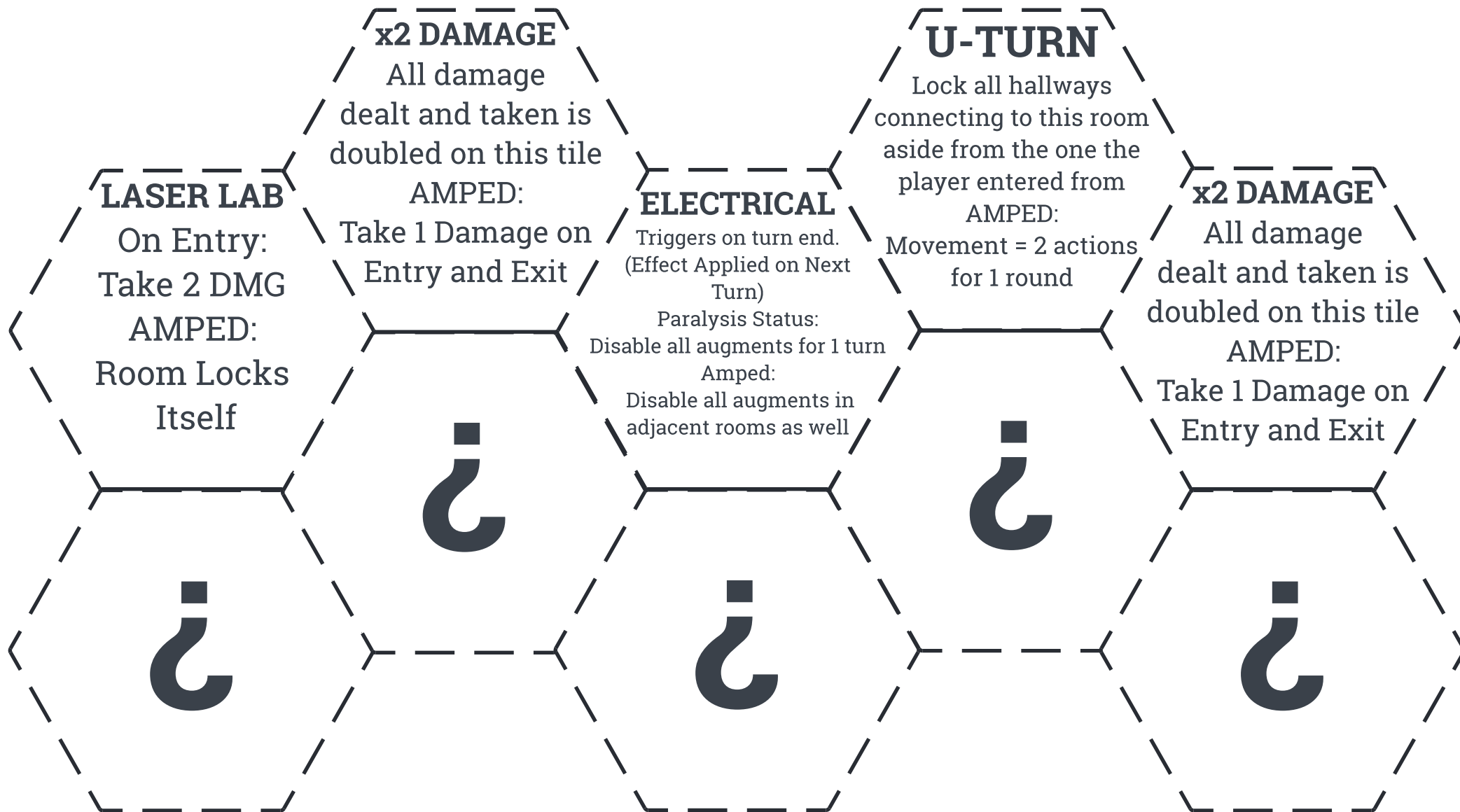




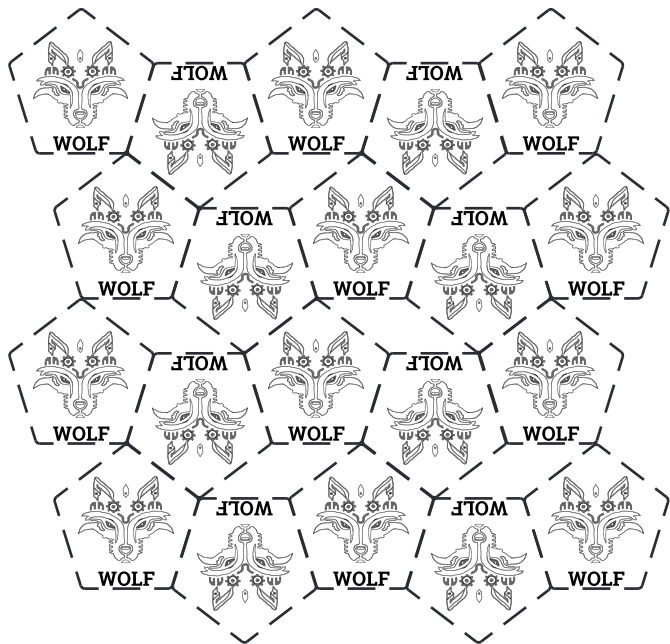




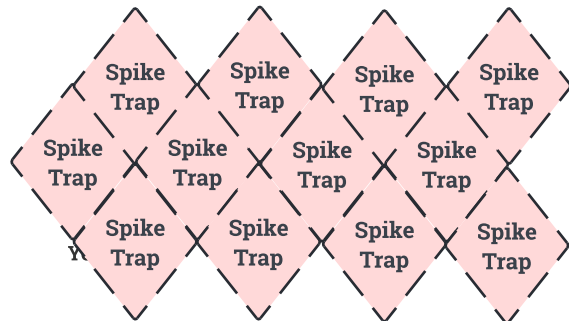








Wolfs



Spike
Traps

1 2 3 4 5 6 7 8 9 10 11 12

Count
For
HUNT
Phase

1 2 3 4 5 6

Count
For
EXIT
Phase



Turn
Tracker

ELECTRICAL

Triggers on turn end.
(Effect Applied on Next
Turn)

Paralysis Status:

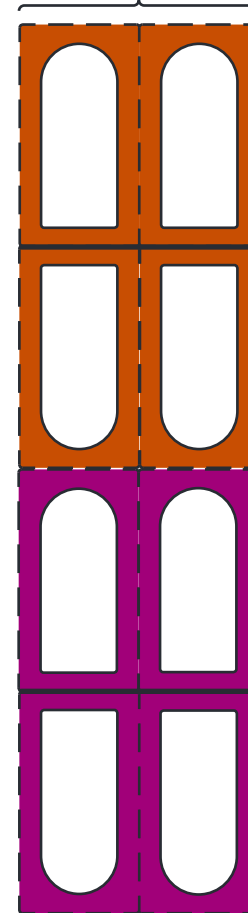
Disable all augments for 1 turn

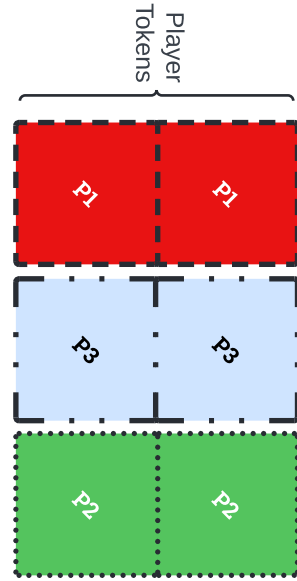
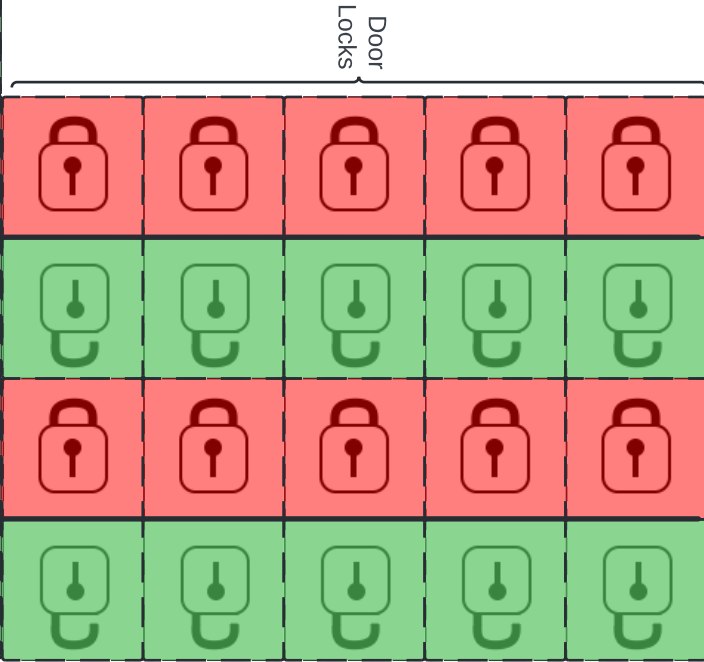
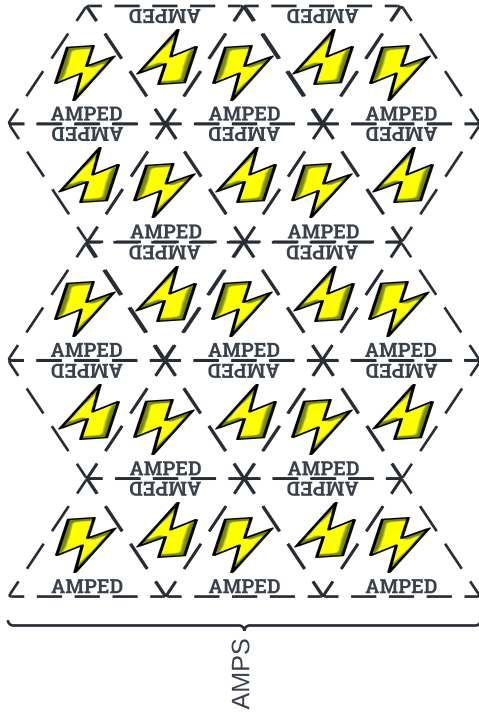
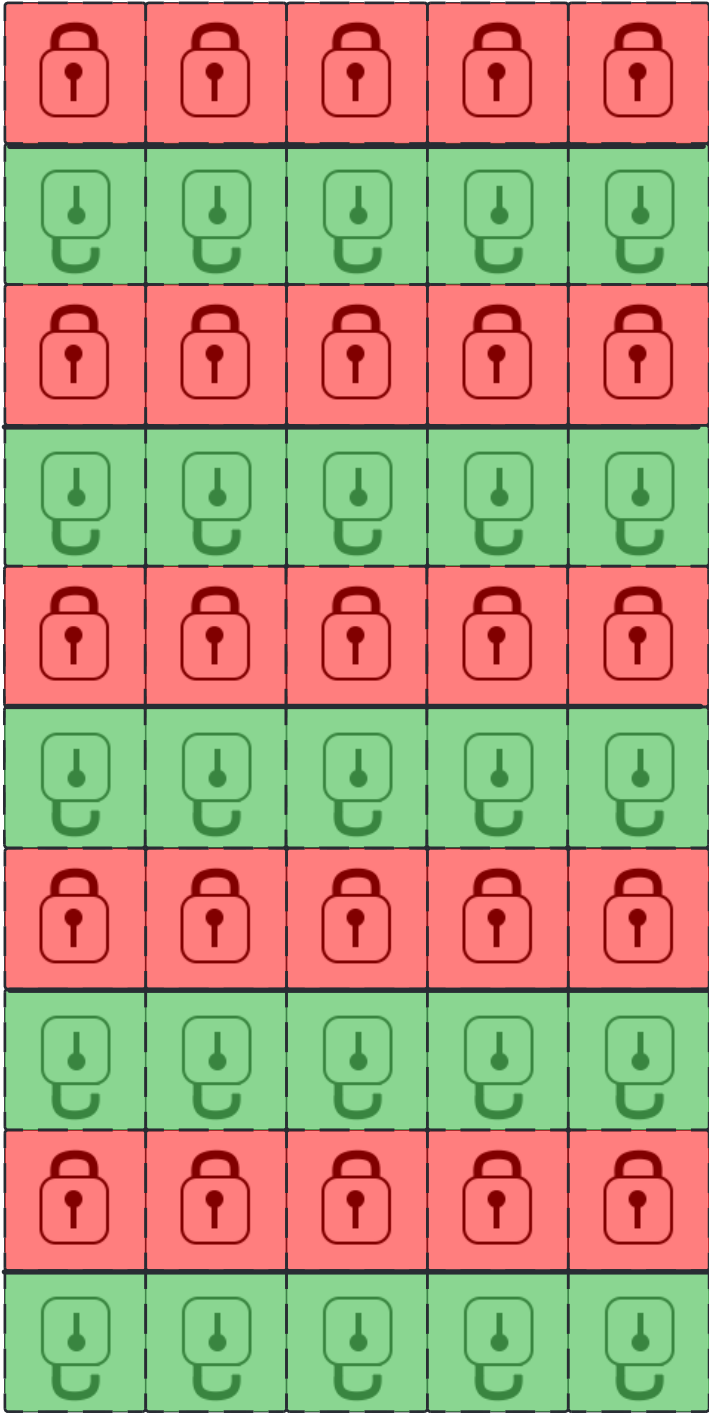
Amped:

Disable all augments in
adjacent rooms as well



Dimension
Gates







Bandage Box

Bandage Box

Bandage Box

Bandage Box



Heal 1 player in the same room for 1 HP
Cost: 2 Actions



Heal 1 player in the same room for 1 HP
Cost: 2 Actions



Heal 1 player in the same room for 1 HP
Cost: 2 Actions



Heal 1 player in the same room for 1 HP
Cost: 2 Actions



Heal 1 player in the same room for 1 HP
Cost: 1 Action



Heal 1 player in the same room for 1 HP
Cost: 1 Action



Heal 1 player in the same room for 1 HP
Cost: 1 Action



Heal 1 player in the same room for 1 HP
Cost: 1 Action



Heal 1 player in the same room for 2 HP
Cost: 1 Action



Heal 1 player in the same room for 2 HP
Cost: 1 Action



Heal 1 player in the same room for 2 HP
Cost: 1 Action



Heal 1 player in the same room for 2 HP
Cost: 1 Action

Heal



Heal

Heal



Heal

Heal



Heal

Heal



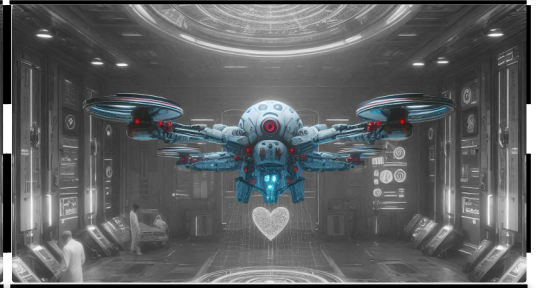
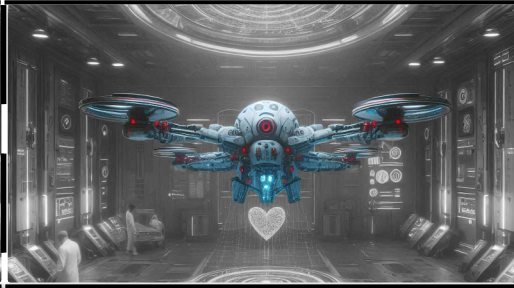
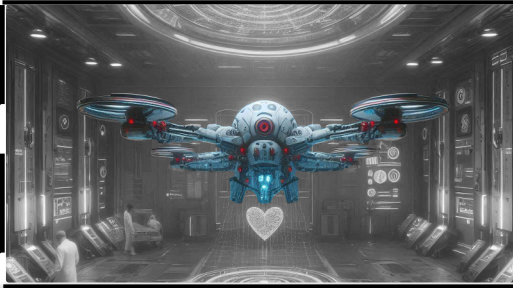
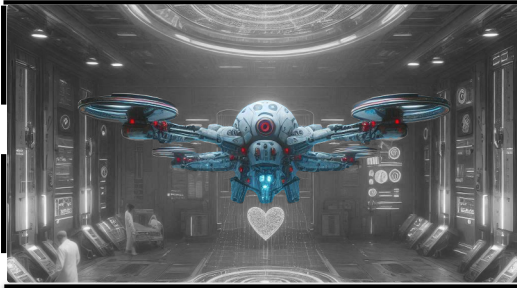
Heal

Healing Drone

Healing Drone

Healing Drone

Healing Drone



1

Heal **all** players in the same room for 1 HP.
Cost: 2 Actions

1

Heal **all** players in the same room for 1 HP.
Cost: 2 Actions

1

Heal **all** players in the same room for 1 HP.
Cost: 2 Actions

1

Heal **all** players in the same room for 1 HP.
Cost: 2 Actions

2

Heal **all** players in the same or adjacent room for 1 HP.
Cost: 2 Actions

2

Heal **all** players in the same or adjacent room for 1 HP.
Cost: 2 Actions

2

Heal **all** players in the same or adjacent room for 1 HP.
Cost: 2 Actions

2

Heal **all** players in the same or adjacent room for 1 HP.
Cost: 2 Actions

3

Heal **all** players in the same or adjacent room for 2 HP.
Cost: 1 Action

3

Heal **all** players in the same or adjacent room for 2 HP.
Cost: 1 Action

3

Heal **all** players in the same or adjacent room for 2 HP.
Cost: 1 Action

3

Heal **all** players in the same or adjacent room for 2 HP.
Cost: 1 Action

Heal



Heal

Heal



Heal

Heal



Heal

Heal



Heal

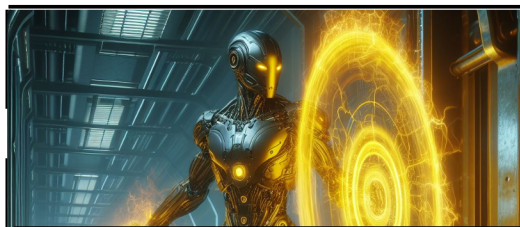
Status Dampener	Status Dampener	Status Dampener	Status Dampener
 Can be used if paralysed.	 Can be used if paralysed.	 Can be used if paralysed.	 Can be used if paralysed.
1 Remove all status effects on 1 player in the same room. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions	1 Remove all status effects on 1 player in the same room. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions	1 Remove all status effects on 1 player in the same room. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions	1 Remove all status effects on 1 player in the same room. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions
2 Remove all status effects on all players in the same and adjacent rooms. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions	2 Remove all status effects on all players in the same and adjacent rooms. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions	2 Remove all status effects on all players in the same and adjacent rooms. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions	2 Remove all status effects on all players in the same and adjacent rooms. Grants immunity to Cryo/Electrical for 1 turn. Cost: 2 actions
3 Ontop of Level 2, Grants immunity to Status effects for 2 turns. Cost : 1 action	3 Ontop of Level 2, Grants immunity to Status effects for 2 turns. Cost : 1 action	3 Ontop of Level 2, Grants immunity to Status effects for 2 turns. Cost : 1 action	3 Ontop of Level 2, Grants immunity to Status effects for 2 turns. Cost : 1 action
Heal  Heal	Heal  Heal	Heal  Heal	Heal  Heal

Plasma Shield

Plasma Shield

Plasma Shield

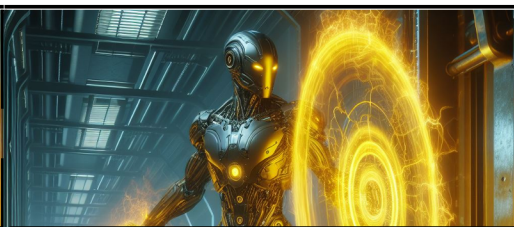
Plasma Shield



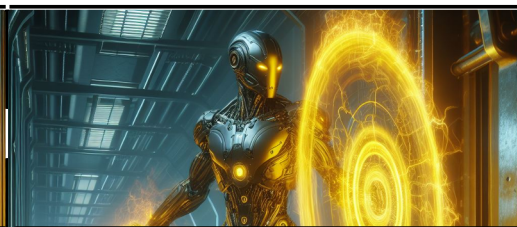
Lasts for 1 Round and can ONLY be applied to players on the same tile as you.



Lasts for 1 Round and can ONLY be applied to players on the same tile as you.



Lasts for 1 Round and can ONLY be applied to players on the same tile as you.



Lasts for 1 Round and can ONLY be applied to players on the same tile as you.



Protect 1 player from 1 HP of damage.
Cost: 1 action



Protect 1 player from 1 HP of damage.
Cost: 1 action



Protect 1 player from 1 HP of damage.
Cost: 1 action



Protect 1 player from 1 HP of damage.
Cost: 1 action



Protect all players in the same room from 1 HP of damage.
Cost: 1 action



Protect all players in the same room from 1 HP of damage.
Cost: 1 action



Protect all players in the same room from 1 HP of damage.
Cost: 1 action



Protect all players in the same room from 1 HP of damage.
Cost: 1 action



Protect all players in the same room for 2 HP of Damage.
Cost: 1 action



Protect all players in the same room for 2 HP of Damage.
Cost: 1 action



Protect all players in the same room for 2 HP of Damage.
Cost: 1 action



Protect all players in the same room for 2 HP of Damage.
Cost: 1 action

Heal



Heal

Heal



Heal

Heal



Heal

Heal



Heal

Extractor

Extractor

Extractor

Extractor



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 1 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 1 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 1 action



Steal 1 HP from an enemy in your room.
(Enemy loses 1 and you gain 1)
Cost: 1 action



Steal 1 HP from ALL enemies in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from ALL enemies in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from ALL enemies in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action



Steal 1 HP from ALL enemies in your room.
(Enemy loses 1 and you gain 1)
Cost: 2 action

Heal



Heal

Heal



Heal

Heal



Heal

Heal



Heal

Disarm Tool

Disarm Tool

Disarm Tool

Disarm Tool

Doors can be opened with this tool. Can be used to disarm a trap on room entry.

Doors can be opened with this tool. Can be used to disarm a trap on room entry.

Doors can be opened with this tool. Can be used to disarm a trap on room entry.

Doors can be opened with this tool. Can be used to disarm a trap on room entry.



Disarm a trap in your current room.
Cost: 1 action



Disarm a trap in your current room.
Cost: 1 action



Disarm a trap in your current room.
Cost: 1 action



Disarm a trap in your current room.
Cost: 1 action



Disarm a trap in your current room or adjacent room. The room **has to be** revealed. Cost: 1 action



Disarm a trap in your current room or adjacent room. The room **has to be** revealed. Cost: 1 action



Disarm a trap in your current room or adjacent room. The room **has to be** revealed. Cost: 1 action



Disarm a trap in your current room or adjacent room. The room **has to be** revealed. Cost: 1 action



Disarm a trap or door in your current room or adjacent room. The room **doesn't have to** be revealed. Cost 1 action



Disarm a trap or door in your current room or adjacent room. The room **doesn't have to** be revealed. Cost 1 action



Disarm a trap or door in your current room or adjacent room. The room **doesn't have to** be revealed. Cost 1 action



Disarm a trap or door in your current room or adjacent room. The room **doesn't have to** be revealed. Cost 1 action

Utility

Utility

Utility

Utility



Utility

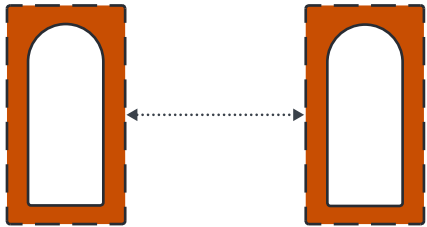
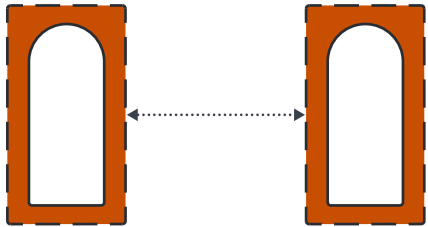
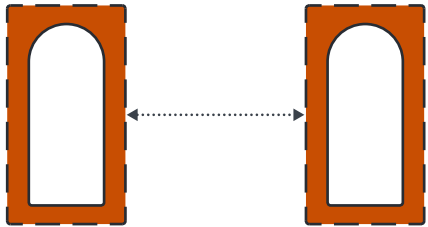
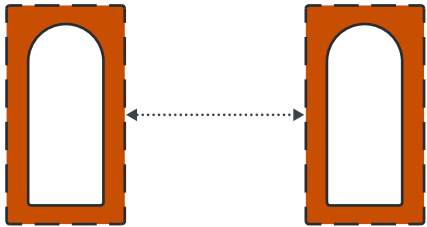
Utility

Utility

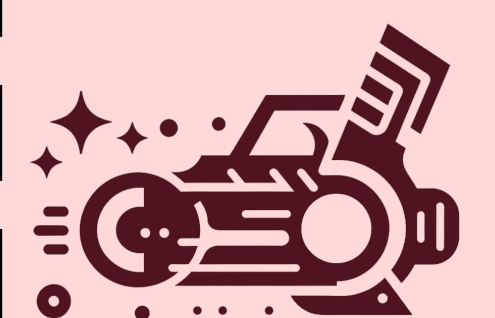
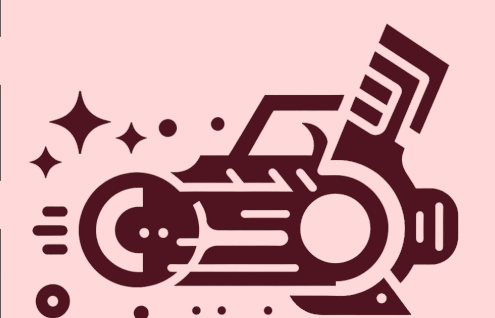
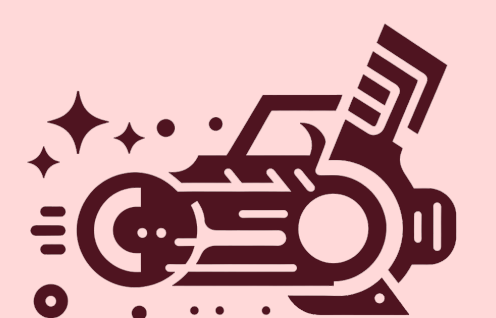
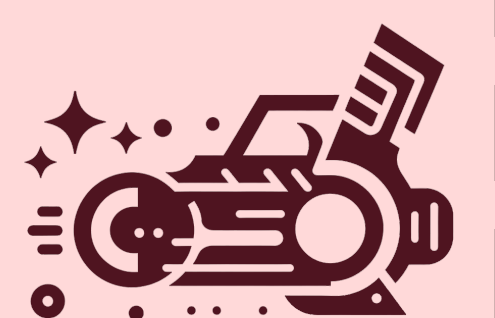
Utility

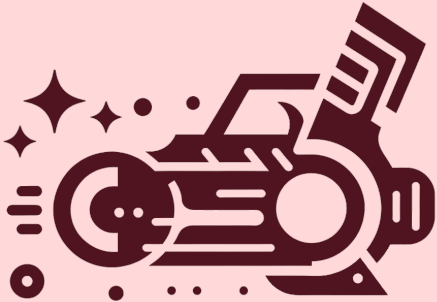
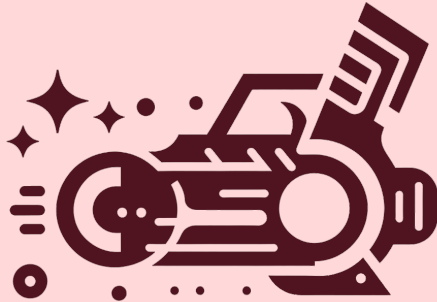
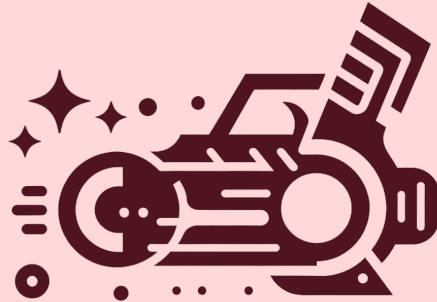
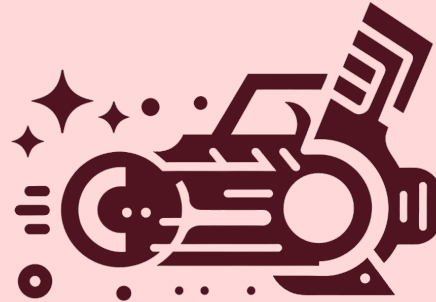
EMP wave	EMP wave	EMP wave	EMP wave
Doors can be opened with this tool.	Doors can be opened with this tool.	Doors can be opened with this tool.	Doors can be opened with this tool.
1 Emits a weak EMP wave that shuts down an enemy in your room for 1 turn. Cost: 1 action	1 Emits a weak EMP wave that shuts down an enemy in your room for 1 turn. Cost: 1 action	1 Emits a weak EMP wave that shuts down an enemy in your room for 1 turn. Cost: 1 action	1 Emits a weak EMP wave that shuts down an enemy in your room for 1 turn. Cost: 1 action
2 Emits a strong EMP wave that shuts down 1 enemy in your room for 1 round. Cost: 1 action	2 Emits a strong EMP wave that shuts down 1 enemy in your room for 1 round. Cost: 1 action	2 Emits a strong EMP wave that shuts down 1 enemy in your room for 1 round. Cost: 1 action	2 Emits a strong EMP wave that shuts down 1 enemy in your room for 1 round. Cost: 1 action
3 Emits a strong EMP wave that shuts down all enemies in your room for 1 round. Cost: 1 action	3 Emits a strong EMP wave that shuts down all enemies in your room for 1 round. Cost: 1 action	3 Emits a strong EMP wave that shuts down all enemies in your room for 1 round. Cost: 1 action	3 Emits a strong EMP wave that shuts down all enemies in your room for 1 round. Cost: 1 action
Utility	Utility	Utility	Utility
			
Utility	Utility	Utility	Utility

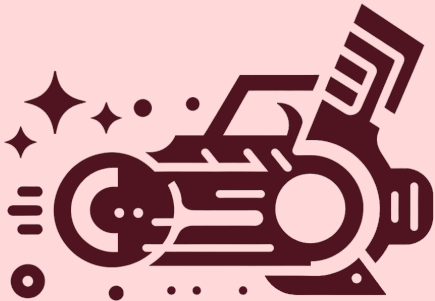
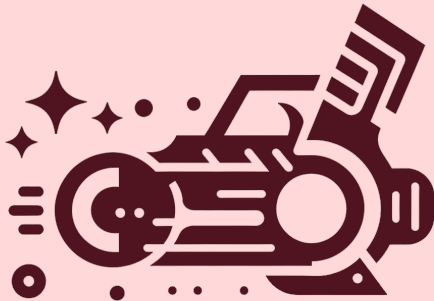
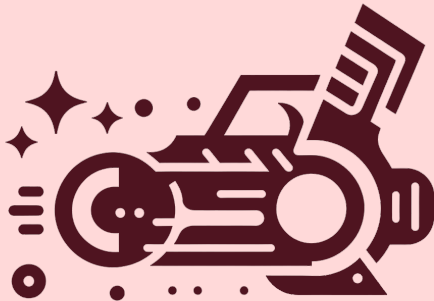
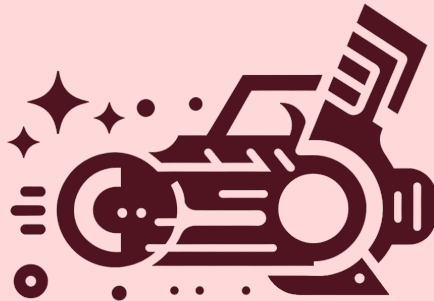
Scout Drone	Scout Drone	Scout Drone	Scout Drone
1 Send out a drone to scout an adjacent room tile: Flip the tile face-up. Cost: 1 action.	1 Send out a drone to scout an adjacent room tile: Flip the tile face-up. Cost: 1 action.	1 Send out a drone to scout an adjacent room tile: Flip the tile face-up. Cost: 1 action.	1 Send out a drone to scout an adjacent room tile: Flip the tile face-up. Cost: 1 action.
2 Send out a drone to scout any room tile: Flip the tile face-up. Cost: 1 action	2 Send out a drone to scout any room tile: Flip the tile face-up. Cost: 1 action	2 Send out a drone to scout any room tile: Flip the tile face-up. Cost: 1 action	2 Send out a drone to scout any room tile: Flip the tile face-up. Cost: 1 action
3 Ontop of Level 2, Check the next event card. You may put it back on the top or at the bottom of the deck. Cost: 1 action	3 Ontop of Level 2, Check the next event card. You may put it back on the top or at the bottom of the deck. Cost: 1 action	3 Ontop of Level 2, Check the next event card. You may put it back on the top or at the bottom of the deck. Cost: 1 action	3 Ontop of Level 2, Check the next event card. You may put it back on the top or at the bottom of the deck. Cost: 1 action
Utility	Utility	Utility	Utility
			
Utility	Utility	Utility	Utility

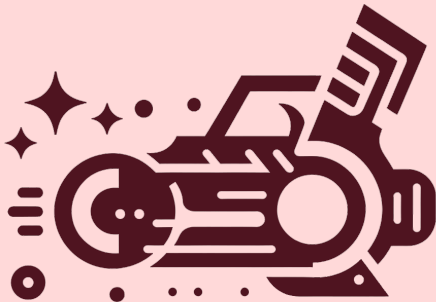
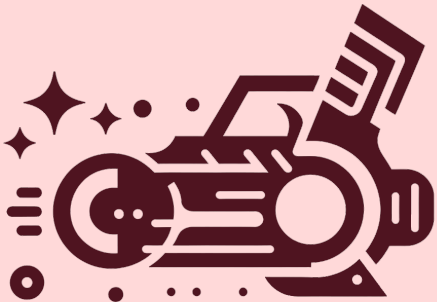
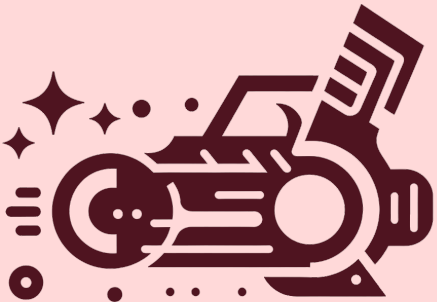
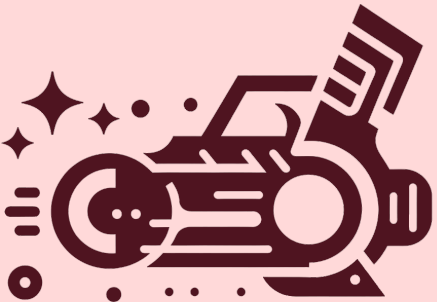
Dimension Gate	Dimension Gate	Dimension Gate	Dimension Gate
			
 Build a Gate that allows teleportation to another tile up to 2 tiles away. 1 movement is required to use the gate. The gate lasts for 1 Round. Cost: 2 actions.	 Build a Gate that allows teleportation to another tile up to 2 tiles away. 1 movement is required to use the gate. The gate lasts for 1 Round. Cost: 2 actions.	 Build a Gate that allows teleportation to another tile up to 2 tiles away. 1 movement is required to use the gate. The gate lasts for 1 Round. Cost: 2 actions.	 Build a Gate that allows teleportation to another tile up to 2 tiles away. 1 movement is required to use the gate. The gate lasts for 1 Round. Cost: 2 actions.
 The Gate still costs 1 movement, but lasts for 2 rounds. Cost : 2 Actions.	 The Gate still costs 1 movement, but lasts for 2 rounds. Cost : 2 Actions.	 The Gate still costs 1 movement, but lasts for 2 rounds. Cost : 2 Actions.	 The Gate still costs 1 movement, but lasts for 2 rounds. Cost : 2 Actions.
 The Gate has the same properties of Level 2 but now Costs: 1 Action	 The Gate has the same properties of Level 2 but now Costs: 1 Action	 The Gate has the same properties of Level 2 but now Costs: 1 Action	 The Gate has the same properties of Level 2 but now Costs: 1 Action
Utility  Utility	Utility  Utility	Utility  Utility	Utility  Utility

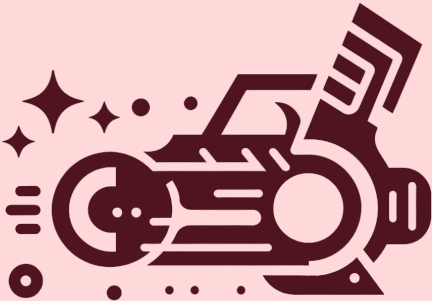
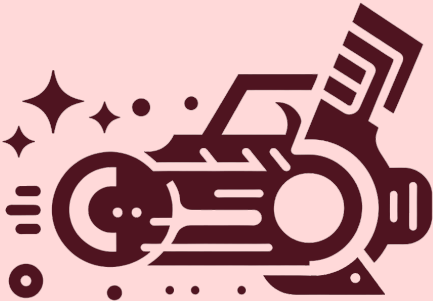
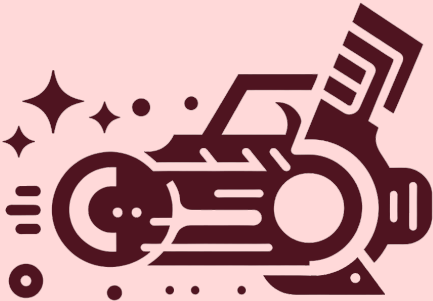
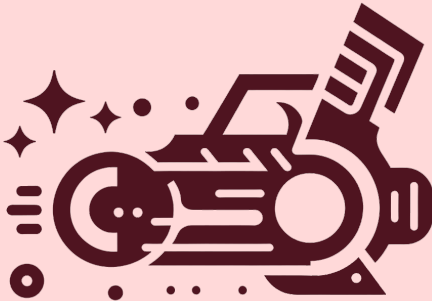
Robot Repellant	Robot Repellant	Robot Repellant	Robot Repellant
 Push 1 enemy in your room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push 1 enemy in your room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push 1 enemy in your room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push 1 enemy in your room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action
 Push 1 enemy in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push 1 enemy in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push 1 enemy in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push 1 enemy in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action
 Push All enemies in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push All enemies in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push All enemies in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action	 Push All enemies in yours or adjacent room to another room of your choice. If the corridor is locked, break the door. Cost: 1 Action
Utility	Utility	Utility	Utility
			
Utility	Utility	Utility	Utility

Spike Trap	Spike Trap	Spike Trap	Spike Trap
 Spike Trap When Upgraded, all previously laid traps are upgraded.	 Spike Trap When Upgraded, all previously laid traps are upgraded.	 Spike Trap When Upgraded, all previously laid traps are upgraded.	 Spike Trap When Upgraded, all previously laid traps are upgraded.
1 You can lay a spike trap down in your current room, dealing 1 damage to any enemy that steps on it, and any enemy that attempts to move off of it.Cost: 1 action	1 You can lay a spike trap down in your current room, dealing 1 damage to any enemy that steps on it, and any enemy that attempts to move off of it.Cost: 1 action	1 You can lay a spike trap down in your current room, dealing 1 damage to any enemy that steps on it, and any enemy that attempts to move off of it.Cost: 1 action	1 You can lay a spike trap down in your current room, dealing 1 damage to any enemy that steps on it, and any enemy that attempts to move off of it.Cost: 1 action
2 Ontop of Level 1, you can also decide to put a trap in adjacent rooms.Cost: 1 Action.	2 Ontop of Level 1, you can also decide to put a trap in adjacent rooms.Cost: 1 Action.	2 Ontop of Level 1, you can also decide to put a trap in adjacent rooms.Cost: 1 Action.	2 Ontop of Level 1, you can also decide to put a trap in adjacent rooms.Cost: 1 Action.
3 Ontop of Level 2, All traps now deal 2 Damage.Cost : 1 Action	3 Ontop of Level 2, All traps now deal 2 Damage.Cost : 1 Action	3 Ontop of Level 2, All traps now deal 2 Damage.Cost : 1 Action	3 Ontop of Level 2, All traps now deal 2 Damage.Cost : 1 Action
Damage  Damage	Damage  Damage	Damage  Damage	Damage  Damage

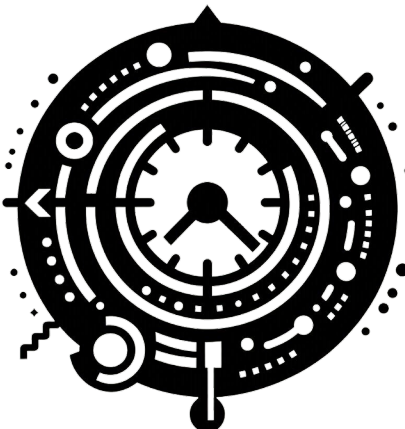
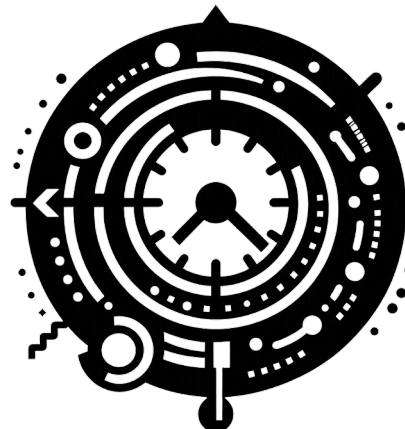
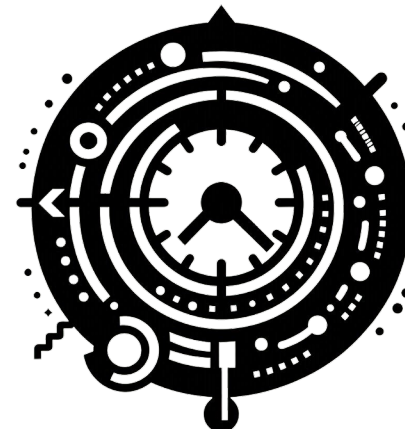
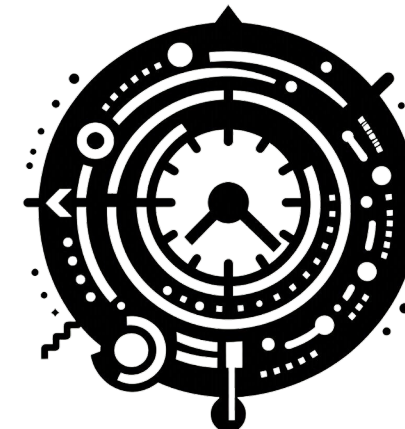
Arm Cannon	Arm Cannon	Arm Cannon	Arm Cannon
1 Your Attacks are now considered "Ranged" (You don't take damage when attacking enemies) and deal. 1 Damage Cost : 1 Action	1 Your Attacks are now considered "Ranged" (You don't take damage when attacking enemies) and deal. 1 Damage Cost : 1 Action	1 Your Attacks are now considered "Ranged" (You don't take damage when attacking enemies) and deal. 1 Damage Cost : 1 Action	1 Your Attacks are now considered "Ranged" (You don't take damage when attacking enemies) and deal. 1 Damage Cost : 1 Action
2 Ontop of level 1, you have 1 FREE attack, any subsuquent use costs 1 Action	2 Ontop of level 1, you have 1 FREE attack, any subsuquent use costs 1 Action	2 Ontop of level 1, you have 1 FREE attack, any subsuquent use costs 1 Action	2 Ontop of level 1, you have 1 FREE attack, any subsuquent use costs 1 Action
3 Ontop of level 2, the arm cannon now deals 2 Damage Cost: 1 Action	3 Ontop of level 2, the arm cannon now deals 2 Damage Cost: 1 Action	3 Ontop of level 2, the arm cannon now deals 2 Damage Cost: 1 Action	3 Ontop of level 2, the arm cannon now deals 2 Damage Cost: 1 Action
Damage  Damage	Damage  Damage	Damage  Damage	Damage  Damage

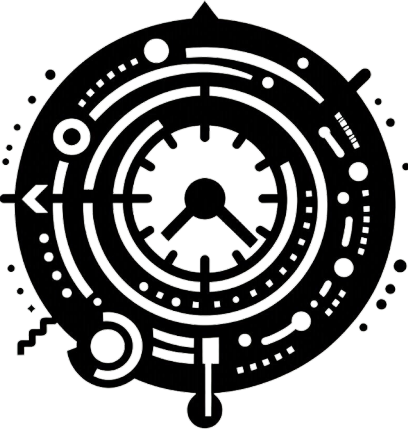
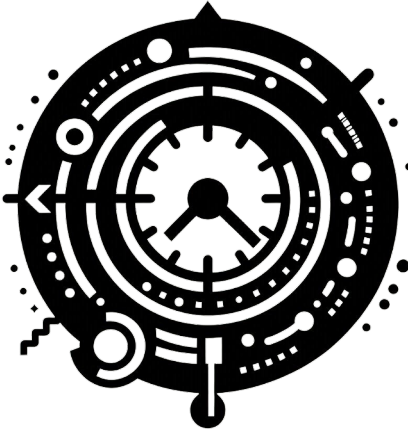
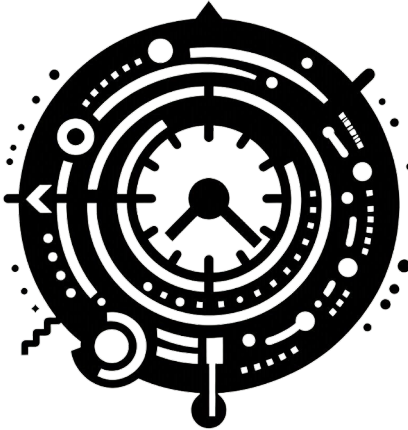
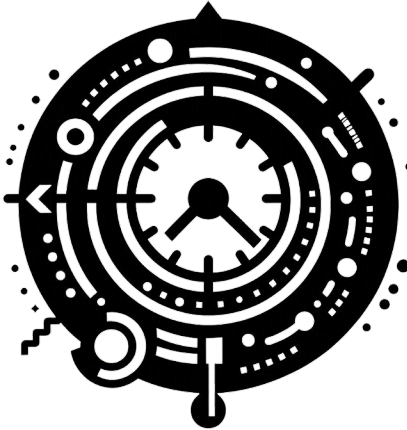
Plasma Sword	Plasma Sword	Plasma Sword	Plasma Sword
1 Deal 2 damage to one enemy in your room. Cost: 1 action	1 Deal 2 damage to one enemy in your room. Cost: 1 action	1 Deal 2 damage to one enemy in your room. Cost: 1 action	1 Deal 2 damage to one enemy in your room. Cost: 1 action
2 you can perform opportunity attacks (When an enemy moves away from you, you can attack them) Cost: 1 action	2 you can perform opportunity attacks (When an enemy moves away from you, you can attack them) Cost: 1 action	2 you can perform opportunity attacks (When an enemy moves away from you, you can attack them) Cost: 1 action	2 you can perform opportunity attacks (When an enemy moves away from you, you can attack them) Cost: 1 action
3 Deal 3 damage instead of 2, all attacks are "Ranged" Cost: 1 action	3 Deal 3 damage instead of 2, all attacks are "Ranged" Cost: 1 action	3 Deal 3 damage instead of 2, all attacks are "Ranged" Cost: 1 action	3 Deal 3 damage instead of 2, all attacks are "Ranged" Cost: 1 action
Damage  Damage	Damage  Damage	Damage  Damage	Damage  Damage

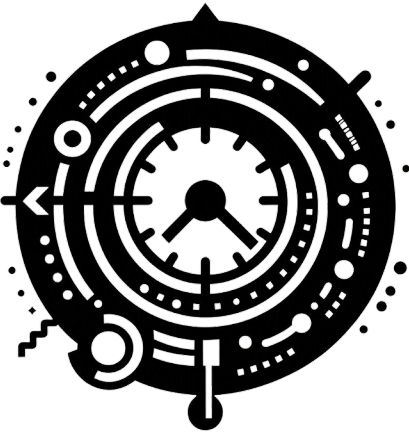
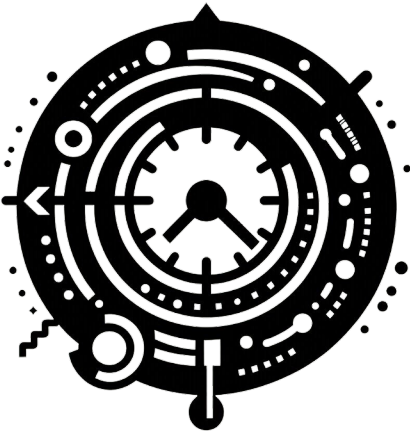
Rocket Launcher	Rocket Launcher	Rocket Launcher	Rocket Launcher
Doors can be destroyed with this tool, doesn't damage you in this way. Cost = 1vl Cost	Doors can be destroyed with this tool, doesn't damage you in this way. Cost = 1vl Cost	Doors can be destroyed with this tool, doesn't damage you in this way. Cost = 1vl Cost	Doors can be destroyed with this tool, doesn't damage you in this way. Cost = 1vl Cost
1 Your attacks are "Ranged" All enemies in your room take 2 damage. You take 1 damage. Cost: 2 actions	1 Your attacks are "Ranged" All enemies in your room take 2 damage. You take 1 damage. Cost: 2 actions	1 Your attacks are "Ranged" All enemies in your room take 2 damage. You take 1 damage. Cost: 2 actions	1 Your attacks are "Ranged" All enemies in your room take 2 damage. You take 1 damage. Cost: 2 actions
2 Your attacks are "Ranged" All enemies in your room take 3 damage. You take 1 damage. Cost: 1 action	2 Your attacks are "Ranged" All enemies in your room take 3 damage. You take 1 damage. Cost: 1 action	2 Your attacks are "Ranged" All enemies in your room take 3 damage. You take 1 damage. Cost: 1 action	2 Your attacks are "Ranged" All enemies in your room take 3 damage. You take 1 damage. Cost: 1 action
3 Your attacks are "Ranged" All enemies in your room take 2 damage. You don't take damage. Cost: 1 action	3 Your attacks are "Ranged" All enemies in your room take 2 damage. You don't take damage. Cost: 1 action	3 Your attacks are "Ranged" All enemies in your room take 2 damage. You don't take damage. Cost: 1 action	3 Your attacks are "Ranged" All enemies in your room take 2 damage. You don't take damage. Cost: 1 action
Damage	Damage	Damage	Damage
			
Damage	Damage	Damage	Damage

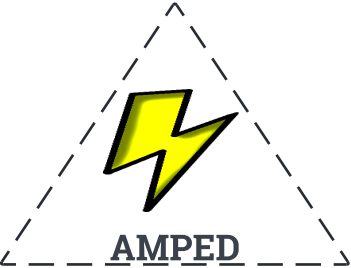
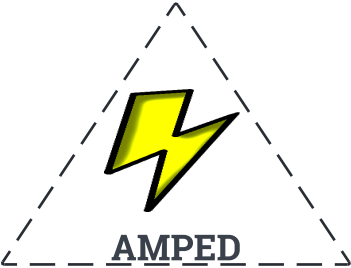
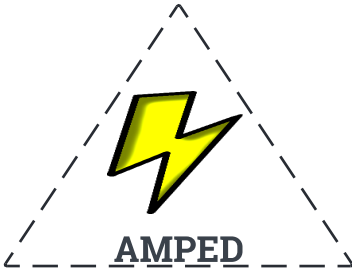
Grenade Belt	Grenade Belt	Grenade Belt	Grenade Belt
Doors can be destroyed with this tool. Cost = 1lvl Cost			
1 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 2 actions	1 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 2 actions	1 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 2 actions	1 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 2 actions
2 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 1 actions	2 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 1 actions	2 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 1 actions	2 Your attacks are now considered "Ranged" and deal 1 damage to each enemy in your room. Cost: 1 actions
3 Your attacks are now considered "Ranged" and deal 2 damage to each enemy in your room. Cost: 1 actions	3 Your attacks are now considered "Ranged" and deal 2 damage to each enemy in your room. Cost: 1 actions	3 Your attacks are now considered "Ranged" and deal 2 damage to each enemy in your room. Cost: 1 actions	3 Your attacks are now considered "Ranged" and deal 2 damage to each enemy in your room. Cost: 1 actions
Damage	Damage	Damage	Damage
			
Damage	Damage	Damage	Damage

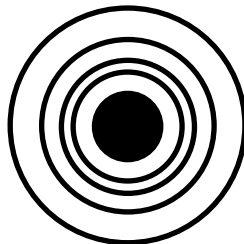


Power Outage	11	Locked	12	Mass EMP	13	Shift	14
No facilities or traps can or will be activated for one round.		All corridors surrounding, Safe (Repair and Infirmary) and U-turn rooms get locked.		Cyborgs skip their next Round (They still get to Draw)		All Cyborgs get sent to the closest visible "on entry" room (Forge/Laser). The Trap Retrigger	
Event		Event		Event		Event	
							
Event		Event		Event		Event	

System Reset	15	Explosion	16	Lights Out	17	Mass Healing	18
Systems are Rebooting! The scientist must skip their next turn. (Not Including Enemies)		Enemies in the room with the most enemies, explode! Cyborgs on the room take 1HP of damage per enemy		"Ranged" attacks cannot deal damage		All players and enemies get fully healed	
Event		Event		Event		Event	
							
Event		Event		Event		Event	

Metamorphosis 19	Radiation Leak 20	Summon A Robo Dog 	Summon A Robo Dog 
Convert all robo dogs into robo bears.	Enemies and Players take 1 HP of Damage	Can only be summoned on a summoning Room. Stats: HP : 2 ATK DMG: 1 OPP ATK: 1 Robo Dogs Have 2 Actions: Attack (Cost 1 Action) Move (Costs 1 Action)	Can only be summoned on a summoning Room. Stats: HP : 2 ATK DMG: 1 OPP ATK: 1 Robo Dogs Have 2 Actions: Attack (Cost 1 Action) Move (Costs 1 Action)
Event  Event	Event  Event	Science  Science	Science  Science

Amp A Room	Amp A Room	Amp A Room	Lock A Hallway
			
Put An AMPED token on A room.	Put An AMPED token on A room.	Put An AMPED token on A room.	Lock a hallway between two adjacent rooms.
This room now resolves with its AMPED Ability	This room now resolves with its AMPED Ability	This room now resolves with its AMPED Ability	Do this with a Lock Token (when it is broken flip it) Hallways CANNOT be locked again
Science	Science	Science	Science
			
Science	Science	Science	Science

Lock A Hallway	Lock A Hallway	Summon A Robo Bear	Scan		
					
Lock a hallway between two adjacent rooms. Do this with a Lock Token (when it is broken flip it) Hallways CANNOT be locked again	Lock a hallway between two adjacent rooms. Do this with a Lock Token (when it is broken flip it) Hallways CANNOT be locked again	Can only be summoned on a summoning Room. <table><tr><td> Stats: HP : 5 ATK DMG: 1 OPP ATK: 1 </td><td> Robo Bears Have 2 Actions: Attack (Cost 1 Action) Move (Costs 1 Action) </td></tr></table>	Stats: HP : 5 ATK DMG: 1 OPP ATK: 1	Robo Bears Have 2 Actions: Attack (Cost 1 Action) Move (Costs 1 Action)	Look under 3 room tiles OR look at the top event card and decide to put it at the bottom or back at the top.
Stats: HP : 5 ATK DMG: 1 OPP ATK: 1	Robo Bears Have 2 Actions: Attack (Cost 1 Action) Move (Costs 1 Action)				
Science	Science	Science	Science		
					
Science	Science	Science	Science		

