

SECURITY BOT

Can only be resolved when an **Enemy** attacks a target in the **Security Bot's** space.



Ignore All  ► Kill All **Zombies** in the **Bot's** space ► **Bot** moves 2 spaces



Ignore All  ► Kill 1 **Zombie** in the **Bot's** space ► **Bot** moves 2 spaces



Reduce  by 2 ► Kill 1 **Zombie** in the **Bot's** space ► **Bot** moves 1 space



Reduce  by 1

"Beep boop, protect humans."



VEHICLE ACTION



RULES

You may use **Action** cards that provide movement to move the **Security Bot** instead of yourself. **Victims** will not follow the **Security Bot** and cannot be saved by the **Security Bot**. If an **Enemy** attacks a target in the **Security Bot's** space, you may play the **Security Bot Reaction** card to block the . Any unblocked  is applied to the originally intended target. **Security Bot** movement from the **Reaction** card is optional.