

PERKS & DEFECTS

Asimov's Laws



Cannot do **Ransack**. If possible, must **intercept** any **Ransack** against its owner.

Berserk



Cannot do **Scavenge**. Must **Brawl** or **Ransack** every turn.

Cautious



When drawing cards, look at **X** cards. Draw only one and put the others back in any order. **X** = bot's

Shifty



Cannot be **intercepted** when doing a **Ransack** or **Brawl**, except by another **Shifty** bot.

Restless



May perform a **second task** each turn or stay **available** after the first.

Threat



When doing a **Ransack**, must be **intercepted** by the opponent whenever possible.

Defuser



Is not *destroyed* by **Traps** when doing a **Ransack**.

Guard



Can **intercept** **Shifty** bots.