

 6
COST

WARDEN

5
DF6
SP4
WP2
SZ

STN: 9

Minion (2), Construct • Guard

Armor: Once per activation. This model may reduce damage dealt to it by 1.

Charge-Up: When declaring an action, this model may remove a Remains marker within 2". If it does so, it receives either a  or a suit of its choice.

WARDEN

Attack Actions Rg Skl Rst TN Dmg

Dispersing Punch ⚡ 1" 5 Df - 2

If this attack receives a raise, move models within 1" of this model up to 2".

• **Knock Aside:** Move the target up to 3".

• **Junk Slam:** Deal 1 damage to the target, then make a Remains marker in base contact with the target.

Restraining Claw ⚡ 8" 6 Sp - -

Target gains a **Slow** token.

• **Pull and Drag:** Move the target 3" toward this model.

• **Junk Slam:** Deal 1 damage to the target, then make a Remains marker in base contact with the target.