



- COST

UNSEEELIE ENGINE

6
DF5
SP4
WP4
SZ*Totem, Unique, Construct • Bygone*

Ancient Technology: Once per activation. When this model is placed, this model may have allies within (X)2" gain a **Shielded** token.

Take the Hit: Once per activation. After another friendly model within 2" is dealt damage, this model may be dealt the same amount of damage to reduce the amount dealt to the other model to 0.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Atlas Strike	6"	6	Df	-	2
Enemy models within 6" of the target are dealt 1 damage.					
P Falter: Target gains a Staggered token.					
P Scars of Cherufe: Deal 1 irreducible damage to this model. When resolving, this action deals +1 damage to the target.					
B Survival Skills: This model heals 1.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Power the Engine	(1) 4"	0	-	6	-
Enemy models within range must pass a TN 12 Wp duel or be dealt 2 damage.					
P Lost Icon: Place this model in base contact with a Lost Technology marker within 8".					
W Mass Hysteria: Move models damaged by this action up to 3".					
B Ritual of Cleansing: Allies within range may remove a token from themselves.					

♦ Tap the Leyline

Once per turn. Draw two cards and then discard one card.

† Defensive Energy

Friendly only. Target gains a **Shielded** token.