



# METAL GOLEM

8  
COST

5  
DF

7  
SP

5  
WP

4  
SZ



Unique, Construct ♦ Foundry

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

**Excess Material:** After this model resolves the **Walk** or **Charge** action, it may discard a card or drain a ♦ to make a Scrap marker in base contact and gain a **Shielded** token.

# METAL GOLEM

## Attack Actions

Rg Skl Rst TN Dmg

### Twist the Rails

// 2" 6 Df - 3

*This action may draw range and LoS from a friendly Scrap marker within 6".*

☞ **Pressure Blast:** Move enemy models within (X)1" of this model 2" away from this model.

📖 **Vent Steam:** Deal 1 damage to enemy models within (X)1" of this model.

🦋 **"AHHH, MY EYE!":** When resolving, deal +1 damage and move the target up to 3".

## Tactical Actions

Rg Skl Rst TN Dmg

### ♦ Molten Creation

- - - - -

*Once per turn. This model deals 3 irreducible damage to itself. Summon a Metal Gamin in base contact with this model.*

### ↓ Top Up Stock

6" 0 - 6 -

*Make a Scrap marker within range.*

☞ **Tear Off a Bite:** This model heals 2.

### ↓ Protection in Metal

6" 0 - 6 -

*Another ally. Target gains either a **Bolstered** or **Shielded** token.*