



-
COST

ROCK HOPPER

5

DF

6

SP

4

WP

3

SZ



Totem, Unique, Construct • Foundry

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

Demise (Dime a Dozen): *Once per turn.* When this model is killed, it may remove a Scrap marker within 6" to heal 3.


Rust Cloud: Friendly Scrap markers within 3" gain the concealing terrain trait.


ROCK HOPPER


Attack Actions

Rg Skl Rst TN Dmg

Medium-Sized Drill // 2" 5 Df - 3


This action ignores  abilities.

 **Shrug Off:** Remove one token from this model.


 **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

 **Rust Rash** (X) 4" 0 - 4 -

Enemy models in range must either be moved 3" away from this model or gain a **Stunned** token.

 **Drag Steel:** Make a Scrap marker in base contact with this model.

 **Resupply** - - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.