



CLOSE OVERSIGHT

Mei Feng, Foreman



Friendly Foundry models gain the following abilities:

Safety First: When this model activates, another friendly model within 3" may gain a **Shielded** token.

Do the Work: While this model has a **Shielded** token, it receives a to its tactical actions.

Friendly unique Foundry models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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† Scatter Scrap 6" 0 - 5 -

Make a Scrap marker within range. Enemy models within (X)2" of the made marker must pass a TN 14 Sp duel or be dealt 2 damage.

◆ **Welding Shield:** Allies within (X)2" of the made marker gain a **Shielded** token.



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Markers

Scrap: severe, hazardous.

Tokens

Bolstered: This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Stunned: This model cannot declare triggers, and it counts all **↓** symbols on its card as blank. When this model ends its activation, remove this token.

Summon: This model cannot declare the **Interact** action. This model does not infuse a **♦** for its crew when it is killed. This token cannot be removed.