



10
COST

THE IRON MATRON

5
DF

6
SP

6
WP

2
SZ

Henchman, Unique, Construct • Bygone

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

Echoes of Sanctuary: After another ally within 6" suffers damage, this model may discard a card. If it does so, the damaged model gains a **Shielded** token.

☞ **Warning Growl:** Attacks targeting friendly models within 2" do not deal additional damage due to raises.

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THE IRON MATRON

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Ancestral Sword // 2" 6 Df - 3

If this action receives a raise, this model gains a **Shielded** token.

- ♦ **Sudden Aggression:** Once per activation. This model must have a **Shielded** token. This model may declare a // action, which receives a +.
- ☞ **Heave:** Place the target anywhere within 3" of this model.
- ☞ **Scars of Cherufe:** Deal 1 irreducible damage to this model. When resolving, this action deals +1 damage to the target.
- 📖 **Bloody Fate:** Draw a card. If the target was not killed, discard a card.
- 📖 **Pass Through:** Move this model up to 5".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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↓ **Last Matriarch** 8" 0 - 6 -

Ally only. Move the target up to 3".

- ⚔ **Resolved for Battle:** Target may declare the **Prepare** action.
- 🦋 **Learn by Example:** Target may declare the **Interact** action.

↓ **Guiding Presence** - - - - -

Once per activation. Discard a card. This model heals 2 and gains a **Shielded** token.