



VEE

7
COST

5
DF

6
SP

5
WP

2
SZ



Unique, Living ♦ Amalgam, Obliteration

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

☞ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Attack Actions**Rg Skl Rst TN Dmg****Overclock Burn**✚8" 6 **Wp** - 2

If this action receives a raise, give the target a **Slow** token.

🌀 **Critical Strike:** When resolving, this action deals +1 damage to the target.

📖 **Purification:** Remove a token from the target.

🦋 **Spellbind:** When resolving, this action ignores 🛡 abilities.

Tactical Actions**Rg Skl Rst TN Dmg**⚡ **Secret Inspection**

8" 0 - 8 -

Friendly only. Move the target up to 5". Then make a Scheme marker in base contact with the target.

🌀 **Mend:** Target heals 2.

📖 **Purification:** Remove a token from the target.