



M

7
COST

GUARDIAN

6
DF6
SP5
WP3
SZ

Minion (2), Construct • Augmented

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

Bodyguard: Other friendly models within 2" have cover.

Take the Hit: Once per activation. After another friendly model within 2" is dealt damage, this model may be dealt the same amount of damage to reduce the amount dealt to the other model to 0.

GUARDIAN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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† **Shield Slam** ⚔ 1" 7P Df - 2

Move the target up to 2" away.

¶ **Defensive Reflexes:** This model gains a **Shielded** token.

■ **Electrocute:** Remove a **Shielded** token. Remove any number of tokens from the target.

Claymore	⚔ 2"	5	Df	-	2
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If the target is not within 1", this action deals +1 damage.

■ **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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† **Impassioned Defense** 8" 0 - 5 -

Target gains a **Shielded** token.

¶ **Bolster Strength:** Friendly models within (X)2" heal 1.

■ **"I've Got Your Back!"**: Engaged ally only. Target is placed in base contact with this model.