



GOOP

-
COST

5

DF

6

SP

5

WP

2

SZ



Totem, Unique, Construct ♦ Ampersand

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

Pile o' Parts: When a friendly model activates within 6", it may gain an **Improvised Part** token.

Attack Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

Gooped	1"	6	Df	-	2
---------------	----	---	----	---	---

If this action receives a raise, the target gains a **Staggered** token.

✖ **Dismember:** Make a Remains marker in base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
--	----	-----	-----	----	-----

↓ "That's Still Good!"	6"	0	-	5	-
-------------------------------	----	---	---	---	---

Target a Remains marker. Place this model into base contact with the target, then remove the target.

📖 **Barricade:** This model gains a **Bolstered** token.

↓ Spilled Bolts	6"	0	-	5	-
------------------------	----	---	---	---	---

Make a Remains marker within range. Enemies within (X)2" of the marker must pass a TN 12 **Sp** duel or gain a **Staggered** token.

✖ **Faceplant:** Deal 2 damage to enemy models that failed the duel.

↓ Repurpose Parts	6"	0	-	5	-
--------------------------	----	---	---	---	---

Target must discard a card or this model may remove any number of tokens from it.

♦ **Saved For Later:** Draw a card for each token removed (maximum 2).