



THE IRON MATRON

10
COST

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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Attack Actions	Rg	Skl	Rst	TN	Dmg
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Ancestral Sword	¶ 2"	6	Df	-	3
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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	-
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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	-	-	-	-	-
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Once per activation. Discard a card. This model heals 2 and gains a **Shielded** token.