



M METAL GAMIN

3
COST

5
DF

6
SP

3
WP

1
SZ

Minion (3), Construct • Foundry



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

Hold a Current: While this model has a **Shielded** token, it receives a **+** while resisting.

METAL GAMIN

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Strike Anvil

1" 5 Df - 2

This model may remove a Scrap marker within 1". If it does so, the target gains a **Stunned** token.

Knock Aside: Move the target up to 3".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Recycle

6" 0 - 3 -

Once per activation. Target an enemy marker. An ally within 3" of the target gains either a **Bolstered** or **Shielded** token. Then, remove the target.