



PARSON

7
COST

5
DF

6
SP

6
WP

2
SZ



Unique, Living ♦ Bygone

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

Reflective Glass: When this model removes a **Shielded** token, it may have an enemy model within 2" gain a **Distracted** token.

The Old-Fashioned Way: If this model has a **Shielded** token, enemy attack actions that target this model cannot cheat their duel.

PARSON

Attack Actions

Rg Skl Rst TN Dmg

Relic Hammer

//2" 5 Df - 3

This action may not be controlled by the enemy crew.

If the target is a master, this action receives a ♠.

☞ **From the Heavens:** When resolving, this action ignores ♠ abilities.

☞ **Broken Focus:** Target gains a **Distracted** token.

🦋 **Knock Aside:** Move the target up to 3".

📖 **The Nomad's Path:** This model gains a **Shielded** and **Insight** token.

Tactical Actions

Rg Skl Rst TN Dmg

♦ Auan Forgemaster

- - - - -

Up to two allies in LoS gain a **Shielded** token.

⚔ **Fresh from the Forge** 6" 0 - 6 -

Ally only. Remove any number of tokens from the target. If this action receives a raise, the target heals 2.

📖 **Fortify:** Target gains a **Shielded** token.