

# GUARDIAN

7  
COST

6  
DF

6  
SP

5  
WP

3  
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.

1 2 3 4 5 6 7 8 9

# GUARDIAN

## Attack Actions

**Rg Skl Rst TN Dmg**

⚔ **Shield Slam** //1" 7⚔ **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

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**

⚔ **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.