



10  
COST

# PEACEKEEPER

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DF

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SP

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WP

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SZ



Unique, Construct ♦ Augmented

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

**Behemoth:** This model cannot be placed by other models. When it would be moved by another model, halve the distance it moves.

**Impenetrable:** This model's **Shielded** tokens reduce damage by 2, instead of 1.

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# PEACEKEEPER

## Attack Actions

Rg Skl Rst TN Dmg

† **Heavy Claws** ‖2" 6 Df - 3

♦ **Peace, by Any Means:** Once per activation. When resolving, this attack deals +1 damage and the target gains a **Stunned** token.

📖 **Piercing:** When resolving, this action ignores 🛡 abilities.

✂ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

**Harpoon Gun** 🏹12" 6📖 Df - 2

Move the target up to 3" toward this model.

🌀 **Pull and Drag:** Move the target 3" toward this model.

📖 **Redirect Power:** Remove a **Shielded** token from this model. Declare this action again.

## Tactical Actions

Rg Skl Rst TN Dmg

**Wrecking Ball** - 0 - 4 -

This model declares the **Charge** action, even if engaged, ignoring terrain, and may move up to an additional +2".

♦ **Symbol of the Guild:** Allies moved through this way gain a **Shielded** token.

🌀 **Defensive Reflexes:** This model gains a **Shielded** token.