



# 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

### 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

### 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.