



COST
-

MECHANICAL ATTENDANT

5

DF

6

SP

5

WP

1

SZ

Totem, Unique, Construct • Augmented

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

By Your Side: When this model activates, it may discard a card to place itself in base contact with a unique ally within 12" .

Power Converter: When this model ends its activation, it may remove a **Shielded** token from itself to make a Scheme marker within 1" .



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MECHANICAL ATTENDANT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Compact Shotgun	8"	5	Df	-	2

Deal 1 damage to enemy models within (X)1" of the target.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚡ Partial Charge	4"	0	-	4	-

Construct only. Target heals 2. This model may drain a ♦ to give a model engaged with the target a **Stunned** token.

☞ **Extra Supplies:** When resolving, the target heals an additional 1.

	Rg	Skl	Rst	TN	Dmg
♦ Resupply	-	-	-	-	-

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.