



MECHANICAL MISFIT

5
COST

5
DF

6
SP

5
WP

2
SZ

Minion (3), Construct • Ampersand



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

MECHANICAL MISFIT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Mismatched Parts	1"	6	Df	-	2

■ **Auto-Repair:** This model heals 1.

Electric Jolt	8"	5	Df	-	2
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◆ **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Improvised Ammo	8"	0	-	6	-

Ally only. Target gains an **Impact** token.

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