



# METAL GOLEM

8  
COST

5  
DF

7  
SP

5  
WP

4  
SZ



*Unique, Construct • Foundry*

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

**Excess Material:** After this model resolves the **Walk** or **Charge** action, it may discard a card or drain a ♦ to make a Scrap marker in base contact and gain a **Shielded** token.



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# METAL GOLEM

## Attack Actions      Rg Skl Rst TN Dmg

<b>Twist the Rails</b>	¶ 2"	6	Df	-	3
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*This action may draw range and LoS from a friendly Scrap marker within 6".*

- ¶ **Pressure Blast:** Move enemy models within (X)1" of this model 2" away from this model.
- **Vent Steam:** Deal 1 damage to enemy models within (X)1" of this model.
- ₩ **"AHHH, MY EYE!"**: When resolving, deal +1 damage and move the target up to 3".

## Tactical Actions      Rg Skl Rst TN Dmg

<b>Molten Creation</b>	-	-	-	-	-
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*Once per turn. This model deals 3 irreducible damage to itself. Summon a Metal Gamin in base contact with this model.*

<b>Top Up Stock</b>	6"	0	-	6	-
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Make a Scrap marker within range.

- ¶ **Tear Off a Bite:** This model heals 2.

<b>Protection in Metal</b>	6"	0	-	6	-
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*Another ally. Target gains either a **Bolstered** or **Shielded** token.*