

 5  
COST

## MECHANICAL MISFIT

5  
DF6  
SP5  
WP2  
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
<b>Mismatched Parts</b>	1"	6	Df	-	2

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

<b>Electric Jolt</b>	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
<b>Improvised Ammo</b>	8"	0	-	6	-

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

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