



# MEI FENG

## FOREMAN

COST

5

DF

6

SP

6

WP

2

SZ



Master, Unique, Living • Foundry

Close  
Oversight

Rock  
Hopper

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

**Hardened By Work:** When this model activates, it may drain a ♦ to heal 3 and remove up to one token.

**Hazard Pay:** When a friendly model within 6" would gain a token, this model may drain a ♦ for it not to.

**Heated Iron:** *Once per activation.* After a Scrap marker is removed within 6", deal 1 damage to enemy models within (X)1" of that marker.

♦ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

# MEI FENG

## Foreman

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Welding Torch</b>	1"	6	Df	-	3

♦ **Steelcraft:** Summon a Metal Gamin in base contact with a Scrap marker within 3" of this model, then remove the marker.

⚔ **Critical Strike:** When resolving, this action deals +1 damage to the target.

🛡 **Reflected Heat:** An ally within 3" heals 2.

	Rg	Skl	Rst	TN	Dmg
<b>"Helmets, People!"</b>	8"	7	Wp	11	-

Target gains a **Stunned** token. If this action receives a raise, the target must discard a card or drain a ♦ or be killed.

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

🦅 **Drive Out Slag:** Make a Scrap marker in base contact with the target.

### Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚔ <b>Shifting Girders</b>	6"	0	-	5	-

Once per activation. Target a friendly Scrap marker. Remove the target to draw a card.

⚔ **Steel Current:** When resolving, place this model into base contact with the target.

🦅 **Cautionary Tale:** When resolving, a friendly model within 2" of the target gains either a **Bolstered** or **Shielded** token.