



- COST

ROCK HOPPER

5
DF6
SP4
WP3
SZ

Totem, Unique, Construct • Foundry



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

Demise (Dime a Dozen): Once per turn. When this model is killed, it may remove a Scrap marker within 6" to heal 3.

Rust Cloud: Friendly Scrap markers within 3" gain the concealing terrain trait.

ROCK HOPPER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Medium-Sized Drill	6"	5	Df	-	3
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This action ignores ♦ abilities.

◆ **Shrug Off:** Remove one token from this model.

◆ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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† Rust Rash	(X) 4"	0	-	4	-
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Enemy models in range must either be moved 3" away from this model or gain a **Stunned** token.

◆ **Drag Steel:** Make a Scrap marker in base contact with this model.

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