



MEI FENG

SENTINEL OF STEEL

COST

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Living • Foundry

Loyalty
Revitalized

Forgeling

Constant Motion: When this model declares a trigger, it may move up to 2".

Railroaded: When an attack action is declared targeting this model, this model may drain two ♦ to make the action fail.

Refine: When a Scrap marker is made or removed within 4", a friendly model within 4" may gain a **Bolstered** token.

MEI FENG

Sentinel of Steel

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Razor Claws	∥1"	6	Df	-	3

Before declaring triggers, this model may drain a ♦ to declare up to two different triggers on this action, regardless of suits.

☞ **Reactive Chemicals:** A different model within 2" of the target is dealt the same damage -1.

☛ **Coordinated Attack:** Another friendly model may declare a ∥ action targeting the same model.

📖 **Rounding Kick:** Deal 1 damage to enemy models within (X)1" of this model.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚡ Keep to Schedule	6"	0	-	4	-

Another ally. Target declares the **Ride the Rails** action, which receives +2 **Skl**.

♦ **Tiger Strike:** Once per turn. After resolving the generated action, place this model in base contact with the made marker. Then, this model may declare a ∥ action.

⚡ Forged of Steel	12"	0	-	6	-
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Ally only. Target gains a **Bolstered** token

📖 **Fortify:** Target gains a **Shielded** token.