

GOOP

- COST

5
DF

6
SP

5
WP

2
SZ

Totem, Unique, Construct • Ampersand



Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Pile o' Parts: When a friendly model activates within 6", it may gain an **Improvised Part** token.

Attack Actions**Rg Skl Rst TN Dmg****Gooped**

6" 6 Df - 2

If this action receives a raise, the target gains a **Staggered** token.

• **Dismember:** Make a Remains marker in base contact with the target.

Tactical Actions**Rg Skl Rst TN Dmg****† "That's Still Good!"**

6" 0 - 5 -

Target a Remains marker. Place this model into base contact with the target, then remove the target.

• **Barricade:** This model gains a **Bolstered** token.

† Spilled Bolts

6" 0 - 5 -

Make a Remains marker within range. Enemies within (X)2" of the marker must pass a TN 12 **Sp** duel or gain a **Staggered** token.

• **Faceplant:** Deal 2 damage to enemy models that failed the duel.

† Repurpose Parts

6" 0 - 5 -

Target must discard a card or this model may remove any number of tokens from it.

• **Saved For Later:** Draw a card for each token removed (maximum 2).