



# WARDEN

6  
COST

5  
DF

6  
SP

4  
WP

2  
SZ



STN: 9

Minion (2), Construct ♦ Guard

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

**Charge-Up:** When declaring an action, this model may remove a Remains marker within 2". If it does so, it receives either a ♣ or a suit of its choice.

# WARDEN

## Attack Actions

**Rg** **Skl** **Rst** **TN** **Dmg**

### Dispersing Punch

// 1" 5 **Df** - 2

If this attack receives a raise, move models within 1" of this model up to 2".

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

📖 **Junk Slam:** Deal 1 damage to the target, then make a Remains marker in base contact with the target.

### Restraining Claw

✦ 8" 6 **Sp** - -

Target gains a **Slow** token.

☛ **Pull and Drag:** Move the target 3" toward this model.

📖 **Junk Slam:** Deal 1 damage to the target, then make a Remains marker in base contact with the target.