



- COST

MEI FENG

SENTINEL OF STEEL

6
DF6
SP5
WP2
SZLoyalty
Revitalized

Forgeling

Master, Unique, Living • Foundry

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
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Razor Claws

1"	6	Df	-	3
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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
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Keep to Schedule

6"	0	-	4	-
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*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.