



MEI FENG

FOREMAN

- COST

5
DF

6
SP

6
WP

2
SZ



Master, Unique, Living • Foundry

Close
Oversight

Rock
Hopper

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

Hardened By Work: When this model activates, it may drain a ♦ to heal 3 and remove up to one token.

Hazard Pay: When a friendly model within 6" would gain a token, this model may drain a ♦ for it not to.

Heated Iron: Once per activation. After a Scrap marker is removed within 6", deal 1 damage to enemy models within (1)1" of that marker.

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Foreman

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Welding Torch

1" 6 Df - 3

- ◆ **Steelcraft:** Summon a Metal Gamin in base contact with a Scrap marker within 3" of this model, then remove the marker.
- ❖ **Critical Strike:** When resolving, this action deals +1 damage to the target.
- ❖ **Reflected Heat:** An ally within 3" heals 2.

"Helmets, People!"

8" 7 Wp 11 -

Target gains a **Stunned** token. If this action receives a raise, the target must discard a card or drain a ♦ or be killed.

- ❖ **Knock Aside:** Move the target up to 3".
- ❖ **Drive Out Slag:** Make a Scrap marker in base contact with the target.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Shifting Girders

6" 0 - 5 -

Once per activation. Target a friendly Scrap marker. Remove the target to draw a card.

- ❖ **Steel Current:** When resolving, place this model into base contact with the target.
- ❖ **Cautionary Tale:** When resolving, a friendly model within 2" of the target gains either a **Bolstered** or **Shielded** token.