



KANG

9
COST

6
DF

5
SP

6
WP

2
SZ

Henchman, Unique, Living, Construct • Foundry

🛡️ **Juggernaut:** This model reduces all damage dealt to it to 3 (if more than 3).

Laugh Off: If this model would be moved from an enemy model's effect, it may discard a card to choose not to.

Ready to Work: While this model has a **Shielded** token, it receives a 🃏 to all duels.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
Sledgehammer	//2"	6	Df	-	3

Move the target up to 2".

☞ **Focused Cleansing:** This model heals 2 and may remove a token from itself.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚔ Fresh From the Forge	6"	0	-	6	-

Ally only. Remove any number of tokens from the target. If this action receives a raise, the target heals 2

📖 **Reinforce Plate:** A friendly model within 1" of the target gains either a **Bolstered** or **Shielded** token.

✖ **Drive Out Slag:** Make a Scrap marker in base contact with the target.

Workers Rise Up

	6"	0	-	5	-
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Allied minion only. The target gains a **Bolstered** token and may move up to 3". Then, the target may declare this action targeting a model that was not targeted by the **Workers Rise Up** action this activation. This may continue until this action fails or there are no more targets.

♦ **Stronger Together:** This model heals 2 and gains a **Shielded** token.