



# METAL GAMIN

3  
COST

5  
DF

6  
SP

3  
WP

1  
SZ



Minion (3), Construct ♦ Foundry

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

**Hold a Current:** While this model has a **Shielded** token, it receives a + while resisting.

# METAL GAMIN

## Attack Actions

Rg	Skl	Rst	TN	Dmg
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### Strike Anvil

//1"	5	Df	-	2
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This model may remove a Scrap marker within 1". If it does so, the target gains a **Stunned** token.

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

## Tactical Actions

Rg	Skl	Rst	TN	Dmg
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### Recycle

6"	0	-	3	-
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Once per activation. Target an enemy marker. An ally within 3" of the target gains either a **Bolstered** or **Shielded** token. Then, remove the target.