



5
COST

MECHANICAL MISFIT

5
DF

6
SP

5
WP

2
SZ

Minion (3), Construct ♦ Ampersand



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

MECHANICAL MISFIT

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Mismatched Parts	⌘ 1"	6	Df	-	2

📖 **Auto-Repair:** This model heals 1.

Electric Jolt

	⚡ 8"	5	Df	-	2
--	------	---	-----------	---	---

⚡ **Convulsions:** Move the target up to 3". Then the target must either discard a card or this model may move it up to 3".

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Improvised Ammo	8"	0	-	6	-

Ally only. Target gains an **Impact** token.

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