

 10
COST

PEACEKEEPER

5
DF6
SP6
WP4
SZ

Unique, Construct • Augmented

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

Behemoth: This model cannot be placed by other models. When it would be moved by another model, halve the distance it moves.

Impenetrable: This model's **Shielded** tokens reduce damage by 2, instead of 1.



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PEACEKEEPER

Attack Actions Rg Skl Rst TN Dmg

Heavy Claws	12"	6	Df	-	3
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♦ **Peace, by Any Means:** Once per activation. When resolving, this attack deals +1 damage and the target gains a **Stunned** token.

■ **Piercing:** When resolving, this action ignores ♦ abilities.

❖ **Execute:** The target may either discard a card or drain a ♦. If it does neither, it is killed.

Harpoon Gun	12"	6	Df	-	2
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Move the target up to 3" toward this model.

❖ **Pull and Drag:** Move the target 3" toward this model.

■ **Redirect Power:** Remove a **Shielded** token from this model. Declare this action again.

Tactical Actions Rg Skl Rst TN Dmg

Wrecking Ball	-	0	-	4	-
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This model declares the **Charge** action, even if engaged, ignoring terrain, and may move up to an additional +2".

♦ **Symbol of the Guild:** Allies moved through this way gain a **Shielded** token.

❖ **Defensive Reflexes:** This model gains a **Shielded** token.