

 6  
COST

## WARDEN

5  
DF6  
SP4  
WP2  
SZ

STN: 9

Minion (2), Construct • Guard

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

**Charge-Up:** When declaring an action, this model may remove a Remains marker within 2". If it does so, it receives either a  or a suit of its choice.

# WARDEN

## Attack Actions      Rg Skl Rst TN Dmg

### **Dispersing Punch**      ⚡ 1"    5    Df    -    2

If this attack receives a raise, move models within 1" of this model up to 2".

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

• **Junk Slam:** Deal 1 damage to the target, then make a Remains marker in base contact with the target.

### **Restraining Claw**      ⚡ 8"    6    Sp    -    -

Target gains a **Slow** token.

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

• **Junk Slam:** Deal 1 damage to the target, then make a Remains marker in base contact with the target.