



M PARSON

7
COST

5
DF

6
SP

6
WP

2
SZ



Unique, Living • Bygone

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

Reflective Glass: When this model removes a **Shielded** token, it may have an enemy model within 2" gain a **Distracted** token.

The Old-Fashioned Way: If this model has a **Shielded** token, enemy attack actions that target this model cannot cheat their duel.



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PARSON

Attack Actions Rg Skl Rst TN Dmg

Relic Hammer	¶ 2"	5	Df	-	3
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*This action may not be controlled by the enemy crew.
If the target is a master, this action receives a +.*

¶ **From the Heavens:** When resolving, this action ignores ¶ abilities.

¶ **Broken Focus:** Target gains a **Distracted** token.

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

■ **The Nomad's Path:** This model gains a **Shielded** and **Insight** token.

Tactical Actions Rg Skl Rst TN Dmg

Auan Forgemaster	-	-	-	-	-
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Up to two allies in LoS gain a **Shielded** token.

Fresh from the Forge	6"	0	-	6	-
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Ally only. Remove any number of tokens from the target. If this action receives a raise, the target heals 2.

■ **Fortify:** Target gains a **Shielded** token.