



TIRI

- COST

THE ARCHITECT

6
DF6
SP6
WP2
SZEmbrace
TechnologyUnseelie
Engine

Master, Unique, Living, Construct • Bygone

Core Resonance: Once per activation. When this model declares an action, it may draw range and LoS from a Lost Technology marker within 8".

• **Weight of Lost Souls:** If this model is within 2" of another allied construct model, reduce damage dealt to this model by 1.

TIRI
The Architect

Attack Actions Rg Skl Rst TN Dmg

Deconstruct	† 8"	6	Wp	-	3
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If this action received a raise, damage from this action ignores ♦ abilities.

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

❖ **Sluggish Steps:** Target gains a **Slow** token and this model may move it up to 3".

■ **Arc:** Once per activation. Declare this action again targeting a different model, drawing range and LoS from the original target.

Pull of the Cage	† 8"	6	Wp	11	-
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This action may target allies. Choose either toward or away. Move the target up to 6" in the chosen direction from a Lost Technology marker in its LoS.

❖ **Restorative Current:** Target gains this model's choice of either a **Shielded** or **Staggered** token.

❖ **Coordinated Attack:** Another friendly model may declare a # action targeting the same model.

Tactical Actions Rg Skl Rst TN Dmg

Relics of the Old War	8"	0	-	6	-
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Make a Lost Technology marker within range.

♦ **Monument to Our Time:** Summon an Unseelie Engine with 4 health anywhere within range.

❖ **Cruelty:** Once per turn. Declare this action again.