



VEE

7
COST

5
DF

6
SP

5
WP

2
SZ



Unique, Living • Amalgam, Obliteration

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

🛡 **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

VEE

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Overclock Burn	+8"	6	Wp	-	2

If this action receives a raise, give the target a **Slow** token.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

■ **Purification:** Remove a token from the target.

₩ **Spellbind:** When resolving, this action ignores ⚔ abilities.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Secret Inspection	8"	0	-	8	-

Friendly only. Move the target up to 5". Then make a Scheme marker in base contact with the target.

¶ **Mend:** Target heals 2.

■ **Purification:** Remove a token from the target.