



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

By Your Side: When this model activates, it may discard a card to place itself in base contact with a unique ally within 12".

Power Converter: When this model ends its activation, it may remove a **Shielded** token from itself to make a Scheme marker within 1".

MECHANICAL ATTENDANT

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Compact Shotgun	8"	5	Df	-	2
------------------------	----	---	----	---	---

Deal 1 damage to enemy models within (X)1" of the target.

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

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

† Partial Charge	4"	0	-	4	-
-------------------------	----	---	---	---	---

Construct only. Target heals 2. This model may drain a ♦ to give a model engaged with the target a **Stunned** token.

❖ **Extra Supplies:** When resolving, the target heals an additional 1.

♦ Resupply	-	-	-	-	-
-------------------	---	---	---	---	---

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.