



- COST

CHARLES HOFFMAN

STEEL SCULPTOR

5
DF6
SP6
WP3
SZ

Tempered Steel

Mechanical Attendant

Master, Unique, Construct, Living • Augmented



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

Magnetic Field: Once per activation. After an enemy attack targeting this model succeeds, this model may drain a ♦ to have another ally within 6" suffer the effects of the action instead of this model.

Mechanical Genius: Once per turn. After another friendly model ends its activation within 6", this model may drain a ♦ to heal it 4.

CHARLES HOFFMAN

Steel Sculptor

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Enhanced Fists	1"	6	Df	-	3

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

Static Discharge

10"	6	Wp	-	2
-----	---	----	---	---

*This attack has a raise value of 3. Target gains a **Stunned** token. For each raise this attack receives, move the target up to 3".*

₩ **Knock Aside:** Move the target up to 3"

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Command Steel	6"	0	-	5	-

*Other ally only. This action cannot target the same model more than once per activation. Target heals 2, then declares an action. This model may drain a ♦ to give the target a **Fast** token.*

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

₩ **Hasten:** Target gains a **Hastened** token.

Overload Shields

10"	0	-	5	-
-----	---	---	---	---

*This model may remove a **Shielded** token from the target to increase the range of this action's (X) by +2". Enemy models within (X)1" of the target must pass a TN 12 Df duel or be dealt 2 damage.*

■ **Full Flux:** When resolving, increase the TN of the Df duel to 15.