



C. HOFFMAN

Master, Living, Construct
M&SU

CACHE

3

Df	Wp	Wd	Wk	Cg	Ht
3	6	10	4	—	2

FINAL, OFFICIAL

Magnetic: This model may not declare more than two Walk Actions per Activation. When a friendly Construct in **①3** declares a Walk Action, this model may push into base contact with the Construct after the Action is complete.

Df (📖) Protection: Reduce all damage this model suffers by a value equal to the **Armor** value of target friendly Construct model within 4". This may not reduce the damage below 1.

Feedback: When this model Activates, this model and target Construct within 3" receive this Condition until this model's next Activation: **"Power Loop:** At the start of a duel, this model may use the printed numerical **Df, Wp, Ca, Sh,** or **Ml** (ignoring suits) from another friendly model with **Power Loop** instead of its own."

Empower: This model gains +1 **Ca** (max of +2) for each other friendly Construct within **①4**.

ATTACK ACTIONS

- (1) **Soulstone Torch** (MI 6♣ / Rst: Df / Rg: ♣ 1): Target suffers 3/4/6 damage.
 ♣☞ **Exploit Design Flaw**: The damage from this Attack Action may not be reduced by **Armor**.

TACTICAL ACTIONS

- (1) **Machine Puppet** (Ca 6♣ / TN: 12♣ / Rg: 6): Target friendly Construct takes a (1) Action which cannot declare any Triggers.

♣♣ **Take New Position**: After succeeding, push the target up to 2" in any direction before it takes the Action.

♣♣ **Repeat Program**: After succeeding, the target suffers 2 damage which may not be reduced and gains the **Fast** Condition.

- (1) **Redirect Power** (Ca 6♣ / TN: 14♣ / Rg: 4): Target Construct gains the following Condition until the start of this model's next Activation: "**Power Loop**: At the start of a duel, this model may use the printed numerical **Df, Wp, Ca, Sh, or MI** (ignoring suits) from another friendly model with **Power Loop** instead of its own."

♣☞ **Power Overload**: After succeeding, take this Action again. This Action may not declare Triggers.

- (0) **Shakedown** (Ca 6♣ / TN: 10♣ / Rg: 12): Place a Scrap Marker in base contact with target Construct.