



# C. HOFFMAN

Master, Living, Construct  
M&SU

CACHE

3

07/29/13

DF	WP	WD	WK	CG	Ht
3	6	12	3	—	2

**Empower:** This model receives +1 **Ca** for each other friendly Construct within 14.

**Improvised Genius:** When a Scrap marker within 12" of this model would be sacrificed or discarded, this model may spend 1 Soulstone or discard 1 Control Card to prevent the Scrap Marker from being removed from play.

**Feedback:** Other friendly Construct models within 14 receive +1 to **Df** duels and Attack Flips.

**Drawn to Metal:** If a friendly Construct of **Ht** 2 or greater begins its activation in base contact with this model, the Construct may place this model in base contact with itself at the end of its Activation.

## ATTACK ACTIONS

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- (1) **Soulstone Torch** (MI 5☞ / Rst: Df / Rg ☞ 1) Target suffers 3/4/6 damage.  
 ☞ **Critical Strike**: When damaging the target, this attack deals +1 damage for each ☞ in the final Duel Total.  
 ☞☞ **Exploit Design Flaw**: The damage from this attack action may not be reduced by Armor.

## TACTICAL ACTIONS

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- (1) **Imbue with Power** (Ca 5☞ / TN: 14☞ / Rg 4) Target Construct gains the following Condition until the end of the turn: "**Attack Expert**: This model gains 1 additional AP which may only be used to take Attack actions."  
 ☞☞ **Soulstone Overload**: After succeeding, take this Action again.
- (1) **Detonate Scrap** (Ca 5☞ / TN: 12☞ / Rg 8) Models within (X)3 of target Scrap marker must succeed on a TN 12 **Wk** duel or suffer 3 damage. Then, discard the Scrap marker.  
 ☞ **Chain Reaction**: After succeeding, take this Action again.
- (0) **Shakedown** (Ca 5☞ / TN: 10☞ / Rg 12) Place a Scrap Marker in base contact with target Construct model.