



BOILERMAKER

9
COST5
DF6
SP5
WP3
SZ

Unique, Construct, Cult • Foundry, Wildfire

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

Portable Portal: Once per activation. After an ally ends a move in base contact with this model, this model may drain a ♦ to place that ally anywhere within 6" of this model.

Steam Vent: While this model has a **Burning** token, the area within 3" of it is hazardous terrain. Friendly models may choose to be unaffected by this terrain.



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BOILERMAKER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Chain-Wrapped Fists	12"	6	Df	-	3
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¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

Corrupted Chains	8"	6	Wp	-	2
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Move the target up to 3" toward this model.

¶ **Kindle:** Target must have a **Burning** token.
Deal 1 damage to the target.

¶ **Quick Reflexes:** Declare this action again,
targeting a different model.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Burn Away Pain	-	0	-	6	-
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This model heals 2 and gains a **Burning** token.

■ **Heatwave:** Models within (1)2" gain a **Burning** token.

Sparking Remains	8"	0	-	6	-
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Target a *Remains* or *Scrap* marker. Enemy models within (1)3" of the target must pass a TN 14 **Sp** duel or be dealt 2 damage and gain a **Burning** token.

¶ **Safety Measures:** Allies within (1)3" of the target heal 1.