



COST

# RESEARCH ASSISTANT

5

DF

6

SP

5

WP

2

SZ



Totem, Unique, Living ♦ Transmortis

**Accomplice:** When this model ends its activation, a friendly model within 6" that has not activated this turn may discard a card to do so.

☛ **Hard to Kill:** When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

**Well-Provisioned (10☛):** This crew starts the game with the 10☛ in its hand.



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## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Frantic Flailing</b>	⚔1"	5	<b>Df</b>	-	2

📖 **Study Opponent:** This model gains either a **Focused** or **Shielded** token.

<b>Alchemical Vial</b>	☞8"	6	<b>Df</b>	-	2
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Deal 1 damage to enemy models within (X)2" of the target.

📖 **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### ♦ Resupply

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

### ♣ Jury Rig

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*Discard a card.* Draw a non-joker card in this model's discard pile with a value equal to or less than the value of the discarded card +1.