



MAH TUCKET

METAL MAGPIE

- COST

6
DF

6
SP

5
WP

2
SZ

Carefully
Laid Plans

The Little Lass

Master, Unique, Living • Tricky

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

Long Term Plottin': When this model activates, it may drain a ♦ to heal 4.

Perfectly Good Still: After a **Shielded** token is removed from another model within 8", this model gains a **Shielded** token.

MAH TUCKET

Metal Magpie

Attack Actions	Rg	Skl	Rst	TN	Dmg
----------------	----	-----	-----	----	-----

Whamajigger	3"	6	Df	-	3
--------------------	----	---	----	---	---

Move the target up to 2".

¶ **Extra Smashy:** When resolving, remove a friendly token from the target. Deal +2 damage.

♦ **Frazzled:** The target may discard a card.
If it does not, this model draws a card.

■ **In-Built Indicators:** Place the target within 3", then make a Scheme marker within 1" of it.

Override Circuits	10"	7	Wp	11	-
--------------------------	-----	---	----	----	---

This action cannot target the same model more than once per activation. Target gains an **Analyzed** token and declares an action chosen and controlled by this model.

♦ **Maim:** Target gains an **Injured** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
------------------	----	-----	-----	----	-----

Retrofit	8"	0	-	4	-
-----------------	----	---	---	---	---

Another ally only. Target gains a **Shielded** token and is moved up to 4".

¶ **Mend:** Target heals 2.

♦ **Pulled Here and There:** Move either this model or the target up to 3".

■ **Cinders:** A model within 3" of the target gains a **Burning** token.

♦ **System Overload:** Enemy models within (1)2" of the target must pass a TN 12 Df duel or be dealt 2 damage.