



# MACHINIST

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



Minion (3), Living • EVS

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

**Quartermaster:** Before declaring an action, this model may remove a **Voyage** token. If it does so, it may treat that action as a ♣.

# MACHINIST

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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**Heavy Wrench**      ⚔️ 1"    5    **Df**    -    2

🦋 **Reposition:** Move this model up to 3".

🦋 **Handyman:** An ally within 3" of this model heals 2.

**Collier Revolver**      🔫 12"    5    **Df**    -    2

🦋 **Handyman:** An ally within 3" of this model heals 2.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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**Update the Log**      6"    0    -    7    -

*Ally only. Once per activation.* Target declares the **Interact** action.

🌀 **Calm Waters:** This model gains a **Voyage** token.

🦋 **"All Hands on Deck!":** Move the target up to 2", then move this model up to 2".

♣️ **Jury-Rig**      -    -    -    -    -

*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.