



COST

RUSTY ALYCE

TRIGGER HAPPY

5

DF

6

SP

5

WP

2

SZ

Master, Unique, Living, Construct ♦ Amalgam

Salvage
& Logistics

Hollow
Waif (2)

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

"BOOM! Headshot!": While resolving attack actions, if this model flips (not cheats) a 13, it may treat the 13 as the red joker.

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.



1

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RUSTY ALYCE

Trigger Happy

Attack Actions	Rg	Skl	Rst	TN	Dmg
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⚡ Clockwork Shove	⌘ 2"	6	Df	-	-
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The target gains a **Staggered** token. Move the target up to 3", +2" for each raise this action receives.

Clockwork Seeker	🔫 10"	6	Df	-	2
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This attack has a raise value of 3.

♦ **Ensouled Bullet:** Summon an Abomination with health equal to the damage suffered from this action into base contact with the target.

🔊 **Trigger Happy:** *Once per activation.* Declare this action again, targeting a different model.

🦋 **Stagger:** Target gains a **Staggered** token.

📖 **"I Meant to Do That!":** After failing, the next action this model declares this activation receives +2 **Skl**.

🦋 **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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⚡ Scrounge	6"	0	-	4	-
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Once per activation. Target a marker. Place this model in base contact with the target, then remove the target.

📖 **"Sweet! A Compression Coil!":** Draw a card and this model heals 1.