



M

5  
COST

## MACHINIST

5  
DF6  
SP5  
WP2  
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
<b>Heavy Wrench</b>	¶ 1"	5	Df	-	2
• <i>Reposition:</i> Move this model up to 3".					
• <i>Handyman:</i> An ally within 3" of this model heals 2.					
<b>Collier Revolver</b>	¶ 12"	5	Df	-	2
• <i>Handyman:</i> An ally within 3" of this model heals 2.					

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Update the Log</b>	6"	0	-	7	-
<i>Ally only. Once per activation. Target declares the Interact action.</i>					
• <i>Calm Waters:</i> This model gains a <b>Voyage</b> token.					
• <i>"All Hands on Deck!"</i> : Move the target up to 2", then move this model up to 2".					

	-	-	-	-	-	-
<b>Jury-Rig</b>	-	-	-	-	-	-

*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.*