



THE KITCHEN SINK

9
COST5
DF6
SP5
WP3
SZ

Unique, Construct • Ampersand

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

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.



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THE KITCHEN SINK

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Assorted Slashing Dashing, and Mashing Implements	≤ 2"	6	Df	-	3
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This action must declare triggers, if able.

- ❖ **Power Surge:** Once per activation. When resolving, deal 2 irreducible damage to this model and +2 damage to the target.
- ❖ **Sproing:** Place the target into base contact with another model within 6" of it, if able.
- ❖ **Gold Wiring:** Each player draws a card.
- ❖ **Arms Go BRRRR:** Models within (≤)2" of this model are dealt 1 damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Improvised Ammo	8"	0	-	6	-
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Ally only. Target gains an **Impact** token.

Distress Beacon	8"	0	-	7	-
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Make a Remains marker within range. All allies within (≤)2" of the made marker may be placed into base contact with it, and one ally placed this way may gain a **Bolstered** token.

Fire Hose	8"	0	-	5	-
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Target must discard a card or move 3" away from this model.