



# BOILERMAKER

9  
COST

5  
DF

6  
SP

5  
WP

3  
SZ



Unique, Construct, Cult ♦ Foundry, Wildfire

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

**Portable Portal:** *Once per activation.* After an ally ends a move in base contact with this model, this model may drain a ♦ to place that ally anywhere within 6" of this model.

**Steam Vent:** While this model has a **Burning** token, the area within 3" of it is hazardous terrain. Friendly models may choose to be unaffected by this terrain.



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## Attack Actions

Rg Skl Rst TN Dmg

**Chain-Wrapped Fists** //2" 6 Df - 3

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

⚔ **Corrupted Chains** †8" 6 Wp - 2

Move the target up to 3" toward this model.

☞ **Kindle:** Target must have a **Burning** token. Deal 1 damage to the target.

⚡ **Quick Reflexes:** Declare this action again, targeting a different model.

## Tactical Actions

Rg Skl Rst TN Dmg

**Burn Away Pain** - 0 - 6 -

This model heals 2 and gains a **Burning** token.

📖 **Heatwave:** Models within (X)2" gain a **Burning** token.

**Sparking Remains** 8" 0 - 6 -

Target a *Remains* or *Scrap* marker. Enemy models within (X)3" of the target must pass a TN 14 **Sp** duel or be dealt 2 damage and gain a **Burning** token.

☞ **Safety Measures:** Allies within (X)3" of the target heal 1.