



5  
COST

# UNION JOURNEYMAN

5  
DF

6  
SP

5  
WP

2  
SZ



STN: 8

Minion (3), Living • M&SU

**Mining Ordnance:** *Once per activation.* After resolving the **Walk** action, if this model is within 1" of a Scheme marker, it may discard a card to deal 1 damage to enemies within (X)1" of the marker, then remove the marker.

♣ **Unionized:** While within 3" of another ally, this model receives a ♣ to its **Df** and **Wp** duels.

# UNION JOURNEYMAN

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Powerful Tools

// 2" 5 Df - 2

*The target may not drain ♦ while this action is resolving.*

- ☞ **Blow It to Hell:** Remove all destructible terrain and markers within (X) 2" of the target.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### False Claim

3" 0 - 7 -

*This action cannot be declared while engaged. Make two Scheme markers within range.*

- ☞ **Union's Claim:** An ally within 3" of a made marker gains a **Shielded** token.
- 📖 **Buddy System:** Once per turn. Another ally with the same name as this model within range may make a Scheme marker within 3" of itself.
- 🦅 **Overtime in the Mines:** Once per turn. Deal 1 irreducible damage to this model. Draw a card.