TRASH HEAP

Clockwork Queen, *The Paradox*

Friendly Ampersand models gain the following abilities:

"Load the Cannon!": After this model removes a Remains marker for a reason other than having five in play, increase this crew's power bar by 1.

"This Is Perfect...": When this model ends its activation, it may remove a Remains marker within 4" to heal 1.

Friendly unique Ampersand models gain the following action:

Attack Action	Rg	Skl	Rst	TN	Dmg
Trash Cannon	✦8"	6	**Df**	-	X

Once per activation. X is equal to the value of this crew's power bar. Lower this crew's power bar to 0.

POWER BAR
① ② ③ ④ ⑤ ⑥

Crew Card

TRASH HEAP
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Tokens

Bolstered: This model receives +1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Injured**.

Impact: When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

Improvised Part: This model may declare tactical actions printed on the stat cards of non-master allies within 6" as if they were printed on this model's stat card. After declaring such an action, remove this token.

Slow: Reduce this model's action limit by 1 (to a minimum of 1). When this model ends its activation, remove this token. Canceled by **Fast**.

Staggered: This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.

Summon: This model cannot declare the **Interact** action. This model does not infuse a ⬧ for its crew when it is killed. This token cannot be removed.