SALVAGE & LOGISTICS

Rusty Alyce, *Trigger Happy*

Friendly Amalgam models without a **Summon** token gain the following actions:

Tactical Actions	Rg	Skl	Rst	TN	Dmg
⚔◊ Wither	6"	-	-	-	-

The target gains an **Injured** token. Then, this model heals 1.

⚔ Scavenge	1"	-	-	-	-

Once per activation. Cannot be declared while engaged. Target an enemy Scheme marker or enemy Remains marker.
Remove the target to infuse a ◊.

Crew Card

SALVAGE & LOGISTICS

Rusty Alyce, *Trigger Happy*

Tokens

Adaptable: Before performing a duel, this model may remove this token to add a suit of its choice to its duel total.

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

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.