# SCAVENGER

**6 COST**

**5 DF**

**6 SP**

**5 WP**

**2 SZ**

Minion (3), Living, Construct ✦ Amalgam

**STN: 9**

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

**Hell of a Find:** *Once per activation.* After this model infuses a 🜂, it may flip a card which may not be cheated. On a 10+, infuse another 🜂.

**Unmade:** When this model ends its activation, enemy models within (Ɏ)3" with an **Injured** token are dealt 1 damage.

🜂 ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

# SCAVENGER

## Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **Clockwork Weaponry** 〰1" | | 5 | **Df** | - | 2 |

If this action receives a raise, the target gains a **Staggered** token.

- ☝ ***Shrug Off:*** Remove one token from this model.
- 🌱 ***Siphon Essence:*** After killing, infuse a ◆.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| **Compact Shotgun** 🔫8" | | 5 | **Df** | - | 2 |

Deal 1 damage to enemy models within (✗)1" of the target.

- 🐾 ***Stagger:*** Target gains a **Staggered** token.
- 🌱 ***Dismember:*** Make a Remains marker into base contact with the target.
- 🌱 ***Severe Injury:*** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

## Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| ⚑ **Scrounge** | 6" | 0 | - | 6 | - |

*Once per activation. Target a marker.* Place this model in base contact with the target, then remove the target.

- 📖 ***Forethought:*** This model gains an **Adaptable** token.

| | Rg | Skl | Rst | TN | Dmg |
|---|---|---|---|---|---|
| ◆ **Weird Device** | 4" | - | - | - | - |

*Once per activation. Target another ally.* Declare an action printed on the target's stat card.

**30 mm**