

5  
COST

## UNION JOURNEYMAN

5  
DF6  
SP5  
WP2  
SZ

STN: 8

Minion (3), Living • M&amp;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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<b>Powerful Tools</b>	≤ 2"	5	Df	-	2
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*The target may not drain ♦ while this action is resolving.*

- ¶ **Blow It to Hell:** Remove all destructible terrain and markers within ≤ 2" of the target.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>False Claim</b>	3"	0	-	7	-
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*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.