



MACHINIST

5
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living • EVS

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

Quartermaster: Before declaring an action, this model may remove a **Voyage** token. If it does so, it may treat that action as a ♣.

MACHINIST

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|---------------------|----|-----|-----|----|-----|
| Heavy Wrench | 1" | 5 | Df | - | 2 |

🦋 **Reposition:** Move this model up to 3".

🦋 **Handyman:** An ally within 3" of this model heals 2.

| | | | | | |
|-------------------------|-----|---|----|---|---|
| Collier Revolver | 12" | 5 | Df | - | 2 |
|-------------------------|-----|---|----|---|---|

🦋 **Handyman:** An ally within 3" of this model heals 2.

Tactical Actions

| | Rg | Skl | Rst | TN | Dmg |
|-----------------------|----|-----|-----|----|-----|
| Update the Log | 6" | 0 | - | 7 | - |

Ally only. Once per activation. Target declares the **Interact** action.

🦋 **Calm Waters:** This model gains a **Voyage** token.

🦋 **"All Hands on Deck!":** Move the target up to 2", then move this model up to 2".

| | | | | | |
|-------------------|---|---|---|---|---|
| † Jury-Rig | - | - | - | - | - |
|-------------------|---|---|---|---|---|

Discard a card. Draw a non-joker card in this model's discard pile with a value equal to or less than the value of the discarded card +1.