



# 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
<b>Heavy Wrench</b>	1"	5	Df	-	2

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

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

<b>Collier Revolver</b>	12"	5	Df	-	2
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🔧 **Handyman:** An ally within 3" of this model heals 2.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Update the Log</b>	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".

<b>† Jury-Rig</b>	-	-	-	-	-
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*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.