



M

5
COST

MACHINIST

5
DF6
SP5
WP2
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
• <i>Reposition:</i> Move this model up to 3".					
• <i>Handyman:</i> An ally within 3" of this model heals 2.					
Collier Revolver	¶ 12"	5	Df	-	2
• <i>Handyman:</i> An ally within 3" of this model heals 2.					

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Update the Log	6"	0	-	7	-
<i>Ally only. Once per activation. Target declares the Interact action.</i>					
• <i>Calm Waters:</i> This model gains a Voyage token.					
• <i>"All Hands on Deck!"</i> : Move the target up to 2", then move this model up to 2".					

Jury-Rig	-	-	-	-	-
<i>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.</i>					