

5
COST

UNION JOURNEYMAN

5
DF6
SP5
WP2
SZ

STN: 8

Minion (3), Living • M&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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Powerful Tools	≤ 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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False Claim	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.