



STEAM TRUNK

COST

5

DF

6

SP

5

WP

2

SZ

Totem, Unique, Construct • Freikorps

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

Mobile Medkit: When an ally within 3" activates, it may drain a ♦ to heal 2 and remove an enemy token from itself.

STEAM TRUNK

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Catch in the Treads //1" 5 Df - 2

If this action was generated by the **Charge** action, it deals +1 damage.

☞ **Defensive Reflexes:** This model gains a **Shielded** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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♣♣ **Resupply** - - - - -

Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.

Load Up 8" 0 - 4 -

Ally only. Attach an Equipment upgrade to the target.

☞ **Payroll:** Once per activation. Infuse one ♣ for each raise this action received.

⚡ **Swift Action:** Declare this action again.

📖 **Fortify:** Target gains a **Shielded** token.