



COST

MAH TUCKET

METAL MAGPIE

6

DF

6

SP

5

WP

2

SZ

Master, Unique, Living • Tricky

Carefully
Laid Plans

The Little Lass

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

Long Term Plottin': When this model activates, it may drain a ♠ to heal 4.

Perfectly Good Still: After a **Shielded** token is removed from another model within 8", this model gains a **Shielded** token.

♠ 1 2 3 4 5 6 7 8 9 10 11 12 13 14

MAH TUCKET

Metal Magpie

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Whamajigger	3"	6	Df	-	3

Move the target up to 2".

☞ **Extra Smashy:** When resolving, remove a friendly token from the target. Deal +2 damage.

☞ **Frazzled:** The target may discard a card. If it does not, this model draws a card.

📖 **In-Built Indicators:** Place the target within 3", then make a Scheme marker within 1" of it.

	Rg	Skl	Rst	TN	Dmg
Override Circuits	10"	7	Wp	11	-

This action cannot target the same model more than once per activation. Target gains an **Analyzed** token and declares an action chosen and controlled by this model.

☞ **Maim:** Target gains an **Injured** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Retrofit	8"	0	-	4	-

Another ally only. Target gains a **Shielded** token and is moved up to 4".

☞ **Mend:** Target heals 2.

☞ **Pulled Here and There:** Move either this model or the target up to 3".

📖 **Cinders:** A model within 3" of the target gains a **Burning** token.

☞ **System Overload:** Enemy models within (X)2" of the target must pass a TN 12 **Df** duel or be dealt 2 damage.