



# SCAVENGER

6  
COST

5  
DF

6  
SP

5  
WP

2  
SZ

Minion (3), Living, Construct • Amalgam

STN: 9

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

**Hell of a Find:** Once per activation. After this model infuses a ♦, it may flip a card which may not be cheated. On a 10+, infuse another ♦.

**Unmade:** When this model ends its activation, enemy models within (X)3" with an **Injured** token are dealt 1 damage.

♦ 1 2 3 4 5 6 7 8

# SCAVENGER

## Attack Actions

Rg Skl Rst TN Dmg

**Clockwork Weaponry** ⚙️ 1" 5 Df - 2

If this action receives a raise, the target gains a **Staggered** token.

🌀 **Shrug Off:** Remove one token from this model.

🦋 **Siphon Essence:** After killing, infuse a 💎.

**Compact Shotgun** 🔫 8" 5 Df - 2

Deal 1 damage to enemy models within (X)1" of the target.

🦋 **Stagger:** Target gains a **Staggered** token.

🦋 **Dismember:** Make a Remains marker into base contact with the target.

🦋 **Severe Injury:** When resolving, if the target has an **Injured** token, deal +1 damage to it. Otherwise, it gains an **Injured** token.

## Tactical Actions

Rg Skl Rst TN Dmg

📦 **Scrounge** 6" 0 - 6 -

Once per activation. Target a marker. Place this model in base contact with the target, then remove the target.

📖 **Forethought:** This model gains an **Adaptable** token.

💎 **Weird Device** 4" - - - -

Once per activation. Target another ally. Declare an action printed on the target's stat card.