



9
COST

THE KITCHEN SINK

5
DF

6
SP

5
WP

3
SZ



Unique, Construct ♦ Ampersand

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

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.



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THE KITCHEN SINK

Attack Actions

Rg Skl Rst TN Dmg

Assorted Slashing Dashing, and Mashing Implements

This action must declare triggers, if able.

☞ **Power Surge:** Once per activation. When resolving, deal 2 irreducible damage to this model and +2 damage to the target.

⚔ **Sproing:** Place the target into base contact with another model within 6" of it, if able.

📖 **Gold Wiring:** Each player draws a card.

🦋 **Arms Go BRRRR:** Models within (X)2" of this model are dealt 1 damage.

Tactical Actions

Rg Skl Rst TN Dmg

↴ Improvised Ammo

8" 0 - 6 -

Ally only. Target gains an **Impact** token.

↴ Distress Beacon

8" 0 - 7 -

Make a Remains marker within range. All allies within (X)2" of the made marker may be placed into base contact with it, and one ally placed this way may gain a **Bolstered** token.

↴ Fire Hose

8" 0 - 5 -

Target must discard a card or move 3" away from this model.