



SCAVENGER

6
COST

5
DF

6
SP

5
WP

2
SZ

STN: 9

Minion (3), Living, Construct • Amalgam

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.

SCAVENGER

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Clockwork Weaponry

6"

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 6" 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
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Scrounge

6"

0

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6

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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"

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