



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

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

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.