CAYCE JONES

10 COST

5 DF

6 SP

6 WP

2 SZ

Unique, Construct ◆ Syndicate, Seeker

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

Field Repairs: After this model kills an enemy model, it may heal 2. If it does so, the killed model does not drop a Remains marker.

Runaway Train: When this model ends its activation, it may drain a 🔹 to declare the **Charge** action, ignoring restrictions.

🔹 1 2 3 4 5 6 7 8 9 10 11 12 13

CAYCE JONES

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Ghostly Crossbuck	⚔2"	6	**Df**	-	3

This action ignores 🛡 abilities.

- 📖 *Chill:* Models damaged by this action gain a **Slow** token.
- 🦅 *Industrial Waste:* Discard the top two cards from your fate deck.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
⚑ **Whippoorwill**	(X)2"	0	-	4	-

Enemy models within range must each pass a TN 12 **Wp** duel or gain a **Slow** token.

- ⬥ *Fail-Safe: Once per activation.* Draw two cards of value 3 or less from your discard pile.
- ⚙ *Full Steam:* This model's attack actions receive +1 **Skl** until the end of this activation.
- 📖 *Glory of Ridley:* Draw a card of value 1-3 from your discard pile.

Field of Steel	-	0🦅	-	5	-

This model gains an **Aura (Hazardous)** token.

- ⚙ *Focused Cleansing:* This model heals 2 and may remove a token from itself.
- 🦅 *Industrial Waste:* Discard the top two cards from your fate deck.

40 mm