



EARL BURNS

- COST

5
DF

6
SP

5
WP

2
SZ



Unique, Totem, Living • Infamous

"Get Your Hands Off Me!": After an ally within 1" declares the **Walk** action, this model may be placed into base contact with that model after resolving the action.

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

EARL BURNS

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Heavy Wrench	1"	6	Df	-	2
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• **Reposition:** Move this model up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Healing Energy	8"	0	-	4	-
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Target heals 2. For each raise this action receives, the target heals an additional +2.

• **The Piano Played On:** Make a Piano marker within 2" of this model.

Chain Gang	3"	-	-	-	-
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Another friendly model only. Once per turn. Move the target up to 3". Then, this model may move up to 3", which must end within 3" of the target.

Resupply	-	-	-	-	-
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Once per turn. Draw up to two cards from this model's discard pile with values of 1-5.