



COST

# THE BRASS BULL

5  
DF

6  
SP

4  
WP

3  
SZ

Totem, Unique, Construct • Syndicate

☞ **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.

**Stampede:** After this model ends a **Charge** action in base contact with any other models, it may deal 1 damage to itself. If it does so, deal 1 damage to all other models in base contact with this model.

1 2 3 4 5 6 7 8 9

# THE BRASS BULL

## Attack Actions

Rg Skl Rst TN Dmg

**Mechanical Headbutt** //1" 6♣ Df - 2

This action deals +2 damage for each raise instead of +1.

♣ **Knock Aside:** Move the target up to 3".

♣ **Industrial Waste:** Discard the top two cards from your fate deck.

↓ **Come With Me** //4" 6♠ Wp 10 -

*This action may target friendly models. Once per activation. Move the target up to 5", then place this model in base contact with it.*

♠ **"Do You Even Have a Ticket?!"**: Remove a **Shame** token from the target. Deal 3 damage to the target and move it up to 5".

## 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.*

**Sweep Up the Trash** 6" 0 - 6 -

*Once per activation. Target an enemy Scheme marker. Summon a Drudge into base contact with the target and then remove the target.*