



# 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

### Heavy Wrench

Rg Skl Rst TN Dmg

//1" 6 Df - 2

⚔ **Reposition:** Move this model up to 3".

## Tactical Actions

### ♠♠ Healing Energy

8" 0 - 4 -

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" - - - -

*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

- - - - -

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