



# SURVIVOR

5  
COST

5  
DF

6  
SP

4  
WP

1  
SZ

*Minion (3) Living, Construct • Tricky*



**"Fillings Is Metal":** This model may treat enemies with an **Analyzed** token as if they had the construct characteristic.

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

**Patchwork Power:** Before performing a duel, this model may remove a **Shielded** token to add a suit of its choice to its **Skl**.



# SURVIVOR

## Attack Actions

### Mechanical Punch

Rg Skl Rst TN Dmg

11" 5 Df - 1

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

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

• **Disassemble:** Target construct. When resolving, deal +1 damage and remove up to one token from the target.

### Electrical Malfunction

14" 5 Df - 1

Triggers on this action must be declared, if able.

• **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

• **Throw Yer Arm At 'em:** This model deals 1 irreducible damage to itself. Target is moved 3" away.

## Tactical Actions

### Magnetism

Rg Skl Rst TN Dmg

16" 0 - 7 -

Construct or non-Scheme marker only. Move this model its **Sp** toward the target.

• **Reverse Polarity:** When resolving, instead of moving this model, if the target is a model, move the target its **Sp** toward this model.