



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.