



# PROSPECTOR

5  
COST

5  
DF

6  
SP

5  
WP

2  
SZ



*Minion (3), Living, Versatile*

**Expert Climber:** Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Manipulative:** If this model has not yet activated this turn, enemy models may not cheat fate in opposed duels with this model.

# PROSPECTOR

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Lucky Break</b>	≤1"	5	Df	-	1

If the target has already activated this turn, this action receives +1 to its duel total.

⦿ **Dowsing Stick:** Move up to 3" toward a Scheme marker in LoS, ignoring vertical distance.

⦿ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

<b>"I've Struck a Vein!"</b>	≥8"	5	Wp	11	-
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This action may target friendly models. Choose a piece of terrain within range. Move the target up to its Sp toward the chosen piece of terrain.

⦿ **Lover's Leap:** Move the target up to 4". If it is dealt falling damage, increase that damage by +1.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Earth's Bounty</b>	-	0	-	7	-

Once per activation. Choose a Remains or Scheme marker in LoS. Move this model up to 5" toward the chosen marker. If this model ends the move within 1" of the chosen marker, remove the chosen marker.