



8  
COST

# NIGHTCRAWLER NETWORK

5  
DF

6  
SP

6  
WP

2  
SZ

Unique, Living ♦ Guard, Journalist



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

**Spy Network:** This model may draw range and LoS for its actions from friendly Camerabot models within 8", ignoring LoS.

**Stealth:** While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.





# NIGHTCRAWLER NETWORK

## Attack Actions


**Network Cable**      Rg 2"    Skl 6    Rst Df    TN -    Dmg 3


If the target has an **Entranced** token, this action receives a .


 **Pop In:** Place this model anywhere within 3".

**Lead the Witness**      Rg 8"    Skl 6     Rst Df    TN 7    Dmg -


This action may target friendly models. Move the target up to 6" toward a Scheme marker in its LoS.

 **Pop In:** Place this model anywhere within 3".


 **Catch a Glimpse:** Look at the top two cards of your fate deck, then place them back in the same order.


 **Overwhelming Flash:** Kill a friendly Camerabot in play. The target gains a **Slow** token.

## Tactical Actions

 **The Network**      Rg 6"    Skl 0    Rst -    TN 6    Dmg -

Target a terrain piece. Summon a Camerabot in base contact with the target.

 **Pop In:** Place this model anywhere within 3".

 **A Little to the Left:** Move a friendly Camerabot in LoS up to 4".