



M SURVEYOR

7
COST

5
DF

6
SP

5
WP

2
SZ



Minion (3), Living • Syndicate

Armor: Once per activation. This model may reduce damage dealt to it by 1.

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

Unimpeded: This model ignores severe and hazardous terrain.

SURVEYOR

Attack Actions Rg Skl Rst TN Dmg

Surveyor's Tools	12"	5	Df	-	2
Deal 1 damage to enemy models within (X)1" of the target.					

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

₩ **Mass Hysteria:** Move models damaged by this action up to 3".

■ **Collateral Damage:** Remove a marker or destructible terrain within 2" of the target.

Hooked Chain	8"	5	Df	-	2
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Move the target up to 3" toward this model.

₩ **On Your Heels:** Place this model into base contact with the target.

Tactical Actions Rg Skl Rst TN Dmg

Chain Gang	3"	-	-	-	-
<i>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.</i>					

Field of Steel	-	0	-	5	-
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This model gains an **Aura (Hazardous)** token.

¶ **Pulverize:** Remove all enemy markers and destructible terrain within (X)2" of this model.