



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**.

1 2 3 4 5 6 7

SURVIVOR

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Mechanical Punch

⚡1"	5	Df	-	1
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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
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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

	Rg	Skl	Rst	TN	Dmg
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⚡ Magnetism

16"	0	-	7	-
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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.