



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
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Surveyor's Tools

⌘ 2" 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

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
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Chain Gang

3" - - - -

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.

Field of Steel

- 0 - 5 -

This model gains an **Aura (Hazardous)** token.

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