

EXTRA

G.N.A.T.

BATTLE POD

(X-Large Mechanical Model)

BP: ○○○○○○

EVO: ○○○○



SPD	MCA	RCA	AGL	EXO	ACT
4			10	14	3



RNG	ROA	PRC	CST
1/2"	1D	5	1

Heavy Mini Gun

RNG	ROA	PRC	CST	AMMO
10"	5D	6	2	

SPECIAL ABILITIES

Pilot: Any Small Based model in base contact may spend 1 ACT to enter an empty G.N.A.T and become the Pilot. Use the model's RCA and MCA stats for the G.N.A.T. , but with a -1 to each stat. Unless stated otherwise, the Pilot loses their Special Abilities while in the G.N.A.T.

Eject: The Pilot may spend 1 ACT to exit from the G.N.A.T. if there are still BP left on it. If there are no more BP left, the Pilot must also roll 1D10; on a 6+ the roll succeeds and the model is placed within 1/2" of the G.N.A.T. model and may continue their activation. If the roll fails, the Pilot is stuck inside until they roll a successful Eject roll. If they are still stuck inside the G.N.A.T. at the end of the game, or are the last model from their Team left, they are counted as having been taken out of play and the game ends.

Leadership (X): If the Pilot model has the **Leadership** Special Ability, they will still benefit from it while in the G.N.A.T.

Trash: Once all BP are marked, replace G.N.A.T model with the Wrecked G.N.A.T. model, even if the Pilot is still inside.

WEAPONZ

Flash-Bang: Any model within 8" of the G.N.A.T. suffers -1 RCA, -1 MCA and -1 AGL until the end of their next Turn.

Heavy Mini Gun: This weapon Jamz on a roll of 1 or 2. This weapon causes 2 Damage on a successful PRC roll.

TALENTZ

The Pilot models retain their original **Talentz** while in the G.N.A.T.



EXTRA

G.N.A.T.

BATTLE POD

(X-Large Mechanical Model)

BP: ○○○○○○

EVO: ○○○○



SPD	MCA	RCA	AGL	EXO	ACT
4			10	14	3



RNG	ROA	PRC	CST
1/2"	1D	5	1

Heavy Mini Gun

RNG	ROA	PRC	CST	AMMO
10"	5D	6	2	

SPECIAL ABILITIES

Pilot: Any Small Based model in base contact may spend 1 ACT to enter an empty G.N.A.T and become the Pilot. Use the model's RCA and MCA stats for the G.N.A.T. , but with a -1 to each stat. Unless stated otherwise, the Pilot loses their Special Abilities while in the G.N.A.T.

Eject: The Pilot may spend 1 ACT to exit from the G.N.A.T. if there are still BP left on it. If there are no more BP left, the Pilot must also roll 1D10; on a 6+ the roll succeeds and the model is placed within 1/2" of the G.N.A.T. model and may continue their activation. If the roll fails, the Pilot is stuck inside until they roll a successful Eject roll. If they are still stuck inside the G.N.A.T. at the end of the game, or are the last model from their Team left, they are counted as having been taken out of play and the game ends.

Leadership (X): If the Pilot model has the **Leadership** Special Ability, they will still benefit from it while in the G.N.A.T.

Trash: Once all BP are marked, replace G.N.A.T model with the Wrecked G.N.A.T. model, even if the Pilot is still inside.

WEAPONZ

Flash-Bang: Any model within 8" of the G.N.A.T. suffers -1 RCA, -1 MCA and -1 AGL until the end of their next Turn.

Heavy Mini Gun: This weapon Jamz on a roll of 1 or 2. This weapon causes 2 Damage on a successful PRC roll.

TALENTZ

The Pilot models retain their original **Talentz** while in the G.N.A.T.



EXTRA

G.N.A.T.

BATTLE POD

(X-Large Mechanical Model)

BP: ○○○○○○

EVO: ○○○○



SPD	MCA	RCA	AGL	EXO	ACT
4			10	14	3



RNG	ROA	PRC	CST
1/2"	1D	5	1

Heavy Mini Gun

RNG	ROA	PRC	CST	AMMO
10"	5D	6	2	

SPECIAL ABILITIES

Pilot: Any Small Based model in base contact may spend 1 ACT to enter an empty G.N.A.T and become the Pilot. Use the model's RCA and MCA stats for the G.N.A.T. , but with a -1 to each stat. Unless stated otherwise, the Pilot loses their Special Abilities while in the G.N.A.T.

Eject: The Pilot may spend 1 ACT to exit from the G.N.A.T. if there are still BP left on it. If there are no more BP left, the Pilot must also roll 1D10; on a 6+ the roll succeeds and the model is placed within 1/2" of the G.N.A.T. model and may continue their activation. If the roll fails, the Pilot is stuck inside until they roll a successful Eject roll. If they are still stuck inside the G.N.A.T. at the end of the game, or are the last model from their Team left, they are counted as having been taken out of play and the game ends.

Leadership (X): If the Pilot model has the **Leadership** Special Ability, they will still benefit from it while in the G.N.A.T.

Trash: Once all BP are marked, replace G.N.A.T model with the Wrecked G.N.A.T. model, even if the Pilot is still inside.

WEAPONZ

Flash-Bang: Any model within 8" of the G.N.A.T. suffers -1 RCA, -1 MCA and -1 AGL until the end of their next Turn.

Heavy Mini Gun: This weapon Jamz on a roll of 1 or 2. This weapon causes 2 Damage on a successful PRC roll.

TALENTZ

The Pilot models retain their original **Talentz** while in the G.N.A.T.

