

EXTRA

GRUB DRONE

ATTACHMENT

(Small Living/Mechanical Model)



BP: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	4	4	5	10	2

Shield Generator	RNG	ROA	PRC	CST	BP
2"	—	—	—	○○○	

Marker Light	RNG	ROA	PRC	CST
20"	—	—	1	

Minigun	RNG	ROA	PRC	CST	AMMO
10"	5D	6	2	○○○○○	

SPECIAL ABILITIES

Equip: When this model comes into play choose one of the following equipment: Shield Generator, Marker Light or Minigun. Mark chosen equipment on the Stat Sheet and add the appropriate piece to the model.

WEAPONZ

Shield Generator: Mark any Damage taken by models within 2" of this model on the Shield Generator's BP before marking the target model's BP.

Marker Light: On this models Turn choose a model within 20". Any Shoot Actions taken against the chosen model grant the attacker a +1 RCA, +1 PRC and may also ignore any benefits of Cover granted to the target. The target model stays marked until this model moves or chooses a new target.

Minigun: This weapon Jamz on a roll of 1 or 2 (see rules for Jamz).

TALENTZ

Kami Kaze: All models within 3" of this model are hit with a PRC 6 attack. Remove this model from play once all attacks are complete. This Talent may be used after the last BP is marked on this model.



EXTRA

GRUB DRONE

ATTACHMENT

(Small Living/Mechanical Model)



BP: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	4	4	5	10	2

Shield Generator	RNG	ROA	PRC	CST	BP
2"	—	—	—	○○○	

Marker Light	RNG	ROA	PRC	CST
20"	—	—	1	

Minigun	RNG	ROA	PRC	CST	AMMO
10"	5D	6	2	○○○○○	

SPECIAL ABILITIES

Equip: When this model comes into play choose one of the following equipment: Shield Generator, Marker Light or Minigun. Mark chosen equipment on the Stat Sheet and add the appropriate piece to the model.

WEAPONZ

Shield Generator: Mark any Damage taken by models within 2" of this model on the Shield Generator's BP before marking the target model's BP.

Marker Light: On this models Turn choose a model within 20". Any Shoot Actions taken against the chosen model grant the attacker a +1 RCA, +1 PRC and may also ignore any benefits of Cover granted to the target. The target model stays marked until this model moves or chooses a new target.

Minigun: This weapon Jamz on a roll of 1 or 2 (see rules for Jamz).

TALENTZ

Kami Kaze: All models within 3" of this model are hit with a PRC 6 attack. Remove this model from play once all attacks are complete. This Talent may be used after the last BP is marked on this model.



EXTRA

GRUB DRONE

ATTACHMENT

(Small Living/Mechanical Model)



BP: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	4	4	5	10	2

Shield Generator	RNG	ROA	PRC	CST	BP
2"	—	—	—	○○○	

Marker Light	RNG	ROA	PRC	CST
20"	—	—	1	

Minigun	RNG	ROA	PRC	CST	AMMO
10"	5D	6	2	○○○○○	

SPECIAL ABILITIES

Equip: When this model comes into play choose one of the following equipment: Shield Generator, Marker Light or Minigun. Mark chosen equipment on the Stat Sheet and add the appropriate piece to the model.

WEAPONZ

Shield Generator: Mark any Damage taken by models within 2" of this model on the Shield Generator's BP before marking the target model's BP.

Marker Light: On this models Turn choose a model within 20". Any Shoot Actions taken against the chosen model grant the attacker a +1 RCA, +1 PRC and may also ignore any benefits of Cover granted to the target. The target model stays marked until this model moves or chooses a new target.

Minigun: This weapon Jamz on a roll of 1 or 2 (see rules for Jamz).

TALENTZ

Kami Kaze: All models within 3" of this model are hit with a PRC 6 attack. Remove this model from play once all attacks are complete. This Talent may be used after the last BP is marked on this model.

