

SAV'M



SWORDSMAN

SCOUT



BP: ○○○○○○

EVO: ○○○

| SPD | MCA | RCA | AGL | EXO | ACT |
|-----|-----|-----|-----|-----|-----|
| 6 | 9 | 4 | 13 | 10 | 3 |



| RNG | ROA | PRC | CST |
|-----|-----|-----|-----|
| 1" | 1D | 7 | 1 |



| RNG | ROA | PRC | CST | AMMO |
|-----|-----|-----|-----|-------|
| 10" | 1D | 5 | 1 | ○○○○○ |



| RNG | ROA | PRC | CST | AMMO |
|-----|-----|-----|-----|-------|
| 6" | 1D | - | 1 | ○○○○○ |

SPECIAL ABILITIES

Weave: Model gains an additional +1 AGL against Shoot Actions targeting it while in Melee.

WEAPONZ

Stun Grenade (8): This weapon is a Burst Weapon 1 (BW1), and follows the rules for Grenade and Stray, but instead of Damage they cause -2 AGL to targets for one turn.

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Deft Strike: For one turn, this model gets a +1 to all Sword PRC rolls.



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