

TERRA



ASSASSIN

SCOUT

(Small Living Model)



BP: ○○○○○

EVO: ○○○

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

Chain

Whip

RNG	ROA	PRC	CST
2"	1D	6	1

Choke
Grenade

RNG	ROA	PRC	CST
D+1"	1D	—	1

AMMO
○○○○○

SPECIAL ABILITIES

Blur: This model gets +1 AGL if they moved at least 1" on their last turn.

Whirl: This model may spend 2 ACT to make a Chain Blade Attack against every model within 2".

WEAPONZ

Choke Grenades (8): Are a BW2, and follows the rules for Grenade, but instead of Damage they cause -1 RCA and -1 MCA to targets till the end of their next turn.

TALENTZ

Whip It Good: Models damaged by a Chain Blade Attack this turn have -1 ACT on their next turn.



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