

EXTRA

TELEPORT PAD

EQUIPMENT

(X-Large Mechanical Model)

BP: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
—	—	—	3	14	—

SPECIAL ABILITIES

Object: Melee Actions will automatically hit this model, but a PRC roll is still needed to cause Damage. Shoot Actions are taken as normal.

Teleport (7): A model within 1/2" of the Teleport Pad may spend 1 ACT to Teleport all models currently on top of the Teleport Pad. To Teleport, mark a spot on the playing area. Roll 1D10 using the number in parenthesis as the target number. If the target number, or higher, is rolled it's a success, and the model lands in the spot that was picked. If the roll fails, use the Strayz rule for the model teleporting to determine the models new location.

Detonate: As soon as the last BP is marked for this model, all models currently on the Teleport Pad suffer 2 damage and all models within 3" of this model are hit with a PRC 6 attack. Remove this model from play once all attacks are complete.

WEAPONZ

N/A

TALENTZ

N/A



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