

TERRA



WINGNUT

SCOUT

(Small Living Model)

BP: ○○○○○○

EVO: ○○○○



SPD	MCA	RCA	AGL	EXO	ACT
6	6	6	11	12	3



RNG	ROA	PRC	CST
1"	2D	7	1



RNG	ROA	PRC	CST
12"	3D	6	1

AMMO
○○○○○○

SPECIAL ABILITIES

Spyder Jockey: Wingnut may spend 1 ACT to mount (if within 3") of Tank'Rantula or dismount from Tank'Rantula (up to 3"). While riding on Tank'Rantula, she retains her own activation but can only Move when Tank'Rantula moves without dismounting first. While mounted, she is considered to be in Cover and may not be targeted by Melee attacks unless the attacker is also in base contact with Tank'Rantula. If Tank'Rantula is taken out-of-action while Wingnut is riding her, place Wingnut on the ground without her Leggz. She must spend 1 ACT to deploy her Leggz on her next activation.

Spotter: If Wingnut is within 6" of Tank'Rantula, she may spend 1 ACT to sync targeting data. When she does, she gains +2 RCA until the end of this activation.

WEAPONS

Stompy Leggz: This weapon causes 2 Damage on a successful PRC roll. On a successful Melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

Tri-Click Blasta:

Clik-Clik-Boom: If all 3 shots successfully hit the target, deal 1 extra hit.

Clik-Clik-Uh-Oh: If all 3 shots miss the target, the weapon jams!

TALENTS

Wing'in It! Wingnut may instantly clear a Jammed weapon—hers or a weapon belonging to a model she is currently riding (like Tank'Rantula) as if the Jam never happened.

