

TERRA



GUNSMITH

SUPPORT

(Medium Living Model)

BP: ○○○○○○○○○○

EVO: ○○○



SPD	MCA	RCA	AGL	EXO	ACT
4	5	7	11	12	2



RNG	ROA	PRC	CST
1"	1D	7	1



RNG	ROA	PRC	CST
12"	1D	6	1

AMMO
○○○○○



RNG	ROA	PRC	CST
*	1D	9	2

AMMO
○



RNG	ROA	PRC	CST
15"	3D	6	1

AMMO
○○○○○○○○

SPECIAL ABILITIES

Scrappy 6: When the last BP circle will be filled for this model, roll a D10. On a 6+ do not fill the last BP circle, this model remains in play.

Fix-It: Friendly models within 2" of this model (including this model) are immune to jamming ranged weapons (rolling a 1 during a Shoot Action does not Jam the weapon).

WEAPONS

Grenade Launcher (7): This is a BW2 Weapon that causes 2 Damage, and follows the rules for Grenade.

Big Gun (7): This is a One-Shot, BW3 Weapon with Unlimited RNG that does 3 Damage. On a D10 roll of 1-2 this Weapon Backfires; This model suffers 4 Damage and any models within 3" suffer a PRC 9 Hit that does 3 Damage.

Gunsmith's Machine Gun: This weapon causes 2 Damage.

TALENTS

Raining Bullets: Friendly models within 6" of this model may erase up to 2 spent Ammo circles from all weapons.

