



RECON

SCOUT

(Small Living Model)



BP: ○○○○○○

EVO: ○○○

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



RNG	ROA	PRC	CST
1/2"	1D	5	1



RNG	ROA	PRC	CST
10"	1D	*	1

AMMO



RNG	ROA	PRC	CST
16"	2D	7	1

AMMO



SPECIAL ABILITIES

Marked: This model grants +1 RCA to all friendly models within 12" of it that make a Shoot Action against an enemy this model has taken a Shoot Action against.

WEAPONS

Smoke Grenade (7): Burst Weapon 3 (BW3), causes no Damage. This grenade creates a smoke cloud that causes -1 MCA and -1 RCA to any model attacking into or through the smoke cloud. During the End Phase, roll a D10, on a 6+ the smoke cloud dissipates.

Surpressed Rifle: This weapon causes no Flash when used in Low Light conditions, and the Noise it makes when used is only half of what a normal weapon would make.

TALENTS

Target Lock: For one Turn, all friendly models within 12" that target the same model as this one automatically Hit the Target. PRC rolls still needed to be made for each hit, as this does not count as an Auto-Hit for Damage.

