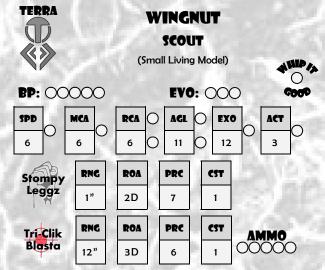


We Have Issues! Publishing



SPECIAL ABILITEZ

\$pyder 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.

Spotters 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.

WEAPONZ

\$tompy 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-Clik 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!

TALENTZ

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.