

## TERRA



## LIGHT'NIN BUGG

## LEADER

(Small Living Model)



BP: ○○○○○○○○

EVO: ○○○○

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



RNG	ROA	PRC	CST
1/2"	2D	6	1



RNG	ROA	PRC	CST
12"	*	7	1

## CHARGES



## SPECIAL ABILITIES

**Leadership 2:** While this model is in play you get a +2 to your Initiative roll.

**Charg'd-Up:** If this model is hit by a Melee Attack Action (regardless of whether damage taken), the model making the attack suffers a PRC 6 hit (no hit roll needed).

**Ride Tha Light'Nin:** Once per turn, Light'Nin Bugg may use his experimental tech to make a Move Action in any direction (vertical or Horizontal). This adds an extra D5" the Move, but there's a catch: On a roll of 6+ Light'Nin Bugg moves exactly where he planned, otherwise the extra D5" is moved in the direction the die is pointing (see Stray rules).

## WEAPONZ

**Bugg-Zappa:** Roll a D5 to determine the ROA for each Shoot Action. Shots may be allocated to any Targets within 5" of the primary Target model (even if outside 12" range). Primary target model suffers -1 ACT on a successful hit, regardless of whether Damage is taken.

## TALENTZ

**Tezla Fistz:** Using an experimental battery, Light-Nin Bugg may overcharge the Zipp Fistz making them Tezla Fistz til the end of this models activation. This Weapon causes 2 Damage.



RNG	ROA	PRC
1"	4D	8

