

W.A.S.P.

WEAPONIZED ASSAULT SPECIALIST—PARASTRIKE

SCOUT

(Small Living Model)

BUZZKILL



BLITZ

BP: ○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	8	6	12	11	3

Kickin' Bootz

RNG

1/2"

ROA

2D

PRC

5

CST

1

Sting'Rz

RNG

1/2"

ROA

2D

PRC

6

CST

1

Sting'Rz

RNG

12"

ROA

2D

PRC

6

CST

2

AMMO



SPECIAL ABILITIES

Nope-Back: This model only moves half the normal distance (rounded up) when affected by any weapon or Special Ability that causes knockback or forced movement.

Flight (6): This model may fly up to 6" in any direction—horizontal, vertical, or diagonal—as a Move Action. While flying, it ignores terrain, obstacles, and other models. The model may land on top of terrain up to 6" high, as long as there's enough flat space for its base. This ability may be used during a Charge (2 ACTs), following all normal Charge rules.

Did Ya Miss Me?: W.A.S.P. gets a second shot at glory! This model may reroll any Attack rolls of 1. But hey, if it's still a 1 the second time... well, even the best miss sometimes. Jam/Miss as normal.

WEAPONZ

Kickin' Bootz: On a successful Melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

Sting'Rz: Why poke twice when you can jab once real hard? In Melee Combat, this model may combine its 2D ROA into one powerful 1D attack with PRC 8. *One sting to rule them all.*

TALENTZ

Buzzkill Blitz: Immediately make three actions as if the model has not yet activated.

