



7
COST

SPARKS LeBLANC

5
DF

6
SP

5
WP

1
SZ

Henchman, Unique, Living, Construct • Tricky

♣ **Armor:** Once per activation. This model may reduce damage dealt to it by 1.

Loaded With Explosives: When a **Shielded** token is removed from this model, it may drain a ♦ to deal 2 damage to enemy models within (X) 1" of it.

SPARKS LeBLANC

Attack Actions

Rg Skl Rst TN Dmg

Heavy Wrench

//1" 6 Df - 2

🌀 **Defensive Reflexes:** This model gains a **Shielded** token.

🦋 **Frantic Attack:** This model deals 1 irreducible damage to itself. Declare this action again.

📖 **Analyze Weakness:** Target gains an **Analyzed** token.

🦋 **Spin Around Real Fast:** Enemy models within (X)1" gain an **Injured** token.

Planned Obsolescence

✦6" 6 Wp 12 -

*Non-master only. Remove an **Analyzed** token from the target. Attach the Intentional Decay upgrade to the target.*

🌀 **Defensive Reflexes:** This model gains a **Shielded** token.

🦋 **Stolen Tech:** Once per turn. The target must drain a ⬛, if able. If it does, infuse a ⬛.

Tactical Actions

Rg Skl Rst TN Dmg

✦ "Now Yer a Robot"

6" 0 - 6 -

Target gains a **Shielded** token.

🦋 **Knock Aside:** Move the target up to 3".

📖 **Twist the Truth:** An ally within 1" of the target gains a **Shielded** token.