

5  
COST

## MECHARACHNID

6  
DF7  
SP4  
WP2  
SZ

Minion (2), Construct • Wildfire



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

**Extra Parts:** Once per activation. After this model kills a model, it may make a Scheme or Remains marker within 1" of the killed model.

**Unimpeded:** This model is unaffected by severe and hazardous terrain.

# MECHARACHNID

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Circular Saw-Blade</b>	≤ 1"	5	Df	-	2
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If this action has a , it ignores all abilities on the target.

¶ **Kindle:** Target must have a **Burning** token.

Deal 1 damage to the target.

¤ **Reposition:** Move this model up to 3".

₩ **Mangle:** Target discards a card.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>Dismantle</b>	(X)2"	0	-	6	-
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Once per activation. Choose up to two markers within range. Make a Remains marker within 1" of each of the chosen markers. Then, remove one of the chosen markers.

■ **Shooting Sparks:** Models within (X)1" resolve their **Burning** tokens.