



5
COST

MECHARACHNID

6
DF

7
SP

4
WP

2
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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Circular Saw-Blade (X)1" 5 **Df** - 2

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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 **Dismantle** (X)2" 0 - 6 -

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.