



2  
COST

# STEAM ARACHNID

5  
DF

8  
SP

3  
WP

1  
SZ

Peon (3), Construct • Wildfire

☞ **Evasive:** This model may ignore (X) effects which did not target it.

**Latch On:** Enemy models in base contact with this model suffer -1 Df.

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

# STEAM ARACHNID

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Flaming Pincer</b>	//1"	3	<b>Df</b>	-	1

Target gains a **Burning** token.

**Flaming Detonation:** Enemy models within (X)3" gain a **Burning** token and are dealt 1 damage. Then, kill this model.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
<b>Loyal to the End</b>	-	0	-	5	-

Make a Scheme marker in base contact with this model, then kill this model.