



# SPARKS LeBLANC

7  
COST5  
DF6  
SP5  
WP1  
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
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<b>Heavy Wrench</b>	¶ 1"	6	Df	-	2
❖ <b>Defensive Reflexes:</b> This model gains a <b>Shielded</b> token.					
❖ <b>Frantic Attack:</b> This model deals 1 irreducible damage to itself. Declare this action again.					
■ <b>Analyze Weakness:</b> Target gains an <b>Analyzed</b> token.					
❖ <b>Spin Around Real Fast:</b> Enemy models within (X)1" gain an <b>Injured</b> token.					

<b>Planned Obsolescence</b>	‡ 6"	6	Wp	12	-
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*Non-master only. Remove an **Analyzed** token from the target. Attach the Intentional Decay upgrade to the target.*

<b>❖ Defensive Reflexes:</b> This model gains a <b>Shielded</b> token.
<b>❖ Stolen Tech:</b> Once per turn. The target must drain a ♦, if able. If it does, infuse a ♦.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>† "Now Yer a Robot"</b>	6"	0	-	6	-
Target gains a <b>Shielded</b> token.					
❖ <b>Knock Aside:</b> Move the target up to 3".					
■ <b>Twist the Truth:</b> An ally within 1" of the target gains a <b>Shielded</b> token.					