35 PTS

M	T	SV	W	LD	OC
6"	4	4+	3	6+	0

BREACHING ROBOT

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cutting blade	Melee	2	4+	4	-2	1

AUFSTELLUNG

1x Breaching Robot

Equipped with: Cutting blade

Wargear Options:

■ This model can replace its Cutting blade and cutting gear with Bomb Kit.

ABILITIES

Assault Robot

In the Deploy Armies step, when setting up a unit from your army within an Entry Zone, you can set this model up alongside that unit as if it was part of it, using the same Entry Zone.

Bomb Kit

When the bearer is destroyed (other than through triggering its bomb, as described below), roll one D6 before removing it from play: on a 6 it explodes, and each other unit within 3" of and visible to the bearer suffers 1 mortal wound.

In your Command phase, the bearer can trigger its bombs. If it does:

- Open each Hatchway that is within 3" of the bearer. Your opponent cannot attempt to prevent those Hatchways from opening, and those Hatchways cannot be closed again.

- Roll one D6 for each other unit within 3" of and visible to the bearer: on a 2+, that unit suffers 1 mortal wound. The bearer is then destroyed.

Cutting Gear

Each time the bearer ends a Normal move, you can open one Hatchway that is within 1" of it. Your opponent cannot attempt to prevent that Hatchway from opening.

KEYWORDS: Vehicle, Breaching Robot, Allies: Unaligned Forces

FACTION: Unaligned Forces

Limited Loadout
This model cannot attempt to operate Hatchways and cannot perform Tactical Manoeuvres.