

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 4+ | 3 | 6+ | 0  |

✂ MELEE WEAPONS

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

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.
- Limited Loadout**

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

AUFSTELLUNG

- 1x Breaching Robot
- Equipped with: Cutting blade
- Wargear Options:**
  - This model can replace its Cutting blade and cutting gear with Bomb Kit.