

Werder Kobold - 10pts

Hunched, small of stature, tenacious, and with an ingenious mind. Werder is dedicated to keeping his brethren supplied with ammunition and their equipment and weapons in prime condition. In battle he uses his technical skills to optimise the efficiency of their mining weapons, and his modified sensors to provide them with enhanced target data. He wields a powerful but unwieldy auto rifle of his own design made from scavenged parts.

name	ws	bs	s	t	w	a	ld	sv
Werder Kobold	4	3	3	3	2	2	8	5+

weapon	range	type	strength	ap	damage	abilities
Heavy auto rifle	30	heavy D3	4	-1	1	Unmodified hit rolls of 6 become AP -4
Tracer rounds	30	heavy D3	3	0	1	Add +1 to shooting attacks against the target of this attack target for the rest of the turn.
Laspistol	12"	pistol 1	3	0	1	

Abilities

- **Comms Specialist Retainer:** This model does not count towards the maximum number of specialists in your team.
- **Scanner:** Pick a model within 6" during the shooting phase. Add 1 to their hit rolls.
- **Density Analysis Visor:** Pick a model within 3" it does not suffer penalties to it's hit or injury rolls when shooting at an obscured target.
- **Cult Ambush:** After Deployment but before the first battle round, roll a D6 for each model with Cult Ambush. On a 5+, you may immediately move it up to 6".

Tactics

Enhanced Telemetry	Resonator Calibration	High Velocity Ammo	Volatile Mix
A model within 3" equipped with a mining laser may add 1 to their hit roll	Add +1 strength to attacks made with a seismic cannon and increase it's range by D6 this turn	A model equipped with a heavy stubber can fire an additional D3 shots this turn. Becomes AP -1	Pick a model with a grenade launcher within 3" Add +1 strength to their grenades this turn

1 CP	1 CP	2 CP	1 CP
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