



HP: /25 Toughness: 2 Resistance: 2 Rank: Awakened Type: Construct Size: 1x1

### DEFAULT CHARACTERISTICS

**Static Fighter:** Foe does not move and Targets nearest Hero.

**Mechanical:** Immune to *POISON*.

**High Traction:** Move Actions are not affected by Elevation.

### OPTIONAL MODIFIERS

**Corpse Bomb:** When this Foe becomes FALLEN, all Combatants within 2 Squares take 2d10 Damage vs  $\frac{1}{2}$ . (Note: Being removed from Combat does not count as becoming FALLEN.)

Name	Type	Range	Effect
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### BASIC ACTIONS

[Storyteller only] Actions per Turn: 3

**Beamcutter vs** Ranged 5 Deal 1d10 + 5 Damage vs  $\frac{1}{2}$ .

### SPECIAL ABILITIES

<b>Mine Latch</b> <i>AUTO-HIT</i>	A	5	Remove Sparksentry Spider from the Encounter. Target Hero takes 15 <i>PIERCING</i> Damage and 1 Stack of <i>BURNING</i> if they take a Move or Ranged Action during their next Turn. (Forced Movement does not trigger Mine Latch).
<b>Burrowing Leap</b>	B		Sparksentry Spider moves 3 Squares towards nearest Hero. +10 $\frac{1}{2}$ until the start of Sparksentry Spider's next Turn.
<b>Synchropulse vs</b>	C		Deal 1d10 + 10 Damage vs $\frac{1}{2}$ . Target Hero suffers 2 Stacks of <i>VULNERABILITY</i> for each Sparksentry Spider within 5 Squares of that Hero.

# SPARKSENTRY SPIDER

### TURN BLOCK:

1. Read the Default Characteristics. You may also use the Optional Modifiers if you wish.
2. Roll 1d6.
3. Perform the Action in the central Action Hex, followed by each Action in every subsequent Action Hex.