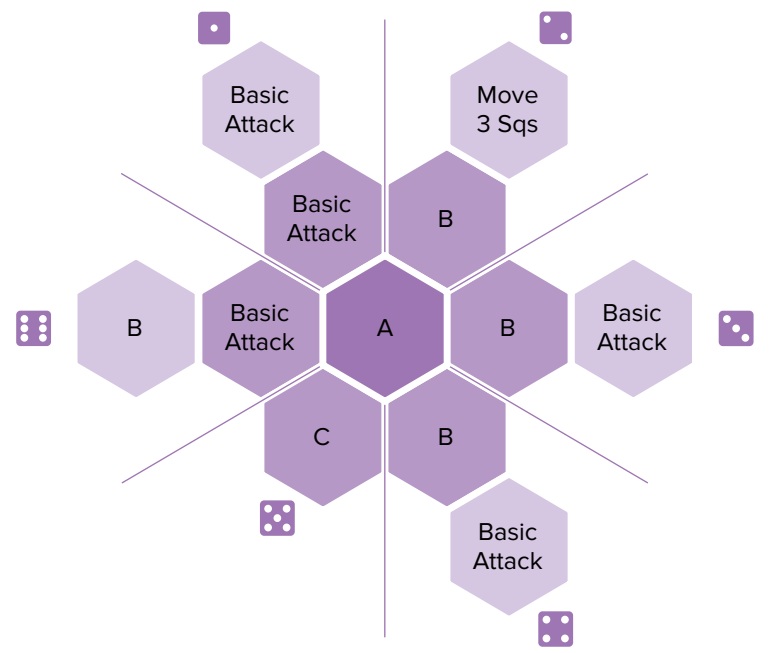




SPARKSENTRY SPIDER



HP: 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 . (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 .
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SPECIAL ABILITIES

Mine Latch <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).
Burrowing Leap	B		Sparksentry Spider moves 3 Squares towards nearest Hero. +10 until the start of Sparksentry Spider's next Turn.
Synchropulse vs	C		Deal 1d10 + 10 Damage vs . Target Hero suffers 2 Stacks of <i>VULNERABILITY</i> for each Sparksentry Spider within 5 Squares of that Hero.

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