

MEDIC

SUPPORT

(Medium Living Model)



BP: ○○○○○○○○○○○○ **EVO:** ○○○○

| SPD | MCA | RCA | AGL | EXO | ACT |
|-----|-----|-----|-----|-----|-----|
| 5 | 5 | 5 | 11 | 11 | 3 |



| RNG | ROA | PRC | CST |
|------|-----|-----|-----|
| 1/2" | 1D | 5 | 1 |



| RNG | ROA | PRC | CST |
|-----|-----|-----|-----|
| 12" | 1D | - | 1 |

AMMO



SPECIAL ABILITIES

Scrappy 5: When this models last BP circle will be filled, roll a D10. On a 5 or higher do not fill the BP circle.

Heal or Hurt: This model may remove marked BP from a friendly Living or Unliving model in base-to-base contact, at a CST of 2 ACT for each BP removed. Additionally, they may mark BP on a Living or Unliving enemy model in base contact at a CST of 2 ACT for each BP marked.

WEAPONZ

Syringe Cannon: This weapon fires syringes with various chemicals that can either boost a Targets SPD, AGL and ACT by +1 or reduce a Targets MCA, RCA and AGL by -1 for one complete Turn. Choose which type of Syringe and which Target. If the Target is missed, roll a Shoot Action against the nearest model to the Target that is within 3" of it. If this model is Hit, they receive the effects of the Syringe chosen, for better or worse. If no model is within 3" the shot is merely a miss.

Servo-Swatter: On a successful Hit, regardless if Damage is taken, this weapon may toss Medium or smaller sized models 5" away. Roll a D10, and place the target model 5" in the direction the top of the die points to.

TALENTZ

Life Saver: The Medic may bring back 1 friendly model that has been removed from the game. This model is placed in base to base contact with the Medic and has 1 BP erased. The revived model may use 1 ACT this Turn if it had not been Activated when it was removed.

