

MERCZ



AL'YSE

LEADER/HUNTER

(Small Living Model)



BP: ○○○○○○○○

SPD
6

MCA
5

RCA
5

AGL
13

EXO
11

ACT
2



RNG
1/2"

ROA
2D

PRC
5

CST
1



RNG
10"

ROA
4D

PRC
6

CST
1

AMMO



SPECIAL ABILITIES

Leadership (2): While this model is in play you get a +2 to your Initiative roll.

Gun-Fu: Machine Pistols may be used to Attack models within 1/2". Target models do not get Cover bonuses in this Attack.

Split Fire: Al'Yse can split the 4D10 ROA of the Machine Pistols between multiple Targets for +1 CST.

Speed of the Zed: Al'Yse can always make 1 free Move Action during her Turn.

Z-Virus (7): Al'Yse may control up to 12BP worth of Zed Faction models anywhere on the Battlefield while acting as a Zed Faction Leader. When not acting as a Zed Leader, she may spend 1 ACT to attempt to control up to 6BP worth of non-Leader Zed-Bugz Faction models within 12" on a D10 roll of 7+.

WEAPONZ

N/A

TALENTZ

Me, Myself and I: For 1 Turn, Al'Yse can call upon "psychic clones" of herself to help her in battle. On a D10 roll of 1-7 one "clone" appears, on a roll of 8+ two "clones" appear. These psychic shells of her can deploy up to 6" away from her and must Activate as soon as they appear. They use her Stats and Weaponz as she would, except that they only have 2 BP and their Shoot Actionz use Ammo from her Machine Pistols. At the start of Al'Yse's next Turn they return to the ether and are removed.

