

### MERCZ



BP: ○○○○○○

SPD
6

MCA
7

RCA
6

AGL
11

EXO
11

ACT
3



Swordz

RNG
1"

ROA
2D

PRC
7

CST
1



Hand  
Cannon

RNG
12"

ROA
1D

PRC
6

CST
1



AMMO

### ZED'PUL

#### SCOUT

(Small Living Model)



### SPECIAL ABILITIES

**BladeStorm (7):** When Zed'Pul is the Target of a Shoot Action he can attempt to block the Hits. For each successful Hit against him roll 1D10; on a 7+ he ignores the Hit and there is no PRC roll.

**Bug With A Mouth:** ZedPul may taunt an enemy model at the start of his Activation. The model chosen must roll a 5+ to ignore the taunt. If the roll is 4 or less, that model loses 1 ACT on it's next activation.

**Healin' (6/7/8/9):** When this model is taking his last BP of Damage, before marking it off roll 1D10; for the first time a 6+ will restore 2 BP. Each subsequent roll adds +1 to the number required to roll to a max of 9+. Each time he succeeds he restores 2 BP.

### TALENTZ

**Maximum Effort:** Zed'Pul makes a Shoot Action against all enemy models within 12" for 1 Ammo, no matter how many enemy models he targets. Additionally, he receives a +1 to his RCA for these Attacks.

