

MERCZ



Z-800

SUPPORT

(Medium Living Model)



BP: ○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	4	6	10	12	2



Fistz

RNG

1/2"

ROA

2D

PRC

4

CST

1

Grenade Launcher

RNG

12"

ROA

1D

PRC

6

CST

1

AMMO



Shotgun

RNG

8"

ROA

1D

PRC

5

CST

1

AMMO



Heavy M. Gun

RNG

15"

ROA

3D

PRC

6

CST

1

AMMO



SPECIAL ABILITIES

Bodyguard: If a leader model is the target of an attack and within 2" of this model, this model may become the new target of that attack. Declare this after the target is selected, but before any dice are rolled.

Hasta la Vista: When this model rolls an Auto Hit on any attack, it does +1 damage.

Time Bubble: Do not deploy this model as normal. Instead mark a spot on your side of the playing surface, then use the Stray rules to determine where this model gets deployed.

WEAPONZ

Grenade Launcher (7): This is a BW2 Weapon that causes 2 Damage, and follows the rules for Grenade.

Shotgun: When using this weapon, use the tape measure to indicate the 8" firing line. Make an Attack against all models within 1" of this line rolling to Hit against the closest model only, ignoring any Cover bonuses. If first model is Hit, all models are Hit in the firing line. PRC rolls are against the individual models. If the Hit roll is missed, all models are missed.

Heavy Machine Gun: This weapon causes 2 Damage.

TALENTZ

I'll Be Back: Re-deploy with 2 BP, following the rules for "Time Bubble" in the SpAb section. This talent may be used right after the last BP is marked or on the controlling players next turn.

