

### MERCZ



### ZOBA FEZZ

#### NONE

(Small Living Model)



BP: ○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	5	6	12	12	2



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



RNG	ROA	PRC	CST
10"	2D	6	1

#### AMMO



RNG	ROA	PRC	CST
12"	1D	7	1

#### AMMO



RNG	ROA	PRC	CST
6"	1D	6	1

#### AMMO



### SPECIAL ABILITIES

**Flight (6):** This model may fly up to 6" in any direction—horizontal, vertical, or diagonal—as a Move Action. While flying, it ignores terrain, obstacles, and other models. The model may land on top of terrain up to 6" high, as long as there's enough flat space for its base. This ability may be used during a Charge (2 ACTs), following all normal Charge rules.

### WEAPONZ

**Dual Pistolz:** May re-roll misses (not Jamz), must use second result.

**Fyre Arm:** When using this weapon, use the tape measure to indicate the 6" firing line. ALL models within 1" of this line are Hit by a PRC 6 Shoot Attack ignoring any Cover bonuses (no Hit rolls required). Models Hit by this weapon must roll to Extinguish the flames after each Turn by rolling 6+ on a D10, otherwise they suffer an additional PRC 6 Attack. This continues until the model passes an Extinguish roll, regardless of whether Damage is taken.

### TALENTZ

**Buzzin' Flyz:** Zoba can release a swarm of micro-missile projectiles that Auto-Hit ALL enemy models within 10" and LOS of him with an ROA 2D PRC 7 Attack. (No Hit rolls required)

