

MERCZ



KO'MA'BAI

LEADER/MERCZ

(Small Living Model)



BP: ○○○○○○○○

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



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



RNG	ROA	PRC	CST
4"	1D	5	1



RNG	ROA	PRC	CST
15"	2D	7	1

AMMO



SPECIAL ABILITIES

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

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.

Get Fraggd!: When making an Attack with the Safety Hook, on a successful Hit regardless if Damage is taken this model may choose to reel the Target model into base contact and make 1 free Combat Knife Attack.

WEAPONZ

Safety Hook: This Weapon may be used to hold a Target model in-place; on a successful Hit, regardless if Damage is taken, the Target model is only allowed to Move within 4" of Ko'Ma'Bai' unless they spend 1 ACT to Break Away. Additionally, when measuring to Move up a vertical surface add 4" to Ko'Ma'Bai's base SPD.

TALENTZ

The Main Zyn: For 1 Turn, Ko'Ma'Bai can add +1 to ALL of his Baseline Stats (SPD, MCA, RCA, AGL, EXO, ACT).

