

MERCZ



BALO'DEK

SUPPORT

(Medium Living Model)

I'M NOT GOING
OUT LIKE THAT!

BP: ○○○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	6	5	10	12	2



RNG	ROA	PRC	CST
1"	1D	8	1



RNG	ROA	PRC	CST
12"	1D	6	1

AMMO



SPECIAL ABILITIEZ

Adreno-Stimm: Once per Activation, a shot of Adreno-Stimm adds 4" to Balo'Dek's SPD stat and allows him to make a free Melee Attack against any Target model he moves within RNG of. At the end of Balo'Dek's activation, mark 1 BP of Damage.

DOSES



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.

Tuff-Guy: Balo'Dek ignores any ZynFected effects until he is on his last BP. Roll for ZynFection as normal but ignore effects other than Completely Recovered until only 1 BP remains, then apply effects as normal.

Army Of The Zed: If Balo'Dek gets ZynFected he is still able to use all Weapons/Items he possesses, or acquires, during the remainder of the game. He is, however, now working for the Zedz, albeit independently of the control of a Zedz Leader (does not count against the Zed Leader BP ability).

WEAPONZ

Rok'Saw: On any Attack roll of 10, in addition to Auto Hit/Damage, this model may make another Attack with this weapon for free.

TALENTZ

I'm Not Goin' Out Like That! When Balo'Dek loses his last BP he can make a free Attack Action against all Enemy models within RNG. This includes both Shoot (target must not be in Melee with Balo'Dek) and Melee Attacks, and works regardless of Ammo count remaining.

