

MERCZ



AMUS THE HUNTER

HUNTER/SUPPORT

(Medium Living/Mechanical Model)



BP: ○○○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	5	7	10	14	2



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



RNG	ROA	PRC	CST	AMMO
12"	1D	6	1	○○○○○



RNG	ROA	PRC	CST	CHARGES
8"	1D	7	1	○○○○○

SPECIAL ABILITIES

Reactor: This model generates 1 Charge every Turn. Choose which Weapon you want to receive the Charge and erase one marked circle from that Weapon. A Weapon may not have more than the assigned number of Charges it starts with.

Blinded by the Blight: Amus was gravely injured by a Zed-Bugz ambush on her scouting party while investigating a Hive that had lost contact with HQ. She cannot remove her armor for fear of turning into a Zed herself. She is exceptionally angry and will focus that rage on ANY Zedz in sight. Amus **MUST** make a Charge/Shoot Action against any Zed-Bugz Faction model within RNG.

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.

WEAPONS

Repulsor Glove: On a successful Melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

Rockets (7): This weapon is a Burst Weapon 2 (BW 2) and follows the rules for Stray. This weapon causes 2 damage to a target on an Auto Hit. All models hit by this weapon move D5" away from the point of Attack.

TALENTS

Dead-Bang: Once per game Amus can over-Charge her reactor and release it as a pulse of energy that shockwaves outward from her. Any models within 8" and LOS of Amus are automatically struck by a PRC 5 Attack (PRC roll still required) and, even if Damage isn't taken, must be moved D10" directly away from Amus.

