

### MERCZ



### D'ASH

#### LEADER/HUNTER

(Small Living Model)



BP: ○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	5	5	12	11	2



RNG	ROA	PRC	CST
1"	1D	7	1



RNG	ROA	PRC	CST
12"	1D	6	1

#### AMMO



RNG	ROA	PRC	CST
8"	1D	5	1

#### AMMO



### SPECIAL ABILITIES

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

**Groovy:** D'Ash may spend 2 ACTs to make a Chainsaw Attack against all models within 1".

**Give 'Em Both Barrels:** D'Ash can spend 2 ACT to double the width of his shot path, increasing it from within 1" to within 2" of the firing line. This SpAb uses 2 Ammo per Shoot Action.

### WEAPONZ

**BoomStik:** 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. Causes 2 Damage on a successful Hit on Targets within 4".

**Chainsaw:** This will stop the current Attack and no other Actions can be taken this Turn with this weapon. On any Attack roll of 10, in addition to Auto Hit/Damage, this model may make another Attack with this weapon for free.

### TALENTZ

**Hail to the King:** All non-friendly models within 12" get -1 ACT on their next Turn and this model gets +1 ACT this Turn.

