

### MERCZ



### DE 'ZELL

#### LEADER/SUPPORT/SCOUT

(Small Living Model)



BP: ○○○○○○○○

SPD
6

MCA
8

RCA
6

AGL
12

EXO
12

ACT
3



Curved  
Knives

RNG
1/2"

ROA
2D

PRC
5

CST
1



Tea Cup

RNG
--"

ROA
_D

PRC
-

CST
-

AMMO

\*

### SPECIAL ABILITIES

**Keep What U Kill:** When this model takes another model out-of-action, it may choose to keep any 1 weapon from that model, placing the stats for that weapon in the tea cup slot provided on the card, including the current Ammo count for the weapon. This weapon may be replaced by a new weapon using this ability.

### WEAPONZ

**Tea Cup:** When this model makes a successful Melee Attack, instead of rolling for PRC, they may choose to use any of the target's weapons (that have a CST of 1) against it or another model within RNG of the weapon chosen. The model must then roll another Attack, this time using the stats for that weapon. If the weapon uses a Shoot Action, mark an Ammo circle from the weapon used on the owners stat sheet (ammo must be available to use the weapon). Tea Cup must be declared at the start of the Action, and if it fails, the ACT is spent regardless.

### TALENTZ

**Pitch Black:** All models within 12" of this model have their LOS reduced to 1" until this models next Activation. This model is excluded from this effect.

