

### MERCZ



### HOB'EHorze

#### SCOUT/MERCZ

(Small Living Model)



BP: ○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	6	5	12	11	3



RNG	ROA	PRC	CST
2"	2D	5	1



RNG	ROA	PRC	CST
1"	1D	5	1



RNG	ROA	PRC	CST
8"	2D	7	1

#### AMMO



### SPECIAL ABILITIES

**Horsemanship:** Any Activation this model makes at least 1 Move Action add +1 to his AGL until its next Activation.

**Ya Spooked Him!:** When this model is the target of a Charge Action, it may make 1 free Attack Action against the model making the Charge using either The Horse or The Horse's Mouth Weaponz.

### WEAPONZ

**Trainin' Stik:** On a successful Hit with Damage, target model suffers -1 to either MCA, RCA or AGL until the end of their next Activation. Hob'Ehorze chooses.

**The Horse:** On a successful Hit, regardless of whether Damage is taken, this Weapon "kicks" the Target model D5" away.

**The Horse's Mouth:** This Weapon causes 2 Damage if the Target is within 4".

### TALENTZ

**Yee Haw!:** For the rest of this Turn, Hob'Ehorze and any friendly model within 6" has +1 SPD, +1 MCA and +1 AGL.

