

9

COST

MELISSA K.O.R.E.

6
DF6
SP6
WP2
SZ

Unique, Henchman, Construct ▶ Augmented

🛡 Armor: Once per activation. This model may reduce damage dealt to it by 1.

Run and Gun: This model's **Charge** action may generate **↷** actions instead of **⚡** actions.



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Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Furious Headbutt ⚡ 1" 6 Df - 3

Move the target up to 3" away.

Gatling Gun ⚡ 12" 6 Df - 2

If the target does not have cover, this action receives a +.

• **Critical Strike:** When resolving, this action deals +1 damage to the target.

• **Quick Reflexes:** Declare this action again, targeting a different model.

• **Riot Rounds:** When resolving, deal no damage to the target. Move the target its Sp away from this model.

• **Unnatural Vigor:** This model heals 2.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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• **Ghost in the Shell** 3" - - - -

Target a Remains marker. Friendly models within (X)3" of the target heal 2. Draw a card, then remove the target.

• **Transfer Power** 6" 0 - 6 -

Target a friendly marker. Remove the target to make a copy of the target within range. Enemies within (X)2" of the made marker must pass a TN 12 Sp duel or gain a Stunned token.