



9
COST

MELISSA K.O.R.E.

6
DF

6
SP

6
WP

2
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.

1

2

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12

MELISSA K.O.R.E.

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.