

MERCZ

AMUS SA'RAN

TUFF SUIT

(Medium Living/Mechanical Model)



BP: ○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	5	7	10	14	2



RNG	ROA	PRC	CST	CHARGES
1/2"	1D	4	1	○○○○○



RNG	ROA	PRC	CST	AMMO
10"	1D	6	1	○○○○○



RNG	ROA	PRC	CST	CHARGES
8"	1D	7	1	○○○○○

SPECIAL ABILITIES

Reactor: This model generates 1 Charge every Turn. Choose which Weapon you want to receive the Charge and erase one marked circle from that Weapon. A Weapon may not have more than the assigned number of Charges it starts with.

Flight: This model may Move or Charge through objects 6" or less in height.

WEAPONZ

Power Fist: This weapon causes 2 Damage on a successful PRC roll. On a successful Melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

Rockets: This weapon is a Burst Weapon 2 (BW 2) and follows the rules for Stray. This weapon causes 2 damage to a target on an Auto Hit. All models hit by this weapon move D5" away from the point of Attack.

TALENTZ

Pinball Wizard: This model may make a Power Fist Attack against every enemy model within 10," starting with the closest enemy model to Amus. After each Attack, this model may target the next closest model, and so on, resolving each Melee Action as it happens. This can keep generating Attacks even if a Miss is rolled. Once all Attacks are rolled, place the model within 1" of the last model targeted by this Talent. Pinball Wizard may only target an individual model once.

MERCZ

AMUS SA'RAN

ZILCH SUIT

(Small Living Model)



BP: ○○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	6	6	13	10	2



RNG	ROA	PRC	CST	CHARGES
1/2"	2D	4	1	○○○○○



RNG	ROA	PRC	CST	CHARGES
3"	1D	7	1	○○○○○



RNG	ROA	PRC	CST	CHARGES
10"	1D	5	1	○○○○○

SPECIAL ABILITIES

Reactor: This model generates 1 Charge every Turn. Choose which Weapon you want to receive the Charge and erase one marked circle from that Weapon. A Weapon may not have more than the assigned number of Charges it starts with.

Acrobatic: This model can Move past or through any intervening models so long as it has enough SPD to completely clear their bases. This means that this model may avoid being caught in Melee with an enemy model as long as they clear past the enemies Melee RNG.

WEAPONZ

Petrifier: On a successful hit, this weapon causes the target to lose 1 ACT, regardless if Damage is taken or not.

TALENTZ

Suit Up: Replace current model with 'Tuff Suit' model. Use the stats associated with the new model. 'Suit Up' may be used even if the last BP is marked on this model.

Once the 'Tuff Suit' model loses its last BP, replace it with this model (unless this model has no more BP, then this model is out of play).

