

MERCZ

DE 'ZELL



LEADER/SUPPORT/SCOUT

(Small Living Model)



BP: ○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	8	6	12	12	3



RNG	ROA	PRC	CST
1/2"	2D	5	1



RNG	ROA	PRC	CST	AMMO
--"	_D	-	-	○○○○○

**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.

**Turn the Tables:** Once this model is in Melee with an enemy model, if this model rolls a successful 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. This must be declared at the start of the Action, and if it fails, the ACT is spent regardless. If the weapon uses a Shoot Action, mark an Ammo circle from the weapon.

**WEAPONZ**

N/A

**TALENTZ**

**Pitch Black:** All enemy models within 12" of this model have their LOS reduced to 1" for 1 complete round. This model is excluded from this effect.



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