

## MERCZ



## Z-800

## SUPPORT

(Medium Living Model)



BP: ○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	4	6	10	12	2



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



RNG	ROA	PRC	CST	AMMO
10"	1D	6	1	○○○○



RNG	ROA	PRC	CST	AMMO
8"	1D	5	1	○○○○



RNG	ROA	PRC	CST	AMMO
15"	3D	6	2	○○○○○ ○○○○○

## SPECIAL ABILITIES

**Bodyguard:** If a Leader model is the target of an Attack and within 2" of this model, this model may become the new target of that Attack. Declare this after the target is selected, but before any dice are rolled.

**Hasta la Vista:** When this model rolls an Auto Hit on any Attack, it does +1 Damage.

**Time Bubble:** Do not deploy this model as normal. Instead mark a spot on your side of the playing surface, then use the Stray rules to determine where this model gets deployed.

## WEAPONZ

**Grenade Launcher:** Burst Weapon 1

**Shotgun:** When using this weapon, use the tape measure to indicate the 8" firing line. Make an Attack against all models within 1" of this line, ignoring any Cover bonuses.

**Heavy M. Gun:** This weapon causes 2 Damage on a successful PRC roll.

## TALENTZ

**I'll Be Back:** Re-deploy with 2 BP, following the rules for "Time Bubble" in the Special Abilities section. This Talent may be used right after the last BP is marked and takes effect on the players next turn.



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