

THE HEAVY

The unmovable mountain, the Heavy uses their incredible health and reliable damage to bring a wall of pain towards his opponents.

HEALTH POINTS: 30

Medkit Heal Amounts: 30 / 15 / 6

MOVEMENT:

The Heavy can spend up to two dice on movement in a single turn.

During the Move Phase, the Heavy moves 1d3 for each die spent.

During the Flee Phase, the Heavy moves 1d3 for each die spent.

If a Heavy does not use any weapons during the Fight Phase, they may use another die on movement during their Flee Phase.

CLASS TRAIT: UNBREAKABLE

Whenever a Heavy runs out of Health Points, they respawn on the Players' next turn, as opposed to the turn after.







WEAPONS:

The Heavy has the following weapons, and uses them in the following order:

Minigun

Shotgun

Fists

MINGUN	Ammo: Infinite	Range: Infinite
		
Hit: 1d6	Damage: 2	Crit Damage: 3
 		
Hit: 1d6	Damage: 1	Crit Damage: 3
 		
Hit: 1d3	Damage: 1	Crit Damage: 9
 <p>(And all further ranges)</p>		
Hit: 1d3 - 2	Damage: 1	Crit Damage: 9

WEAPON TRAIT: UNESCAPABLE




When attacking with this weapon, instead of rolling to hit, roll to determine how many times this weapon hits the target. This roll can trigger critical hits like a regular Hit roll does.

WEAPON TRAIT: SPIN UP

Miniguns need to be spun up first, but Heavy mercenaries have learnt ways around this by jumping into the fray as it revs. When you initiate an attack with this weapon, before your first attack you may move one square. If you spend at least three dice to attack with this weapon in a single turn, you may move a second square at any point after the first two hit rolls. You must declare these movements at the same time you declare your targets.


WEAPON TRAIT: SPIN DOWN

Miniguns need to be spun down after firing, and Heavy mercenaries haven't learnt any ways around this yet. When you attack with this weapon, the first attack using a different weapon this turn costs two dice. In addition, the next die you spend on movement this battle is only worth one square.

SHOTGUN	Ammo: 6	Range: 3 Squares
		
Hit: 3+ (Pellet Shot: 2)	Damage: 8 (Pellet Shot: 4)	Crit Damage: 18
		
Hit: 5+ (Pellet Shot: 3)	Damage: 4 (Pellet Shot: 2)	Crit Damage: 9
		
Hit: 6	Damage: 1	Crit Damage: 4

WEAPON TRAIT: PELLET SHOT

This weapon shoots out a wide burst of pellets, meaning some pellets may hit on an otherwise whiffed shot. On hit rolls, if you roll one below the target Hit roll, the shot hits and does half damage (rounded down).

FISTS	Ammo: Infinite	Range: Melee
		
Hit: 2+	Damage: 6	Crit Damage: 18

WEAPON TRAIT: CLOSE QUARTERS
If you roll a 6 on Hit roll, the attack automatically Crits.