

THE SCOUT

The most mobile class, The Scout uses their speed to push forward onto priority targets, shred them to pieces with their Scattergun, and run to safety.

HEALTH POINTS: 12

Medkit Heal Amounts: 12 / 6 / 2

MOVEMENT:

The Scout can spend up to three dice on movement in a single turn.

During the Move Phase, the Scout moves $1d6 + 1$ for each die spent.

During the Flee Phase, the Scout moves $1d3 + 1$ for each die spent.

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

CLASS TRAIT: DOUBLE JUMP

The Scout can Double Jump, allowing them to move to areas one level of height above their current level while moving. They can Double Jump once for each die spent during the current Movement or Flee Phase.




WEAPONS:

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

Scattergun

Pistol

Baseball Bat






SCATTERGUN	Ammo: 6	Range: 3 Squares
		
Hit: 3+ (Pellet Shot: 2)	Damage: 10 (Pellet Shot: 5)	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: MOBILE

This weapon can make attacks during the Move Phase. You attack in the middle of moving and can continue your movement afterwards. You can only target an enemy within one space of you. Treat them as two squares away from you for Hit and Damage Calculation. Dice spent on attacks made with the Mobile Weapon Trait do not count towards dice spent on movement.


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).

PISTOL	Ammo: 2	Range: Infinite
		
Hit: 2+	Damage: 1d6 * 2	Crit Damage: 1d6 * 3
		
Hit: 3+	Damage: 1d6	Crit Damage: 1d6 * 3
		
Hit: 4+	Damage: 1d6	Crit Damage: 1d6 * 3
		
Hit: 5+	Damage: 1d3	Crit Damage: 1d3 * 3
 <p>(And all further ranges)</p>		
Hit: 6	Damage: 1d3	Crit Damage: 1d3 * 3

WEAPON TRAIT: FAST RELOAD

Whenever you reload this weapon, you refill all of its ammo.

BASEBALL BAT	Ammo: Infinite	Range: Melee
		
Hit: 2+	Damage: 3	Crit Damage: 9

WEAPON TRAIT: SWIFT STRIKE

Whenever you spend more than one die to attack with this weapon in a single turn, you gain an extra attack with this weapon.

WEAPON TRAIT: CLOSE QUARTERS

If you roll a 6 on Hit roll, the attack automatically Crits.