ZEDZ

GRUBADIER

SUPPORT

(Medium Non-Living Model)

BP: ○○○○○○○○○   **EVO:** ○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	4	5 ○	10 ○	12 ○	2

Fistz

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

Tossin' Grubz

RNG	ROA	PRC	CST
13"	1D	★	1

GRUBZ
○○○○○

SPECIAL ABILITIEZ

Grubz Ammo: The Grubadier may remove a Zed-Grubz model of any type within 1/2" of it and erase 1 spent Grubz (Ammo) circle from the Tossin' Grubz weapon.

WEAPONZ

Scrappy 6: When this models last BP circle will be filled, roll a D10. On a 6 or higher do not fill the BP circle.

Tossin' Grubz (7): This weapon uses Tossin' Grubz as its main source of Ammo. However, any other type of small-based Zed-Grubz can be "grabbed" to be used as Ammo once the game has started, so the PRC profile as well as any SpAb will vary depending on which type of Zed-Grubz model is used for a Shoot Action. Refer to the Stat Sheet of the Zed-Grubz model being used and apply its PRC and any SpAb to this Attack. Additionally, if the Attack misses its Target, use the Stray rules to place a Zed-Grubz model of the type used for the Shoot Action into play. This model now counts as a Scout model on your team and may activate this Turn.

TALENTZ

Ewwww....: This model can "generate" 3 Zed-Grubz models of their choice (Zed Grubz, Burst Grubz, or Grub Chukz) by having them crawl out from inside of him and making a Shoot Action for each one. This won't cost any Grubz (Ammo) to be marked, and the Attack can target up to 3 different Targets within 13".