

ZEDZ



GRUB-CHUKZ

SCOUT

(Small Non-Living Model)



BP: ○ Each

SPD
4

MCA
3

RCA
5

AGL
10

EXO
8

ACT
2



RNG
1/2"

ROA
1D

PRC
6

CST
1



RNG
8"

ROA
1D

PRC
6

CST
1



SPECIAL ABILITIES

Insignificant: These models may not make Charge Actions, interact with objects or objectives and when killed do not grant EVO, unless a Mission condition or SpAb applies.

Small Target: Models targeting this model with a Shoot action suffer a -1 to their RCA.

WEAPONZ

Retch: 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 rolling to Hit against the closest model only, ignoring any Cover bonuses. If first model is Hit, all models are Hit in the firing line. PRC rolls are against the individual models. If the Hit roll is missed, all models are missed. This Weapon is acidic, so it can keep burning the Target if not cleaned off. During the End Phase of each Turn, the Target must roll a D10; on a 3+ they've cleared the goo off of themselves. On a 1-2, they take another PRC 6 roll. This model regains one Spew-Mo each activation.

Bite: On a successful PRC roll, the Target model has been ZynFected! and must roll on the ZynFection! Chart at the beginning of each Turn until it has either succumbed to or gets Completely Recovered of the ZynFection.

TALENTZ

Grub-Pile! All models within 3" of the user that share the Grub-Pile! talentz may make a single Charge Action together per normal Charge rules (including Charge bonuses and Swarm rules).