

ZEDZ



GRUB-HEMOTH

SCOUT

(Medium Non-Living Model)



BP: ○○○○○○

EVO: ○○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	6	3	11	11	2



RNG	ROA	PRC	CST
1/2"	1D	7	1
RNG	ROA	PRC	CST
1/2"	1D	6	1

SPECIAL ABILITIES

Zed: This model **MUST** make a Charge Actionz whenever they are within range of an opposing model and able to do so. This model may not interact with objects or objectives unless a Mission condition or SpAb applies.

Clamp-On: When this model hits a target with a Melee Attack, the target model suffers -1 MCA.

Bash Charge: This model may make a free Bash Attack when it makes a Charge Action in addition to the Attack Action that accompanies a Charge Action.

WEAPONZ

Big 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. If the model succumbs to the ZynFected!, replace it with a Zed-Bugz model (it is now part of the Zedz force) and may immediately Activate as a Zed-Bug this Turn with -1 ACT.

Bash: Any model hit by a Bash is winded by the hit and suffers -1 AGL on their next Activation. On a successful Hit, this model may choose to Move the Target model D5" away.

TALENTZ

St'EamRoll'R: This model goes berserk! Draw a line from this model to a spot 8" away; Move this model to the spot marked, all models within 1" of that line suffer a Bash Attack.

