

ZEDZ



GRUBADIER

SUPPORT

(Medium Non-Living Model)



BP: ○○○○○○○○○○

EVO: ○○○

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



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

Tossin' Grubz

RNG	ROA	PRC	CST
13"	1D	*	1

GRUBZ
○○○○○

SPECIAL ABILITIES

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

Ewww....: This model can "generate" 3 Zed-Grubz models of their choice (Zed Grubz, Burst Grubz, or Grub Chukz) by having them crawl



ZEDZ



TOSSIN' GRUBZ

SCOUT

(Tiny Non-Living Model)



BP: ○ Each

SPD	MCA	RCA	AGL	EXO	ACT
4	4	1	10	8	2



RNG	ROA	PRC	CST
1/2"	1D	6	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 Targets: Models targeting this model with a Shoot action suffer a -1 to their RCA.

Cling-On: When this model hits a target with a Melee attack, target model gets -1 SPD until it is removed. If target model moves, this model stays in base contact and moves with it. Multiple models can Cling-On to one target, giving the target multiple negatives to SPD.

WEAPONZ

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).

