

## ZED-MERC

## ZENNY-WIZE

## SCOUT

(Small Living Model)



BP: ○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	7	4	12	11	2



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



RNG	ROA	PRC	CST
8"	1D	7	1

## BALLOONS



## WEAPONZ

**Luft Balloons (BW2):** Beautiful brightly colored orbs float across the battlefield originating from this model (no roll required to release a Balloon). Spend 1 ACT to deploy a Luft Balloon in base contact with Zenny-Wize. Each turn, when Zenny-Wize completes it's activation, it may move each Luft Balloon up to 8" in any direction. Zenny-Wize may choose to detonate the Luft Balloons at any point during this movement (or not). Detonating Luft Balloons hit all models with the BW range. Max 4 Balloons may be in play at one time. Balloons may be attacked (AGL 14) and when successfully hit will detonate. This weapon causes 2 Damage. If Zenny-Wize is removed from play, any Balloons still in play no longer move and will detonate when any model moves within 2" of it.

*You'll Float Too!*

## TALENTZ

**Beep Beep Richie:** When this models last BP is marked, replace this model with Spydey-Wize and immediately make 1 free Action, even during another models activation. Spydey-Wize may activate this turn, even if Zenny-Wize had already activated.



## ZED-MERC

## SPYDEY-WIZE

## SCOUT

(Medium Living Model)



BP: ○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
7	8	4	11	12	2



RNG	ROA	PRC	CST
1"	1D	7	1



RNG	ROA	PRC	CST
3"	2D	7	1

## SPECIAL ABILITIES

**Deadlights:** Enemy models beginning their Activation within 8" of this model and within LOS may become hypnotized by the Deadlights and must roll a 7+ or lose 1 ACT.

## WEAPONZ

**Spyder Bite:** This weapons causes 2 Damage.

**Spyder Talons:** This models forelegs can be used as massive talons to impale it's target. Any model hit by Spyder Talons may be moved up to 3" in any direction.

## TALENTZ

**They All Float Down Here:** This model may move 3 models up to 10" in any direction. Models must start within 10" of Spydey-Wize.

