

We Have Issues! Publishing

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ZENNY-WIZE

(Small Living Model)

SCOUT



BP: 000000

SPD	'n	P
6		























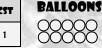












WEADONZ

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-Wise completes it's activation, it may move each Luft Balloon up to 8" in any direction. Zenny-Wise 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!

TAI FNT7

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. Spydev-Wize may activate this turn, even if Zenny-Wize had already activated.



SPYDEY-WIZE SCOUT

(Medium Living Model)





SPD	
7	









CST











7



500	
Spyder	
Spyder	
Tulana	
Talons	

RNG
3"





SPECIAL ABILITIEZ

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.

WEADONZ

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 Spyer-Wize.



V3.3A V3.3A