

### ZEDZ



### ZED GRUBZ

#### SCOUT

(Tiny Non-Living Model)



**BP:** ○ Each

SPD
4

MCA
4

RCA
1

AGL
10

EXO
8

ACT
2



RNG
1/2"

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.

**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.

## WEAPONS

**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.

## TALENTS

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

