

ZEDZ



B'RSERK'R

SUPPORT

(Medium Non-Living Model)



BP: ○○○○○○○○○○

EVO: ○○○○

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



Fistz

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



Z-Bite

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



D-Stix

RNG	ROA	PRC	CST
1"	2D	6	1

SPECIAL ABILITIES

Scrappy 7: When this model's last BP circle will be filled, roll a D10. On a 7 or higher do not fill the BP circle.

Rage: The B'rserk'R MUST Charge an enemy model that's within his Charge Range regardless of Line of Sight. The B'rserk'R may Charge around corners and obstacles at a target within Range.

WEAPONS

D-Stix: On a successful Hit, even if no Damage is dealt, this weapon dazes the Target causing the model to suffer -1 to SPD, MCA, RCA, and AGL until the end of its next Activation.

If the Hit was an Auto-Hit, the Target also loses 1 ACT on its next Activation. (D-Stix effects do not stack—only one instance of -1 to each stat may be applied regardless of how many successful D-Stix hits are made.)

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

Lash Out: This model goes into an enraged frenzy and makes an Attack Action against ALL models within 3" of it with his D-Stix Weapon.

