

ZED-MERC



BP: ○○○○○○○○

PIN-ZED

LEADER

(Small Living Model)



SPD
5

MCA
5

RCA
6

AGL
13

EXO
11

ACT
2



RNG
1/2"

ROA
1D

PRC
-

CST
1



RNG
10"

ROA
4D

PRC
6

CST
1

AMMO



SPECIAL ABILITIES

Leadership (3): While this model is in play you get a +3 to your Initiative roll.

Lead Zedobite (15): This model may control up to 15 BP worth of non-Leader Zed Faction models anywhere on the battlefield.

WEAPONS

Death Touch: Causes no damage. A model hit by Death Touch has -1 ACT on their next Activation.

Chain Hooks: Chain Hooks never Jam on an Automatic Miss result.

TALENTS

Puzzle Boxes: This model may place up to 3 Puzzle Box markers within 15" of itself, and not within 1" of an enemy model. Any enemy model moving within or starting an Action within 6" of a Puzzle Box marker must roll a D10, on a 7+ the model may continue it's Action as normal. On a failed roll, the model's curiosity of the box takes over and it must move it's full SPD towards the box. Any model moving within 1/2" of a Puzzle Box takes 2 Damage and loses 1 ACT on it's next Activation. Remove the Puzzle Box marker after it has dealt Damage.

