

## 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 Spyer-Wize.



## ZED-MERCZ

The life of a Merc is not as easy and glamorous as some may think but for most the freedom from the Zyn Overlords is worth the hardships. For many, the freedom of choosing when to fight and what to fight for is the ultimate life of an intelligent bug. But there are hard times when a Merc must take a job that is less than desirable, working for those that others would shun or would normally fear. Wether for specific resources, knowledge, or they just need a way to survive, some Mercz will occasionally take a great risk and work for the Zed. While a few Mercz would never consider such a task, those Zyn and Terra Mercz willing to be hired by the Zedz will only do so as a Merc and would NEVER consider filling a slot in a Zed Combat Team. Though, there are a few Mercz whose tragic stories have them aligned to Zedz by becoming Zed-Mercz. Wether by trickery or some other way, these Mercz now align themselves with the Zedz but still maintain enough of thier insectanity to hire themselves to other Combat Teams as Mercz only as none would trust them as anything else.

## ZED-MERCZ RULEZ

**Zed-Mercz:** Zed-Mercz may be added to a Zed Combat team fulfilling the proper slot listed on their stat sheet. Zed-Mercz may be added as a Merc to any Zyn or Terra Combat Team but may not occupy a slot within a Zyn or Terra Combat Team.

**Independent Modelz:** Zed-Mercz included within the Combat Team (Support and Scout slots) are not directly controlled by the Leader and function on their own but still count against the Leadership BP count for building the Combat team.