

ZEDZ



ZED BUGZ

SCOUT

(Small Non-Living Model)

BP: ○○○

BP: ○○○

BP: ○○○



SPD	MCA	RCA	AGL	EXO	ACT
4	4	1	10	9	2



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



RNG	ROA	PRC	CST
1/2"	2D	5	1

SPECIAL ABILITIES

Zed: This model MUST make a Charge Actionz whenever they are within range of an opposing model and able to do so. This model may not interact with objects or objectives unless a Mission condition or SpAb applies.

Grapple: When this model hits a target with a Melee attack, the target model may take no Actions until it breaks free from the grapple. To break free, the target model must successfully hit a Zed Bugz model with a Melee attack. On a successful Melee hit (even if Damage is not taken), all Zed Bugz in base contact may be pushed up to 1" away. If unsuccessful, the grappled model may continue to try and break free, until it is out of ACT.

WEAPONZ

Bite and Clawz: 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.

TALENTZ

Come-N-Gettit! This model lets out a horrific screech, calling ALL Zedz models within 12" towards its location. All friendly unengaged non-living models make an immediate Move Action adding +3 to each model's SPD. In addition, this model gains +1 SPD and MCA until its next Activation.