

ZEDZ



BURST-GRUBZ

SCOUT

(Tiny Non-Living Model)



BP: ○ Each

SPD	MCA	RCA	AGL	EXO	ACT
4	4	5	10	8	2



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



RNG	ROA	PRC	CST
-"	1D	7	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.

WEAPONZ

Boom! (BW3): This Weapon is a Burst Weapon 3. When this Weapon is used, this model rolls a Ranged Attack Action against it's own AGL and if successful it Hits EVERYONE within 3" of this model. Once all Hits and Damage have been resolved, roll to redeploy this model using the rules for Stray with the BOOM! as origin point (activates next Turn). This model may only redeploy as a result of a Boom! Attack Action. Nothing happens on a failed attack other than a loud "FRRRT".

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.

TALENTZ

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

