

ZEDZ



GRUB-ZILLA

(Large Non-Living Model)



BP: ○○○○○○○○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	8	7	11	14	2



RNG	ROA	PRC	CST
2"	2D	7	1



RNG	ROA	PRC	CST
2"	1D	8	1



RNG	ROA	PRC	CST
16"	1D	8	1

SPEW-MO



SPECIAL ABILITIES

Zedz: The model MUST make Charge Actionz whenever they are within BP RNG of an opposing model. Also, they may not interact with objects or objectives unless a Mission condition or SpAbZ applies.

'Zilla-Damage: All 'Zilla weapons cause 2 Damage.

WEAPONZ

'Zilla Bite: If this model successfully Hits a Living model, it may infect the target model. Mark the model with a Zilla-Fection token. At the beginning of each of its activations roll on the Zilla-Fection! Chart below to see what effect it has on the model for that turn. Continue each turn until the Zilla-Fection token is removed from the model.

'Zilla Bash: Any model hit by a Bash is winded by the hit and suffers -1 AGL on their next Activation. On a successful Hit, this model may choose to Move the Target model D5" away. This model may make a free Bash Attack Action when it makes a Charge Action, in addition to the Attack Action that accompanies a Charge Action.

'Zilla Retch: When using this weapon, use the tape measure to indicate the 16" firing line. Make an Attack against all models within 2" of this line rolling to hit only the closest model, ignoring any Cover bonuses. If the first model is Hit, all models are Hit in the firing line and are marked with a Zilla-Retch Token. PRC rolls are made against the individual models. If the Hit roll misses, all models are missed. This Weapon is acidic, so it may keep burning the Target if not cleaned off. After each Turn the Target must roll a D10; on a 6+ they have cleared the goo off of themselves (remove the Zilla-Retch token), otherwise they take another PRC 8 roll against them.

TALENTZ

'Zilla Roar: This model makes a mighty and terrifying roar impacting all living models on the battlefield. All living models are -2 MCA, -2 RCA, and -2 AGL until the end of their next Activation.

ZILLA-FECTION! CHART

(Roll 1D10)

- 1:** The model has succumbed to the 'Zilla-Fection and is removed play and the Campaign. *RIP little bug, RIP.*
- 2-3:** Double Vision... The models RCA is at -2 this turn
- 4:** Disoriented... The model cannot make any Actionz this turn
- 5-6:** Dead Arms... The models MCA is at -2 this turn
- 7:** Disoriented... The model cannot make any Actionz this turn
- 8-9:** Charlie Horse... The models SPD is at -2 this turn
- 10:** Completely Recovered! The model suffers no more ill effects and may activate as normal. Remove the ZynFected! Token from the model.

