

ZEDZ



NECROMANCER

LEADER

(Small Non-Living Model)



BP: ○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	6	5	11	10	2



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



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



RNG	ROA	PRC	CST
10"	1D	7	1

CHARGES
○○○○○

SPECIAL ABILITIES

Leadership 2: While this model is in play you get a +2 to your initiative roll.

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

Infected: As soon as the last BP is marked on this model, move it up to 1" in any direction. Erase all marked Charges. This model gets -1 BP each time it is placed in this way (exp. 1st time it comes back, 3 BP; the 2nd time, 2 BP; and so on).

This model may not be healed and is not considered living (even though it is? Oh, the mystery of the Necromancer).

WEAPONZ

Skull Gaze: Any model hit by Skull Gaze will fear the caster and can not Move any closer to the caster than they currently are. This unnatural Attack ignores all EXO bonuses. This Weapon uses Charges and can not be reloaded by any Ammo source. 1 used Charge is returned at the start of each of this model's Turns.

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

Twisted Dagger: 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

Raise the Zed: This model may bring back all living models that were removed from play as Zed-Bugz. Place the Zed-Bugz models within 5" of this model. They may immediately activate with -1 ACT.

