



BRAWL'R SUPPORT

(Medium Living Model)



BP: ○○○○○○○○○○

EVO: ○○○

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



RNG	ROA	PRC	CST
1"	1D	7	1
RNG	ROA	PRC	CST
1"	2D	6	1
RNG	ROA	PRC	CST
10"	4D	6	2

AMMO
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SPECIAL ABILITIES

Scrappy 6: When this models last BP circle will be filled, roll a D10. On a 6 or higher do not fill the BP circle.

WEAPONZ

Big Clampz: On a successful Hit, regardless if Damage is taken, this model may choose to lock the Target model in-place (target model must be of size Medium or smaller). If so, the Target must spend 1 ACT to break free. Additionally, this model may choose to Throw a HIT model of the same size or smaller up to D5". On a D10 roll of 6+, Brawl'r may choose the throw direction (otherwise follow stray rule for direction).

Beat Stix: On a successful Hit, regardless if Damage is taken, this Weapon Dazes the Target causing -1 to SPD, MCA, RCA and AGL until the end of the Target models next Activation. If the Hit is a result of an Auto-Hit, the Target model also loses 1 ACT on its next Activation. (Beat Stix effects do not stack—only one instance of -1 to each stat may be applied regardless of how many successful Beat Stix hits are made.)

TALENTZ

Drum Solo: This model makes a Beat Stix Attack against all enemy models within 1". Additionally, this model also makes a Shoulder Brrrt Attack against any enemy model within 10".

