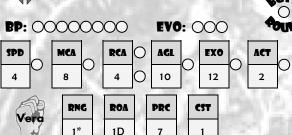




HOOLIGAN

(Medium Living Model)



SPECIAL ABILITIEZ

- **Scrappy 6:** When the last BP circle will be filled for this model, roll a D10. On a 6+ do not fill the last BP circle, this model remains in play.
- Fix-its Friendly models within 2" of this model (including this model) are immune to jamming ranged weapons (rolling a 1 during a Shoot Action does not Jam the weapon).
- **Protector:** Once per round, if a model within 2" of this model is the target of an attack, this model may become the new target of that attack. Declare this after the target is selected, but before any dice are rolled.
- **Dismantles** On a successful melee attack, against a mechanical model or structure, this model may choose to do 2 damage without a PRC role.

WEAPONZ

Veras This weapon causes 2 Damage on a successful PRC roll. On a successful Melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

TALENTZ

Buy A Round: All friendly models within 5" may erase 1 marked BP, gain the SpAb: Scrappy 6 and gain +1 EXO until the end of its next Activation.