



VE-RATA

SUPPORT

(Medium Living Model)

HEAVY METAL

OVERDRIVE!

BP: ○○○○○○○○○○○○ **EVO:** ○○○

| SPD | MCA | RCA | AGL | EXO | ACT |
|-----|-----|-----|-----|-----|-----|
| 4 | 5 | 5 | 11 | 12 | 2 |



Iron Fist

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



Grenade

| RNG | ROA | PRC | CST |
|-----|-----|-----|-----|
| 8" | 1D | 6 | 1 |

AMMO

○○○○○



Heavy M. Gun

| RNG | ROA | PRC | CST |
|-----|-----|-----|-----|
| 15" | 3D | 6 | 1 |

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.

Bionic Legg: At the start of this model's activation, roll a D10 to check the status of the bionic enhancement: On a 1: System glitch! The Bionic Legg locks up—this model's SPD is reduced to 2" for this activation. On a 6 or higher: Power surge! The leg kicks into overdrive—this model's SPD becomes 6" for this activation. On a 2–5: Normal function—no change; use the model's base SPD.

WEAPONZ

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

Grenade (7): This weapon is a Burst Weapon 2 (BW2).

Heavy M. Gun: This weapon causes 2 Damage.

TALENTZ

Heavy Metal Overdrive!: Ve-Rata is +1 RCA and his Heavy Machine Gun is +1 PRC for this activation.

When Ve-Rata kicks in the Overdrive, it's like strapping a jet engine to a jackhammer. Sparks fly, belts whir, and his heavy machine gun roars to life like an angry rock concert. For this activation, the battlefield becomes his mosh pit.

