



- COST

MAH TUCKET

MECHA-MEEMAW

5
DF7
SP6
WP4
SZLooted
PartsBig Brain
Brin*Master, Unique, Living, Construct • Tricky*

Legs in Unexpected Places: This model may not gain **Staggered** or **Slow** tokens.

🛡 **Made o' Metal:** Reduce all damage dealt to this model by 1.

Ominous Whirring: When this model activates, it may drain two ♦ to increase the damage of its attack actions by +1 until the end of its activation.



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MAH TUCKET

Mecha-Meemaw

Attack Actions

Rg	Skl	Rst	TN	Dmg
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Over-Sized Drill

2"	6	Df	-	3
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This action ignores ♦ abilities. This attack has a raise value of 3.

- **Dropped Down a Hole:** Place the target into base contact with a marker within 6" of its current location.
- **Cruelty:** Once per turn. Declare this action again.
- **Analyze Weakness:** Target gains an **Analyzed** token.

Giant Harpoon Gun

12"	6	Df	-	2
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Move the target up to 6" toward this model.

- **Of FIRE!:** Target gains a **Burning** token.
- **Lead the Target:** When resolving, this model may move the target in any direction.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
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'Nother Gremlin's Trash

4"	0	-	5	-
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Once per activation. This model may either remove an enemy Scheme marker within range or make a Scheme marker within range.

- **Secret Tunnel:** Choose another ally within 2" of the made marker and place it within 2" of another marker within 6" of the made marker, ignoring LoS.