



# MAH TUCKET

## MECHA-MEEMAW

COST

5  
DF

7  
SP

6  
WP

4  
SZ

Master, Unique, Living, Construct ♦ Trickster

Looted  
Parts

Big Brain  
Brin

**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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## Mecha-Meemaw

### Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Over-Sized Drill</b>	4" 2"	6	Df	-	3

*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.

	Rg	Skl	Rst	TN	Dmg
<b>Giant Harpoon Gun</b>	4" 12"	6	Df	-	2

*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
<b>'Nother Gremlin's Trash</b>	4"	0	-	5	-

*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.