



LOOTED PARTS

Mah Tucket, Mecha-Meemaw



Friendly Tricky models gain the following abilities:

"I Saw That": After succeeding in an attack action that received a raise, this model may give the opposing model an **Analyzed** token.

Stolen Blueprints: This model may declare actions printed on the stat cards of enemy models with an **Analyzed** token within 6". After resolving an enemy model's action in this way, remove an **Analyzed** token from that enemy.

Friendly unique Tricky models gain the following ability:

Power Up: When this model ends its activation, it may drain a ♦ or discard a card to gain a **Shielded** token and heal 2.



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Tokens

Analyzed: This model may not reduce damage with its abilities. Remove this token during the end phase.

Burning: During the end phase deal 1 damage to this model and enemy models in base contact with it. Then remove this token.

Injured: This model suffers -1 to its **Df** and **Wp**. During the end phase, remove this token. Canceled by **Bolstered**.

Shielded: When this model is dealt non-irreducible damage, it must remove this token to reduce that damage by 1. This token may reduce damage to 0.

Staggered: This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.