

FRANK 'N' STEIN



MA

4

ST

5

AG

4+

PA

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AV

10+

SKILLS & TRAITS

Break Tackle, Loner (4+),
Mighty Blow (+1), Regeneration,
Stand Firm, Thick Skull

PLAYS FOR

Old World Classic, Sylvanian Spotlight

SPECIAL RULES

Brutal Block: Once per game, when Frank 'n' Stein makes an Injury roll against an opponent as a result of a Block action, he may choose to add an additional +1 modifier to the Injury roll. This modifier may be applied after the roll has been made.

GP

250.000