



ANGEL EYES

7
COST

5
DF

5
SP

5
WP

2
SZ



Henchman, Unique, Living, Versatile • Half-Blood

Advanced Sights: This model receives a when targeting models at a lower elevation.

Disguised: This model may not be the target of actions generated by the **Charge** action.

ANGEL EYES

Attack Actions Rg Skl Rst TN Dmg

Bloody Rifle	12"	6	Df	-	2
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If the target is engaged by a friendly model, this action receives a **+**.

- ◆ **Blood Offering:** Another Half-Blood model in LoS may declare an action.
- **Zero In:** When resolving, if this model is on Ht 2 or greater terrain, this action deals +1 damage to the target.
- ▼ **Knock Aside:** Move the target up to 3".
- ▼ **Maim:** Target gains an **Injured** token.

Tactical Actions Rg Skl Rst TN Dmg

Sinister Motivation	6"	0	-	4	-
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Friendly only. Target heals 2. If this action received a raise, the target gains a **Focused** token.

- ❖ **Point Me at Them:** This model may declare a **FW** action targeting an enemy within 1" of the target.

Expanding Influence	6"	0	-	4	-
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Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.