



# OLD CRANKY

5  
COST

5  
DF

4  
SP

6  
WP

1  
SZ



*Unique, Living • Kin*

**Sage Advice:** When an ally within 6" would gain an **Adaptable** token, that ally may gain an **Impact** token instead, or vice versa.

**"That the Best Ya Got?"**: Enemy ♣ and ♠ actions that target allies within 6" suffer -1 Skl.

# OLD CRANKY

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Back in My Day...</b>	†8"	5	Wp	-	1
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If the target has at least one token, deal +1 damage to it.

¶ **Strip Defenses:** This model may remove a token from the target.

₩ **Get In There:** A non-unique friendly model in LoS of the target may move up to 3" toward the target.

₩ **Mental Trauma:** Target must either discard a card or be dealt 3 damage.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>† "Give Me a Hand, Kid"</b>	2"	0	-	5	-
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Target an ally that has not yet activated this turn.

Target moves up to 4". Then, place this model into base contact with the target.

♦ **One o' the Good 'Uns:** After resolving, the target moves up to 4" and gains an **Impact** token.