




THE LAST SUNRISE

Perdita Ortega, Neverborn Hunter



Friendly Family models gain the following abilities:

Family Values: The **Prepare** action may give this model a **Familia** token.

Steady Hands: When this model declares an action, it may discard a Hermanos de Armas upgrade attached to itself. If it does so, it receives a  and a suit of its choice to its final duel total.

Friendly Family models gain the following action:


Tactical Action	Rg	Skl	Rst	TN	Dmg
On the Job Training	6"	-	-	-	-
<i>Another ally only.</i> The target gains a Familia token and may attach a Hermanos de Armas upgrade.					



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Tokens

Adversary: Friendly models receive a  to attack actions targeting this model. During the end phase, remove this token.

Familia: When a friendly model within 6" is dealt damage, this model may remove this token to reduce that damage by 1.

Impact: When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

Incurable: This model cannot heal. During the end phase, remove this token.

New Blood: This model gains the Family keyword.

Perforated: After this model resolves the **Walk** or **Charge** action, deal 1 damage to it per inch it moved (to a maximum of 3). Other models may target this model with the **Interact** action to remove this token.

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**.