

7  
COSTM  
**BELLHOP PORTER**6  
DF6  
SP6  
WP3  
SZ*Unique, Construct, Versatile*

**Armor:** Once per activation. This model may reduce damage dealt to it by 1.

**Give 'Em a Lift:** During their activation, other friendly models within 2" may be treated as +1 Sz.

# BELLHOP PORTER

Attack Actions	Rg	Skl	Rst	TN	Dmg
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<b>Baggage Handlers</b>	¶ 2"	6	Df	-	2
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¶ **Puncture:** When resolving, this attack receives one additional raise.

₩ **Knock Aside:** Move the target up to 3".

<b>Suitcase Toss</b>	‡ 8"	6	Df	-	2
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*This attack has a raise value of 3. If this action receives a raise, choose a friendly non-Scheme marker in play. Make a marker of the same type within 1" of the target.*

¶ **Puncture:** When resolving, this attack receives one additional raise.

₩ **Your Bags, Sir:** Once per activation. If a marker was made, place this model into base contact with the made marker and draw a card.

₩ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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<b>† Revitalize</b>	10"	0	-	4	-
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*Friendly only. Remove a token from the target. If this action receives a raise, remove any number of tokens from the target.*

¶ **"This Will Numb the Pain":** Target gains a **Shielded** token.

₩ **Assistance Incoming:** Engaged friendly only. Target is placed in base contact with this model.