



5
COST

OLD CRANKY

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**.



1

2

3

4

5

6

OLD CRANKY

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Back in My Day... ‡ 8" 5 **Wp** - 1

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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☞ **"Give Me a Hand, Kid"** 2" 0 - 5 -

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.