



# 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

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 -

*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  action targeting an enemy within 1" of the target.

### Expanding Influence

6" 0 - 4 -

*Ally or friendly minion only.* Move the target up to 4" toward a friendly model in its LoS.