



5  
COST

# ABUELA ORTEGA

5  
DF

6  
SP

5  
WP

2  
SZ

Henchman, Unique, Living ♦ Family

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

**Cumbersome:** This model may not scale terrain.

**"Nice Shot, Dear!":** After an ally within 6" kills a non-peon outside of its activation, this model infuses a ♦.

**On Wheels:** After this model resolves a 🏹 action, it may move up to 3".

♦ 1 2 3 4 5

# ABUELA ORTEGA

## Attack Actions

Rg Skl Rst TN Dmg

### Sawed-Off Shotgun

\* 5 Df - 2

When this action is declared, choose if it has a range of  $\llcorner$  1" or  $\llcorner$  8". If this action receives a raise, deal 1 damage to enemy models within (X)1" of the target.

**Rampage:** Move this model 5", ignoring enemy models. Models moved through this way must pass a TN 13 **Sp** duel or be dealt 1 damage.

## Tactical Actions

Rg Skl Rst TN Dmg

### Escucha Me

6" 0 - 8 -

*Ally only. This action cannot target the same model more than once per activation. Target declares an action.*

**Shotgun Wedding:** Once per game. A friendly model within 2" of the target gains a **New Blood** token.

**Primero la Familia:** The target gains a **Familia** token.

### Endure It

6" 0 - 7 -

*Ally only. Target heals 2. For each raise this action receives, the target heals an additional +1.*