



7
COST

BELLHOP PORTER

6
DF

6
SP

6
WP

3
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
Baggage Handlers	// 2"	6	Df	-	2

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

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

Suitcase Toss	✦ 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

Revitalize	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.