



# THE LAST SUNRISE

Perdita Ortega, Neverborn Hunter



Friendly Family models gain the following abilities:

**Family Values:** The **Prepare** action may give this model a **Familia** token.

**Steady Hands:** When this model declares an action, it may discard a Hermanos de Armas upgrade attached to itself. If it does so, it receives a and a suit of its choice to its final duel total.

Friendly Family models gain the following action:

Tactical Action	Rg	Skl	Rst	TN	Dmg
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**On the Job Training**

6"	-	-	-	-	-
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*Another ally only. The target gains a **Familia** token and may attach a Hermanos de Armas upgrade.*



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## Tokens

**Adversary:** Friendly models receive a  to attack actions targeting this model. During the end phase, remove this token.

**Familia:** When a friendly model within 6" is dealt damage, this model may remove this token to reduce that damage by 1.

**Impact:** When this model succeeds in an attack action that deals damage, it must remove this token to deal +1 damage.

**Incurable:** This model cannot heal. During the end phase, remove this token.

**New Blood:** This model gains the Family keyword.

**Perforated:** After this model resolves the **Walk** or **Charge** action, deal 1 damage to it per inch it moved (to a maximum of 3). Other models may target this model with the **Interact** action to remove this token.

**Staggered:** This model suffers -2 **Sp** and cannot be moved by other enemy models. When this model ends its activation, remove this token. Canceled by **Hastened**.