

ANGEL EYES

*Henchman, Living
Versatile*
HALF-BLOOD

9
COST



ABILITIES

ON THE PROWL: After this model kills an enemy model, it Heals 1 and may Push up to 2" in any direction.

EVASIVE: Reduce all damage this model suffers from Shockwave, (X), and ☠ effects to 0.

DISGUISED: This model cannot be the target of Actions generated by the Charge Action.

SNIPER: When this model takes a ⚔ Action, it may lower the value of its Focused Condition by 1 to treat the Action as having +10" range.

EXPERT SHOT: This model's Attack Actions ignore Friendly Fire.



HEALTH

ANGEL EYES

ATTACK ACTIONS	RG	STAT	RST	TN
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SHARP CLAWS	1"	5	Df	-
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Target suffers 2/3/4 damage.

☛ **Drink Blood:** When resolving, this model Heals an amount equal to the damage suffered.

☛ **Reposition:** Move this model up to 3".

CLOCKWORK RIFLE	14"	6	Df	-
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This Action ignores Cover. Target suffers 2/3/5 damage.

☛ **Critical Strike:** When resolving, the target suffers +1 damage for each ☛ in this Action's final duel total (to a maximum of +2).

☛ **Armor Piercing:** When resolving, damage from this Action ignores **Armor**.

☛ **Reposition:** Move this model up to 3".

SIDEARM	6"	6	Df	-
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Target suffers 2/3/3 damage.

☛ **Coordinated Attack:** Another friendly model may take a ☛ Action targeting the same model.