



MOON SHINOBI

5
COST

5
DF

6
SP

5
WP

1
SZ



Minion (3), Living • Tri-Chi

Expert Climber: *Once per activation.* This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

☞ **Feint:** After an enemy model fails a ☞ action targeting this model, deal 1 damage to the enemy.

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

MOON SHINOBI

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Crooked Crane

//2" 5 Df - 1

*This action treats all ☐ as ☒. Target gains a **Poison** token.*

☞ **Critical Strike:** When resolving, this action deals +1 damage to the target.

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

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Drunken Dash

- 0 - 6 -

*Move this model up to 5", ignoring models and terrain. Models moved through this way gain a **Poison** token.*

☞ **Eyes Peeled:** If this model is at elevation 2 or higher, it declares the **Prepare** action.

A Shot of Genius

6" 0 - 5 -

*Friendly only. Target gains either a **Poison** or an **Insight** token.*