



5  
COST

# SQUISH AND SQUASH

5  
DF

6  
SP

5  
WP

2  
SZ

Unique, Living, Versatile • Kin, Jockey

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

**Ramming Speed:** This model's // actions generated by the **Charge** action receive +1 **Skl** and any one suit to its final duel totals.

☞ **Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

# SQUISH AND SQUASH

## Attack Actions

Rg Skl Rst TN Dmg

### **Kissed by a Prince**

//1" 5P Df - -

*This action may target friendly models. Target heals 1. For each raise this action receives, the target heals an additional +1.*

☞ **Blech:** When resolving, instead of healing, the target is dealt damage equal to the amount that would have been healed.

☛ **Happily Ever After:** Move the target up to 4". Then, this model may move up to 4", which must end within 2" of the target.

📖 **Purification:** Remove a token from the target.

☛ **Friction Burn:** Target gains a **Burning** token.

## Tactical Actions

Rg Skl Rst TN Dmg

### **Leap Frog**

3" 0 - 6 -

*Friendly only. Place this model within 3" of the target.*

☛ **Now Your Turn!:** Once per activation. Place the target within 3" of this model.