



# 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
<b>Crooked Crane</b>	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
<b>† Drunken Dash</b>	-	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.

<b>A Shot of Genius</b>	6"	0	-	5	-
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*Friendly only. Target gains either a **Poison** or an **Insight** token.*