



# TENGU

5  
COST

5  
DF

6  
SP

4  
WP

2  
SZ



STN: 8

Minion (3) ♦ Oni

**Demise (Blink):** After this model is killed, it may remove a friendly Scheme marker in LoS. If it does so, this model makes a Scheme marker in base contact with itself.

**Flight:** This model ignores terrain and other models while moving.

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



# TENGU

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
<b>Trickster's Mark</b>	1"	5	Df	-	1

Target gains a **Stunned** token.

☛ **Pulled Here and There:** Move either this model or the target up to 3".

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
↴ <b>Leap</b>	6"	0	-	6	-

Once per activation. Place this model anywhere within range.