



# MR. TANNEN

6  
COST

5  
DF

6  
SP

6  
WP

2  
SZ



*Unique, Living • Honeypot*

**Brilliant Guide:** Once per activation. After a model within 6" gains a friendly **Brilliance** token, this model may move it up to 2". Then, this model may remove the **Brilliance** token to move it an additional 2".

**Don't Bite the Hand:** When attacking this model, enemies with a friendly **Brilliance** token may not cheat.

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## Attack Actions      Rg Skl Rst TN Dmg

|                           |     |   |    |   |   |
|---------------------------|-----|---|----|---|---|
| <b>Despicable Promise</b> | †8" | 6 | Wp | - | 2 |
|---------------------------|-----|---|----|---|---|

Target gains a **Brilliance** token. If this action receives a raise, make a Scheme marker in base contact with the target.

- ¶ **Come Play at My Table:** Place the target in base contact with an ally within 6" of itself.
- **Chill:** Models damaged by this action gain a **Slow** token.
- ₩ **Inner Glow:** Allies within 4" of this model heal 1 and may gain a **Brilliance** token.

## Tactical Actions      Rg Skl Rst TN Dmg

|                           |    |    |   |   |   |
|---------------------------|----|----|---|---|---|
| <b>The Invisible Hand</b> | 6" | 0₩ | - | 5 | - |
|---------------------------|----|----|---|---|---|

*Once per turn. Target a marker. Make a Scheme marker in base contact with the target, then remove the target.*

- ₩ **Inner Glow:** Allies within 4" of this model heal 1 and may gain a **Brilliance** token.