



# TENGU

5  
COST5  
DF6  
SP4  
WP2  
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.