



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 \mathbb{W} 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
Crooked Crane	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
† Drunken Dash	-	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.

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