

TANUKI

6
COST

5
DF

6
SP

5
WP

1
SZ



Minion (3), Living • Tri-Chi

🍷 **Beer Goggles:** Enemy attack actions that target this model suffer a 🎲 to their duel if the attacking model has a friendly **Poison** token.

Not-So-Secret Sake: Friendly Scheme markers within 6" gain the hazardous (**Poison**) terrain trait.

TANUKI

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Jug Swing

⌘ 1" 5 **Df** - 2

If the target is within 6" of a friendly Scheme marker, this action receives a 🍵.

♦ **"I'm a Teapot!":** Place this model anywhere within 6" in base contact with terrain.

📖 **Drink Up:** Target gains a **Poison** token.

Laughing Footfalls

✚ 6" 5 **Wp** - -

This model chooses either toward or away. Move the target up to 5" in the chosen direction from this model.

♦ **"I'm a Teapot!":** Place this model anywhere within 6" in base contact with terrain.

🦋 **Liquid Illusion:** Enemy only. Once per activation. Make a Scheme marker anywhere in the area between this model and the target.

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

✚ Lifting Spirits

6" 0 - 6 -

Ally only. Target heals 2. If this action receives a raise, the target may remove a token.

🌀 **Sudden Inspiration:** Target gains an **Insight** token.