



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

Despicable Promise †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

✦ **The Invisible Hand** 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.