



TANNENBAUM

8
COST5
DF7
SP6
WP2
SZ

Unique, Living, Versatile • Society

Grounded Thinking: When a friendly model within 2" resists a action, it receives +1 to its stat.

Return to Innocence: When a friendly model removes a marker within 6" of this model, this model may place into base contact with the marker before it is removed.

Unimpeded: This model is unaffected by severe and hazardous terrain.



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TANNENBAUM

Attack Actions	Rg	Skl	Rst	TN	Dmg
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Comprehensive Notes

+8" 6 Df - 2

This model may remove a Scheme marker within 2" of the target.

¶ **Critical Strike:** When resolving, this action deals +1 damage to the target.

■ **Rewrite the Story:** When resolving, deal this action's damage to a different model within 6" of this model.

₩ **Daze:** Target gains a **Stunned** token and this model may move it up to 3".

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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Unstable Ground

6" 0 - 6 -

Once per activation. Target a marker. Enemy models within (X)2" of the target must pass a TN 12 **Df** duel or gain a **Staggered** token. Then, remove the target.

₩ **Drawn to the Unknown:** Move a friendly model within range up to 3" toward a marker in its LoS.

Tenacity	-	-	-	-	-
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Discard a card. This model heals 2.