



# 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.