

5  
COST

## SQUISH AND SQUASH

5  
DF6  
SP5  
WP2  
SZ

Unique, Living, Versatile • Kin, Jockey



**Expert Climber:** Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

**Ramming Speed:** This model's  $\mathbb{W}$  actions generated by the **Charge** action receive +1 **Skl** and any one suit to its final duel totals.

**Resilient:** Attacks targeting this model reduce raises they receive by 1 (to a minimum of 0).

# SQUISH AND SQUASH

Attack Actions	Rg	Skl	Rst	TN	Dmg
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## Kissed by a Prince

1" 5P Df - -

*This action may target friendly models.* Target heals 1. For each raise this action receives, the target heals an additional +1.

P **Blech:** When resolving, instead of healing, the target is dealt damage equal to the amount that would have been healed.

H **Happily Ever After:** Move the target up to 4". Then, this model may move up to 4", which must end within 2" of the target.

E **Purification:** Remove a token from the target.

F **Friction Burn:** Target gains a **Burning** token.

Tactical Actions	Rg	Skl	Rst	TN	Dmg
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## Leap Frog

3" 0 - 6 -

*Friendly only.* Place this model within 3" of the target.

H **Now Your Turn!:** Once per activation. Place the target within 3" of this model.