



8
COST

TANNENBAUM

5
DF

7
SP

6
WP

2
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.

TANNENBAUM

Attack Actions

Rg Skl Rst TN Dmg

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

⚡ **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.