**Phlogiston**

**Pounce**
Before the hit roll, you may place Sneaky Peet on a hex adjacent to the target.

**Slayer Champion**
A slayer moves the turn token +1 step when they knock out an enemy champion.

**Gang Boss**
Sneaky Peet's skills have +1 for each Sneaky Stabber adjacent to the target.

**Small and Sneaky**
Sneaky Stabbers may move through other models’ hexes but cannot end their movement on those hexes.

**Irritate 3 3 -**
Hit Effect:

**Sneak**
Remove one Sneaky Stabber from the battlefield. Then make a recruit action.

**Small and Sneaky**
Sneaky Stabbers may move through other models’ hexes but cannot end their movement on those hexes.

**Sprint**
One Sneaky Stabber may move up to 3 hexes.

**Let Me Do It!**

**Rally**

**Pounce**
Before the hit roll, you may place Sneaky Peet on a hex adjacent to the target.

**Slayer Champion**
A slayer moves the turn token +1 step when they knock out an enemy champion.

**Gang Boss**
Sneaky Peet's skills have +1 for each Sneaky Stabber adjacent to the target.

**Small and Sneaky**
Sneaky Stabbers may move through other models’ hexes but cannot end their movement on those hexes.

**Irritate 3 3 -**
Hit Effect:

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Remove one Sneaky Stabber from the battlefield. Then make a recruit action.

**Small and Sneaky**
Sneaky Stabbers may move through other models’ hexes but cannot end their movement on those hexes.

**Sneaky Stabbers**

**Small and Sneaky**
Sneaky Stabbers may move through other models’ hexes but cannot end their movement on those hexes.