



- COST

YOUKO HAMASAKI

UNSEEN

6
DF7
SP6
WP2
SZCunning
Patience

Kunoichi (3)

Master, Unique, Living • Qi and Gong

Demise (Mind Games): When this model is killed, it may drain a ♦ to be placed into base contact with a friendly Kunoichi in play. If it does so, it heals 8. Then, kill the Kunoichi without infusing a ♦.

Incriminating Evidence: When an enemy Scheme marker is made within 8" of this model, the model that made the marker gains an **Entranced** token.

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.

YOUKO HAMASAKI

Unseen

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Finishing Strike

1"	7	Df	-	2
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If there are no different enemy models within 2" of the target, damage from this action is irreducible.

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

◆ **Inspiration:** This model gains a **Focused** token.

■ **Beautiful Clothes:** Target gains an **Entranced** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Gather Intel

8"	0	-	5	-
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Ally only. Move the target up to 5" in any direction. Then, enemy models within (X)2" of the target must pass a TN 13 **Wp** duel or gain an **Entranced** token.

◆ **Veiled Intentions:** Place this model anywhere within 6". Then, this model may declare a # action.

■ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Hidden Ledger

-	0	-	6	-
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Once per activation. Reveal the top five cards of the opposing player's fate deck and discard all non-joker cards of any one suit, placing the rest of the cards back in any order.

◆ **Queen's Gambit:** Up to two allies in LoS may move up to 3".