



# MIKHAIL XVI

9  
COST

6  
DF

6  
SP

5  
WP

2  
SZ

Henchman, Unique, Living • Seeker

☞ **Armor:** *Once per activation.* This model may reduce damage dealt to it by 1.

**Caught in the Ring:** Models engaged by this model cannot target other models with attack actions.

**Unyielding:** When this model would be moved or controlled by another model, its owner may drain a ☞ to ignore that effect.

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# MIKHAIL XVI

## Attack Actions

Rg Skl Rst TN Dmg

### Koschei, The Epitaph Blade

// 2" 6 Df - 3

This model either heals 1 or gains a **Life** token.

☞ **Last Light:** This model gains a **Death** token.

📖 **Mark the Way:** Make a Lamp marker within 2" of the target.

✖ **In Memoriam:** Choose a non-joker in the top five cards of this model's discard pile. Place the chosen card on top of this model's fate deck.

⚔ **Entombed** † 6" 6 Sp - 1

Target gains a **Slow** token.

♦ **My Father's Legacy:** Once per activation. Enemy models in the area between this model and the target are dealt 2 damage.

## Tactical Actions

Rg Skl Rst TN Dmg

**Heartbeat of the Earth** 6" 0 - 6 -

Target another friendly model. This model may remove a **Life** token. Move any number of enemy models engaging the target up to 4". If this model removed a **Life** token, increase the distance moved by +2".

☞ **Sudden Strike:** This model may declare a // action.

📖 **Mark the Way:** Make a Lamp marker within 2" of the target.