



IRENA KEENE

8
COST

6
DF

7
SP

5
WP

3
SZ

Unique, Living, Construct, Versatile • Syndicate



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

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

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



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IRENA KEENE

Attack Actions Rg Skl Rst TN Dmg

Steamborg Claws	"/" 2"	6	Df	-	3
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This model may remove a friendly marker within 2" to receive a .

- **Lethal Aura:** This model gains an **Aura (Hazardous)** token.
- **Precise Strike:** When resolving, this attack receives one additional raise.
- **Sweeping Strike:** A different model within 1" of the target is dealt the same damage -1.
- **Finality:** When resolving, this action ignores abilities.

Tactical Actions Rg Skl Rst TN Dmg

Fade Into Memory	6"	0	-	6	-
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*Once per activation. Target a marker. Enemy models within (X)2" of the target must pass a TN 12 **Df** duel or be dealt 2 damage. Then, remove the target.*

- **Blade in the Dark:** Once per activation. This model may declare a // action, which receives a .
- **"Have You Seen My Brother?"**: Place this model in base contact with a friendly Altus Keene within 6" of this model.