

-
COST

YOUKO HAMASAKI

UNSEEN

6

DF

7

SP

6

WP

2

SZ

Master, Unique, Living • Qi and Gong

Cunning
Patience

Kunoichi (3)

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
Finishing Strike	〃1"	7	Df	-	2

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
Gather Intel	8"	0	-	5	-

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.

	Rg	Skl	Rst	TN	Dmg
Hidden Ledger	-	0	-	6	-

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".