



KOJI

7
COST

6
DF

5
SP

5
WP

2
SZ

Henchman, Unique, Living, Versatile • Sayuri

Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Protection Money: Once per activation. When an enemy Scheme marker is made within 6" of this model, this model may draw a card.

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Sword	1"	6	Df	-	2
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Taker's Bane	10"	6	Df	-	2
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If this attack receives a raise, the target gains an **Adversary** token.

- ◆ **Street Smarts:** Another friendly Sayuri model in LoS moves up to 3" and then makes a Scheme marker into base contact with itself.
- ◆ **Knock Aside:** Move the target up to 3".
- ◆ **Maim:** Target gains an **Injured** token.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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Healing Energy	8"	0	-	4	-
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Target heals 2. For each raise this action receives, the target heals an additional +2.

- ◆ **Reposition:** Move this model up to 3".

Expanding Influence	6"	0	-	4	-
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Ally or friendly minion only. Move the target up to 4" toward a friendly model in its LoS.