



# KARA

8

COST

6

DF

7

SP

5

WP

2

SZ

Unique, Beast, Versatile • Sayuri

**Catlike Reflexes:** *Once per activation.* When a friendly model ends a move on terrain within 6", this model may place into base contact with the model.

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

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

# KARA

## Attack Actions

Rg Skl Rst TN Dmg

### Springing Strike

//1" 6 Df - 2

This action receives a 🗡️ if the target is on Ht 2 terrain or higher.

🦋 **Play with Prey:** Move the target up to 4".

🦋 **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

## Tactical Actions

Rg Skl Rst TN Dmg

### 📍 Shelter in the Trees

4" 0 - 6 -

Another friendly model only. Place the target anywhere within range at a higher or lower elevation.

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

### Tenacity

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Discard a card. This model heals 2.