



YASUNORI

9
COST

6
DF

7
SP

6
WP

3
SZ

Unique, Living, Versatile • Qi and Gong

Blade of the Stage: During the start phase of the first turn, attach a Petal and Blood upgrade to this model.

☞ **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

Flight: This model ignores terrain and other models while moving.

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12

YASUNORI

Attack Actions

Rg Skl Rst TN Dmg

Dance of Ruin // 3" 6 Df - 2

☞ **Shrug Off:** Remove one token from this model.

☞ **Quick Reflexes:** Declare this action again, targeting a different model.

☞ **Execute:** The target may either discard a card or drain a ♠. If it does neither, it is killed.

↓ **Fan the Storm** † 8" 7 Sp 12 -

This action may target friendly models. Move the target up to 5".

☞ **Pop In:** Place this model anywhere within 3".

☞ **Shady Deals:** If the target is within 2" of a Strategy marker, the target must discard a random card.

Tactical Actions

Rg Skl Rst TN Dmg

↓ **Hayagawari** - - - - -

This model heals 1 and may discard a Petal and Blood upgrade to attach a Petal and Blood upgrade.