



# 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.

# IRENA KEENE

## Attack Actions

Rg Skl Rst TN Dmg

### Steamborg Claws

// 2" 6 Df - 3

*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 -

*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.