

# KENSHIRO

7  
COST

6  
DF

6  
SP

6  
WP

2  
SZ



Unique • Mercenary

**Fleet of Foot:** Once per activation. When this model ends a move within 1" of an ally, that ally may remove an **Adaptable** token to move up to its **Sp**.

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

**Incorporeal:** Reduce damage dealt to this model by 1. Damage from  $\ddagger$  actions may not be reduced this way.

# KENSHIRO

## Attack Actions

	Rg	Skl	Rst	TN	Dmg
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### Kuzushi

6" 7 Df - 1

If this action receives a raise, place the target anywhere within 3" of its current location.

◆ **Seeking the Blade:** Unique only. This action deals +2 damage.

₩ **Delay:** Target gains a **Slow** token.

## Tactical Actions

	Rg	Skl	Rst	TN	Dmg
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### A New Horizon

6" 0 - 3 3 -

Target a Scheme marker. Place the target anywhere within 6" of its current location.

■ **Premonition:** Look at the top card of your fate deck. This model may discard it.

### Reverse Momentum

6" 0 - 6 -

Remove any number of tokens from the target. The target heals 2 for each token removed in this way.

₩ **Planning Ahead:** Target gains an **Adaptable** token.

■ **Enchant:** Target gains an **Impact** token.