



# 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
<b>Sword</b>	1"	6	Df	-	2
<b>Taker's Bane</b>	10"	6	Df	-	2

**Taker's Bane**

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
◆ <b>Healing Energy</b>	8"	0	-	4	-
✦ <b>Reposition</b>					
✦ <b>Expanding Influence</b>	6"	0	-	4	-

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