



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 ✚ actions may not be reduced this way.

KENSHIRO

Attack Actions

	Rg	Skl	Rst	TN	Dmg
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Kuzushi	//1"	7	Df	-	1
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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	-
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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	-
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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.