



IZAMU

THE ARMOR

10
COST

4
DF

5
SP

5
WP

3
SZ

Henchman, Unique, Undead • Ancestor

🛡️ **Armor:** Once per activation. This model may reduce damage dealt to it by 1.

Eternal: During the end phase, this model heals 4.

Ruthless: This model ignores the 🛡️ abilities of other models.

Unyielding: When this model would be moved or controlled by another model, its owner may drain a 🍷 to ignore that effect.

1 2 3 4 5 6 7 8 9 10 11 12 13

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The Armor

Attack Actions

Rg **Skl** **Rst** **TN** **Dmg**

Nagamaki

⌘ 2" 6 **Df** - 3

If the target has a **Sp** of 7 or greater, this action receives +1 **Skl**.

🛡️ **Defensive Reflexes:** This model gains a **Shielded** token.

📖 **Piercing:** When resolving, this action ignores 🛡️ abilities.

🦋 **Ancestral Curse:** The target gains an **Adversary** token.

Phantom Flames

✡ 8" 6 **Wp** - -

Target gains an **Adversary** token.

💎 **Grisly Visage:** Once per activation. Place this model into base contact with the target and declare a ⌘ action.

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

Tactical Actions

Rg **Skl** **Rst** **TN** **Dmg**

📌 Heroic Intervention

6" 0 - 6 -

Enemy engaged with another friendly model only.

Move all friendly models engaged with the target 5" away from the target. Then, place this model in base contact with the target. This model may declare a ⌘ targeting the target.

🛡️ **Defensive Reflexes:** This model gains a **Shielded** token.