



MIKHAEL XVI

9
COST

6
DF

6
SP

5
WP

2
SZ



Henchman, Unique, Living - Seeker

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

Caught in the Ring: Models engaged by this model cannot target other models with attack actions.

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

MIKHAIL XVI

Attack Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

Koschei, ⚔ 2" 6 Df - 3
The Epitaph Blade

This model either heals 1 or gains a **Life** token.

◆ **Last Light:** This model gains a **Death** token.

■ **Mark the Way:** Make a Lamp marker within 2" of the target.

◆ **In Memoriam:** Choose a non-joker in the top five cards of this model's discard pile. Place the chosen card on top of this model's fate deck.

◆ **Entombed** +6" 6 Sp - 1

Target gains a **Slow** token.

◆ **My Father's Legacy:** Once per activation. Enemy models in the area between this model and the target are dealt 2 damage.

Tactical Actions

Rg	Skl	Rst	TN	Dmg
----	-----	-----	----	-----

Heartbeat of the Earth 6" 0 - 6 -

Target another friendly model. This model may remove a **Life** token. Move any number of enemy models engaging the target up to 4". If this model removed a **Life** token, increase the distance moved by +2".

◆ **Sudden Strike:** This model may declare a ⚔ action.

■ **Mark the Way:** Make a Lamp marker within 2" of the target.