



KARA

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COST6
DF7
SP5
WP2
SZ*Unique, Beast, Versatile • Sayuri*

Catlike Reflexes: Once per activation. When a friendly model ends a move on terrain within 6", this model may place into base contact with the model.

Expert Climber: Once per activation. This model may ignore vertical distance while resolving the **Walk** or **Charge** action.

Stealth: While more than 6" away from this model, enemy models cannot target it and ignore it when drawing LoS.



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KARA

Attack Actions

	Rg	Skl	Rst	TN	Dmg
Springing Strike	4" 1"	6	Df	-	2

This action receives a + if the target is on Ht 2 terrain or higher.

❖ **Play with Prey:** Move the target up to 4".

❖ **Pouncing Strike:** Place this model into base contact with a different enemy model within 5". Then, declare this action again, targeting that enemy model.

Tactical Actions

	Rg	Skl	Rst	TN	Dmg
Shelter in the Trees	4"	0	-	6	-

Another friendly model only. Place the target anywhere within range at a higher or lower elevation.

✉ **Draw Out Secrets:** Make a Scheme marker in base contact with the target.

Tenacity

Discard a card. This model heals 2.