



HINAMATSU

9
COST

5
DF

6
SP

5
WP

2
SZ

Henchman, Unique, Puppet ♦ Qi and Gong

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

Don't Turn Your Back: Enemy models that activate engaged with this model may not declare the **Interact** action until the end of their activation.

Rush: While resolving the **Charge** action, increase the distance this model moves by up to +2".

1

2

3

4

5

6

7

8

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11

12

HINAMATSU

Attack Actions

Rg Skl Rst TN Dmg

‡ **Swirling Blades** ‖1" 6 Df - 3

If this action was generated by the **Charge** action, it receives a ☒.

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

☞ **Inspiration:** This model gains a **Focused** token.

📖 **Beautiful Clothes:** Target gains an **Entranced** token.

☞ **Finality:** When resolving, this action ignores ☒ abilities.

Lure ‡12" 6 Wp 12 -

This action may target friendly models. Move the target its **Sp** toward this model.

☞ **Rip and Tear:** Declare a ‖ action targeting the same model, which receives a ☒.

☞ **Reposition:** Move this model up to 3".

📖 **Beautiful Clothes:** Target gains an **Entranced** token.