



KIYA MANIMI

9
COST

5
DF

6
SP

5
WP

3
SZ

Henchman, Unique, Living • EVS

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

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

Technophile: *Once per activation.* After a model empowers a duel within 6" of this model, this model gains a **Voyage** token.

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KIYA MANIMI

Attack Actions

Rg Skl Rst TN Dmg

Charged Spear

// 2" 6 Df - 3

This model may remove a friendly token from itself. If a token was removed, damage from this attack is irreducible.

⚔ **Critical Strike:** When resolving, this action deals +1 damage to the target.

✖ **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

Discus Grenade

✚ 8" 6 Sp - 1

Enemy models within (X)2" of the target are dealt 1 damage.

✖ **Convulsions:** Move the target up to 3". Then, the target must either discard a card or this model may move it up to 3".

Tactical Actions

Rg Skl Rst TN Dmg

Amped Up

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Discard a card or remove a friendly token from this model. This model heals 2 and enemy models within (X)2" are dealt 1 damage.

♦ **Overclocked Reflex:** An ally within 2" of this model gains a **Fast** token.