



# ALL FOR ONE

SHIGARAKI

### COPIED AND STOLEN QUIRKS

All For One may use the special attacks of any Unique Heroes in your Army. After All For One destroys an enemy Unique Hero, you may choose one special attack on the destroyed figure's card. For the rest of the game, All For One is considered to have that special attack.



QUIRKHUMAN

UNIQUE HERO

ANTAGONIST

MANIPULATIVE

MEDIUM

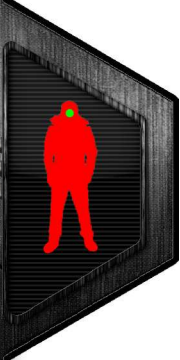
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### TERRIFYING PRESENCE

All enemy figures without the Fearless or Valiant personality within 4 clear sight spaces of All For One subtract 1 from their Attack and Defense numbers.

### IMPACT RECOIL

After All For One rolls defense dice against an adjacent normal attack, you may reveal an "X" Order Marker on this card to count all excess shields as unblockable hits on the attacking figure. You may then move the attacking figure up to 2 spaces, ignoring leaving engagement attacks.



7 LIFE

MOVE 5

RANGE 4

ATTACK 6

DEFENSE 6

420

POINTS