



KATANA

TATSU TORO

BLADERUNNER

Katana may move through all figures, never takes leaving engagement attacks, and may attack with her normal attack up to 2 times at any point before, during, or after her normal move as long as she is on a space where she could end her movement.



HUMAN

UNIQUE HERO

INTERLOPER

RUTHLESS

MEDIUM

4

SOULTAKER

Adjacent figures subtract 2 dice when defending against Katana's normal attack. When Katana destroys an opponent's adjacent Unique Hero that is not an Android, Construct, or Undead, you may place that figure on this card. When an opponent rolls the 20-sided die for initiative or for a figure attacked with Katana's normal attack, you may subtract 2 from the roll for each figure on this card, to a maximum of -6.

DEFENSIVE ARTS

When defending against a normal attack, add one automatic shield to whatever is rolled and, if the attacking figure is adjacent to Katana, all excess shields count as unblockable hits on the attacking figure.



4

LIFE

MOVE 6

RANGE 1

ATTACK 3

DEFENSE 4

190

POINTS