



KENSHI

KENSHI TAKAHASHI

BLIND WARRIOR

Kenshi cannot be prevented from choosing a figure to attack by any special power on any Army Card or Glyph. When Kenshi attacks a figure on a Shadow Tile, that figure does not receive any additional defense dice for the Shadow Tile.



HUMAN

UNIQUE HERO

WARRIOR

DETERMINED

MEDIUM 5

TELEKINETIC SWORDPLAY

If Kenshi attacks a figure with his normal attack and at least one skull is rolled, he may attack a figure again. He may continue attacking figures, rolling 1 fewer attack die for each subsequent attack, until you fail to roll a skull. After each attack, if the defending figure received one or more wounds, you may place the figure on an empty space within 1 space of its original placement. Moved figures do not take any leaving engagement attacks.

SENTO'S GUIDANCE

When Kenshi rolls defense dice, you may count one blank rolled as an automatic shield. If Kenshi has any excess shields when defending against a non-adjacent normal attack, you may remove one Wound Marker from this card or, if the attacking figure is within 5 clear sight spaces, you may instead inflict a wound on the attacking figure.



4

LIFE

MOVE 5

RANGE 3

ATTACK 4

DEFENSE 4

190

POINTS

