



## KITANA

### PHANTOM WALK

Kitana can move through all figures and is never attacked when leaving an engagement.



EDENIAN

UNIQUE HERO

ASSASSIN

DETERMINED

MEDIUM 4

### STEEL FAN ASSAULT

Kitana may attack any time before, during or after moving as long as she is on a space where she could end her movement. After Kitana attacks an adjacent figure, she may attack one additional time. If Kitana inflicts at least one wound with her normal attack, the defending figure receives one additional wound.

### FAN LIFT 12

If a figure engages Kitana, you may immediately roll the 20-sided die, adding 3 to the roll if the figure's base is on a level higher than Kitana's base. If you roll 12 or higher, that figure receives one wound and may not move for the remainder of its turn.



5

LIFE

MOVE

6

RANGE

4

ATTACK

3

DEFENSE

4

185

POINTS

