

# WATER HANZO

5 3 5 5 5

**Water Mastery, Resilient, Ronin**  
**With a Courting River:** Every space within 2 spaces of Hanzo counts as difficult terrain for enemy models.

*Schooling in a water doctrine means your body, eyes, and weapons are extensions of your spirit. Seek the least resistance, flow around spear points, and know where you stand in a duel, or a battlefield of a thousand duels.*

# AIR HANZO

7 3 3 3 5

**Air Mastery, Resilient, Ronin, Sprint**  
**Ranged: 3**  
**The Force of a Great Typhoon:** Hanzo may spend his action to make an affinity test. If successful, move every model in his influence zone up to 3 spaces ignoring terrain and influence zones.

*As I mastered the school of winds' teachings, I was more amazed that my feet knew to carry me before I gave them commands, and my opponents were just as likely to fend off a breeze with their swords, least of all, my blades.*

# FIRE HANZO

6 5 3 3 2

**Combined Attack, Fire Mastery, Resilient, Ronin**  
**Strength of a Ragging Fire:** When Hanzo attacks, for every he has left after cancellation Stun an enemy model within 2 spaces of him in addition to the normal resolution of the attack...

*The mastery of fire is to be considered for all who wish to dominate in battle. To fight such attacks, even raise your head to look at the fire will burn you.*

# WATER HANZO

**Drown:** A model with Drown may use its action to make an affinity test. If the test is successful, any enemy model in its influence zone is Slowed.

**Water Mastery:** Once per round, after a model with Water Mastery makes a roll, it may reroll any dice that did not result in Water.

**Resilient:** When a model with Resilient is Injured or Stunned by an effect caused by an enemy, roll a die. If any of the model's affinities are rolled, then Injured is downgraded to Stunned, or Stunned is downgraded to nothing happening to the Resilient model.

**Ronin:** Models with Ronin follow all of the rules for models with Hero. Additionally, a team must pay Ronin a Resilient model.

*fee after each game, before rolls are made on the downtime table, in order for the Ronin to remain on the team. If a team cannot or does not want to pay a Ronin's upkeep, the Ronin leaves the team and is erased from the roster. A Ronin's upkeep must be paid after every game for it to stay on the team, even if the Ronin had to miss the game. This fee is the number of Koban listed after the slash on the model's cost.*

# AIR HANZO

**Air Mastery:** Once per round, after a model with Air Mastery makes a roll, it may reroll any dice that did not result in Air.

**Resilient:** When a model with Resilient is Injured or Stunned by an effect caused by an enemy, roll a die. If any of the model's affinities are rolled, then Injured is downgraded to Stunned, or Stunned is downgraded to nothing happening to the Resilient model.

**Ronin:** Models with Ronin follow all of the rules for models with Hero. Additionally, a team must pay Ronin a Resilient model.

*must be paid after every game for it to stay on the team, even if the Ronin had to miss the game. This fee is the number of Koban listed after the slash on the model's cost. It may move an additional +2 spaces, i.e. double movement +2 spaces.*

**Sprint:** When a model with Sprint runs, it may move an additional +2 spaces, i.e. double movement +2 spaces.

# FIRE HANZO

**Fire Mastery:** Once per round, after a model with Fire Mastery makes a roll, it may reroll any dice that did not result in Fire.

**Combined Attack:** When a model with Combined Attack assists a friendly model that is attacking, the attacker gets instead of +2.

**Resilient:** When a model with Resilient is Injured or Stunned by an effect caused by an enemy, roll a die. If any of the model's affinities are rolled, then Injured is downgraded to Stunned, or Stunned is downgraded to nothing happening to the Resilient model.

**Ronin:** Models with Ronin follow all of the rules for models with Hero. Additionally, a team must pay Ronin a Resilient model.

*fee after each game, before rolls are made on the downtime table, in order for the Ronin to remain on the team. If a team cannot or does not want to pay a Ronin's upkeep, the Ronin leaves the team and is erased from the roster. A Ronin's upkeep must be paid after every game for it to stay on the team, even if the Ronin had to miss the game. This fee is the number of Koban listed after the slash on the model's cost.*



