



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

model that is attacking, the attacker gets +2 111 instead of +1 111. Combined Attack assists a triendly Combined Attack: When a model with

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

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



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FIXE HANZO

the game. This fee is the number of Koban listed after the slash on the model's cost. must be paid after every game for it to stay on the team, even if the Ronin had to miss

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

listed after the slash on the model's cost. on the team, even if the Ronin had to miss the game. This fee is the number of Koban

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

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

erased from the roster. A Ronin's upkeep cannot or does not want to pay a Ronin's upkeep, the Ronin leaves the team and is on the downtime table, in order for the Ronin to remain on the team. If a team Additionally, a team must pay Ronin a fee after each game, before rolls are made all of the rules for models with Hero. Ronin: Models with Ronin follow



WATER HANZO

erased from the roster. A Ronin's upkeep must be paid after every game for it to stay upkeep, the Ronin leaves the team and is test is successful, any enemy model in its influence zone is Slowed. cannot or does not want to pay a Ronin's Konin to remain on the team. It a team fee after each game, before rolls are made on the downtime table, in order for the its action to make an affinity test. If the Drown: A model with Drown may use

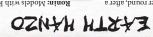
it may reroll any dice that did not result Water Mastery: Once per round, after a model with Water Mastery makes a roll,

is downgraded to Stunned, or Stunned is downgraded to nothing happening to the Resilient model. 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

Additionally, a team must pay Konin a all of the rules for models with Hero Ronin: Models with Ronin follow

duel, or a battlefield of a thousand duels. spirit. Seek the least resistance, flow around spear points, and know where you stand in a duel or a hottlefield of a thousand duel Schooling in a water doctrine means your body, eyes, and weapons are extensions of your within 2 spaces of Hanzo counts as difficult terrain for enemy models. Swift as a Coursing River: Every space Drown, Water Mastery, Resilient, Ronin OF SISISI MYLEY HYNSO





Monin: Models with Bonin follow all of the rules for models with Hero. Additionally, a team must pay Ronin a Additionally, a team must pay Ronin ace after each game, before rolls are made Ronin to remain on the team. If a team cannot or does not want to pay a Ronin's enance for ones not want to pay a Ronin's reased from the roster. A Ronin's upkeep, the Ronin leaves the team and is creased from the roster. A Ronin's upkeep on the team, every game for it to stay must be paid after every game for it to stay in the game. This fee is it he number of Koban in the game. This fee is the number of Koban listed after the slash on the number of Koban listed after the slash on the model's cost.

Tough: At the beginning of its activation, a model with Tough may make an affinity test. If the test is successful, it gets a Protect token.

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

Regeneration: When a model with Regeneration is in the Healing House, at the end it makes an affinity test before models are moved into the Training Ground. If the test is successful, it is moved into the Training Ground in addition to any other models.

Resilient: When a model with Resilient is Injured or Stummed by an effect caused by an effect caused by an effect and ended; so affinities are rolled, then Injured model's affinities are rolled, then Injured downgraded to Stumned, or Stumned is downgraded to Stumned, or Stumned is Gowngraded mothing happening to the Resilient model.



SPIRIT HANZO

Romin: Models with Ronnin follow all of the rules for models with Hero. Additionally, a team must pay Ronin a fee after each game, before rolls are made on the downtime table, in order for the cannot or does not want to pay a Ronin's upkeep, the Ronin desures 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's upkeep in the grame. This if the Ronin had to mise in the game. This if the Ronin had to mise after a stay and the roster.

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

Fortune: At the beginning of its activation, a model with Portune may make an affinity test. If the test is successful, the model may get a Lucky token, or give a Lucky token, or give a they within may get to sany triendly model within their influence zone.

Resilient: When a model with Resilient is Injured or Stummed by an effect caused by an effect caused model's affinites are rolled, then Injured is downgraded to Stumned, or Stumned is downgraded to mothing happening to the Resilient model.



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on the downtime table, in order tor the Konin to remain on the team. If a team Gonin to remain on the team. If a team upkeep, the Konin feaves the team and is must be paid after everty game for it to stay on the team, even if the Konin had to miss the game, This fee is the number of Koban listed after the slash on the model's cost.

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

Backstab: A model with Backstab gets +2m; instead of +1m; when making a

Resilient: When a model with Resilient is Injured or Stumed by an effect caused by an enemy, roll a die. If any of the model's affinities are rolled, then Injured is downgraded to Stumed, 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 fee after each game, before rolls are made