



RONIN

6
COST5
DF7
SP5
WP2
SZ

Minion (3), Living • Mercenary

Demise (Final Sacrifice): After this model is killed, it infuses two ♦ instead of one.

🛡 Hard to Kill: When this model suffers damage, if it has 2 or more health, it may not be reduced to below 1 health.

Made to Kill: Once per activation. After this model is placed, it may declare a ⚔ action after resolving the current action.

RONIN

Attack Actions

| | Rg | Skl | Rst | TN | Dmg |
|---------------------------|--|-----|-----|----|-----|
| † Daito | ¶ 1" | 5 | Df | - | 2 |
| ◆ <i>Into the Fray:</i> | After killing, all friendly sister models heal 2. | | | | |
| ❖ <i>Critical Strike:</i> | When resolving, this action deals +1 damage to the target. | | | | |
| ❖ <i>Reposition:</i> | Move this model up to 3". | | | | |
| Collier Revolver | ¶ 12" | 5 | Df | - | 2 |
| ❖ <i>Reposition:</i> | Move this model up to 3". | | | | |