



RONIN

6
COST

5
DF

7
SP

5
WP

2
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

◆ **Into the Fray:** After killing, all friendly sister models heal 2.

⌘ **Critical Strike:** When resolving, this action deals +1 damage to the target.

⚔ **Reposition:** Move this model up to 3".

Collier Revolver 🔫12" 5 **Df** - 2

⚔ **Reposition:** Move this model up to 3".