



# 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
<b>† Daito</b>	¶ 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".				
<b>Collier Revolver</b>	¶ 12"	5	Df	-	2
❖ <i>Reposition:</i>	Move this model up to 3".				