



## FOOT ELITE

FOOT CLAN • MINION

**SKILLED**  
WHEN MOVING, FOOT ELITE DO SO AS IF THEY ARE LEAPING, IGNORING FIGURES AND ALL TERRAIN EXCEPT ELEVATED AND BLOCKING.

IF A FOOT ELITE CAN'T REACH OPTIMAL STRIKE RANGE AFTER MAKING A MOVE ACTION, THEIR RANGE ATTRIBUTE CHANGES TO 3 FOR THE REST OF THEIR TURN.



## FOOT BRUISER

FOOT CLAN • MINION

**BRUTE**  
WHEN MAKING A MELEE STRIKE, IF THE DEFENDING FIGURE ROLLS AT LEAST 1 DOUBLE HIT, THEY RECEIVE 1 STUN TOKEN.  
WHEN MAKING A RANGED STRIKE, IF THE FOOT BRUISER DEALS AT LEAST 2 WOUNDS TO THE DEFENDING FIGURE, THEY LOSE 1 FOCUS.



## LEONARDO

FOOT CLAN • LEADER • MUTANT

**CHUNIN**  
LEONARDO CANNOT BE TARGETED BY SKILL CARDS PLAYED BY CLAN HAMATO FIGURES.

FOOT CLAN MINION FIGURES WITHIN 3 SPACES OF LEONARDO AND IN HIS LINE OF SIGHT RECEIVE BLOCK +1.  
IF LEONARDO CAN'T REACH OPTIMAL STRIKE RANGE AFTER MAKING A MOVE ACTION, HIS RANGE ATTRIBUTE CHANGES TO 3 FOR THE REST OF HIS TURN.



## FOOT NINJA

FOOT CLAN • MINION

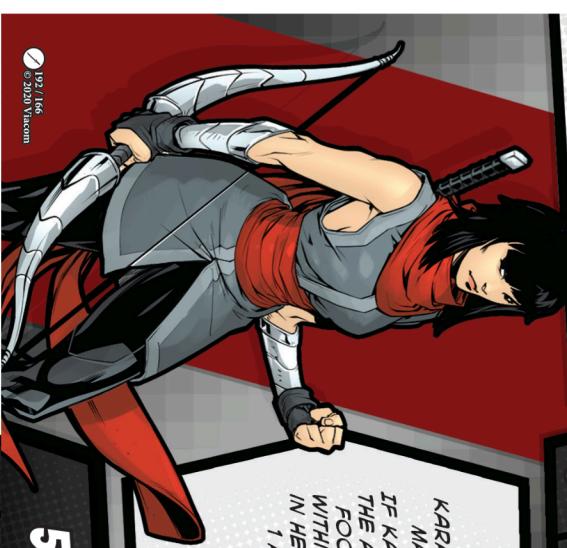
**SOLDIER**  
WHILE 3 OR MORE FOOT NINJAS ARE ADJACENT TO AN ENEMY FIGURE, THAT FIGURE MUST PAY 1 LIFE TO PLAY A SKILL CARD.  
IF A FOOT NINJA CAN'T REACH OPTIMAL STRIKE RANGE AFTER MAKING A MOVE ACTION, THEIR RANGE ATTRIBUTE CHANGES TO 2 FOR THE REST OF THEIR TURN.





## SHREDDER

FOOT CLAN • LEADER



## KARAI

FOOT CLAN • LEADER



## ROCKSTEADY

FOOT CLAN • LEADER • MUTANT



## BEBOP

FOOT CLAN • LEADER • MUTANT



## RHINO-SAURUS

IF ROCKSTEADY'S MELEE STRIKE DEALS AT LEAST 2 WOUNDS TO AN ENEMY FIGURE, THAT FIGURE RECEIVES 1 STUN TOKEN. ROCKSTEADY CANNOT BE REDUCED TO LESS THAN 1 LIFE WHILE WITHIN 2 SPACES OF BEBOP.



## COMMANDING

AT THE START OF HIS TURN, SHREDDER MAKES A FREE MOVE ACTION. IF SHREDDER IS CURRENTLY ADJACENT TO AN ENEMY FIGURE, BUT COULD REACH OPTIMAL STRIKE RANGE OF A FIGURE THAT MATCHES HIS TARGETING PRIORITY, HE WILL BREAK AWAY AND MOVE TO THE NEW TARGET. IF SHREDDER IS ATTACKED, AFTER THE ATTACK IS RESOLVED, HE IMMEDIATELY RECEIVES 1 ACTION AND ACTIVATES. FOOT CLAN MINION FIGURES WITHIN 3 SPACES OF SHREDDER AND IN HIS LINE OF SIGHT RECEIVE HIT +1.

## WILD HOG

BEBOP'S MELEE ATTACKS IGNORE BONUSES TO DEFEND (INCLUDING DEFEND CONS). BEBOP CANNOT BE REDUCED TO LESS THAN 1 LIFE WHILE WITHIN 2 SPACES OF ROCKSTEADY.



**PURPLE DRAGONS GANG**  
PURPLE DRAGONS • MINION

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**GANG MENTALITY**  
IF 2 OR MORE PURPLE DRAGON FIGURES ARE ADJACENT TO AN ENEMY FIGURE, THAT FIGURE RECEIVES DEFEND -1.  
IF 4 OR MORE PURPLE DRAGON FIGURES ARE ADJACENT TO AN ENEMY FIGURE, THAT FIGURE INSTEAD RECEIVES DEFEND -2.



**HUN**  
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**ENFORCER**  
WHEN AN ENEMY FIGURE ENTERS A SPACE ADJACENT TO HUN, THAT FIGURE MUST EITHER RECEIVE 1 STUN TOKEN OR ROLL 1 BATTLE DIE AND SUFFER UNBLOCKABLE WOUNDS EQUAL TO THE NUMBER OF HITS ROLLED.  
FRIENDLY PURPLE DRAGONS FIGURES WITHIN 3 SPACES OF HUN RECEIVE BLOCK +1.

3	2	2	3
2	3	4	16
2	2	3	3