General Menace

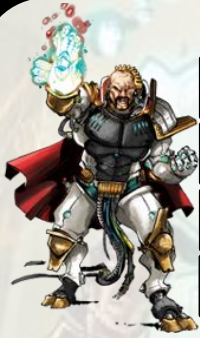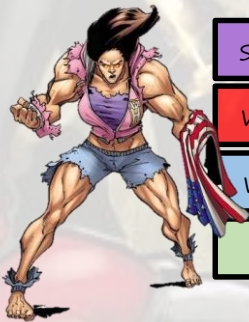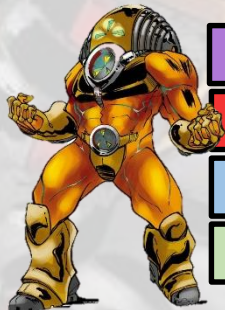|	
Start of the Scenario	Put +1 token on his ATTACK for each hero in the scenario
When being attacked	Attacks his attacker TWICE with −1 power die in each attack.
When being range attacked	Get close to his attacker and attack. If success deal +1 damage!
When a hero on his **Sight**	Make a range attack against the hero and add 1 to the result.

Start of each **Round**	Each player rolls 1 combat die and place one of the Kinoishi Sisters on his tile.
1: place KI and she's attacking him. **2:** place NOI and she's attacking him. **POW:** place CHI and she's attacking him.	
When being attacked	Attacks her attacker TWICE then roll 8–sided die: 0 – she's out of the board.
When being range attacked	The attacker rolls the start of the round roll. 0 – she's out of the board.

Start of the Scenario	Put +1 token on her DEFFESE for each hero in the scenario
When being attacked	Attacks her attacker with double the damage. Push that hero 2 areas back
When being range attacked	Attacks all characters between her and the attacker then stand in his Area
When a hero on her tile	Get close to the hero and attacks with +2 Power dice

Start of the Scenario	Put +1 token on his DEFENSE and ATTACK for each hero in the scenario
When being attacked	Attack his Attacker with +1 power die. If success deal +1 damage!
When being range attacked	Get close to his attacker and attack with +1 Power die
When a hero on his **Sight**	Attacks all characters between him and the attacker then stand in his Area

Start of the Scenario	Put +1 token on his DEFENSE for each hero in the scenario
When being attacked	The Attacker suffer 1 Damage immediately
When being range attacked	Make a range attack against the hero with +2 Power dice
When a hero on his tile	The hero put −1 token on his Attack and can remove it only by losing 1 action

Start of each **Round**	Each player rolls 1 combat die the first that get POW place her in his Area
When being attacked	Attack All charcters in her Tile with +1 power dice as number of heroes in the scenario
being range attacked	placed in her attacker area. Attack him immediately if succeed heal 1 damage
When a hero on her tile	attack All characters on her Area. with +1 power dice as number of heroes in the scenario