

1	HEAD	♦						KO
2	LEFT ARM	♦						KO
3	LEFT LEG	♦						KO
4	RIGHT LEG	♦						KO
5	RIGHT ARM	♦						KO

3 = KO

HOOK START

+1 for , Defender rolls -1 for

UPPERCUT START

+2 for targeting **1**

Kimberley



1	HEAD	◇									KO
2	LEFT ARM	◇									KO
3	LEFT LEG	◇									KO
4	RIGHT LEG	◇									KO
5	RIGHT ARM	◇									KO

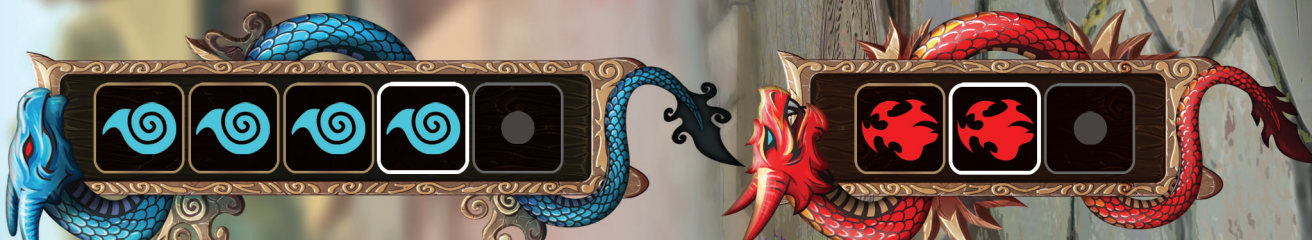
3 = KO

MAWASHI GERI START

If and are in the Starting Area, +2 for

SHUTO UCHI START

+1 for





1 HEAD
2 LEFT ARM
3 LEFT LEG
4 RIGHT LEG
5 RIGHT ARM

3 = KO

GINGA DE BAHIA START
+1 per [dice icon] in Starting Area

MACACO START
+1 [dice icon] for [dice icon] then Ricardo can move 1 [dice icon]


Blue dice tray containing three blue dice with a swirl symbol.





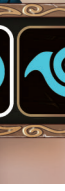






Red dice tray containing three red dice with a flame symbol.
























Li-Ming





1	HEAD								KO
2	LEFT ARM								KO
3	LEFT LEG								KO
4	RIGHT LEG								KO
5	RIGHT ARM								KO

3 = KO





LEOPARD'S FURY END

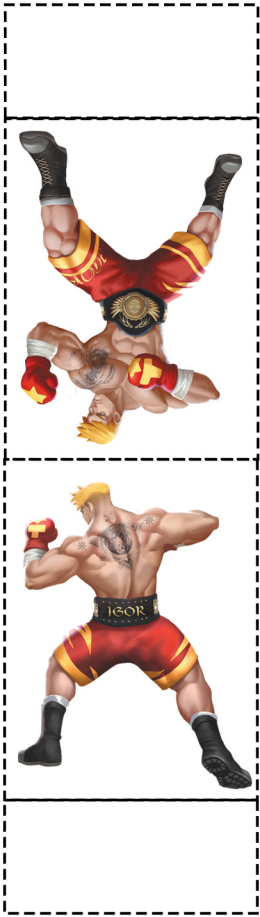
Li-Ming has an extra turn after 





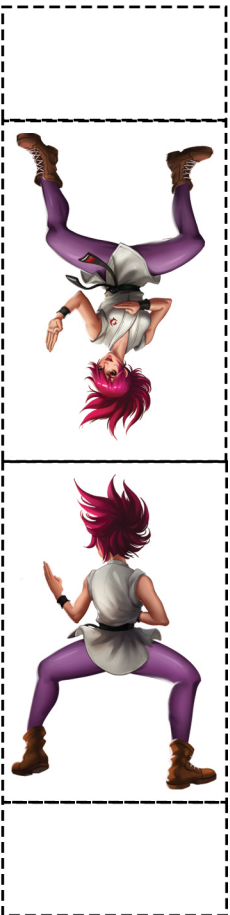
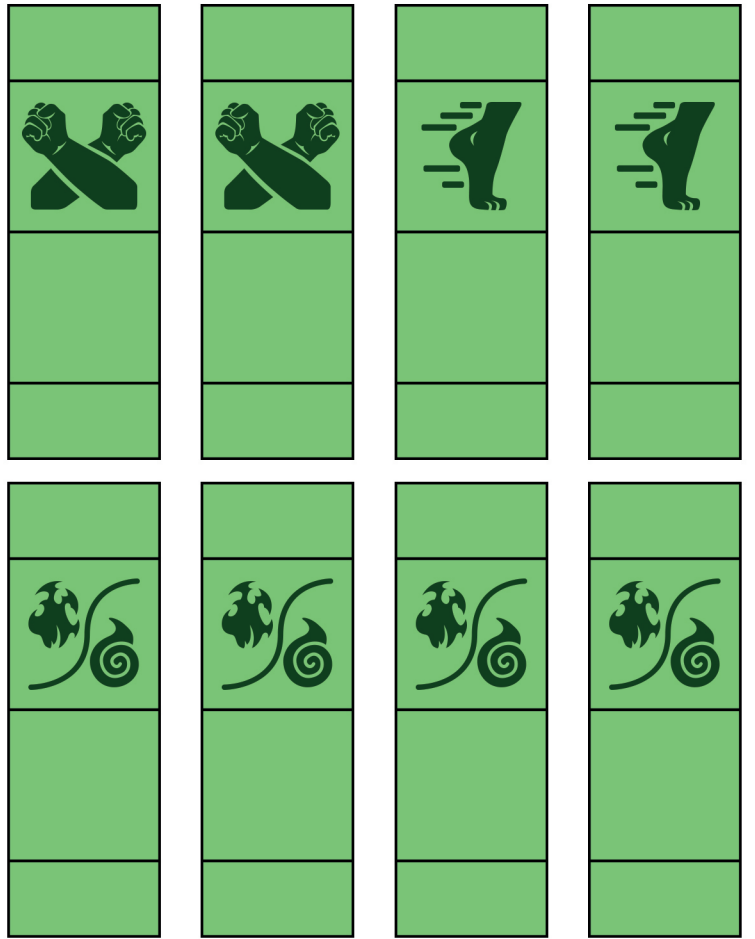




DRAGON'S BREATH END

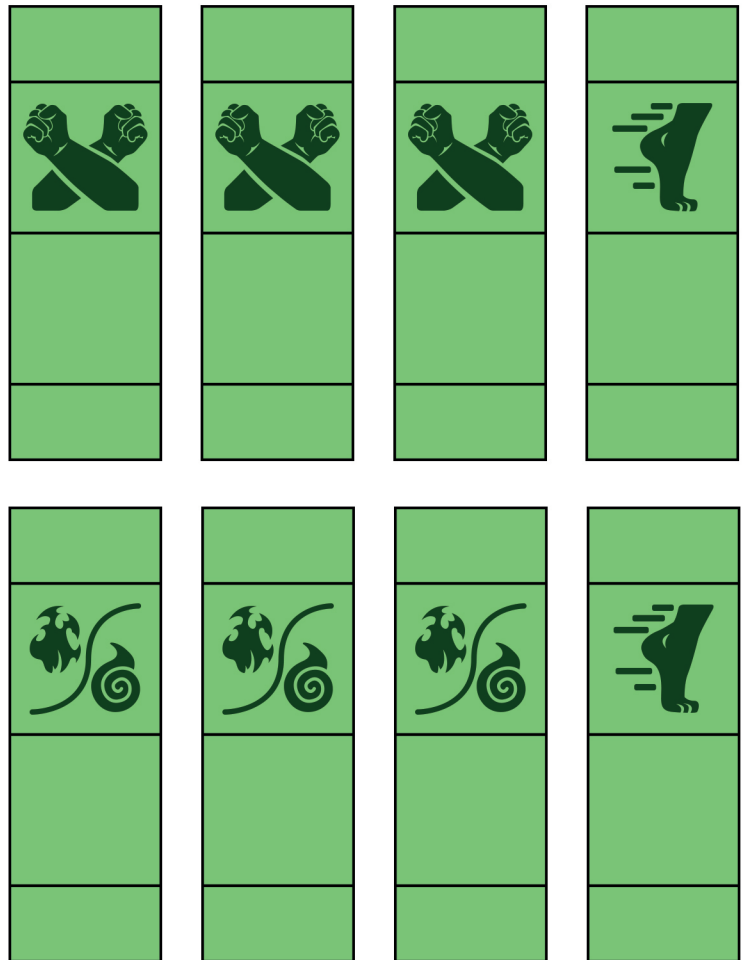
On the next turn, +3  for targeting **3** or **4**





- 1 
- 2 
- 3
- 4
- 5

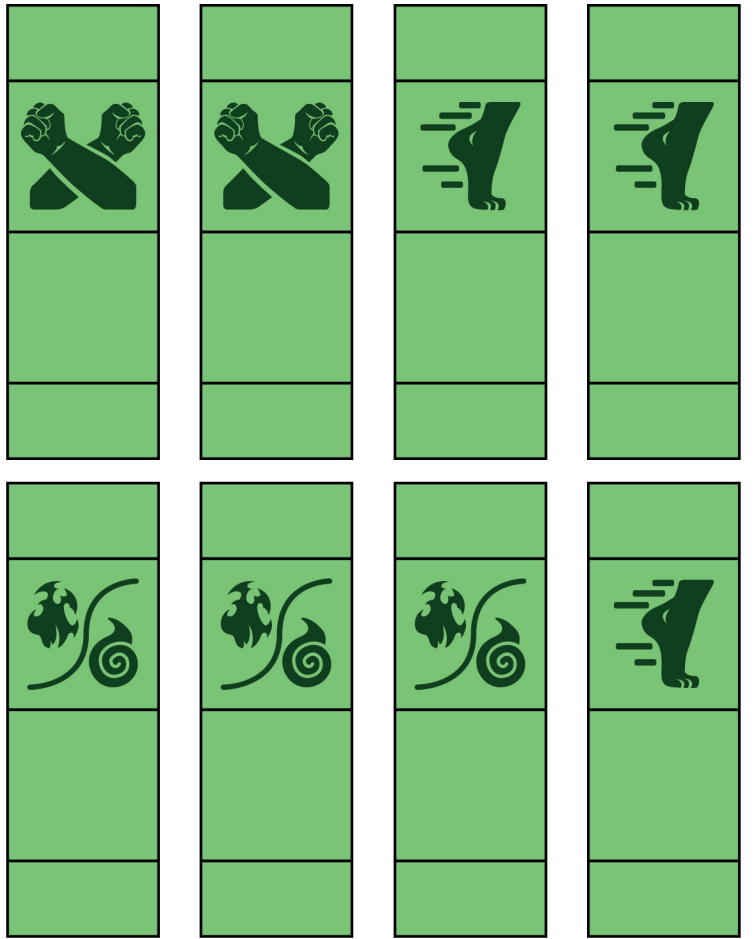




- 1 
- 2 
- 3
- 4
- 5





- 1 
- 2 
- 3
- 4
- 5



- 1 
- 2 
- 3
- 4
- 5

