
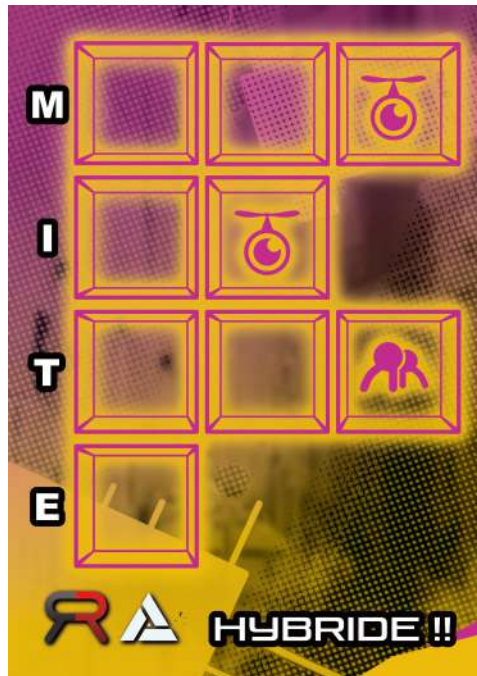
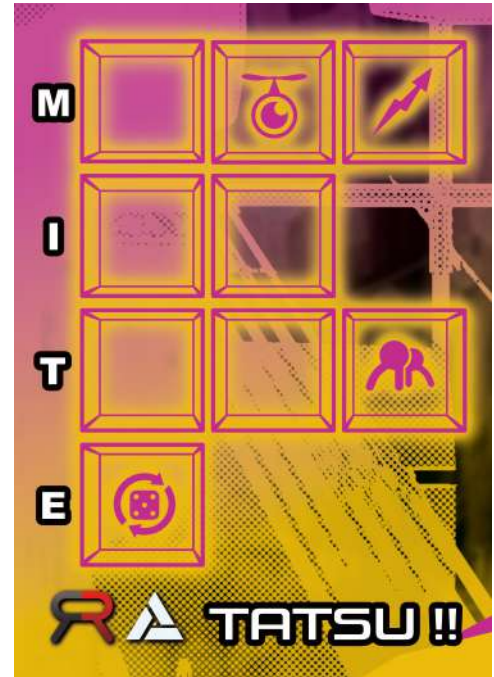
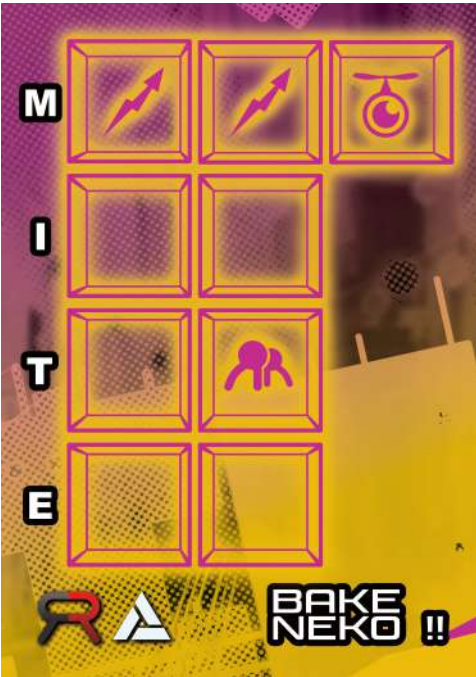
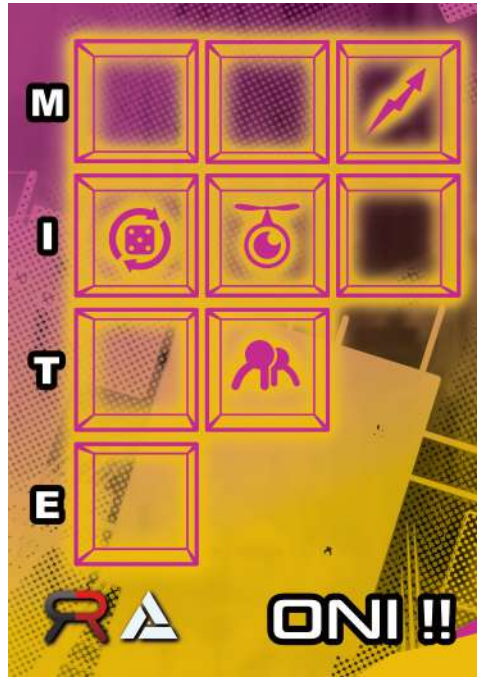


Special rule

A Hybrid has a DNA token. A DNA token can be placed on a Hybrid's die, in the same way as a Boost token and with the same effects.



HYBRIDE !!





ARK NINE



ARK NINE



We are
GLADIATORS

If you expel an opposing Roofer from the Spot, you earn 2 Ki tokens.

Reminder: A player cannot have more than 3 Ki tokens at the same time.

SANTAHANNA



SANTAHANNA



**THE END
JUSTIFIES THE
MEANS**

When changing Athletes, if you do not have any Ki tokens, earn one Ki token.

M - FOOD



M - FOOD



EAT AND MOVE

If you score a goal, you earn 1 Ki token.

Reminder: a player cannot have more than 3 Ki tokens at the same time.

PROTECH



PROTECH



NIRVANA

At the start of the game, earn one Ki token. In addition, the maximum number of Ki tokens that can be possessed is increased by 1.

Reminder: A player Protech cannot have more than ~~X~~ 4 Ki tokens at the same time.

Deus Corp.





Deus Corp.



Genetic Engineering

You may recruit up to 3 hybrids. In addition, you gain an extra Ki token at the start of each match for each Hybrid on the team.

THE RED HAND



THE RED HAND

FURY

After stealing data from your opponent, you can spend a Ki token to take a free Interact Action that can only be used to Push an opposing Athlete.

The Roofers belonging to the Red Hand are among the most violent you can find on a Spot. The Onis reign supreme and make it a point of honour to do everything they can to throw their opponents into the void.

The High Tower



The High Tower

THE BIG EYE

You can spend a Ki token to reroll a die that has not already been rerolled.

The High Tower directs its teams of Roofers from its control centre called "The Eye". Specialising in the sale of data, it uses its privileged access to information flows to guide its Roofers in real time and transmit the data necessary for the smooth running of their missions.

BUNNY BLINDERS



BUNNY BLINDERS

LIKE THE WIND

You can spend a Ki token to perform a Movement immediately after a successful Evade.

The Bunny Blinders were originally a street gang involved in drug trafficking. Hunted down by the Empire's militias, many of its members were arrested or killed. The survivors were then forced to turn to more discreet illegal activities. They switched to data transport, taking advantage of their numerous contacts in the colonies and sectors formerly under their control. One of their branches also manages some of the betting, giving rise to suspicions of match-fixing.

The Black Clouds



The Black Clouds

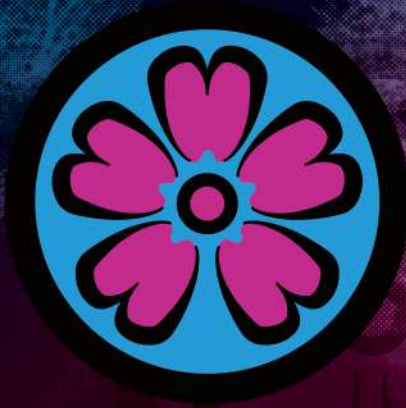
MOUNTAIN WIND

When an Athlete from this team is located in a square at the edge of the field, if they make a move, they can spend a Ki token to do so diagonally.

The Black Clouds' Roofers never show their faces, and no one knows their identities. Being on the edge of the Spot with one of their members is a situation that other Roofers dread, as many believe it brings bad luck. Indeed, it is often said that during a Rooftag match, they are rarely the ones who end up being expelled from the Spot. The Black Clouds play on this reputation by sporting esoteric tattoos and wearing flamboyant masks, increasing the sense of unease among their opponents.



Cherry Blossoms



Cherry Blossoms

MÉDITATION

You can spend 2 Ki tokens to change the position of two of your dice after seeing your opponent's.

The Cherry Blossoms stand out in the Rooftag scene. While most Roofers behave exuberantly on the Spot and do not hesitate to show off and put on a show, the Cherry Blossoms are the embodiment of sobriety. Each of their movements seems meticulously planned and calculated. They are silent and never celebrate their victories except with a brief smile. They have turned Rooftag into an art form, a discipline for the body and mind.

Tsunamis



Tsunamis

ESCAPE

If one of your Roofers steals an opponent's Data token, you can immediately make a move by spending a Ki token.

A wave of fans descends on the video chat as soon as the Tsunamis are mentioned. This team knows how to play to the crowd and makes sure to create a buzz before each of its matches. It was the first to bring a hybrid onto the field and has included one ever since, making it something of a signature move.

MOON SISTERS



MOON SISTERS

THE TWO SISTERS

At the start of the match, roll 1D6 to see which rule will apply.

1-3 - Light: You may spend 2 Ki tokens to roll a die, on a success your Athlete can take a free Evade action.

4-6 - Shadow: You can spend 2 Ki tokens to roll a die, on a success your Athlete can take a free Interact action that can only be used to Push an opposing Athlete.

RISING SUN



RISING SUN

THE FLIGHT OF THE CRANE

When you make a Transfer at a distance of 2 or 3 squares, you can discard a Ki token to reroll the dice on that roll.

For the members of the Rising Sun, a good victory is a quick victory, and humiliating their opponent is a second victory. Letting one of their players get close to your goal is your first mistake. This team recruits the best throwers on the circuit, capable of scoring goals in the most difficult situations.

