MISHIMA

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MISHIMA GENERIC SPECIAL SKILLS

Corporate Agents (see Imperial Corporation book) can be taken in Mishima Armies as Support Choices.
The Regulations of Ryoshun: All Mishima Models within the LD value in inches of the Warlord gain the "Fearless" special skill.
Death before Dishonour: Models from the Mishima Army List may re-roll pinning, break and fear tests.
Ki Masters: Each Mishima Squad Commander (including the Warlord and Lords) can be upgraded with up to 2 Ki Powers at the Point cost stated. The available Ki Powers depends on the Warlord chosen to lead the force (Close Combat, Ranged or Tech). These Powers are only assigned to the Squad Commander and are not transferable under any circumstance (including Squad Commander's death) unless stated otherwise. One Ki Power can be used per Game Turn per Squad Commander.
Squad Commanders led by a Psychic Warlord can take any combination of Ki Powers from all Temples. However, if a Squad Commander has Ki Powers from two different Temples and attempts to cast a Ki Power, they must pass a LD test after each Power is resolved. If the test is failed the Squad Commander receives a 'Stun Effect' and automatically becomes deactivated. The Warlord and Lords are not affected by this rule.
Ki Powers follow the rules for Psychic Powers and as such, the Squad Commander must be Activated in order to use their Ki Powers. (B) and (D) type Ki Powers do not cost an Action Point to use, unless stated otherwise.
If a Model or a Squad comes equipped with its own Ki Powers, then it can take additional Ki Powers following the above criteria, as long as it ends up with no more than two Ki Powers in total.
If a Model or a Squad has a Special Skill or rule which specifies how many or which Ki Powers it can take, or which Temple it can take Ki Powers from, this overrides the above selection criteria.

SOSHOMARA TEMPLE OF ENLIGHTENMENT (Close Combat Warlord)

The subsequent SOSHOMARA TEMPLE OF ENLIGHTENMENT Ki Powers use the following Statline:

R	ST	RoF	AVV	TYPE
Squad	–	1	0	Psychic (B)

Power of the Ox: 10 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, the Squad Commander's Close Combat Attack is St16 Blast, AVV10 and ROA3. The RoA may not be increased by any means. The Close Combat Attack gains the Critical Force (2) Special Skill.

Resourcefulness of the Monkey: 15 Points. Use 2 Action Points to use this Ki Power. Un-Turn 1 previously Turned to Burn Resource Card. This Ki Power does not require a WP Test.

Strike of the Serpent: 10 Points. 'Turn to Burn' 1 Resource Card. If successfully cast, the entire Squad receives a (+2) Modifier to CC.

Leap of the Grasshopper: 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, each Model in the Squad may be placed anywhere within 12" of its current position. A model may move through Impassable Terrain but may not be placed in it. This counts as a 'Run' action or, in the case of vehicles, as a 'Combat Move' Action.

Prowl of the Tiger: 15 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the Squad receives the 'Ranger' Special Skill.

Speed of the Horse: 15 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, all Models in the Squad maymake a 'Run' action or, in the case of vehicles, a 'Combat Move' Action for 1 Action Point per Model.

Path of the Rat: 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, any Model targeting the Squad with any Ranged Attack receive a (-4) Modifier to RS.

Hide of the Rhino: 15 points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, the Squad gains the 'Heal (6)' Special Skill until the end of the Game Turn.

Strike of the Panda: 15 points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, the Squad may change their close combat weapon type to either Blast or Plasma. Also, any CC Weapon used by those models has their ST and AVV values modified by (+1).

Fury of the Rooster: 10 points. Turn to Burn 1 Resource Card to use this Ki Power. If successfully cast, the Squad gains an additional (+2) Modifier to Strength and AVV for their engage bonus.

Stubbornness of the Goat: 15 points. Turn to Burn 1 Resource Card to use this Ki Power. If successfully cast, the Squad gains Impenetrable Armour (10) while engaged. Turn To Burn a second Resource Card to increase this to Impenetrable Armour (12).

YORAMA TEMPLE KI (Ranged Warlord)

Condensement of the Rainbow: 15 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.
Passive: Rainbow Beam: This attack is Type: Rail. 'Turn to Burn' 1 additional Resource Card before the Ki Power is attempted. The Ki Power gains (+2) Modifier to St, (+3) Modifier to AVV.

Condensement of the Rainbow

R	ST	RoF	AVV	TYPE
20	15	1	4	Psychic (S)

Blast of the Hurricane: 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

Blast of the Hurricane

R	ST	RoF	AVV	TYPE
24/SE	14	1	0	Psychic (S) (G)

The Petal of the Lotus: 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.
If successfully cast, the squad receives the Camouflage (3) Special Skill.

The Petal of the Lotus

R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

The Destructive Path of Lava: 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

The Destructive Path of Lava

R	ST	RoF	AVV	TYPE
24	14	4	1	Psychic (S)

The Blazing Sun: 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.
Passive: Dazzled: Enemy Models with Small Bases within the template receives a 'Stun Effect'.
'Turn to Burn' 1 additional Resource Card before the Action is instigated. Enemy Models with Small and Medium bases within the template receive a 'Stun Effect'.

The Blazing Sun

R	ST	RoF	AVV	TYPE
12/SE	–	1	1	Psychic (S)(G)

The Bite of The Blizzard: 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.
Any Enemy Squad hit by this Psychic Shooting Attack count as under the effects of the 'Suppression Fire' Squad Special Action.

The Bite of The Blizzard

R	ST	RoF	AVV	TYPE
18/SE	12	1	2	Psychic (S)

The Sapphire Tsunami: 15 Points. Spend 1 Action Point to use this Ki Power. If successfully cast, a nominated Enemy Player must 'Turn to Burn' 1 of their own Resource Cards. If they have no Resource Cards available their Warlord receives a St14 Piercing AVV4 Autohit with no 'Heal' rolls allowed.

The Sapphire Tsunami

R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

The Way of Enlightenment: 15 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, the entire Squad can perform a Shooting Action without LOS, but they suffer a (-2) penalty to RS. Also, the Range of any Ranged Weapons is halved.

The Way of Enlightenment

R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Path of True Sight: 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the entire Squad receives a (+2) Modifier to RS.

Path of True Sight				
R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Blast of the Lightning Dragon: 15 Points. If successfully cast, all of the Squad´s Ranged Weapons used are Type: Blast.

Blast of the Lightning Dragon				
R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

SHIRII TEMPLE KI (Tech Warlord)

Greatness of the Good: 10 Points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, any Model from the Squad may, during its activation, be removed from the game by its controlling player. Any Model within 3" of the removed Model takes a St14 AVV3 Piercing Autohit.

Greatness of the Good				
R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Endurance of the Zealot: 15 Points. Turn To Burn 2 Resource cards to use this power.
If successfully cast, the entire Squad receives Impenetrable Armour (10).

Endurance of the Zealot				
R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Insight of the Technician: 10 Points. At the beginning of the Squad Commander's activation 'Turn to Burn' any number of Resource Cards (minimum of 1) to use this Ki Power.
If successfully cast, for each Turned to Burn Resource Card one friendly Vehicle within Range may attempt to repair their last lost SP. Roll a D20; on a result of 1–8 the SP is repaired. Only 1 SP can be repaired per Model per Game Turn in this way.

Insight of the Technician				
R	ST	RoF	AVV	TYPE
12	–	1	–	Psychic (B)

Preparation of the Samurai: 15 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.
If successfully cast, the Squad's Close Combat and Ranged weapons receive a (+2) modifier to AVV.

Preparation of the Samurai				
R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Suppression of the Masses: 15 Points. 'Turn to Burn' 1 Resource Card and use 1 Action Point to use this Ki Power.
If successfully cast, the target Enemy Squad must instantly take a Pinning Test with a (-5) modifier to Ld.

Suppression of the Masses				
R	ST	RoF	AVV	TYPE
15	–	1	–	Psychic (D)

Resourcefulness of the Thief: 15 Points. Turn To Burn 2 Resource Cards at any point during the game. If successfully cast, all Models in the Squad, even if they have already been activated this turn, can make a 'Dive for Cover' action for 0 Action Points, as if they were on Sentry.

Prowl of the Ninja: 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.
If successfully cast, the entire Squad receives the Grappling Hooks (6) Special Skill.

Prowl of the Ninja				
R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Misstep of the Fool: 20 Points. Turn to Burn 1 Resource Card to use this Ki Power. Place a 30mm 'Beam of Ki' token within 15" of the Squad Commander. Any Model finishing their Activation within 3" of the token suffers a St12 AVV2 Plasma Autohit. For each additional 'Beam of Ki' token in range of the target the Autohit receives an additional (+1) modifier to its St and AVV.

Misstep of the Fool

R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

Power of the Elders: 10 Points. Turn to Burn 1 Resource Card to use this Ki Power. The Strength of the 'Power of the Elders' Ki Power is equal to St5 with a (+2) modifier for each Model in the Squad (to a Maximum of 17).

Power of the Elders

R	ST	RoF	AVV	TYPE
18	X	2	3	Psychic (S)

The Honourable Act of Seppuku: 10 Points. Remove the Squad Commander from play to un-Turn up to 3 of the owning player's Resource Cards previously Turned to Burn in the same turn. This Ki Power does not require a WP test. Models removed form play in this way count towards Body Count Value.

The Honourable Act of Seppuku

R	ST	RoF	AVV	TYPE
Squad	–	1	–	Psychic (B)

LORD COMMANDER NOZAKI

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	13	10	12	16	18	3	16(12)	190

TYPE: Warlord (Tech), Medium Base (40mm), Unique

EQUIPMENT: Tambu No.3 Silenced Ronin Handgun, The Obsidian Blade of the Black Rose, Lord Commander's Battledress.

ARMOUR: Lord Commander's Battledress: (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

Tambu No.3 Silenced Ronin Handgun

R	ST	RoF	AVV	TYPE
18	11	1	0	Piercing (P)

Passive: Silenced Elimination: When using the 'Tambu No.3 Silenced Ronin Handgun', any successful Armour Tests made by the targeted Model must be re-rolled.

UPGRADES: Nozaki may take two SHIRII TEMPLE Ki Powers for Free.

SPECIAL SKILLS: **Contempt (Bauhaus), Duellist, Fearless, Honour the Pledge, Black Rose Society, The Greatness of Nozaki, Unblinking Eye, Dressed for Battle, Battlefury, Daimyo, Nanocell Replicator.**

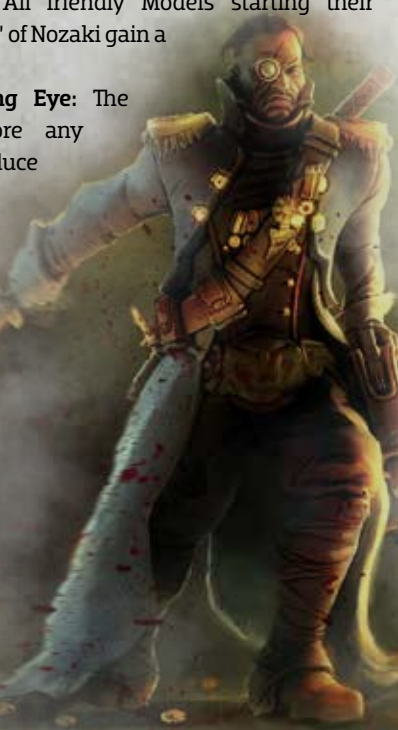
Passive: Honour the Pledge: Lord Commander Nozaki may take one Squad of Cybertronic Chasseurs or Cybertronic Armoured Chasseurs. The squad counts as a Support unit in Nozaki's army.

Passive: Black Rose Society: If a Squad of Ebon Guard are taken in an army led by Nozaki they count as his Secret Police, the Black Rose Society. The Black Rose Society can guard Nozaki (use the 'Guarded' special rule) if they are within 4" of him.

Passive: The Greatness of Nozaki: Nozaki may target any friendly Model within 6" if he uses the 'Greatness of the Good' Ki Power.

Passive: Daimyo: All friendly Models starting their Activation within 9" of Nozaki gain a +1 Modifier to RoA.

Passive: Unblinking Eye: The Squad may ignore any effects that reduce their Ranged Weapons' Range



CLOSE COMBAT WEAPON:

The Obsidian Blade of the Black Rose

R	ST	RoA	AVV	TYPE
1.5	+3	3	0	Piercing

Passive: Martial Prowess: Whilst wielding the 'Obsidian Blade of the Black Rose', Nozaki gains 'Impenetrable Armour (13)' against Close Combat attacks.

Active: Dressed for Battle: Turn to Burn 1 Resource Card at the beginning of Nozaki's Activation. Each successful Ranged Attack against Nozaki must be rerolled. Nozaki can use this Special Skill only once per Game.

Active: Battle Fury: 'Battle Fury' counts as a Close Combat Action and can be initiated even if Nozaki is not Engaged. Nozaki has 8 'Battle Fury' tokens per Game. Place one 'Battle Fury' token per Model on as many enemy Models as possible within 6" of Nozaki. If there are fewer enemy Models than available tokens, Models can receive more than 1 token. For each token allocated to a Model it receives a St14 AVV2 Piercing Autohit. Remove the tokens as they are resolved. Nozaki is immune to 'Free Slash' while completing a 'Battle Fury' Action. On completion of the 'Battle Fury' Action place Nozaki in his CCWR with any of the surviving Models (Nozaki's Player choice). If there are no survivors Nozaki does not move. At the end of the 'Battle Fury' Action Nozaki must complete a Con test; if he fails he receives a 'Stun Effect' and is immediately Deactivated.

Active: Nanocell Replicator: 'Turn to Burn' 1 Resource Card. Nozaki can place a 'Nanocell Replicator' anywhere within 5". Nozaki can place up to 2 Nanocell Replicators per Game. A Nanocell Replicator is a 30mm Token counting as Light Terrain with an AV18 and 4 SPs and is hit automatically if Engaged. Friendly Models within 5" of a 'Nanocell Replicator' gain the 'Heal (5)' Special Skill, which cannot be increased by any means. Friendly Vehicles starting their Activation with 5" of a 'Nanocell Replicator' can attempt to repair the last lost SP by using 1 Action Point. The SP is repaired on a D20 roll of 1-5. All enemy Models finishing their Activation within 5" of a 'Nanocell Replicator' take a St10 Piercing AVV1 Autohit. For each additional 'Nanocell Replicator' in range of the target the Autohit receives a +1 Modifier to the St and AVV.

SHIRYO-X

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	15	11	14	15	18	3	16(12)	205

TYPE: Warlord (Close Combat), Medium Base (40mm). Unique. .

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	14	10	13	15	18	3	16 (11)	145

TYPE: Lord, Medium Base (40mm). Unique.

EQUIPMENT: Ghostfire Flamethrower, Demontooth Katana, Soulscourger

ARMOUR: Enhanced Demon Hunter Armour (no negative weapon type modifiers taken)

KI POWERS: Shiryo-X may select up to 4 Ki Powers from the Soshomara Temple for free

RANGED WEAPONS:

Tambu No. 346 Ghostfire Flamethrower

R	ST	RoF	AVV	TYPE
FT	14	2	2	Blast (A)

Active: **Ghostfire:** In lieu of making a Ranged Attack with this weapon, Place a 30mm token (AV10 SP3) within 30" of Shiryo-X , every model finishing its activation within 3" of the token receives St12 AVV0 Blast Auothit. The token is removed at the end of the Game turn.

CLOSE COMBAT WEAPONS:

Soulscourger

R	ST	RoA	AVV	TYPE
1.5	+4	3	6	Piercing

Passive: **Scourge of Souls:** Natural rolls of 1, 2 or 3 in CC have Critical Damage (2) and Critical Force (+1). Heal rolls cannot be made against Wound Effects caused by the Soulscourger.

Demontooth Katana

R	ST	RoA	AVV	TYPE
1.5	+4	2	1	Piercing

Passive: **Monomolecular Edge:** This Weapon grants an additional -1 modifier to Armour Value for all models within CCWR of Shiryo-X. Monomolecular Edge modifiers are cumulative. Shiryo-X and Demon Hunters ignore the Monomolecular Edge special skill.

SPECIAL SKILLS:

Predator Senses, Fear (1), Contempt (Dark Legion), Fearless, Against the Legion, Master Hunter, Void Flutter, Kenjutsu, Kanashibari

Passive: **Against the Legion:** Shiryo-X Lord Type has the Cartel Agent special skill, but cannot join the Brotherhood.

Passive: **Master Hunter:** If targeted by Dark Symmetry Psychic Powers the Demon Hunter gains an additional +5 Modifier to WP.

Active: **Void Flutter:** Turn to Burn 1 Resource Card at the beginning of Shiryo-X'sactivation. For his first Action Shiroyo-X's may be placed without Movement modifiers within 10" of his current location. This counts as a Run Action. Void Flutter allows movement through Impassable terrain. Shiryo-X may not finish his move within Impassable Terrain.

Passive: **Kenjutsu:** Shiryo-X can ignore any Wound Effects caused by Close Combat attacks on a D20 roll of 1-8. Shiryo-X may use both the Soulscourger and Demontooth Katana in CC for 1 CC Action Point, but if so both weapons gain: RoA cannot be increased by any means.

Active: **Kanashibari:** Turn to Burn 3 Resource Cards and nominate an enemy squad on small or medium bases within 30" of Shiryo-X. Every model in the nominated squad must pass St test with a -6 modifier to complete a Movement action (including Movement actions with 'place' in the description).

CAPTAIN HIROKO

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	16	9	10	15	17	3	16(10)	175

TYPE: Warlord (Ranged), Medium Base (40mm). Unique.

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	15	9	9	15	16	3	15(10)	130

TYPE: Lord, Medium Base (40mm). Unique.

EQUIPMENT: Tambu no.17 'Yumi' Sniper Rifle, Tambu no.4 'Windrider' SMG x2, Enhanced Mishiman Samurai Battlesuit.

ARMOUR: Enhanced Mishiman Samurai Battlesuit: (No negative Weapon Type Modifiers taken).

RANGED WEAPONS:

Tambu no.17 'Yumi' Sniper Rifle

R	ST	RoF	AVV	TYPE
26	15	3	3	Piercing (A)

Passive: Sniper: This weapon has the 'Sniper' Special Skill.
Passive: Slow to Reload: RoF cannot be increased by any means.
Passive: Eyes of the Hawk: Successful RS tests on a natural roll of 1-3 gain Critical Force (2) and Armour Value is halved. Successful Impenetrable Armour Tests must be rerolled.
Active: Poise of the Stork: Use 1 additional Action Point. Range is increased to 30".
Active: Stun Ammo: At the beginning of Hiroko's Activation, before he has used any Action Points, 'Turn to Burn' 1 Resource Card. The Tambu no.17 'Yumi' Sniper Rifle is loaded with 'Stun Ammo'. Any Model on a Small or Medium Base that receives a Wound Effect from this weapon and survives, must take a Con test. If the test is failed, the Model receives a Stun Effect.

Tambu no.4 'Windrider' SMG x2

R	ST	RoF	AVV	TYPE
12	11	4	0	Piercing (P)

Passive: Gun Defence: Captain Hiroko gains the 'Impenetrable Armour (13)' Ability against Close Combat Attacks.

SPECIAL SKILLS: Doomtrooper, Gunfighter, Slippery, Camouflage (2)

Passive: Gunfighter: Hiroko wields his 'Windriders' in Close Combat much like others use a sword or dagger. Hiroko may fight in both his Rear and Front Facing. Enemy Model Engaged with Hiroko cannot attempt the 'Swarm' and 'Hold him Down' Special Skills against Hiroko.

KI POWERS: Kyudo, Feet of the Muddied

Kyudo: 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the target Squad receives an additional +2 Modifier to RS .

Kyudo

R	ST	RoF	AVV	TYPE
12	–	1	–	Psychic (B)

Feet of the Muddied: 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the target Squad on Small or Medium Bases has a Movement Value of 2 .

Feet of the Muddied

R	ST	RoF	AVV	TYPE
24	–	1	–	Psychic (D)

TATSUMOTO

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	10	10	15	18	3	15 (12)	75

TYPE: Lord Medium base (40mm), Unique
ARMOUR: Blessed Suritomo Power Armour (no negative weapon type modifiers)
EQUIPMENT: Blessed Surimoto Power Armour, Mishima's Pledge – 'Duskdealer' Power Naginata

CLOSE COMBAT WEAPON:

Mishima's Pledge – 'Duskdealer' Power Naginata

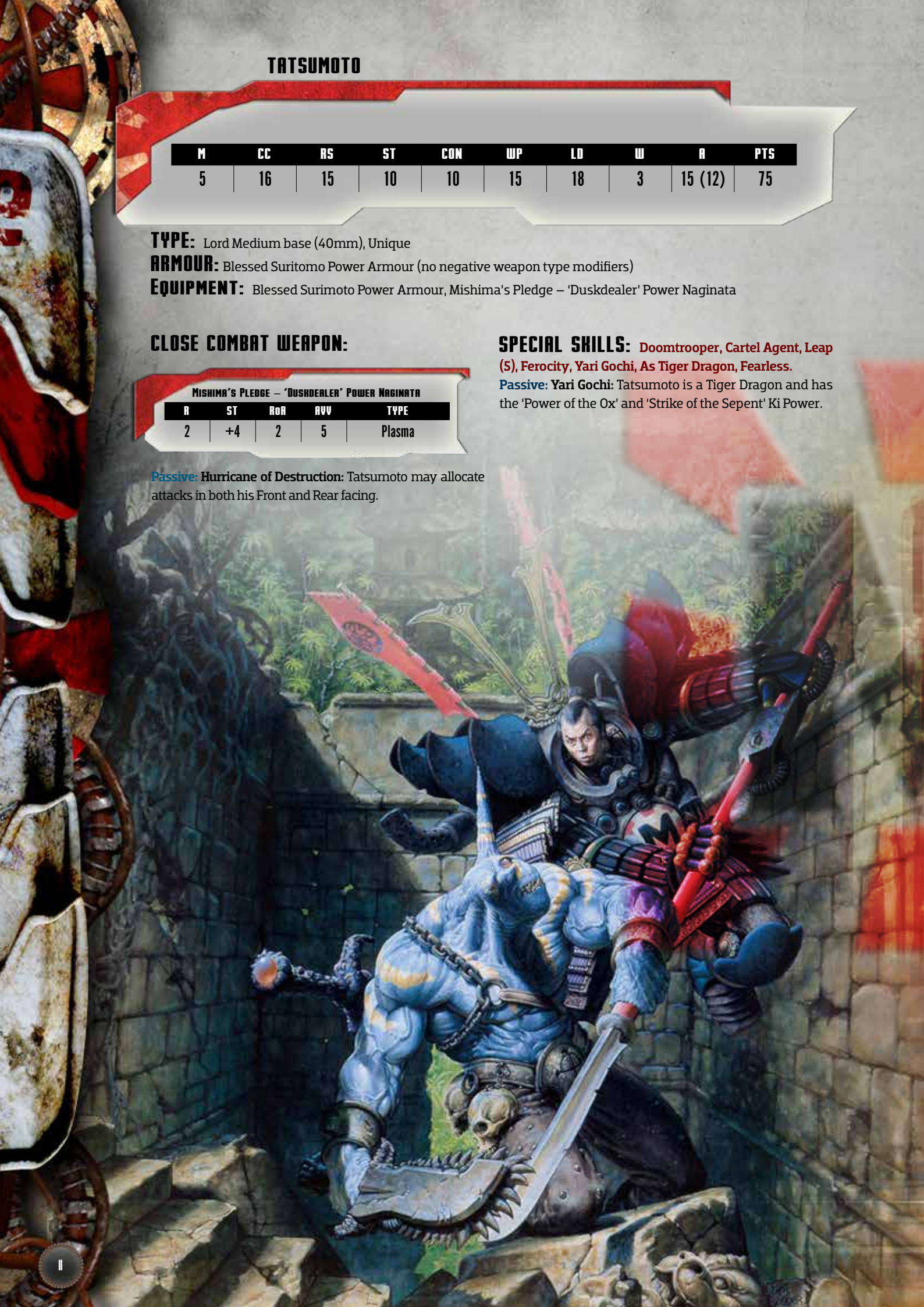
R	ST	RoR	AVV	TYPE
2	+4	2	5	Plasma

Passive: **Hurricane of Destruction:** Tatsumoto may allocate attacks in both his Front and Rear facing.

SPECIAL SKILLS:

Doomtrooper, Cartel Agent, Leap (5), Ferocity, Yari Gochi, As Tiger Dragon, Fearless.

Passive: **Yari Gochi:** Tatsumoto is a Tiger Dragon and has the 'Power of the Ox' and 'Strike of the Sepent' Ki Power.



SAIGO

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	13	12	12	14	18	3	13 (10)	140

TYPE: Lord, Medium Base (40mm), Unique, Saigo is a Shadow Walker

EQUIPMENT: Tambu no.7 'Tengu' Handguns, Katana and Wakizashi, Shinobi Robes and Implants

ARMOUR: Shinobi Robes and Implants (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

Tambu no.7 'Tengu' Handguns

R	ST	RoF	AVV	TYPE
12	12	2	0	Piercing (P)

CLOSE COMBAT WEAPONS:

Katana and Wakizashi

R	ST	RoA	AVV	TYPE
1.5	+3	4	1	Piercing

Passive: Precise Cut: No test of any kind, such as Heal, repair, Dodge, etc, can be made to avoid the Wound Effects or Structure Damage caused by this weapon. The target model can only make regular Armour, Impenetrable Armour or Armoured Value rolls.

Active: Death of a Thousand Cuts: Turn to Burn 1 Resource Card, this model causes successful Armour and Impenetrable Armour tests to be rerolled.

SPECIAL SKILLS: Fearless, Ranger, Target Sense, Lone Walker, Master of Shadow, Genjutsu, as Shadow Walkers

Passive: Lone Walker: Saigo cannot join any other Squads. He forms a separate Squad, and cannot be joined by any other Models.

Passive: Master of Shadow: You do not need to 'Turn to Burn' when replacing Saigo´s Shadow Token with him. Also, Saigo may be placed within 6" of the token within any light or heavy terrain.

Active: Genjutsu: Turn to Burn 1 Resource Card and use 1 Action Point. Any Model targeting Saigo with a Ranged Attack this turn must first complete a WP test. If failed, the Model may not attack Saigo, but may target another model in range of their weapon.must first complete a Willpower test. If failed, the model may not attack Saigo, but may target another model in range.

CORPORAL MASARU

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	12	9	12	12	16	2	14 (10)	85

TYPE: Lord, Medium Base (40mm), Unique, Corporal Masaru is a Ronin Samurai

EQUIPMENT: Tambu no.1 Shogun Assault Rifle with Kami Killer Ammo, Ancestral Blade , Enhanced Mishiman Samurai Battlesuit

ARMOUR: Enhanced Mishiman Samurai Battlesuit (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

Tambu no.1 Shogun Assault Rifle with Kami Killer Ammo

R	ST	RoF	AVV	TYPE
24	12	2	1	Plasma (A)

CLOSE COMBAT WEAPONS:

Ancestral Blade

R	ST	RoA	AVV	TYPE
1.5	+3	4	0	Piercing

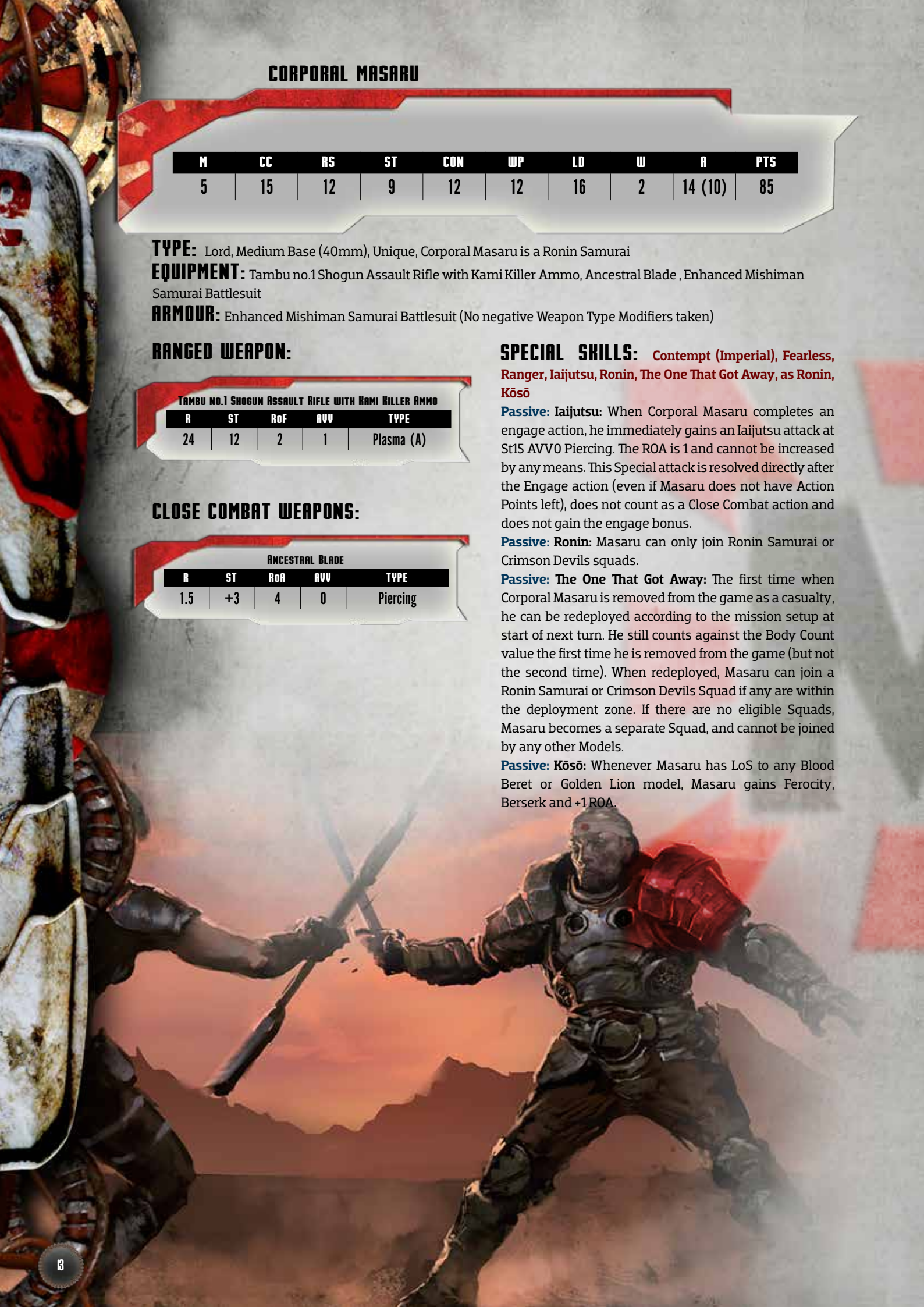
SPECIAL SKILLS: Contempt (Imperial), Fearless, Ranger, Iaijutsu, Ronin, The One That Got Away, as Ronin, Kōsō

Passive: Iaijutsu: When Corporal Masaru completes an engage action, he immediately gains an Iaijutsu attack at St15 AVV0 Piercing. The ROA is 1 and cannot be increased by any means. This Special attack is resolved directly after the Engage action (even if Masaru does not have Action Points left), does not count as a Close Combat action and does not gain the engage bonus.

Passive: Ronin: Masaru can only join Ronin Samurai or Crimson Devils squads.

Passive: The One That Got Away: The first time when Corporal Masaru is removed from the game as a casualty, he can be redeployed according to the mission setup at start of next turn. He still counts against the Body Count value the first time he is removed from the game (but not the second time). When redeployed, Masaru can join a Ronin Samurai or Crimson Devils Squad if any are within the deployment zone. If there are no eligible Squads, Masaru becomes a separate Squad, and cannot be joined by any other Models.

Passive: Kōsō: Whenever Masaru has LoS to any Blood Beret or Golden Lion model, Masaru gains Ferocity, Berserk and +1 ROA.



HAMASAKI TARO

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	10	13	15	18	3	17 (11)	120

TYPE: Lord, Medium Base (40mm), Unique, Hamasaki Taro is a Demon Hunter

EQUIPMENT: 'Fire Breath' HMG, Demontooth Katana, Tetsubo ,Kanobo, Modified Demon Hunter Armour

ARMOUR: Modified Demon Hunter Armour (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

'Fire Breath' HMG

R	ST	RoF	AVV	TYPE
24	15	4	3	Plasma (A)

Passive: Dragon's Kiss: When the target is within 8" of Hamasaki, the target´s Armour value is halved against wound effects from this weapon.

Passive: Toranaga's Commandment: If Hamasaki is reduced to 0W in Close Combat, he may immediately perform a Close Combat action before being removed from the game as a casualty.

Passive: Skilled Swordmaster: Hamasaki Taro may reroll his first failed Close Combat roll per Game Turn.

Passive: Chant of Fujimi: Hamasaki Taro gains 'Heal (+2)' for each Demon Hunter on the table. (friend or foe)

CLOSE COMBAT WEAPONS:

Demontooth Katana

R	ST	RoA	AVV	TYPE
1.5	+3	4	1	Piercing

Passive: Monomolecular edge. All models within CCWR suffer -1A value. Modifiers are cumulative. This skill does not affect vehicles or other Demon Hunters.

Kanobo

R	ST	RoA	AVV	TYPE
B2B	+3	1	6	Blast

Passive: Divine Strike: Critical Damage (2)

SPECIAL SKILLS: Toranaga's Commandment, Skilled Swordmaster, As Demon Hunters (minus Meditation of Kiriyoku), Chant of Fujimi

RONIN SAMURAI

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	12	8	8	12	15	1	12	65

TYPE: Troop, Small Bases (30mm).
SQUAD COMPOSITION: 1 Ronin Samurai Squad Commander and 4 Ronin Samurai
SQUAD SIZE: 5-12 Ronin Samurai
ARMOUR: Mishiman Samurai Battlesuit: (-2 Blast)

SQUAD OPTIONS: The Squad may be increased by up to 7 Ronin Samurai Models for 13 Points each.
For 2 Points per Model the entire Squad may be given 'Ki Training', which increases their WP to 15.
EQUIPMENT: Tambu no. 1 'Shogun' Assault Rifle, Samurai Sword, Mishiman Samurai Battlesuit.

RANGED WEAPON:

Tambu no. 1 'Shogun' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

CLOSE COMBAT WEAPON:

Samurai Sword

R	ST	RoA	AVV	TYPE
1	+2	2	0	Piercing

SPECIAL SKILLS: **Disposable, Dishonoured, For Honour, Martial Prowess, Pathfinder, The River Flows.**
Passive: Dishonoured: This Squad ignores the 'Death Before Dishonour' Mishima Army Special Skill.
Active: For Honour: At the beginning of the Squad's Activation Turn to Burn 1 Resource Card. All the Squad's ranged weapons' RoF is reduced to 0 and all the Squad's close combat weapons gain a (+1) modifier to RoA.
Active: Martial Prowess: At the beginning of the Squad's activation Turn to Burn 1 Resource Card. All the Squad's close combat weapons receive a (+2) modifier to AVV.
Active: The River Flows: At the beginning of the Squad's activation, Turn to Burn 2 Resource Cards. Every model in the Squad making a Run or Engage Action gains the 'Ranger' Special Skill and a (+2) modifier to Movement Value. Models completing the Run Action cannot make any Ranged Attacks or use Ki Powers.

ASHIGARU INFANTRY

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	10	10	8	8	10	10	1	11	45

TYPE: Troop, Small Bases (30mm).

SQUAD COMPOSITION: 1 Ashigaru Infantry Acting Squad Commander, 4 Ashigaru Infantry

.SQUAD SIZE: 0-1 Ronin Samurai Squad Commander and 5-15 Ashigaru Infantry

ARMOUR: Ashigaru Body Armour (-2 Blast)

SQUAD OPTIONS: A Ronin Samurai Squad Commander may be added for +13 points.
Up to 10 additional Ashigaru Infantry can be added to the squad for +9 points each.

EQUIPMENT: Tambu No.1 Shogun Assault Rifle, Mass-produced Blades, Ashigaru Body Armour

RANGED WEAPON:

Tambu No.1 Shogun Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

CLOSE COMBAT WEAPON:

Mass-produced Blades

R	ST	RoA	AVV	TYPE
BTB	+0	1	0	Piercing

SPECIAL SKILLS: **Peasants, Still a Samurai, Loyal Followers**

Passive: Peasants: This Squad ignores the 'Death Before Dishonour' Mishima Army Special Skill. If the unit fails a Break check, the Ronin executes the nearest member of the squad to restore order so long as he is alive, unengaged and not stunned; he cannot target himself. The model is removed as a casualty and the Break check is taken again (this can lead to another execution).

Passive: Still a Samurai: The Ronin Samurai can use any special skills that they would normally have if they were a member of a squad of their own type, but the effects extend only to the squad commander.

Active: Loyal Followers: As long as the Ronin Samurai is alive and not stunned, pinned or broken, he may spend 1 AP at the beginning of the Squad's Activation. The Player may choose up to one of the following bonuses, which affects all Ashigaru Infantry Models in the Squad:

- +1 RS
- +1 CC
- +2 CON
- +2 WP

HATAMOTO

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	11	10	13	17	1	15(9)	85

EBON GUARD

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	13	11	11	16	18	1	16(11)	–

TYPE: Troop, Small Bases (30mm).

SQUAD COMPOSITION: 1 Hatamoto Squad Commander and 4 Hatomoto

SQUAD SIZE: 5-10 Hatamoto

ARMOUR: Mishiman Kote Powersuit: (-1 Piercing)

EQUIPMENT: Tambu no.1 'Shogun' Assault Rifle, Ceremonial Blades, Mishiman Kote Powersuit

SQUAD OPTIONS: The Squad may be increased by up to 5 Hatamoto Models for 17 Points each.
For 2 Points per Model the entire Squad may be given 'Ki Training', which increases their WP to 16.
One Squad of exactly 6 Hatamoto may be upgraded to Ebon Guard for 24 points. Ebon Guard are equipped with the same weapons and armour as Hatamoto and have all their Special Skills. Additionally, they gain the 'Relentless', 'Contempt(All)' and 'Fearless' Special Skills.

RANGED WEAPON:

Tambu no. 1 'Shogun' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

CLOSE COMBAT WEAPON:

Ceremonial Blades

R	ST	RoA	AVV	TYPE
1	+2	2	2	Piercing

SPECIAL SKILLS: **Art of Tachi-Dori, Art of Tachi-ai, Performance of Shiko, Gas Mask.**

Passive: Art of Tachi-Dori: When a Model starts its activation engaged with a Hatamoto, it must immediately take a Con test for each Hatamoto Model whose CCWR it is within. For each failed Con test, the Model receives a (-1) modifier to RoA of all its close combat weapons (to minimum of RoA 1).

Passive: Art of Tachi-ai: When a Hatamoto makes an 'Engage' Action, he gains an additional (+1) Modifier to both the Strength and AVV of the 'Engage' bonus

Active: Performance of Shikō: Turn to Burn 2 Resource Cards at the beginning of the Squad's activation. All Hatamoto in the Squad gain the 'Sniper' Special Skill until the end of the turn.

CRIMSON DEVILS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	9	9	13	16	1	13	80

TYPE: Support, Small Bases (30mm).

SQUAD COMPOSITION: 1 Crimson Devil Squad Commander, 4 Crimson Devils.

SQUAD SIZE: 5-10 Crimson Devils

ARMOUR: Mishiman Retainer Battlesuit: (-1 Blast)

SQUAD OPTIONS: The Squad Commander may be upgraded with a Ki Mirror Generator for 10 points. The Squad can be increased by up to 5 Crimson Devil Models for 16 points each.

1 in 5 models may replace the Tambu no.1 'Shogun' Assault Rifle and 'Demonbreath Poisoned Gas Grenades' with a Tambu no. 45 'Dragonfire' HMG for 15 Points.

EQUIPMENT: Tambu no. 1 'Shogun' Assault Rifle, Ceremonial Blades, Mishiman Retainer Battlesuit, Demonsbreath Poisoned Gas Grenades

RANGED WEAPONS:

Tambu no. 1 'Shogun' Assault Rifle

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Demonsbreath Poisoned Gas Grenades

R	ST	RoF	AVV	TYPE
St/SE	10	1	0	Gas (G)

Passive: Slow to Reload: RoF cannot be increased by any means.

Tambu no. 45 'Dragonfire' HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Piercing(S)

CLOSE COMBAT WEAPON:

Ceremonial Blades

R	ST	RoA	AVV	TYPE
1	+2	2	2	Piercing

Passive: Martial Defense: Models have 'Impenetrable Armour (10)' against Close Combat Attacks.

Active: Dishonourable Methods: 'Turn to Burn' 1 card per Model or 3 cards for the whole Squad to gain a (+1) modifier to RoF and a (-2) modifier to RS.

Passive: Gas Traps: After deployment, but before Infiltrating Squads are deployed, place a 30mm token anywhere on the battlefield, (a minimum of 12" away from any of the opponent's Models) for each Crimson Devil Squad in your Offensive Organisation Chart. Any enemy Model moving within 5" of the token must roll a D20 at the end of their Movement Action. On a roll of 14-20 they take a St 12 Gas Autohit. Models with an AV are unaffected. If during the Game any Flamer Template weapon touches a 'Gas-Trap' token then remove the token from the Game immediately. Gas Trap tokens are not removed at the end of the game turn.

Passive: No Pride in Colours: After all Squads (including infiltration) are deployed, any Models in the Squad may be redeployed within 6" of their original position (this can take them outside of their Deployment Zone). If both armies contain Squads with this skill, the Player who has won the Initial Initiative can choose to move all their eligible Squads first or last. This Skill cannot be used by Squads with any Models deployed outside of their own Deployment Zone.

SPECIAL SKILLS:

Fear (2), Fearless, Re-breather Oni-Masks, Principle of Aiki, Art of Kinjite, Ki Mirror Generator, Slippery, Berserker, Gas Mask, Dishonourable Methods, Gas Traps, No Pride in Colours

Passive: Re-breather Oni-Masks: Crimson Devils ignore the effects of 'Demonsbreath Poisoned Gas Grenades'.

Passive: Art of Kinjite: All enemy Models receive a (-1) modifier to RoA of all their close combat weapons (to a minimum of 1) for each Crimson Devil Model in BtB contact.

Active: Principle of Aiki: Turn to Burn 1 Resource Card at the beginning of the Squad's activation. All Crimson Devil Models in the Squad receive a (+2) modifier to either RS or CC (owning player's choice)

Active: Ki Mirror Generator: Crimson Devils do not use Ki Powers, but if the Squad Commander is upgraded with the 'Ki Mirror Generator' he can use one Ki Power of any friendly or foe Ronin Samurai Squad Commander within 6" at the normal cost.

SCREAMING DEVIL

M	CC	RS	ST	CON	WP	LD	W	A
5	15	13	8	10	16	17	2	13 (10)

TYPE: Crimson Devil Advisor (30mm base), Unique. Screaming Devil may be added to the Crimson Devil Squad as an advisor for 40 points.

EQUIPMENT: Tambu no.1 'Shogun' Assault Rifle, Deamonsbreath Poisoned Gas Grenades and Kunshu Ceremonial Blade

ARMOUR: Mishiman Retainer Battlesuit (-1 Blast)

CLOSE COMBAT WEAPON:

Kunshu Ceremonial Blade				
R	ST	RoA	AVV	TYPE
B2B	+3	3	0	Piercing

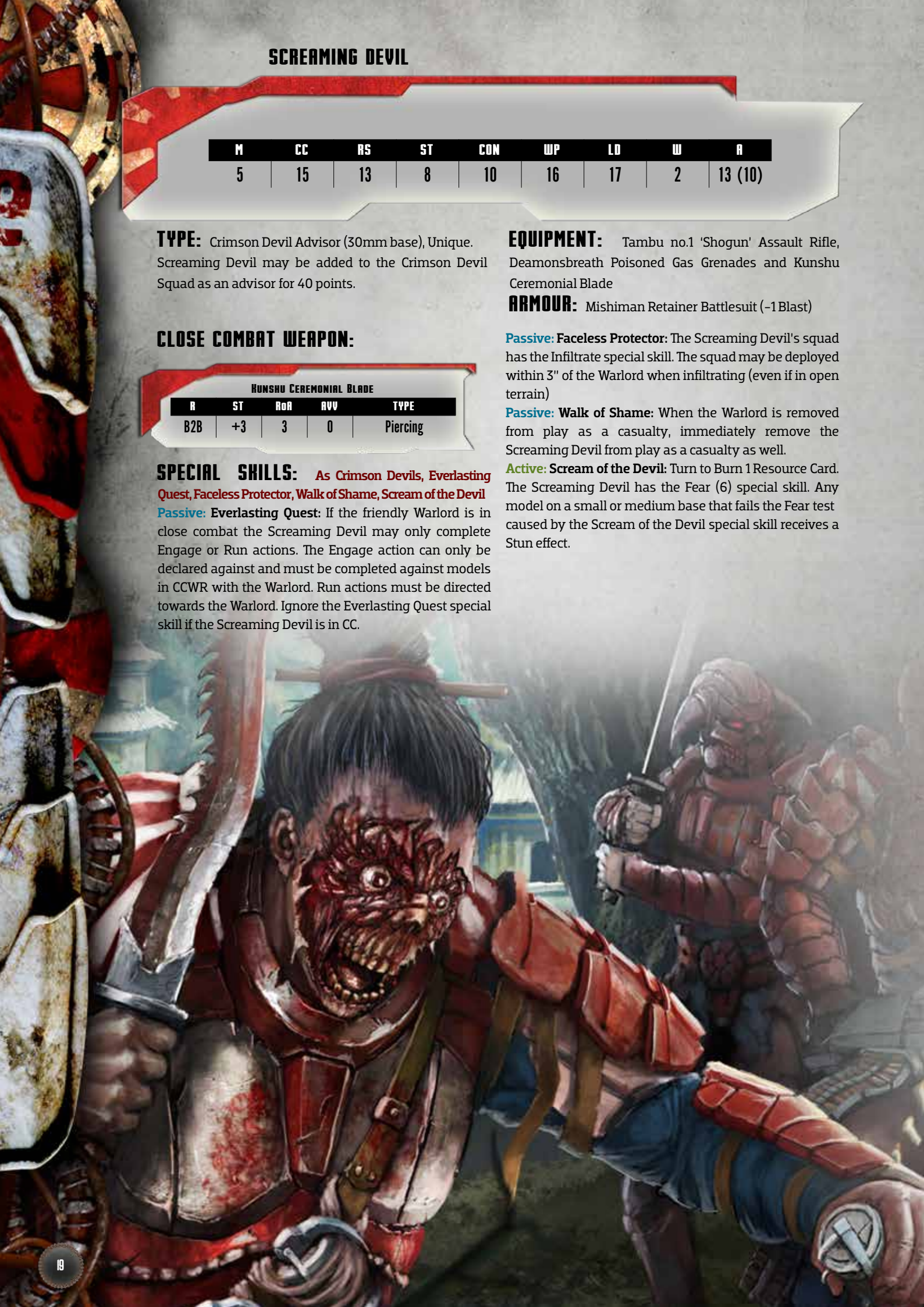
SPECIAL SKILLS: As Crimson Devils, Everlasting Quest, Faceless Protector, Walk of Shame, Scream of the Devil

Passive: **Everlasting Quest:** If the friendly Warlord is in close combat the Screaming Devil may only complete Engage or Run actions. The Engage action can only be declared against and must be completed against models in CCWR with the Warlord. Run actions must be directed towards the Warlord. Ignore the Everlasting Quest special skill if the Screaming Devil is in CC.

Passive: **Faceless Protector:** The Screaming Devil's squad has the Infiltrate special skill. The squad may be deployed within 3" of the Warlord when infiltrating (even if in open terrain)

Passive: **Walk of Shame:** When the Warlord is removed from play as a casualty, immediately remove the Screaming Devil from play as a casualty as well.

Active: **Scream of the Devil:** Turn to Burn 1 Resource Card. The Screaming Devil has the Fear (6) special skill. Any model on a small or medium base that fails the Fear test caused by the Scream of the Devil special skill receives a Stun effect.



DEMON HUNTERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	14	10	11	16	18	2	16(11)	55

TYPE: Support, Medium Bases (40mm).

SQUAD COMPOSITION: 1 Demon Hunter Squad Commander

SQUAD SIZE: 1-4 Demon Hunters

ARMOUR: Demon Hunter Armour (-1 Blast)

SQUAD OPTIONS: The Squad may be increased by up to 3 Demon Hunter Models for 55 Points each.
Any model may replace their Tambu No. 22F 'Dragonbreath' Flamehrower with a Tambu No.45 'Dragonfire' HMG for 10 points per Model.
Any Demonhunter may additionally be equipped with either a Kamenaginata or a Tetsubo for free.

EQUIPMENT: Tambu No.22F Dragonbreath Flamethrower, Demontooth Katana x2, Demon Hunter Armour

RANGED WEAPONS:

Tambu No.45 'Dragonfire' HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Piercing (S)

Active: **Deathspitter Ammunition:** 'Turn to Burn' 1 Resource Card. Weapon is changed to Type: Plasma.

Tambu No. 22F 'Dragonbreath' Flamethrower

R	ST	RoF	AVV	TYPE
FT	12	2	1	Blast (S)

CLOSE COMBAT WEAPON:

Demontooth Katana x2

R	ST	RoA	AVV	TYPE
1	+3	4	1	Piercing

Passive: **Martial Defense:** Models have 'Impenetrable Armour (12)' against Close Combat Attacks.

Passive: **Monomolecular Edge:** This weapon grants an additional -1 Modifier to Armour Value of all Models within the CCWR of a Demon Hunter. The 'Monomolecular Edge' Modifiers are cumulative. This Special Rule does not affect Vehicles or other Demon Hunters.

Kamenaginata

R	ST	RoA	AVV	TYPE
2	+5	2	3	Piercing

Tetsubo

R	ST	RoA	AVV	TYPE
BTB	+2	2	1	Blast

Passive: **Stunning Blow:** Models hit by a Tetsubo must take a Con test or are stunned.

SPECIAL SKILLS:

Contempt (Dark Legion), Fear (2), Fearless, Dissention, Dispersible, Stay Frosty, Demon Hunter, Meditation of Kiriyoku, Gas Masks, Hyaku no Dansei Onaji, Sōryo

Passive: **Demon Hunter:** If targeted by Dark Symmetry Psychic Powers, the Demon Hunter gains an additional (+4) modifier to WP.

Passive: **Meditation of Kiriyoku:** Demon Hunters gain the 'Heal (+2)' Special Skill for each Demon Hunter in the Squad. E.g. If there are 3 Demon Hunters in the Squad, each has 'Heal (6)', whereas if there are 2 each has 'Heal (4)'.

Passive: **Hyaku no Dansei Onaji.** In a Close Combat Action, a Demon Hunter may attack with any one close combat weapon it has available. A Demon Hunter can perform up to two Close Combat actions per turn (for 1AP each), but must use a different weapon in each action.

Passive: **Sōryo:** The Squad Commander's or Acting Squad Commander´s Ki Powers may be cast by any Demon Hunter from his Squad. Each of those Ki Powers may only be attempted once per turn. If the Squad Commander is removed from the game, the Ki Powers remain with the Acting Squad Commander.

TIGER DRAGONS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	10	10	13	17	1	15(10)	60

TYPE: Support, Medium Bases (40mm)

SQUAD COMPOSITION: 1 Tiger Dragon Squad Commander, 2 Tiger Dragons.

SQUAD SIZE: 3-6 Tiger Dragons

ARMOUR: Kakusa Exo-Armour (Piercing -1)

SQUAD OPTIONS: The Squad can be increased by up to 3 Tiger Dragon Models for 20 points each.
1 in 3 Tiger Dragons may replace their Tambu no.4 'Windrider' SMG and 'Duskdealer' Power Naginata with a Tambu no.45 'Dragonfire' HMG and 'Ceremonial Blade' for 15 Points. The Squad can be upgraded with the 'Rapid Deployment' special skill for 3 points per Model.

EQUIPMENT: Tambu no.4 'Windrider' SMG, 'Duskdealer' Power Naginata, Kakusa Exo-Armour.

RANGED WEAPONS:

Tambu no.4 'Windrider' SMG

R	ST	RoF	AVV	TYPE
18	11	2	0	Piercing (P)

Tambu no.45 'Dragonfire' HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Piercing(S)

Active: **Deathspitter Ammunition:** 'Turn to Burn' 1 Resource Card. Weapon is changed to Type: Plasma.

CLOSE COMBAT WEAPONS:

'Duskdealer' Power Naginata

R	ST	RoA	AVV	TYPE
2	+3	2	5	Piercing

Passive: **Hurricane of Destruction:** Tiger Dragon may allocate attacks in both his Front and Rear Facing.
Active: **Electric-Charge:** 'Turn to Burn' 1 Resource Card. Weapon is changed to Type: Plasma.

Ceremonial Blade

R	ST	RoA	AVV	TYPE
1	+2	2	2	Piercing

SPECIAL SKILLS: Dispersible, Ferocity, Infiltrate, Predator Senses, Striking Dragon, Flesh to Stone

Passive: **Striking Dragon:** When arriving via "Rapid Deployment", the squad is not automatically removed on a roll of 20.

Active: **Flesh into Stone:** If none of the Squad are Engaged and at the beginning of the Squad Activation, spend 1 Action Point per Model to activate the 'Flesh into Stone' Special Skill. The Armour of each Tiger Dragon in the Squad is increased to 20 (16). The squad returns to its original state once any of the Models initiates any Action except Basic Shooting, Sentry, Psychic powers or Pass. The Flesh to Stone Special Skill remains active until the next Activation of Tiger Dragons Squad.

SHADOW WALKERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	12	10	12	14	18	1	13	100

TYPE: Support, Small Base (30mm).

SQUAD COMPOSITION: 1 Shadow Walker and 1 Shadow Walker Squad Commander

SQUAD SIZE: 2-3 Shadow Walkers. Unique

EQUIPMENT: Katana and Wakizashi

CLOSE COMBAT WEAPON:

ARMOUR: Shinobi Robes and Implants (Blast -2)

SQUAD UPGRADES: The Shadow Walker squad may be increased by up to 1 Shadow Walker at 50 points.

Katana and Wakizashi

R	ST	RoA	AVV	TYPE
1	+3	3	1	Piercing

Passive: **Precise Cut:** No test of any kind, such as Heal, repair, Dodge, etc, can be made to avoid the Wound Effects or Structure Damage caused by this weapon. The target model can only make regular Armour, Impenetrable Armour or Armoured Value rolls.

Active: **Death of a Thousand Cuts:** Turn to Burn 1 Resource Card, this model causes successful Armour and Impenetrable Armour tests to be rerolled.

SPECIAL SKILLS: **Heal (2), Pathfinder, Gas Mask, Legacy of the First Master, Dodge, Mortuary Enzymes, Hidden in the Shadows, Back to the Dusk, Teppan -Nage, Shado Itto-Giri**

Passive: **Legacy of the First Master:** Shadow Walker squads may not use, be targeted by friendly ki powers or purchase any Ki Powers (other than Teppan-Nage). May not be joined by any Lord type models or models with the Advisor special skill (unless stated specifically in the Advisor or Lord's rules).

Passive:**Dodge**: Shadow Walkers ignore any Wound Effects on a roll of 1-10. Roll for Dodge prior to any Armour test and or Heal rolls.

Passive: **Mortuary Enzymes:** Shadow Walkers cannot be turned into any other model type. If forced to do so remove them from play as a casualty instead of replacing the model.

Passive: **Hidden in the Shadows:** Shadow Walkers are not deployed as normal, instead they deploy after all Infiltrators deploy on the First Turn or before the initiative roll in any subsequent turn in which they are allowed to deploy, the controlling player may place a 30mm Shadow Walker Token for each model in the squad within any piece of Light or Heavy terrain. (Make sure to note what model goes to each token.) Each Shadow Walker token must be placed within 9" of the Squad Commander's token. At the beginning of the Shadow Walker squad's activation, the player must Turn To Burn 1 Resource Card to replace one Shadow Walker Token with a Shadow Walker model. If the player does not Turn To Burn 1 Resource Card then the Shadow Walker remains a token, and will be removed during the Control Phase. If the token is obstructed during placement of the Shadow Walker by any model or another token with SP then place the Shadow Walker in base to base contact with the obstructing model or token. In the Game Turn a Shadow Walker deploys in this way it has 2 Action Points, (unless they are revealed within any CCWR, in which case they have 1 Action Point), which cannot be increased by any means. These tokens cannot contest zones or interact with objectives. The token may not be targeted by weapons, cards, or psychic powers. If a template or model touches the token, first resolve the attack (tokens without SP cannot be affected) then replace the token with the Shadow Walker it represents.

Passive: **Shado Itto-Giri:** When an enemy model moves into base to base contact with a shadow walker's token, or puts the Shadow Walker token within its CCWR, remove the token and place the shadow walker so that the enemy model is anywhere within its CCWR. The Shadow Walker then may perform 1 free slash at RoA 1 with the 'Death of a Thousand Cuts' Special Skill considered Active (for free) for this attack only.

Passive: **Back to the Dusk:** At the beginning of the Squad Activation, so long as all Shadow Walkers from the squad are not Engaged, nor remain Tokens and within Light or Heavy terrain, the squad may be removed from the board to be deployed via the Hidden in the Shadows special skill in a subsequent Game Turn. Any undeployed models at the end of the Game count as Destroyed.

Active: **Teppan-Nage:** Turn to Burn 1 Resource Card at the beginning of a Shadow Walker's activation. The Shadow Walker may use the Ki Power: Teppan-Nage Psychic Ranged Attack.

Teppan-Nage

R	ST	RoA	AVV	TYPE
FT	10	1	0	Psychic (S)

Passive: **Collective Focus:** This attack receives an additional +1 modifier to St for each friendly Shadow Walker on the board, to maximum of +3.

Passive: **Ki Shurikens:** This attack type is additionally Plasma.

ASHIGARU MORTAR TEAMS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	10	10	8	8	10	10	2	11	30

TYPE: Support, Large base (50mm) *Counts as 30mm for all game purposes such as Elevation, Special Actions, ect.

SQUAD COMPOSITION: 1 Ashigaru Mortar Team Acting Squad Commander

SQUAD SIZE: 1-3 Ashigaru Mortar Teams, 0-15 Ashigaru Infantry, 0-1 Ronin Samurai Squad Commander

EQUIPMENT: Tambu no.78 Daitsume Recoilless Mortar, Mass-produced Blades, Ashigaru Body Armour

ARMOUR: Ashigaru Body Armour (-2 Blast)

SQUAD OPTIONS: A Ronin Samurai Squad Commander may be added for +13 points.

Up to two additional Ashigaru Mortar Teams may be added to the squad for +30 points each.

For each Ashigaru Mortar Team in the squad, up to 5 additional Ashigaru Infantry may be added to the squad for +9 points each.

RANGED WEAPON:

Tambu No.78 Daitsume Recoilless Mortar (Fragmentation*)

R	ST	RoF	AVV	TYPE
24/SE	15	1	0	Blast (G)

Tambu No.78 Daitsume Recoilless Mortar (Armour Piercing*)

R	ST	RoF	AVV	TYPE
24/SE	10	1	6	Piercing (G)

Passive: Slow to Reload: RoF cannot be increased by any means.

Passive: Inaccurate: The Mortar scatters D20/2 inches if the RS test is failed.

Passive: Recoilless Backblast: whenever the Tambu no.78 Daitsume Recoilless Mortar performs a shooting action, place the Small Flame Template with the narrow end touching the weapon and the template facing directly away from the target. Any model within the template suffers a St8 Blast hit on a 1-10.

Active: Smoke Screen: 'Turn to Burn' 1 Resource. Place a 30mm Smoke Screen token anywhere within 24" of the shooter and complete an RS test. If the test is failed, scatter the Smoke Screen token D20/2". Any ranged attack drawing LOS within 3" of a Smoke Screen token receives a -4 modifier to RS. Effects of the Smoke Screen tokens are not cumulative. This counts as a Shooting Action.

***Both Mortar ammo types have all above skills.**

CLOSE COMBAT

Mass-produced Blades

R	ST	RoA	AVV	TYPE
BTB	+0	1	0	Piercing

SPECIAL SKILLS: Peasants, Well-Sited, Still a Samurai, Kajiya

Passive: Peasants: This Squad ignores the 'Death Before Dishonour' Mishima Army Special Skill. If the unit fails a Break check, the Ronin executes the nearest member of the squad to restore order so long as he is alive, unengaged and not stunned; he cannot target himself. The model is removed as a casualty and the Break check is taken again (this can lead to another execution).

Passive: Well-Sited: The squad may be placed using the Infiltration rules, but only if all models are placed within 6" of the player's deployment zone.

Passive: Still a Samurai: The Ronin Samurai can use any special skills that they would normally have if they were a member of a squad of their own type, but the effects extend only to the Ronin Samurai.

Active: **Kajiya:** As long as the Ronin Samurai is alive and not stunned, pinned or broken, he may spend 1 AP to place a 30mm target token anywhere within his LOS. Any Ashigaru Mortar Team from this squad firing at a target within 4" of the token only scatters D20/4.

KUNSHU DRAGONRIDERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
7	14	12	10	13	16	17	4	15(11)	100

TYPE: Monster, Medium Bases (40mm).
SQUAD COMPOSITION: 1 Kunshu Dragonrider Squad Commander
SQUAD SIZE: 1-6 Kunshu Dragonriders
ARMOUR: Mishiman Retainer Battlesuit and Dragon Skin: (+1 Blast)

SQUAD OPTIONS: The Squad can be increased by up to 5 Kunshu Dragonrider Models for 100 points each.
EQUIPMENT: Kunshu Dragon Flame attack, Tambu no. 4 'Windrider' SMG, Ceremonial Blades, Kunshu Dragon Teeth, Mishiman Retainer Battlesuit and Dragon Skin.

RANGED WEAPONS:

Kunshu Dragon Flame Attack

R	ST	RoF	AVV	TYPE
FT	12	2	1	Blast(A)

Tambu no. 4 'Windrider' SMG

R	ST	RoF	AVV	TYPE
18	11	2	0	Piercing(P)

Passive: **Barrage from the Sky:** Both the 'Tambu no. 4 'Windrider' SMG' and 'Kunshu Dragon Flame Attack' can be fired as 1 Action at the cost of 2 Action Points.

CLOSE COMBAT WEAPONS:

Kunshu Dragon Teeth

R	ST	RoA	AVV	TYPE
1	+5	2	1	Piercing

Active: **Multi-Attack:** 'Turn to Burn' 1 Resource Card to allow the entire Squad to use both the 'Ceremonial Blades' and 'Kunshu Dragon Teeth' in a Close Combat 1 Action.

Ceremonial Blades

R	ST	RoA	AVV	TYPE
1	+2	2	2	Piercing

SPECIAL SKILLS: **Fear (2), Stay Frosty, Predator Senses, Swooping Death, Dragon Shriek, Glide**

Passive: **Dragon Shriek:** Before the Dragon uses its 'Kunshu Dragon Flame Attack' it bellows a bowel-loosening shriek. Any Model on a Small Base touched by the Flame template must take a Con Test before resolving and Wound Effects. If failed, the Model receives a 'Stun Effect'. 'Fearless' Models are immune to 'Dragon Shriek'.

Passive: **Glide:** When making a Move Action the Model can make a Glide Action instead. Place the Model anywhere on the battlefield within 7" of its original position. The Model may not be placed within Impassable Terrain or inside any Intact Structure. The Model making a Glide Action is not affected by any negative Terrain modifiers. Alternatively, Turn to Burn 1 Resource Card and spend 1 Action Point. The Model can make an Engage Action using the Glide rules, with the following exception: place the Model within 14" of its original position. The Model gains Engage bonuses as normal.

Active: **Swooping Death:** 'Turn to Burn' 1 Resource Card. When a Kunshu Dragonrider makes an Engage Action with 'Swooping Death Attack' the Kunshu Dragonrider gains a +1 Modifier to the RoA of both the 'Ceremonial Blades' and the 'Kunshu Dragon Teeth'.

THE MEKA

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Hull / AV		SP Weapon Controls / AV		SP Legs / AV		SP Engines / AV		AV Front	AV Back	AP	PTS
5	15	13	15	16	5	15	4	13	4	13	4	14	0	-4	3	150
					If SP=0 or less, the Vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the Vehicle may no longer use its Main Weapons.		If SP=0 or less the Vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a Range D20/2". Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

TYPE: Light Vehicle (Light Walker), Large Base (50mm)
SQUAD COMPOSITION: 1 Meka Squad Commander
SQUAD SIZE: 1-2 Meka
ARMOUR: Meka Layered Mercurian Alloy Armour: (No negative Weapon Type Modifiers taken).

EQUIPMENT: Tambu No.66 'Dragonfang' Mounted Autocannon and an 'Electrified Mega Fist' with Edge-Crusher Powered Blade.
SQUAD UPGRADES: An additional Meka can be added to the Squad for 150 Points.

Each Meka may swap his Tambu No.66 'Dragonfang' Mounted Autocannon for a Mounted Tambu No. 86A5 'Daimyo' Rocket Launcher for free.

MAIN WEAPONS:

Tambu No. 66 'Dragonfang' Mounted Autocannon

R	ST	RoF	AVV	TYPE
24	16	4	2	Piercing (A)

Mounted Tambu No. 86A5 'Daimyo' Rocket Launcher

R	ST	RoF	AVV	TYPE
26	15	1	8	Piercing (A)

Passive: Slow Loading: The RoF cannot be increased by any means.
Active: Charge Up: Turn to Burn up to 3 Resource cards before making a Ranged Attack. If the RS test is successful and if the target Model received SP damage, the target Model receives additional 'X' AVV8 Piercing Autohits, were 'X" is the number of Turned to Burn Resource Cards. Roll separately for the Hit Location of each of the additional Autohits.

SECONDARY WEAPONS:

Edge-Crusher Powered Blade

R	ST	RoA	AVV	TYPE
2	16	1	6	Plasma

Passive: Pierced: Critical Damage (2).
Passive: Sheathed: The Meka can retract its 'Edgecrusher Powered Blade' to instead use its 'Electrified Mega-Fist'.

Electrified Mega-Fist

R	ST	RoA	AVV	TYPE
2	14	4	1	Blast

SPECIAL SKILLS: Brutal, Fear (3), For Glory, Crushing Advance, 'Kishisei'
Active: Crushing Advance: 'Turn to Burn' 1 Resource Card. The Meka ignores all Movement Modifiers. In a Game Turn when the Meka make an 'Engage' Action with a 'Crushing Advance' it receives the 'Engage' bonus for all its RoA.
Passive: For Glory: The Meka can make Engage Actions for 1 Action Point.
Passive: Kishisei: Any Engaged friendly Troop type Model within 6" of at least one engaged Meka gain a (+1) modifier to RoA if at least one of their Close Combat attacks causes a Wound Effect. The modifiers are not cumulative.

THE RAIDEN-CLASS TATSU GIGAMEK

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Body / AV		SP Weapon Controls / AV		SP Legs / AV		SP Engines / AV		AV Front	AV Back	AP	PTS
6	16	14	15	16	6	17	4	15	5	16	5	16	0	-3	3	330
					If SP=0, the Gigamek topples to the ground. Any model within 3" must take a CON test or suffer a St14 AVV2 Piercing Autohit. The model is destroyed and replaced with an appropriate piece of heavy terrain.		If SP=0, the Gigamek's main weapon is destroyed and can no longer be used.		If SP=0, the Gigamek is immobilised and can no longer move or pivot.		If SP=0, the vehicle explodes! Measuring D20/2" from the base, all models will take a St16 AVV4 Plasma autohit. The model is removed from the game.					

TYPE: Heavy Walker

SQUAD COMPOSITION: 1 Raiden Gigamek

ARMOUR: Multilayered Mercurian alloy armour (No negative weapon type modifiers taken)

SQUAD UPGRADES: The Raiden-class Gigamek can replace the Tambu No.31 Spitting Cobra Autocannon with a Tambu No.64 Iwakiru Railcannon for free. It may replace the Smoke Mortars with Cluster Munitions for +15 points.

EQUIPMENT: Tambu No.31 Spitting Cobra Autocannon, Zanshatō, Smoke Mortars

MAIN WEAPONS:

Tambu No.31 Spitting Cobra Autocannon

R	ST	RoF	AVV	TYPE
24	16	6	2	Blast(A)

Passive: Target Area Saturation: The player may nominate any secondary targets to receive two hits instead of one.

Tambu No.64 Iwakiru Railcannon (optional upgrade)

R	ST	RoF	AVV	TYPE
20	18	1	10	Piercing/Rail (S)

Passive: Rock-breaker: The Tambu No.64 Iwakiru Railcannon has Critical Damage (2). If a roll of a 1-4 is made on the RS test, this instead becomes Critical Damage (3).

Passive: Slow to Reload: RoF cannot be increased by any means.

CLOSE COMBAT WEAPONS:

Zanshatō

R	ST	RoA	AVV	TYPE
2/5	18	3	6	Plasma

Passive: Stomping on Ants: The Gigamek only counts as engaged if enemy models are within the 2" CCWR (unless the opposing model has the Gigamek within their CCWR), but it can make Close Combat attacks on any model on a large or no base within 5", even if not engaged. When engaged with only models on small bases, the ROA is reduced to 1, unless making a Horizontal Cut attack.

Active: Horizontal Cut: If the Gigamek is engaged only by models on small or medium bases, it can elect to make a Horizontal Cut attack. Turn to Burn 1 Resource Card, then choose which end of the Gigamek's front arc to start from. Make a single CC attack against each model within 2" of the Gigamek's base, one at a time, from that end of the arc. If a model is hit but not killed, resolve a second attack against them and then cease the attack.

Active: Smoke Launchers: Turn to Burn up to 3 Resource Cards. For each card, place a 30mm smoke token within 8" of the Gigamek's base and make an RS test for each one. If the test is failed, scatter the token D20/4". Any ranged attack drawing line of sight within 2" of that smoke token receives a (-4) modifier to RS. The effects of smoke tokens are not cumulative. This is not a shooting attack.

Active: Cluster Munitions (optional upgrade): At the beginning of the Gigamek's activation, Turn to Burn 2 Resource Cards. For every Model within 4" of the Gigamek, not including the Gigamek itself, roll a D20. On a roll of 1-5, the model suffers two St13 AVV2 Blast autohits. On a roll of 6-12, they suffer one such autohit. On a roll of 13-20 nothing happens.

SPECIAL SKILLS: **Brutal, Duellist, Fear (5), Inspiring Presence, Target Sense, Daikigō, For Glory, Hunter, Just an Irritation, Smoke Launchers, Cluster Munitions**

Passive: Daikigō: Any Mishima Troop type model within 12" that can draw line of sight to an engaged Gigamek gains the Ranger and Ferocity special skills when making Engage actions.

Passive: For Glory!: The Gigamek can make Engage Actions for 1 Action Point.

Passive: Hunter: Tanks that activate within 2" of the Gigamek must roll a d20 before declaring any Move action. On a roll of 1-10 the test is passed and the tank may act normally. On a roll of 11-20 the tank loses a single AP.

Passive: Just an Irritation: If a Gigamek begins its activation Engaged with Models on Small Bases only, it receives its full number of Action Points.