

● YOJIMBO (Unique, 3 H, 3 MIS, 1TAC)



WITH SCREECHGUN SONIC CANNON
COMMANDER.

Armor 1 .

Sonic Blast-Action: If Yojimbo hits his target with an attack on this activation, deal armor piercing damage to either the target or one enemy unit of your choice adjacent to the target.

● TOSHIRO (Unique, 3 H, 2 MIS, 1MAR)



WITH TAMBU .45 N°3 RONIN PISTOL AND KATANA

ASSASSIN. COMMANDER.

Scramble. After Toshiro destroys an enemy unit, he may take a free move action.

Shadows. When an enemy unit targets Toshiro with an attack, roll 1 green. If a damage icon is rolled, the attack fails.

● SHADOW WALKER (3 H, 1 MIS, 1 SYM)



WITH TAMBU N°15 ARCHER

ASSASSIN. HERETIC.

Dodge 4. Accuracy +2.

Shadow Walker can take 2 move actions or 2 attack actions per activation.

● DEATHBRINGER (3 H, 2 MIS, 1SYM)



WITH SOULTAKER SWORD

ASSASSIN. HERETIC.

Infiltrate. Melee.

If Deathbringer rolls a blank on all of its attack dice, the target of the attack is destroyed.

● DRAGON TIGER (3H, 2 MIS)



WITH NAGINATA POWERSPEAR

LEADER.

Armor 1.

Power Armor: Walls do not affect the movement of Dragon Tiger.

● MEKA (3 H, 1 MIS)



WITH PNEUMATIC HAMMER

VEHICLE.

Armor 2 .

Pummel - Action: If Meka damages an unactivated enemy unit this turn, that unit's controller must place an unused activation token of his choice on that unit, if able.

2 based figure

●● TATSU GIGAMEKA (20H, 1 MIS)



WITH DEMONFANG ROCKETGUN

VEHICLE.

Tatsu Gigameka is not affected by enemy units with grapple.

Terrain does not affect the movement of Tatsu Gigameka.

Burst Fire : While Tatsu Gigameka is attacking alone, you may assign an equal amount of damage to all enemy units adjacent to the target.

4 based figure

● DEMON HUNTER (3 H, 2 MIS)



WITH RUNE BLADE

LEADER.

Instead of its normal attack, Demon Hunter rolls 3 yellow (heavy melee) dice against adjacent **DARK LEGION** units.

Scramble. After Demon Hunter destroys an enemy unit, he may take a free move action.

● DRAGONBIKE HOVERCRAFT (3 H, 1 MIS)



WITH DRAGONSTORM MOUNTED HMG

INFANTRY.

Flying. Speed 5.

Dogfighting: Dragonbike Hovercraft rolls an additional 3 red (light melee) dice when targeting flying enemy units.

2 based figure

● HATAMOTO (2 H, 1 MIS, 1 MAR)



WITH TAMBU N°4 WINDRIDER MACHINE PISTOL
INFANTRY.

Armor 1.

● HATAMOTO HERO (2 H, 2 MIS, 1 MAR)



WITH TAMBU N°4 WINDRIDER MACHINE PISTOL

INFANTRY.

Swordmaster: Cover does not soak damage from Hatamoto Hero's attacks.

Hatamoto Hero gets 2 actions regardless of which type of order token it is given.

● COMBAT WARHEAD (3 H, 1 MIS)



WITH TAMBU N°45 DRAGONFIRE

INFANTRY. CYBER.

Combat Warhead can take a free attack action against any enemy unit that attacks it or that moves onto an adjacent hex.

● SUICIDE WARHEAD (1 H, 1MIS)

none

WITH EXPLOSIV SUIT

INFANTRY. CYBER.

Kamikaze - 2 Action: Destroy the Suicide Warhead and deal 2 damage to each adjacent enemy unit.

● RONIN (2 H, 1MIS, 1 TAC)



WITH TAMBU N°1 SHOGUN ASSAULT RIFLE

INFANTRY. RONIN.

Mishima Tactics: After you play and resolve a Tactics command card, you may move Ronin 1 hex.

● RONIN LEADER (2 H, 2 MIS, 1 TAC)



WITH TAMBU N°1 SHOGUN ASSAULT RIFLE

INFANTRY. RONIN.

Scramble: Friendly **RONIN** units that start their move adjacent to Ronin Leader get +2 to their base speed.

● RONIN HERO (3 H, 3 MIS, 1TAC)



WITH TAMBU N°1 SHOGUN ASSAULT RIFLE

LEADER. RONIN. TACTICIAN.

Adjacent friendly **RONIN** units gain 2 red (light melee) dice.

After Ronin Hero attacks and destroys an enemy unit retrieve one of your used Mishima command cards.

● SAMURAI (2 H, 1MIS)



WITH 2 KATANA

INFANTRY.

Swordmaster: Cover does not soak damage from Samurai's attacks.

Sweep: While Samurai is attacking alone, all enemy units adjacent to Samurai are dealt damage by his attack.

● SAMURAI LEADER (3 H, 3 MIS)



WITH 2 KATANA

INFANTRY.

Second Wind: After you play and resolve a Mishima command card, you may remove an order token (including guard order tokens) from Samurai Leader, and place it in your used order pile.

● SAMURAI HERO (3 H, 3 MIS, 1TAC)



WITH 2 KATANA

LEADER.

Sweep: While Samurai Hero is attacking alone, all enemy units adjacent to Samurai Hero are dealt damage by his attack.

Inspiration: Adjacent friendly Mishima units are allowed 2 actions when assigned a Bronze order.

● **BANZAI CHARGE** (2 MIS)

Play when you activate the chosen unit.

The chosen unit can move up to 6 hexes on a move action and then take a free attack action.

● **HONORABLE SACRIFICE** (2 MIS, ∞ ●)

Play any time a friendly Mishima unit within 4 hexes of the chosen unit is damaged by an attack.

Damage the chosen unit instead of the target of the attack.

● **MONGOOSE DODGE** (1 MIS)

Play when the chosen unit is targeted by an attack, before combat dice are rolled.

For this attack, the chosen unit gains Dodge 4 .

● **RHINO IMPREGNABLE SKIN** (2 MIS, ∞ ●)

Play when the chosen unit is attacked.

The chosen unit gains Armor 1 for the duration of the attack.

● **MONKEY STEP** (1 MIS, ∞ ●)

Play when you activate the chosen unit.

Hindering terrain (cover and ice included) and ennemy units does not affect the movement of the chosen unit during this activation.

● **COBRA VENOMIMOUS STRIKE** (2 MIS, ∞ ● ●)

Play before the chosen unit attacks.

Roll an additional two yellow (heavy melee) dice.

● **SUZERAIN PRIDE** (3 MIS)

Play when the chosen unit leads an attack that destroys an enemy unit.

Place this command card with your destroyed enemy units, where it counts as 2 additional victory points for your total.

● **HEIRLOOM WEAPON** (2 MIS, ∞ ● ●)

Play when the chosen unit is assigned an order.

Until the end of the turn, the chosen unit gains one ability or unit action of any friendly Mishima unit within the chosen unit's LOS.