



## ASHIGARU

WITH SHOGUN RIFLE AND NAGINATA SPEAR



2

M

INFANTRY, REGULAR

*Promotion* - When ASHIGARU killed enemy unit, put on the hex, where is ASHIGARU standing new unit - ASHIGARU ELDER. ASHIGARU will become ASHIGARU ELDER.



## ASHIGARU ELDER

WITH SHOGUN RIFLE AND NAGINATA SPEAR



2

M

M

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INFANTRY, REGULAR

*Fanaticism* - If any COMMANDER is in a range up to 4 hexes from ASHIGARU ELDER, then ASHIGARU ELDER has bonus +1 to Speed, Dodge 1 and additional 1 red dice (light melee) to an attack.



## CRIMSON DEVIL

WITH SMC WIND RIDER AND CEREMONIAL BLADES



3

M

M

COMMANDO

*"Fear"* - 1 Action :  
Select enemy unit in range of view of CRIMSON DEVIL. You can move with selected unit up to 2 hexes.

*"Awe"* - 1 Action :  
Select MISHIMA unit in range of view of CRIMSON DEVIL. You can move with selected unit up to 2 hexes.



## HATAMOTO

WITH SHOGUN RIFLE AND CEREMONIAL SWORDS



2

M

INFANTRY

*Heavy firearms* - HATAMOTO get bonus 2 red dices (light melee) to attack, when he attacks double, or more hexed unit. This unit does not get protection bonuses from cover terrain.



## HATAMOTO HERO

WITH SHOGUN RIFLE AND CEREMONIAL BLADES



**3**

**INFANTRY, COMMANDER**

*Sniper*- Enemy unit do not get protection bonus from cover terrain, if HATAMOTO HERO is attacking on him.

*Sacrifice of Honor* - HATAMOTO HERO can take any number of wound tokens instead of any MISHIMA unit in range up to 4 hexes.

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## HATAMOTO LEADER

WITH SHOGUN RIFLE AND CEREMONIAL BLADES



**3**

**INFANTRY**

Armor piercing

*Guard of Honor* - If HATAMOTO LEADER has no token, he can make one free guard attack per turn. .

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## MEKA

WITH TWO LIONCLAW SHOTGUNS



**3**

**ARMORED UNIT**

Armor 1

*Automatic targeting* - MEKA can move and attack in an same action.

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## MEKA MK. II

WITH LIONCLAW SHOTGUN AND STORM SLEDGE



**3**

**ARMORED UNIT**

Armor 2

*"Hard strike"* - 1 Action :  
If MEKA MK.II damaged enemy unit, then this enemy unit will fall down. This enemy unit cannot do anything until he use 2 actions to stand up.

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**SAMURAI HERO**  
 WITH CEREMONIAL BLADES



**3**  




**INFANTRY, COMMANDER**  
 Dodge 2  
*Codex of Honor* - SAMURAI HERO can make 2 attack actions on the same adjacent enemy unit.



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**SAMURAI LEADER**  
 WITH CEREMONIAL BLADES




**2**  







**INFANTRY**  
 Dodge 1  
*Blade mastery* - After SAMURAI LEADER attack, roll 1 red dice (light melee). If you roll 6, then SAMURAI LEADER can make free attack action against same unit.




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**SAMURAI**  
 WITH CEREMONIAL SWORDS



**2**  



**INFANTRY**  
 Infiltrate  
*"Jump"* - 1 Action : SAMURAI can move in his movement action like a Flying unit, but only in one direction. For this movement action, he get bonus +1 to Speed.



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**TIGER DRAGON**  
 WITH SMC WINDRIDER AND DUSKDEALER SPEAR






**4**  
  
  
  
 気

**INFANTRY, COMMANDER**  
 Armor 1  
*Jungle training* - Terrain has no effect on movement of TIGER DRAGON.  
*Combat training* - When TIGER DRAGON attacks on adjacent enemy unit, TIGER DRAGON get bonus 1 yellow dice ( heavy melee ).



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**TOSHIRO**  
 WITH DOUBLE KATANA






**3**  
  
  
  
 気

**ASSASSIN, COMMANDER**  
 Infiltrate, Dodge 2  
*" Silent kill "* - 3 Actions :  
 Roll 1 blue dice ( heavy range ). Put X wound token on an enemy adjacent unit, where X is a rolled number ( Armor and cover terrain can reduce number of wound tokens ).  
*Honor fight* - TOSHIRO do not get any protection bonuses from cover terrain.



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