

## MISHIMA GENERIC SPECIAL SKILLS

**The Regulations of Ryoshun:** All Mishima Models within the LD value in" of the Warlord are 'Fearless'.

**Death before Dishonour:** Models from the Mishima Army List may always re-roll failed LD 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, Range or Tech). These Powers are only assigned to the Squad Commander and are not transferable under any circumstance (including Squad Commander's death). 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, but due to the conflicts caused by such disturbances in the Ki, a Squad Commander must pass a LD test after each use of Ki. If the test is failed the Squad Commander received '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. Ki Powers do not cost an Action Point to use, unless stated otherwise.

## SOSHOMARA TEMPLE OF ENLIGHTENMENT (Close Combat Warlord)

**Power of the Ox:** A Squad Commander may be given the Ki Power: 'Power of the Ox' for 10 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, the Squad Commander's Close Combat Attack is AVV10 and RoA 3. The RoA may not be increased by any means. The Close Combat Attack gains the Critical Force (2) Special Skill.

POWER OF THE OX				
R	ST	RoF	AVV	TYPE
Sqd. Cmm	—	1	0	Psychic (B)

**Resourcefulness of the Monkey:** A Squad Commander may be given the Ki Power: 'Resourcefulness of the Monkey' for 15 Points. Use 2 Action Points to use this Psychic (B) Ki Power. Un-Turn 1 Resource Card. This Ki Power does not require a WP Test.

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

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

**Strike of the Serpent:** A Squad Commander may be given the Ki Power: 'Strike of the Serpent' for 20 Points. Use 1 Action Point and additionally 'Turn to Burn' 1 Resource Card. If successfully cast, the entire Squad receives a +2 Modifier to CC.

**Leap of the Grasshopper:** A Squad Commander may be given the Ki Power: 'Leap of the Grasshopper' for 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the entire Squad receives the 'Leap (S)' Special Skill.

**Prowl of the Tiger:** A Squad Commander may be given the Ki Power: 'Prowl of the Tiger' for 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the entire Squad receives the 'Ranger' Special Skill.

**Speed of the Horse:** A Squad Commander may be given the Ki Power: 'Speed of the Horse' for 15 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, the entire Squad may 'Run' for 1 Action Point per Model.

**Path of the Rat:** A Squad Commander may be given the Ki Power: 'Path of the Rat' for 25 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, any Model targeting the Squad with a Shooting with Range Attack receive a -4 Modifier to RS.

**Hide of the Rhino:** A Squad Commander may be given the Ki Power: 'Hide of the Rhino' for 30 points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, the Squad Commander's Squad gains the 'Heal (6)' Special Skill if Engaged until the end of the Game Turn.



**Strike of the Panda:** A Squad Commander may be given the Ki Power: 'Strike of the Panda' for 15 points. Turn to Burn 2 Resource Cards to use this Ki Power. If successfully cast, the Squad Commander's Squad gains the Critical Force (2) for all Wound Effects caused whilst Engaged.

**Fury of the Rooster:** A Squad Commander may be given the Ki Power: 'Fury of the Rooster' for 10 points. Turn to Burn 1 Resource Card to use this Ki Power. If successfully cast, the Squad Commander's Squad gains an additional +2 Modifier to their Engage Bonus.

**Stubbornness of the Goat:** A Squad Commander may be given the Ki Power: 'Stubbornness of the Goat' for 10 points. Turn to Burn 1 Resource Card to use this Ki Power. If successfully cast, the Squad Commander's Squad gains Impenetrable Armour (9) if Engaged.

## YORAMA TEMPLE KI (Ranged Warlord)

**Condensation of the Rainbow:** A Squad Commander may be given the Ki Power: 'Condensation of the Rainbow' for 15 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

**Passive: Rainbow Beam:** This attack is Type: Rail.

**Active: Double Rainbow:** 'Turn to Burn' 1 additional Resource Card before the Ki Power is attempted. The 'Condensation of the Rainbow' Psychic Shooting Action gains +1 Modifier to St, +3 Modifier to AVV.

CONDENSATION OF THE RAINBOW				
R	ST	RoF	AVV	TYPE
24	16	1	3	Psychic (S)

**Blast of the Hurricane:** A Squad Commander may be given the Ki Power: 'Blast of the Hurricane' for 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

**Passive: The Hurricane:** This attack is Type: Blast.

BLAST OF THE HURRICANE				
R	ST	RoF	AVV	TYPE
18/SE	14	1	6	Psychic (S) (G)

**The Petal of the Lotus:** A Squad Commander may be given the Ki Power: 'The Petal of the Lotus' for 10 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power.

If Models from an enemy Squad on Small Bases is touched by the SE Template the entire Squad's RS, CC and Movement Values are halved.

**Active: The Leaf of the Lotus:** 'Turn to Burn' 1 additional Resource Card before the Action is instigated. 'The Petal of the Lotus' Psychic Shooting Action also affects models on Medium Bases.

THE PETAL OF THE LOTUS				
R	ST	RoF	AVV	TYPE
10/SE	-	1	-	Psychic (S) (G)

**The Destructive Path of Lava:** A Squad Commander may be given the Ki Power: 'The Destructive Path of Lava' for 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

**Passive: Lava Eruption:** This attack is Type: Plasma.

THE DESTRUCTIVE PATH OF LAVA				
R	ST	RoF	AVV	TYPE
24	14	5	1	Psychic (S)

**The Blazing Sun:** A Squad Commander may be given the Ki Power: 'The Blazing Sun' for 15 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

**Passive: Dazzled:** Enemy Models with Small Bases under the SE template receives a 'Stun Effect'.

**Active: Bedazzled:** 'Turn to Burn' 1 additional Resource Card before the Action is instigated. Enemy Models with Small and Medium bases under the SE template receives a 'Stun Effect'.

THE BLAZING SUN				
R	ST	RoF	AVV	TYPE
Sqd Comm/St/SE	-	1	1	Psychic (S)(G)



**The Bite of The Blizzard:** A Squad Commander may be given the Ki Power: 'The Bite of the Blizzard' for 20 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power.

**Passive: Let it snow:** Enemy Squad hit by this Psychic Shooting Attack count as under 'Suppression Fire'.

**The Sapphire Tsunami:** A Squad Commander may be given the Ki Power: 'The Sapphire Tsunami' for 20 Points. For 2 Action Points 'The Sapphire Tsunami' Psychic (B) can be attempted. If successfully cast, a nominated Enemy Player must 'Turn to Burn' 1 Resource Card. If they have no Resource Cards available their Warlord receives a St14 Piercing AVV4 Autohit with no 'Heal' rolls allowed.

**The Way of Enlightenment:** A Squad Commander may be given the Ki Power: 'The Way of Enlightenment' for 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the entire Squad can ignore any Negative Modifiers to Range.

**Path of True Sight:** A Squad Commander may be given the Ki Power: 'Path of True Sight' for 15 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. If successfully cast, the entire Squad receives a +2 Modifier to RS.

**Blast of the Lightning Dragon:** A Squad Commander may be given the Ki Power: 'Blast of the Lightning Dragon' for 20 Points. If successfully cast, all of the Ranged Weapons used by the entire Squad are Type: Blast.

THE BITE OF THE BLIZZARD				
R	ST	RoF	AVV	TYPE
16	—	1	0	Psychic (S)

THE WAY OF ENLIGHTENMENT				
R	ST	RoF	AVV	TYPE
Squad	—	1	—	Psychic (B)

PATH OF TRUE SIGHT				
R	ST	RoF	AVV	TYPE
Squad	—	1	—	Psychic (B)

BLAST OF THE LIGHTNING DRAGON				
R	ST	RoF	AVV	TYPE
Squad	—	1	—	Psychic (B)

## SHIRII TEMPLE KI (Tech Warlord)

**Greatness of the Good:** A Squad Commander may be given the Ki Power: 'Greatness of the Good' for 10 Points. 'Turn to Burn' 2 Resource Cards to use this Ki Power. If successfully cast, any Activated Model from the entire Squad may sacrifice their soul for greater good. Remove the Model from play as a casualty.

**Passive: Honour:** Any Model within 1.5" of the removed Model takes a St10 Piercing AVV3 Autohit. Armour Value for Models hit is halved for this Psychic Attack.

**Endurance of the Zealot:** A Squad Commander may be given the Ki Power: 'Endurance of the Zealot' for 25 Points. Spend 2 Action Points to use this Ki Power.

**Passive: Focused:** If successfully cast, the entire Squad receives Impenetrable Armour (10) against Ranged Attacks.

GREATNESS OF THE GOOD				
R	ST	RoF	AVV	TYPE
Squad	—	1	—	Psychic (B)

ENDURANCE OF THE ZEALOT				
R	ST	RoF	AVV	TYPE
Squad	—	1	—	Psychic (B)



**Insight of the Technician:** A Squad Commander may be given the Ki Power: 'Insight of the Technician' for 20 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.

INSIGHT OF THE TECHNICIAN				
R	ST	RoF	AVV	TYPE
20	-	1	-	Psychic (B)

**Passive: Alignment:** If successfully cast, once for each 'Turned to Burn' Resource Card one friendly Model with an AV Value within Range (Range equals unmodified LD) of the Squad Commander 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.

**Preparation of the Samurai:** A Squad Commander may be given the Ki Power: 'Preparation of the Samurai' for 20 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

PREPARATION OF THE SAMURAI				
R	ST	RoF	AVV	TYPE
Squad	-	1	-	Psychic (B)

**Passive: Sharpening of the Blade:** If successfully cast, the entire Squad receives AVV2 for Ranged and Close Combat weapons. The AVV2 cannot be increased by any means.

**Suppression of the Masses:** A Squad Commander may be given the Ki Power: 'Suppression of the Masses' for 20 Points. 'Turn to Burn' 1 Resource Card and use 1 Action Point to use this Ki Power.

SUPPRESSION OF THE MASSES				
R	ST	RoF	AVV	TYPE
15	-	1	-	Psychic (D)

**Passive: Suppression:** If successfully cast, the Target Enemy Squad must instantly take a Pinning Test with a -3 Modifier.

**Resourcefulness of the Thief:** A Squad Commander may be given the Ki Power: 'Resourcefulness of the Thief' for 15 Points. Use 2 Action Points to use this Psychic (D) Ki Power. Un-Turn 1 Resource Card. This Ki Power does not require a WP Test.

**Prowl of the Ninja:** A Squad Commander may be given the Ki Power: 'Prowl of the Ninja' for 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power.

PROWL OF THE NINJA				
R	ST	RoF	AVV	TYPE
Squad	-	1	-	Psychic (B)

**Passive: The Ninja:** If successfully cast, the entire Squad receives the 'Ranger' Special Skill.

**Misstep of the Fool:** One Squad Commander per Force may be given the Ki Power: 'Misstep of the Fool' for 25 Points. 'Turn to Burn' 2 Resource Cards to use this Psychic (D) Ki Power. Place a 30mm 'Beam of Ki' token within 15" of the Squad Commander. Any Model finishing their Activation within 3" of the 'Beam of Ki' token suffer a St10 Plasma AVV2 Autohit. The token stays in the Game until it causes a Wound or lost SP, at this point remove it immediately. For each additional 'Beam of Ki' token in range of the Target the Autohit receives an additional +1 Modifier to the St and AVV.

**Power of the Elders:** A Squad Commander may be given the Ki Power: 'Power of the Elders' for 10 Points. 'Turn to Burn' 1 Resource Card to use this Ki Power. The Squad Commander completes a 'Power of the Elders' Psychic Shooting Action.

POWER OF THE ELDERS				
R	ST	RoF	AVV	TYPE
20	X	1	3	Psychic (S)

**Passive: Combined Power:** The Strength of the 'Power of the Elders' Psychic Shooting Action is equal to St5 with a +1 Modifier for each Model in the entire Squad (excluding the Squad Commander).

**The Honourable Act of Seppuku:** A Squad Commander may be given the Ki Power: 'The Honourable Act of Seppuku' for 0 Points. A Squad Commander with the 'The Honourable Act of Seppuku' Psychic (B) Ki Power can be sacrificed (removed from play) for free to un-Turn up to 3 of the Owning Player's Resource Cards. This Ki Power does not require a WP Test. Models removed from play in this way count towards Body Count Value.



## LORD COMMANDER NOZAKI

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	13	10	10	16	18	3	16(12)	220

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

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

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

**RANGED WEAPON:**

**CLOSE COMBAT WEAPON:**

TAMBU No.3 SILENCED RONIN HANDGUN				
R	ST	RoF	AVV	TYPE
18	11	1	0	Piercing (P)

THE OBSIDIAN BLADE OF THE BLACK ROSE				
R	ST	RoA	AVV	TYPE
1.5	+3	3	0	Piercing

**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. Use the Points, upgrades, enhancements and stats from the Cybertronic Army list. 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.

**Active: Unblinking**

**Eye:** 'Turn to Burn' 1 Resource Card. The Squad can ignore any Strategy Cards, Tactical Cards, Passive and Active Skills that reduce their Ranged Weapons Range.

**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. Nozaki electrifies his nano-gravity plates. Each successful Ranged Attack against Nozaki must be re-rolled. Once the batteries have been activated they quickly drain, Nozaki can only complete this action once per Game.

**Active: Battle Fury:** A Master of Ki, since his 'experiences' with Steiner, Nozaki has learnt the ancient skill of the Crescentian Dervish. 'Battle Fury' counts as a 'Close Combat' Special Action and can be initiated even if Nozaki is not Engaged. Nozaki has 8 'Battle Fury' tokens. Place one 'Battle Fury' token on as many Enemy Models a possible within 6" of Nozaki. If there are less enemy Models than tokens, Models can receive more than 1 token. For each token allocated to a Model it receives a St 14 Piercing AVV2 Autohit. Remove the tokens as they are resolved. Nozaki is immune to 'Free Slash' while completing a 'Battle Fury' Special Action. On completion of the 'Battle Fury' Special 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' 3 Resource Cards. Nozaki can place a 'Nanocell Replicator' using the Grenade Rules (counts as a Shooting Action). 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. A 'Nanocell Replicator' stays in the Game until is destroyed. 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.





## CAPTAIN HIROKO

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	14	16	9	10	15	17	3	16(10)	195

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

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

**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 hit by 'Stun Ammo' take a St 13 hit (which cannot be increase by any means). Before the Armour Test is attempted for each Wound Effect, roll a Con Test. If the Con Test is failed, the Model receives a 'Stun Effect'.

TAMBU NO.4 'WINDRIDER' SMG #2

R	ST	RoF	AVV	TYPE
12	12	3	0	Piercing (P)

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

**SPECIAL SKILLS: Doomtrooper, Gunfighter**

**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' 2 Resource Cards 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)

## RONIN SAMURAI

M	CC	RS	ST	CON	WP	LD	W	R	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.

**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. The entire Squad may reduce its RoF to 0 and gains RoA +1.

**Active: Martial Prowess:** At the beginning of the Squad Activation 'Turn to Burn' 1 Resource Card. The entire Squad gain a +2 Modifier to AVV for Close Combat Attacks.



## HATAMOTO

## HATAMOTO

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	15	12	10	10	13	17	1	15(8)	85

## EBON GUARD

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	16	13	10	10	14	18	1	16(8)	—

**TYPE:** Troop, Small Bases (30mm).

**SQUAD COMPOSITION:** 1 Hatamoto Squad Commander and 4 Hatamoto

**SQUAD SIZE:** 5-10 Hatamoto

**ARMOUR:** Mishiman Kote Powersuit: (-1 Piercing)

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

## RANGED WEAPON:

## TAMBU NO. 1 'SHOGUN' ASSAULT RIFLE

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

## SQUAD OPTIONS:

The Squad may be increased by up to 5 Hatamoto Models for 17 Points each.

For 3 Points per Model the entire Squad may be given 'Ki Training', which increases their WP to 16.

One Squad of exactly six Hatamoto may be upgraded to 'Ebon Guard' for 24 Points. They have the same Special Skills, Equipment and Weapon upgrades as the Hatamoto. The Ebon Guard are a Support Choice and have the following Statline.

## CLOSE COMBAT WEAPON:

## CEREMONIAL BLADES

R	ST	RoA	AVV	TYPE
1	+3	2	2	Piercing

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

**Passive: Art of Tachi-Dori:** When a Model makes a Close Combat Attack against a Hatamoto, it must first pass a Con test for each Hatamoto CCWR it is in. If a Con test is failed, the model receives a -1 Modifier to RoA (to minimum of 1).

**Passive: Art of Tachi-ai:** Due to the force of weight behind its armoured body, when a Hatamoto makes an 'Engage' Action and successfully reaches the target, he gains an additional +1 Modifier to the 'Engage' bonus.

**Active: Performance of Shiko:** 'Turn to Burn' 2 Resource Cards. One Hatamoto Model in the Squad may complete the 'Performance of Shiko'. All Models within 6" of this Model (friendly or foe, excluding Hatamoto Models) count as being in Light Terrain (for the purposes of movement only), until the end of the Game Turn or until the Hatamoto is removed from the Game as a casualty.





## CRIMSON DEVIL

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	15	13	8	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)

### 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	Special	1	0	*Special(G)

**Passive: Demonsbreath Poisoned Gas:** Models that are caught within a Demonsbreath Poisoned Gas Grenade SE template must immediately pass a Con test, otherwise they suffer an automatic Wound Effect. Armour Tests may not be taken and 'Impenetrable Armour' must be rerolled.

#### TAMBU NO. 45 'DRAGONFIRE' HMG

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

**SPECIAL SKILLS:** **Fear (2), Fearless, Re-breather Oni-Masks, Principle of Aiki, Art of Kinjite, Ki Mirror Generator**

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

**Active: Principle of Aiki:** 'Turn to Burn' 1 Resource Card at the beginning of the Crimson Devils Activation Phase. The Squad receives a +2 Modifier to either RS or CC.

**Active: Art of Kinjite:** The Target Enemy Model receives -1 Modifier to its RoA (to a minimum of 1) for each Crimson Devil in B2B contact.

**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.

**SQUAD OPTIONS:** Squad Commander can buy a Ki Mirror Generator for 30pts. May add up to 5 Crimson Devils Models to the Squad for 16 Points each.

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

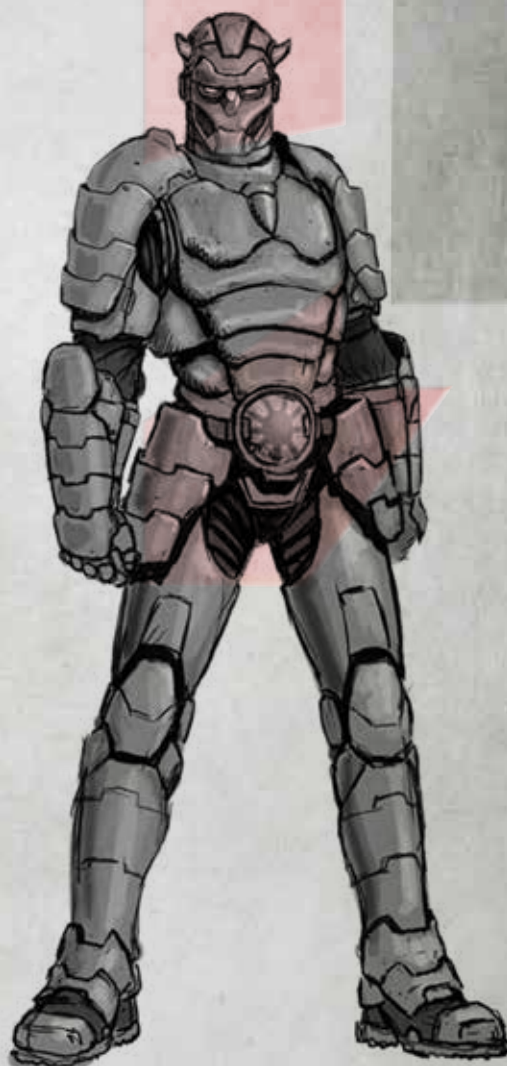
**EQUIPMENT:** Tambu no. 1 'Shogun' Assault Rifle, Ceremonial Blades, Mishiman Retainer Battlesuit, Demonsbreath Poisoned Gas Grenades

### CLOSE COMBAT WEAPON:

#### CEREMONIAL BLADES

R	ST	RoA	AVV	TYPE
B2B	+3	2	2	Piercing

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





## DEMON HUNTERS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	16	14	10	13	15	18	2	16(11)	50

**TYPE:** Support, Medium Bases (40mm).

**SQUAD COMPOSITION:** 1 Demon Hunter Squad Commander

**SQUAD SIZE:** 1-4 Demon Hunters

**ARMOUR:** Demon Hunter Armour (-1 Blast)

### RANGED WEAPONS:

TAMBU NO.45 'DRAGONFIRE' HMG

R	ST	RoF	AVV	TYPE
24	14	4	2	Piercing (A)

**Passive: Demonhunter Ammunition:** The Tambu no.45 'Dragonfire' HMG may be changed to Type: Plasma.

TAMBU NO. 22F 'DRAGONBREATH' FLAMETHROWER

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

**SQUAD OPTIONS:** Up to three Demon Hunters may be added to the Demon Hunter Squad for 50 Points per Model.

Any Demonhunter may swap their Tambu no.45 'Dragonfire' HMG for a Tambu no. 22F Dragonbreath Flame-thrower for free.

**EQUIPMENT:** Tambu no.45 'Dragonfire' HMG, Demon-tooth Katana x2, Demon Hunter Armour.

### CLOSE COMBAT WEAPON:

DEMONTOOTH KATANA #2

R	ST	RoR	AVV	TYPE
1	+3	4	1	Piercing

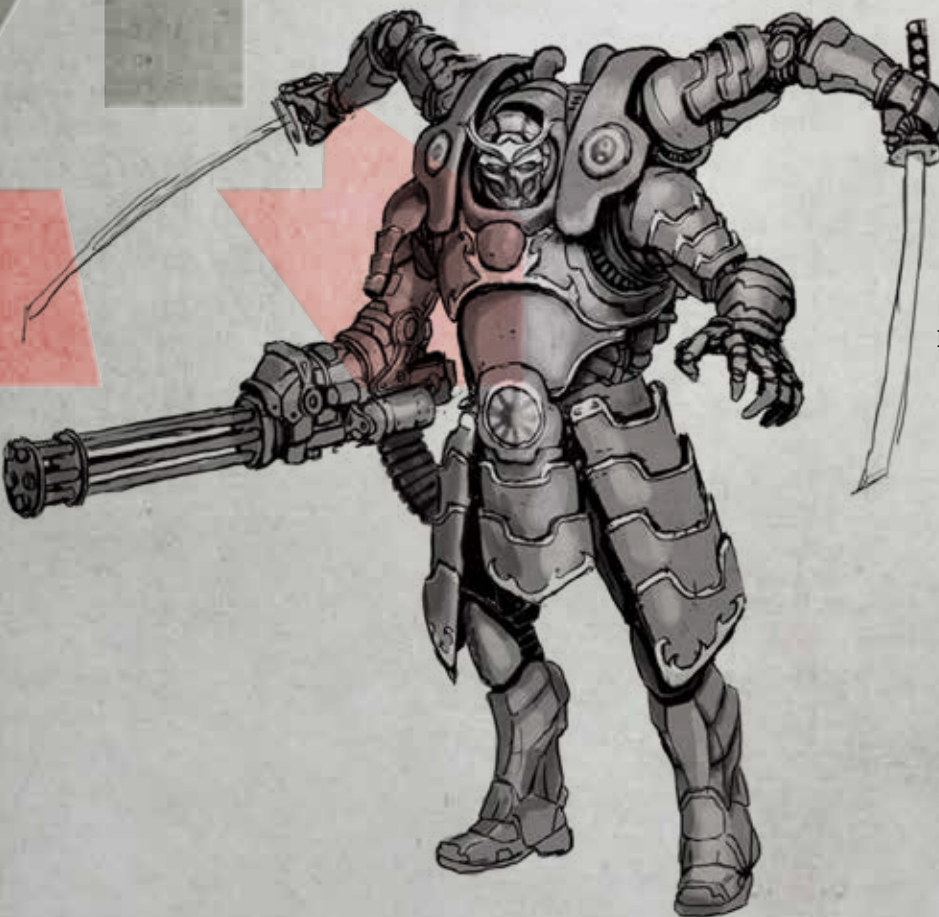
**Passive: Martial Defense:** Models have 'Impenetrable Armour (12)' against Close Combat Attacks.

**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.

**SPECIAL SKILLS:** **Contempt (Dark Legion), Fear (0), Fearless, Dissention, Dispersible, Stay Frosty, Demon Hunter, Meditation of Kyudo.**

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

**Active: Meditation of Kyudo:** Demon Hunters gain 'Heal (+2)' for each Demon Hunter in the Squad. For Example: If there are 3 Demon Hunters each gains 'Heal (6)', whereas if there are 2 they each have 'Heal (4)'





## TIGER DRAGONS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	10	10	13	17	1	15(10)	51

**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)

## RANGED WEAPONS:

## TAMBU NO.4 'WINDRIDER' SMG

R	ST	RoF	AVV	TYPE
12	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.

**SQUAD OPTIONS:** May add up to 3 Tiger Dragons for 17 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 20 Points.

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

## CLOSE COMBAT WEAPONS:

## 'DUSKDEALER' POWER NAGINATA

R	ST	RoR	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	RoR	AVV	TYPE
B2B	+1	2	0	Piercing

**SPECIAL SKILLS:** Predator Senses, Slippery, Prowling Tiger, Striking Dragon, Flesh to Stone.

**Passive:** Prowling Tiger, Striking Dragon: Tiger Dragons may deploy using 'Rapid Deployment' or 'Infiltrate'.

**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 Squad's Armour is increased to 20 (16). The squad returns to its original state once any of the Models initiates any Action except Basic Shooting and Pass.



## HUNSHU DRAGONRIDERS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
7	14	12	10	13	16	17	3	15	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)

### RANGED WEAPONS:

#### HUNSHU DRAGON FLAME ATTACK

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

#### TAMBU NO. 4 'WINDRIDER' SMG

R	ST	RoF	AVV	TYPE
12	11	1	2	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.

**SQUAD OPTIONS:** May add up to 5 Kunshu Dragonriders 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.

### CLOSE COMBAT WEAPONS:

#### HUNSHU 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	+1	1	0	Piercing

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

**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 they are hit by the fiery breath. If failed the Model receives a 'Stun Effect'. 'Fearless' Models are immune to 'Dragon Shriek'.

**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	12	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), 50mm Base.

**SQUAD COMPOSITION:** 1 Meka Squad Commander

**SQUAD SIZE:** 1-2 Meka

**ARMOUR:** Meka Layered Mercurian Alloy Armour: (No negative Weapon Type Modifiers taken).

### MAIN WEAPONS:

#### TAMBU NO. 66 'DRAGONFANG' MOUNTED AUTOCANNON

R	ST	RoF	AVV	TYPE
20	16	4	2	Piercing (A)

#### MOUNTED TAMBU NO. 86A5 'DRAIMYO' ROCKET LAUNCHER

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

**Passive: Slow Loading:** The RoF cannot be increased by any means.

**EQUIPMENT:** A Main Weapon (see Squad Upgrades) 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 must take one of the following Main Weapons for Free.

### SECONDARY WEAPONS:

#### EDGE-CRUSHER POWERED BLADE

R	ST	RoR	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	RoR	AVV	TYPE
2	14	4	1	Blast

**SPECIAL SKILLS:** **Fear (3), Lumbering Advance, Crushing Advance**

**Passive: Lumbering Advance:** Due to its size and gait, the Meka has the 'Pathfinder' Special Skill.

**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.

