



HATAMOTO
Trooper

SPECIAL ABILITIES

Duelist (-3), Executioner (2), Fearless, Honorbound

DP	SP
4	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	16	6	0	23	2	11	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2

ST+8

—

—

—

—

—

—

20

SHOGUN ASSAULT RIFLE

—

—

12"

+1

12

36"

+0

12

20

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Executioner (X) // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

Honorbound // This Unit never gains the bonus for Overwhelming Numbers.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



HATAMOTO OPERATOR

Specialist (1:Hatamoto)

SPECIAL ABILITIES

Duelist (-3), Executioner (2), Fearless, Honorbound, Tactical

DP	SP
4	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	16	6	0	23	2	11	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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CEREMONIAL BLADES // Reach (1)

+2	ST+8	—	—	—	—	—	—	20
----	------	---	---	---	---	---	---	----

SHOGUN ASSAULT RIFLE

—	—	12"	+1	12	36"	+0	12	20
---	---	-----	----	----	-----	----	----	----

FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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SMOKE GRENADES // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	20
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Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Executioner (X) // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

Honorbound // This Unit never gains the bonus for Overwhelming Numbers.

Tactical // Once per Turn, this Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2" of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

Cloud (X) // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Indirect // This Weapon may perform Indirect Fire Shoot Actions.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

Smoke // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.



HATAMOTO HMG
Support

SPECIAL ABILITIES

Duelist (-3), Executioner (2), Fearless, Honorbound

DP | **SP**
4 | -3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	16	6	0	23	2	11	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2

ST+8

—

—

—

—

—

—

20

DRAGONFIRE HMG // Burst (3), Recoil (4)

—

—

24"

+0

14

48"

-1

13

18

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Executioner (X) // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

Honorbound // This Unit never gains the bonus for Overwhelming Numbers.

Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

Recoil (X) // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



HATAMOTO LEADER

Leader (1:Hatamoto)

SPECIAL ABILITIES

Command (Hatamoto), Duelist (-3),
Executioner (2), Fearless, Honorbound, Inspire

DP | **SP**
5 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	17	6	0	23	2	11	15

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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CEREMONIAL BLADES // Reach (1)

+2	ST+8	—	—	—	—	—	—	20
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AIRBRUSH SHOTGUN

—	—	6"	+0	12x2	18"	-3	11	20
---	---	----	----	------	-----	----	----	----

Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Executioner (X) // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

Honorbound // This Unit never gains the bonus for Overwhelming Numbers.

Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SHINOBI
Trooper

SPECIAL ABILITIES

Duelist (-1), Shift

DP	SP
4	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	14	5	-1	21	2	12	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2

ST+8

—

—

—

—

—

—

20

WINDRIDER SMG // Burst (2)

—

—

6"

+1

11

18"

+0

11

19

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Shift // This Unit may, as an Action once per its Activation, be removed from the Battlefield and then placed onto the Battlefield at a location up to its MV Rating in inches away in any direction, as long as the location satisfies the Model Placement rules. Removal from the Battlefield does not constitute Movement, but placement does.

Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SHINOBI MEDIC
Specialist (1:Shinobi)

SPECIAL ABILITIES

Duelist (-1), First Aid (10), Shift

DP	SP
4	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	14	5	-1	21	2	12	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2

ST+8

—

—

—

—

—

—

20

WINDRIDER SMG // Burst (2)

—

—

6"

+1

11

18"

+0

11

19

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

First Aid (X) // Once during this Unit's Activation, immediately before or after declaring or performing an Action, this Unit, if in base-to-base contact with a Friendly Unit with one or more Wound Counters, may attempt a TN(X) Test. Success removes a Wound Counter and a natural roll of a "1" removes all Wound Counters. Other Friendly Units within 6" of this Unit are never assigned more than one Wound Counter as a result of a failed Armor Test.

Shift // This Unit may, as an Action once per its Activation, be

removed from the Battlefield and then placed onto the Battlefield at a location up to its MV Rating in inches away in any direction, as long as the location satisfies the Model Placement rules. Removal from the Battlefield does not constitute Movement, but placement does.

Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SHINOBI SNIPER
Support

SPECIAL ABILITIES

Duelist (-1), Shift

DP | **SP**
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	14	5	-1	21	2	12	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2

ST+8

—

—

—

—

—

—

20

ARCHER SNIPER RIFLE // Accurate (3)

—

—

24"

+2

13

48"

+1

13

20

🎯 Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

🔄 Shift // This Unit may, as an Action once per its Activation, be removed from the Battlefield and then placed onto the Battlefield at a location up to its MV Rating in inches away in any direction, as long as the location satisfies the Model Placement rules. Removal from the Battlefield does not constitute Movement, but placement does.

🎯 Accurate (X) // Shoot Actions performed with this Weapon score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

🎯 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SHINOBI LEADER

Leader (1:Shinobi)

SPECIAL ABILITIES

Command (Shinobi), Duelist (-1), Inspire, Shift

DP | **SP**
5 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	14	15	5	-1	21	2	12	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2

ST+8

—

—

—

—

—

—

20

AIRBRUSH SHOTGUN

—

—

6"

+0

12x2

18"

-3

11

20

☉ Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

☉ Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

☉ Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

☉ Shift // This Unit may, as an Action once per its Activation, be removed from the Battlefield and then placed onto the Battlefield at a location up to its MV Rating in inches away in any direction, as long as the location satisfies the Model Placement rules. Removal from the Battlefield does not constitute Movement, but placement does.

🌀 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SHADOW WALKER

Trooper

SPECIAL ABILITIES

Blur (-2), Camouflage (2), Fearless, First Strike, Volatile End (1, 8), Tactical

DP	SP
5	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
6	12	15	6	-2	20	2	12	13

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
POISONED PUNISHER SHORTSWORD // Reach (1), Vicious								
+1	ST+7x2	—	—	—	—	—	—	20
SILENCED PUNISHER HANDGUN // Silenced								
-2	12	6"	+0	13	18"	-2	12	20
SMOKE GRENADES // Cloud (2), Indirect, Smoke								
—	—	—	—	—	ST+4"	+0	—	20

👤 **Blur (X)** // This Unit receives a bonus of X to its DEF Characteristic against Shoot Action Tests targeting it as part of any Reaction.

👤 **Camouflage (X)** // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

👤 **Fearless** // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

👤 **First Strike** // This Unit's Weapons receive a x1 Damage Multiplier for Strike Actions targeting Enemy Units that have not been assigned an Activation Counter this Turn.

👤 **Tactical** // Once per Turn, this Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2" of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

👤 **Volatile End (X, Y)** // When this Unit is removed from the Battlefield as a Casualty, all Units within X" suffer a DAM Y hit.

☉ **Cloud (X)** // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

☉ **Indirect** // This Weapon may perform Indirect Fire Shoot Actions.

☉ **Reach (X)** // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

☉ **Silenced** // Shoot Actions performed with this Weapon do not trigger Counterattack Reactions from any Enemy Unit who has Obstructed LOS to this model.

☉ **Smoke** // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.

☉ **Vicious** // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.

