TORA KOKAN

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT WALKER, NEKOMATA, MYTH

M16

KATANA & WAKISASHIS

FATAL W

TEKUBI NO HA

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TORA KOKAN

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from it's current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

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