

Reputation Tokens 13

Μαεδα Toshie

ΜΑΕΘΑ ΤΟΣΗΙΕ							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	49	3	0	4	2	6	None
<i>Battle Smiter</i>	+1 Combat Dice in single combats [pg71]						
<i>Hold Fast</i>	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						
<i>Army Commander</i>	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
<i>Inspiring</i>	If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice [pg72]						
<i>With Me</i>	Once per game, may expend 1 Mighty Deed at the start of own Movement Phase; all friendly Units within 2 ST under the Hero's command automatically pass any Command Tests for movement [pg74]						

Hero 2							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	26	2	0	4	2	3	None
<i>Fearsome</i>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
<i>Mounted</i>	May move 2 ST per Movement Action [pg73]						
<i>With Me</i>	Once per game, may expend 1 Mighty Deed at the start of own Movement Phase; all friendly Units within 2 ST under the Hero's command automatically pass any Command Tests for movement [pg74]						
<i>Proud</i>	May never refuse a challenge to single combat. Gains +1 Reputation if kills an enemy Hero in single combat [pg74]						

Hero 3							
Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	28	2	0	4	2	3	None
<i>Fearsome</i>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
<i>Proud</i>	May never refuse a challenge to single combat. Gains +1 Reputation if kills an enemy Hero in single combat [pg74]						
<i>Battle Smiter</i>	+1 Combat Dice in single combats [pg71]						
<i>Today We Fight to Win</i>	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

UNITS

Ashigaru Spearmen								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Heavy Infantry)	25	12	0	3	4	3	None
Pikes		+2 integral support save dice against Light Riders, Heavy Riders, a Towering Monstrosity or a Swooping Attack from Flying troops. Support still applies against an enemy with Aura of Dread trait [pg69]						
Replacements		Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						

SAMURAI INFANTRY								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
6	Warriors (Heavy Infantry)	34	12	0	4	4	3	None
<i>Spears as Tribute</i>		Add +2 Combat Dice while at full Stamina [pg70]						
<i>Steadfast</i>		Does not take a Command Test if retreated into by friendly Units [pg70]						
<i>Drilled</i>		Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
<i>Replacements</i>		Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						

Mounted Samurai								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Heavy Riders (Knights)	26	10	0	4	3	3	None
Counter Charge		If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]						
Disengage		After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]						
Fearsome		Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
Thunderous Charge		Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]						

Ashigaru Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Formed Archers)	30	8	8	3	4	3	Bow / Mounted Elf Bow
Hel's Breath		An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]						
Replacements		Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						

Ashigaru Archers								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Formed Archers)	28	8	8	3	4	3	Bow / Mounted Elf Bow
Replacements		Can attempt to swap places with another Unit with the Replacements trait upon passing a Command Test [pg69]						

Skirmishers with Teppo								
Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Skirmishers (Shooters)	14	6	6	2 (3)	2	1	Javelins
<i>Agile</i>		No penalties in Rough Terrain [pg67]						
<i>Evade</i>		If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						
<i>Marksman</i>		+1 Shooting Dice (can be added as a Combat Dice bonus in a charge situation) [pg67]						
<i>Hel's Breath</i>		An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]						